

2 Occupations

**Fish Hook** 1

WM030

1

Whenever you use an Action space orthogonally adjacent to the "Fishing" Action space, you may immediately take 1 Food from the "Fishing" Action space if there is Food on that space.

**Bargaining Baker**

WM004

1

Whenever you build an Oven, pay 1 Building resource less of your choice. Whenever you build a -Improvement, you receive 1 Grain before building the Improvement. (An Oven is a -Improvement with "Oven" in the name.)

**Open Gate** 1

WM097

1

At the start of the Feeding phase of each Harvest, you may return 1 Sheep to the general supply to receive 1 Bonus point.

**Hoarder**

WM030

1

Each Harvest, you can place 1 Building resource on this card from your supply. At the end of the game, you receive 1/2/3/5 Bonus Points for 1/2/3/4 different resources on this card.

**Mountain Cave** 1

WM095

1

Each Harvest, you may use the Mountain Cave to exchange up to 1 Wood for 1 Stone.

→

**Remodeler**

WM042

1

When you renovate your Wooden hut, you may first return 1 built stable to extend your hut by 1 Wooden room for free before paying the costs of the Renovation. (The stable can be rebuilt later.)

1 Unused space

**Bonfire** 1

WM064

1

Place 1 Wood from the general supply on 1 Unused farmyard space. As long as the Wood remains, the space counts as used. You may return it at any time to convert animals to Food for the rest of that round.

→

**Contractor**

WM011

1

Whenever you build a room, renovate your home, or build a Major Improvement, you can replace up to 1 Building resource of your choice with 1 Food.



Debris Dealer

WMD15

€

3+

WM

When you renovate your Clay hut, you receive 2 Clay afterward. Once you live in a Clay hut or Stone house, whenever another player renovates their Wooden/Clay hut, you receive 2 Wood/Clay.

1 Grain field and 1 Vegetable field

Plum Patch

WMD00

€

2

WM

Place 1 Food on each of the next Round spaces, up to the number of planted fields in your farmyard. At the start of these rounds, you receive the Food.

Wine Closet

WMD14

1

2

β

WM

When you play this card, you receive 1 Vegetable. Once each round, you may move 1 Vegetable from your supply onto a future Round space. If it is at least 5 rounds away, add 1 Vegetable from the general supply. At the start of that round, you must convert each of those Vegetables to 2 Food or 1 Bonus point.

Boundary stones

WMD65

1

€

WM

At the end of the game, you receive 1/2/3/5 Bonus points for having at least 2/3/4/5 fields that are orthogonally adjacent to exactly one other field.

Amazon

WMD01

α

3+

WM

Whenever you use the "Fishing" Action space in Round 7/9/11/13, you receive 1 additional Sheep/Wild boar/ Cattle/ animal of your choice.

Hunter

WMD32

δ

1+

WM

Whenever you receive animals outside the Breeding phase of a Harvest, you may immediately convert them into Food. Take 2/3/4 Food for each Sheep/Wild boar/Cattle converted.

Apple Picker

WMD03

α

1+

WM

Whenever you use the "Take 1 Grain" or "Take 1 Vegetable" Action space, you receive an additional 1 Wood and 1 Food.

Forest Farmer

WMD23

δ

1+

WM

Place 3 Arrow markers on this card. Each round, between the Work and Returning home phase, you may pay 1 Wood and return 1 marker to move one of your people from the "Plow 1 field" or "Plow 1 field and/or Sow" Action space to a free Action space and take the action.



**Pawnbroker**

WMD39

€

1+

WM

At any time, you may convert all the printed Victory points (if any) of an Improvement in front of you to 3 Food per point. Afterward, you may not return or remove the Improvement and you no longer receive its Victory points. If Pawnbroker gets turned face down or discarded, you still lose the points.

**Sunrise Admirer**

WMD49

€

1+

WM

At the start of each of the next 3 rounds, you may pay 2 Food to Plow 1 of the three Eastern-most spaces on your farmyard (the farm side opposite your home) if they are unused. (Normal plowing rules still apply.) If you choose not to, discard the Sunrise Admirer.

