













<div data-bbox="113 114 228 228"></div> <div data-bbox="264 152 336 188" data-label="Caption"> <p>Barn</p> </div> <div data-bbox="113 266 438 412" data-label="Text"> <p>Move one of your existing settlements to a hex of the same terrain type as your</p> </div> <div data-bbox="432 705 480 728" data-label="Text"> <p>Base</p> </div>	<div data-bbox="569 114 684 228"></div> <div data-bbox="719 152 799 188" data-label="Caption"> <p>Farm</p> </div> <div data-bbox="569 266 901 338" data-label="Text"> <p>Build a settlement on a grass hex</p> </div> <div data-bbox="887 705 935 728" data-label="Text"> <p>Base</p> </div>	<div data-bbox="1024 114 1139 228"></div> <div data-bbox="1176 152 1278 188" data-label="Caption"> <p>Harbor</p> </div> <div data-bbox="1024 266 1350 371" data-label="Text"> <p>Move one of your existing settlements to a water hex</p> </div> <div data-bbox="1343 705 1391 728" data-label="Text"> <p>Base</p> </div>
<div data-bbox="113 792 228 907"></div> <div data-bbox="264 831 351 866" data-label="Caption"> <p>Oasis</p> </div> <div data-bbox="113 945 454 1014" data-label="Text"> <p>Build one settlement on a desert hex</p> </div> <div data-bbox="432 1384 480 1406" data-label="Text"> <p>Base</p> </div>	<div data-bbox="569 792 684 907"></div> <div data-bbox="719 831 818 866" data-label="Caption"> <p>Oracle</p> </div> <div data-bbox="569 945 911 1052" data-label="Text"> <p>Build one settlement on the same terrain type as your played card</p> </div> <div data-bbox="887 1384 935 1406" data-label="Text"> <p>Base</p> </div>	<div data-bbox="1024 792 1139 907"></div> <div data-bbox="1176 831 1305 866" data-label="Caption"> <p>Paddock</p> </div> <div data-bbox="1024 945 1350 1052" data-label="Text"> <p>Move one of your existing settlements 2 hexes in a straight line</p> </div> <div data-bbox="1343 1384 1391 1406" data-label="Text"> <p>Base</p> </div>
<div data-bbox="113 1471 228 1585"></div> <div data-bbox="264 1509 363 1545" data-label="Caption"> <p>Tavern</p> </div> <div data-bbox="113 1624 448 1767" data-label="Text"> <p>Build a settlement at the end of a line of 3 or more of your own settlements</p> </div> <div data-bbox="432 2060 480 2083" data-label="Text"> <p>Base</p> </div>	<div data-bbox="569 1471 684 1585"></div> <div data-bbox="719 1509 809 1545" data-label="Caption"> <p>Tower</p> </div> <div data-bbox="569 1624 879 1729" data-label="Text"> <p>Build a settlement at the edge of the game board</p> </div> <div data-bbox="887 2060 935 2083" data-label="Text"> <p>Base</p> </div>	<div data-bbox="1024 1471 1139 1585"></div> <div data-bbox="1176 1509 1302 1545" data-label="Caption"> <p>Caravan</p> </div> <div data-bbox="1024 1624 1366 1767" data-label="Text"> <p>Move an existing settlement in a straight line until it is blocked by an obstacle</p> </div> <div data-bbox="1329 2060 1409 2083" data-label="Text"> <p>Nomads</p> </div>

<div></div> <div>Quarry</div> <div>Build 1 or 2 stone walls on the same terrain type as your played card</div> <div>Nomads</div>	<div></div> <div>Garden</div> <div>Build one settlement on a flower field space</div> <div>Nomads</div>	<div></div> <div>Village</div> <div>Build one settlement adjacent to at least 3 of your settlements</div> <div>Nomads</div>
<div></div> <div>Lighthouse</div> <div>Place or remove your ship, or move your ship up to 3 spaces</div> <div><div></div><div>Forester's Lodge</div><div>Build one settlement on a forest space</div><div>Crossroads</div></div>	<div></div> <div>Wagon</div> <div>Place or remove your wagon, or move your wagon up to 3 spaces</div> <div><div></div><div>Monastery</div><div>Build one settlement on a canyon space</div><div>Crossroads</div></div>	<div></div> <div>Barracks</div> <div>Place or remove one of your warriors</div> <div><div></div><div>Crossroads</div><div>Draw one additional terrain card at the end of each turn</div><div>Crossroads</div></div>
<div></div> <div>Fort</div> <div>Draw a terrain card and build one settlement on the terrain type shown</div> <div><div></div><div>City Hall</div><div>Place your city hall tile</div><div>Crossroads</div></div>	<div></div> <div>Canoe</div> <div>Build one settlement on swamp or water, after another player clears a tile space</div> <div><div></div><div>Bonus</div><div>Build one settlement on a swamp or water space</div><div>Marshlands</div></div>	<div></div> <div>Fountain</div> <div>Build one settlement next to exactly one of your settlements and no opponent settlement</div> <div><div></div><div>Bonus</div><div>Build this bonus on a mountain space</div><div>Marshlands</div></div>



Temple

Remove a settlement.
Build it next turn along
with your other required
builds



Bonus

Your first mandatory
build can be in any
valid space

Marshlands



Refuge

Relocate a previously
built settlement to an
adjacent hex



Bonus

Move a settlement in a
straight line to the next
suitable hex

Marshlands