**Resource Lender**

WMD43

€

3+

WM

Whenever you receive Building resources from an Action space, instead of placing them in your supply, you may add 1 resource of 1 type received and place them all on the next Round spaces with 1 per space (in any order and discard any excess). At the start of these rounds, you receive the resource.

**Livestock Keeper**

WMD34

γ

1+

WM

When you play this card, you receive 1 Wild boar. If you already have a Wild boar, you receive 1 Cattle instead. In the Breeding phase of each Harvest, you may pay 1 Food to receive 2 offsprings of exactly 1 animal type that breeds instead of 1.

**Farm School Graduate**

WMD20

δ

3+

WM

You may only play this card as your first Occupation. From now on, you may not use any Occupation action on any Action space. At the start of each Harvest, you may pay 2 Food to play an Occupation.



**Back Door**

"Family growth" action is revealed

WMD61

γ

WM

Immediately place a Family member that is not already placed on an Action space on the "After Family Growth also 1 Minor Improvement" Action space even if it is occupied by you or another player and take that action.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Reed Nursery**

1

WMD104

γ

WM

You may Sow and harvest Reed in your fields as if it were Grain. At the end of the game, you may exchange 1/4/6/8 Reed from your supply or from your fields for 1/2/3/4 Bonus points.



**Gold Medal**

Round 7 or before

WMD87

γ

WM

When you play this card, choose one category from Grain, Vegetables, Sheep, Wild boar, Cattle, fields, pastures, or fenced stables. At the end of the game, all players with the most Points in that category receive 2 Bonus points.





**Attic** α

WMD60



WM

Whenever you extend your home, you may place 1 Wood from your supply on each of the new rooms. You cannot use this Wood any more, but each is worth 1 Bonus point at the end of the game.

**Mailman** β

WMD35



WM

3+

Place 2 Wood, 2 Clay, 1 Reed, and 1 Stone on four different revealed Action spaces respectively (*occupied or unoccupied*). Afterward, any player (*including you*) who uses one of these spaces may also take the extra resource(s) by paying you 1 Food first.

**Lady in Waiting** β

WMD33



WM

3+

If you play this card during Stage 1, place 1 person still in your supply on Round 12. At the start of this round, you can pay 2 Food to move this person into your home whether or not you have room. It counts as an adult Family member and may take actions starting Round 12.

**Stable Deliveryman** γ

WMD45




WM

1+

Add 3, 5, 7 and 9 to the current round and place up to 1 of your unbuilt stables on each remaining corresponding Round space. At the start of these rounds you may pay 1 Wood to build that stable immediately. (If you don't, return that stable to your supply. Until then, you cannot build that stable.)

**Godfather** α

WMD25



WM


3+

Whenever you use an Action space orthogonally adjacent to an occupied "Family growth" Action space from stage 2 or stage 5, you receive 1 Grain immediately before the action is resolved.



**Engineer** δ

WMD17



WM

3+

Whenever you play an Improvement, you receive 1 Food before paying the costs of the Improvement. If the Improvement has a printed Stone cost, you receive 2 Food instead of 1.

**Covetous Farmer** ε

WMD12



WM

3+

Once each round, during one of your turns, you may take 1 Building resource from the general supply of a type that you do not have and every other player does have.

**Grain Elevator** 2 1 β

WMD88



WM

At the start of each round, add 1 Grain from the general supply to this card, unless it has Grain equal to the number of players. Whenever you use the "Take 1 Grain" action, you also take all the Grain on this card. Whenever another player uses the "Take 1 Grain" action, return all Grain on this card to the general supply.



Branch Collector

WMD07

δ



1\*

WM

Whenever you use Clay or Stone for an Extension, Renovation, or Improvement, you receive 1 Wood from the general supply before paying its costs.

1 Occupation

Cookies

WMD71

α




WM

For each Grain that you Bake, you may place 1 Food from your supply in 1 of your rooms. You may have a maximum of 1 Food in each room. You cannot use these Food any more, but each is worth 1 Bonus point at the end of the game.

Master Cook

WMD36

γ



3\*


WM

Each round, instead of placing your first Family member on an Action space, you may place it on this card and receive 2 Food and 1 Guest token to place that round. (You may not do this if you will be placing more people after your first without another player placing in between.)

Herdsman

WMD28

δ



1\*


WM

Whenever you use the "Day Laborer" Action space, you receive 1 additional Sheep. From round 6, you can choose to receive 1 Wild boar instead.

Tile Maker

WMD52

γ



3\*

WM


If there are 1/3/6/9 rounds to play you receive 1/2/3/4 Clay. At the end of the game all players with a Clay hut receive 2 Bonus points. (This card does not give Bonus points for a Stone house.)

No Occupations

Undisturbed Pond

WMD11

α



1

WM

Place 1 Food on each of the next Round spaces, up to the number of completed rounds. At the start of these rounds, you receive the Food.

Politician

WMD41

β



1\*

WM

Twice each round, you may exchange 1 Reed for 1 Stone, or 1 Stone for 1 Reed. When you play this card, you receive 1 Stone.

1 Occupation

Rotherham Plow

WMD05

2 1

ε



WM

Whenever you use the "Plow 1 Field" Action space, you may Plow 2 fields if they are not diagonally or orthogonally adjacent to each other instead of 1.



**Backyard Well** 2 1

WMD62



2

WM

Once this game, at any time, you may place 1 Stone from the general supply on 1 Unused farmyard space next to your home. (It now counts as used.) If you do this, place 1 Food on each of the next 3 Round spaces. At the start of these rounds, you receive the Food. (Backyard Well counts as a Well.)

**Wild Breeding**

WMD113



WM

Immediately add 1 animal of the appropriate type to each Accumulation space containing 2 or more animals. If you have space on your farm, you may take 1 of the added animals.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Iron Plow** 1 1

WMD91



WM

Once during the game, when you use the "Plow 1 field" Action space, you may Plow 2 fields instead of 1 and take a "Sow" action afterward.

**Apprenticeship** 1

WMD59



WM

Immediately play an Occupation if you have fewer Occupations than each other player.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Chemist**

WMD09




3+

WM

Whenever you use a person's action to take Wood from a Building resource Accumulation space, you may immediately place 1 Clay from your supply on another Building resource Accumulation space to receive 2 Food.

**Tavern Keeper**

WMD51




1+

WM

At the start of each Harvest you receive 1 Food and 1 Grain if you have at least 1 room in your home that is not occupied by a Family member. At the end of the game, you receive 1 Bonus Point for every empty room.

**Cloister Dweller**

WMD10



1+

WM

At the end of the game, you receive 1 Bonus point for each of the 5 columns of your farmyard that is either all rooms, all fields or all in the same pasture.

**Minimalist**

WMD38



3+

WM

At the end of the game, you receive 9/6/4/2 Bonus points for having exactly 0/1/2/3 Improvements in front of you.



Village Fool

WMD53 α




1+

WM

At the start of each round, you may place 1 card face down from your hand under Village Fool. That card can no longer be used for the rest of the game. At the end of the game, you receive 1 Bonus point for each card under Village Fool except the 3rd, 5th, 7th and 9th.

Wheelbarrow Pusher

WMD54 β



3+

WM

Whenever you use a person's action to take exactly 1 resource from a Building resource Accumulation space, you receive an additional 1 Building resource of your choice or 1 Food. In a 4 or 5 player game, you instead receive an additional 1 Building resource of your choice and 1 Food.

Tapestry Weaver

WMD50 δ



1+

WM

Whenever you have at least 3 Sheep during the Field phase of a Harvest, place 1 Food from the general supply in your home. You may only place 1 Food per room. You cannot use these Food, but each is worth 1 Bonus point at the end of the game.

Free-Range Chickens

1 Grain field

WMD83 δ



WM

At the start of each round, if you have at least 1 Grain field, place 1 Food from the general supply on this card. You may use this Food at any time. At the end of the game you receive 1/2 Bonus Points for 3/6 Food on this card.

Slapdash Renovation

WMD107 δ



WM

At the end of any turn where you placed a person on a "Renovation" Action space, you may return that person to your farm. (That person takes another action later in the round.)

Stone Curator

WMD46 δ




1+

WM

Whenever you use a Stone Accumulation space, you receive 1 additional Food. At the end of the game, you receive 1 Bonus point for every 2 rooms in your Stone house and every 2 Improvements with a printed Stone cost.

Gem Hunter

WMD24 γ



1+

WM

Whenever you use a person to take Clay from a Building resource Accumulation space, you may also receive 1 Stone. In Round 9 or before, if there are 3 or more Clay on the space, you must leave 1 Clay on the space to receive the Stone.

Farm School

2 Occupations

WMD78 δ



WM

Whenever you harvest at least 2 goods during the Field phase of a Harvest, you may immediately afterward pay 2 Food to play an Occupation.



**Worm Bait** δ

WM115




WM

Whenever you use the "Plow 1 field" Action space, add 2 Food from the general supply to this card. You receive the Food on this card when you use the "Fishing" action. Each Harvest, return 1 Food from this card (if any) to the general supply.

**Diplomat** ε

WM116



3+

WM

Once during Round 14, you may use an Action space even if it is occupied by other players. If you play this card in Round 7 or before, you may do this twice instead.

**Glassblowers Shop** γ

Return Pottery

WM115



3

WM

Each harvest you may convert up to 1 Clay into 3 Food. At the end of the game, you receive 1/2/3 Bonus points for 2/4/5 Clay. (A repurchased Pottery does not give additional Bonus points, but can be used to convert an additional Clay each Harvest.)

**Crop Rotator** ε

WM114



1+

WM

Whenever you remove the last Grain/Vegetable from a field, you may immediately Sow a Vegetable/Grain in that field. When you play this card, immediately take 1 Grain or Vegetable from each of your fields and place them in your supply.

**Clockwork Man** 1

WM170



1

WM

Clockwork Man counts as 1 Occupation and 1 Minor Improvement.

**Drained Pond** 1

2 Occupations

WM176



1

WM

Add 4 to the current round and place 1 field on the corresponding Round space. At the start of that round, you may pay 1 Food to add the field to your farm.

**Diamond Mine** β

3 Occupations

WM173



1

WM

Place 1 Stone each on the next 2 Round spaces. At the start of these rounds, you receive the Stone.

**Sunday Worker** α

WM148



3+

WM

Once during Rounds 7 and 14, you may pay 1 Food to take one of your peoples' actions twice. If you use an Accumulation space with that action, you get double the amount of Goods and/or Food.



**Kindling** 1

WMD93

**WM**

You may build Major Improvement Fireplaces and Cooking Hearths with a "Minor Improvement" action. Pay 1 Clay less for each.

**Wood Worker**

WMD55

**WM**

Whenever you use any Action space, immediately afterward you may place 1 Food from your supply on the space to receive 1 Wood. The next player to use this Action space receives this Food.

**Animal Nursery** 2

WMD57

**WM**

You may place newborn animals of any type on this card immediately after their birth. They cannot be used for any purpose or moved off this card, but are counted at the end of the game. (This card does not count as a pasture or stable.)

**Bee Keeper**

WMD05

**WM**

When you play this card, immediately build 1 stable without paying Wood and place it on its side. This stable loses its regular animal functions. (It is still worth 1 additional point if fenced.) In the Feeding phase of each Harvest, you receive 1 Food as long as the stable is on your farm.

**Petting Zoo** 2

WMD98

**WM**

At the end of the game, if you have all the animal types in your farm, you receive 1 Bonus point if you have at least 2 Sheep and 1 Bonus point if you have at least 2 Wild boar.

**Steamer** 1

WMD108

**WM**

At any time, you can convert pairs of goods to Food as follows:

		→					
		→					
		→					

**Lamp Oil**

2 animals

WMD94

**WM**

Whenever you play an Occupation, you receive 1 Food before you pay the cost of the Occupation.

**Hill Farmer**

WMD29

**WM**

Whenever you build 1 or more fences or Plow 1 or more fields, you receive 2/1 Food if you have exactly 2/3 rooms.



**Prize-winning Sheep**

1 Sheep

WM01

α



You immediately receive 1 Building resource of your choice.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Silo Girl**

WM04

γ



3\*

Once you live in a Stone house, place 1 Grain on each remaining even Round space and 1 Vegetable on each remaining odd Round space. At the start of these rounds, you receive the resources. (If you already live in a Stone house, place the resources immediately.)

**Raspberries**

2 Occupations

WM03

γ



1

Place 1 Food each on up to 3 Unused farmyard spaces from the general supply. When the space is used, you receive the Food.

**Festival Hall**

2 Grain fields

WM079

γ



1

After the Field phase of a Harvest, you can use the Festival Hall to convert 1 Grain to 1 Building resource of your choice and 2 Food.

**Village School**

1 Occupation

WM12

β



1

Once per turn, when paying a cost, you may discard 1 card from your hand to pay 1 less Building resource of your choice.

**Home Garden**

WM089

γ



Whenever you renovate your home, or if you renovated this round, place 1 Food on the next 3 remaining Round spaces. At the start of these rounds, you receive the Food.

**Humble Farmboy**

WM031

β



3\*

If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. At the end of the game, all players with the fewest cards in front of them receive 3 Bonus Points. (Count Occupations plus Improvements and exclude Begging cards.)

**Donkey**

1 pasture

WM074

δ



1

From now on, one of your pastures can not contain animals. (Mark this pasture with 1 Clay from the general supply.) Whenever you use the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you may Plow 1 additional field.



**Friendly Pastures** 2  

WMD84



1 

Your pastures with stables may hold 2 different animal types. (This card does not change the capacity of your pastures.)

**Ram** 1  

WMD02



1 

The Ram counts as a Sheep in your farm for scoring and breeding, but must be fed 1 Food in the Feeding phase of each Harvest or it is discarded. Your Sheep breed at the end of Rounds 6, 8, 10, and 12.

1 Occupation **Cash Crop**  

WMD68




 

When you Sow, you may Sow on this card as if it were 1 field. Whenever you harvest goods from this card during the Field phase of a Harvest, you must exchange these harvested goods for 1 Bonus point each.

**Birdcage** 2  

WMD63



Each Harvest, you may place 1 Food on this card from your supply. At the end of the game, you receive 1 Bonus point for each Food on this card. You may not hold Sheep, Wild boar, or Cattle in your home (even if another card allows this).

**Honeymoon** 2  

Round 13 or before

WMD90



5 

In Round 14, you place 2 fewer Family members.

**Storehouse Minder**  

WMD47



3+ 

When you play this card, you may place 1 to 4 Building resources of different types on it from your supply. At the start of each Harvest, choose up to 2 resource types currently on this card and add 1 of each from the general supply. Each round, you may take all the resources of any 1 type remaining.



**Bread Carrier**  

WMD08






1+ 

Once any player has built an Oven, place 1 Food on the remaining Round spaces. At the start of these rounds, you receive the Food. (If an Oven has already been built, place the Food immediately. If multiple Ovens are built, you only receive the Food once.)

1 Unused space **Fish Pond**  

WMD81



Place 1 Clay from the general supply on 1 Unused farmyard space. It now counts as used. Whenever you use the "Fishing" Action space, you may place some or all of the Food on this card. At the end of the game, you receive -1/1/2/3/4 Bonus points for 0/1/4/6/8 Food on this card.



**Edible Roots**

3 fields

WMD77

α



WM

Whenever you harvest the last good from a field and place it in your supply, you receive 1 Food.

**Flower Pots**

1

WMD82

δ



1


WM

If you play this in Round 6 or before, place 1 Vegetable on the space for Round 8. At the start of this round, you receive the Vegetable.

**Animal Buyer**

WMD02

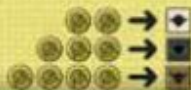
β



3+

WM

At the end of the Field phase of each Harvest, you may buy 1 or 2 animals. Pay 2/3/4 Food for each Sheep/Wild boar/Cattle.



**Permaculturist**

WMD40

δ



1+


WM

You may sow Grain on Unused farmyard spaces. Planted spaces count as Grain fields and do not need to be adjacent to your existing plowed fields. You may move Grain from these fields to the general supply at any time and you must move Grain before scoring (or if this card gets removed or turned face down).

**Family Planner**

WMD19

δ



1+

WM

Add 4, 7 and 10 to the current round and place up to 1 person still in your supply on each corresponding Round space. At the start of these rounds and not earlier, you may take the person as a new Family member, if you have room. (If you don't, return it to your supply.) It counts as a Newborn, and may take actions the following round.

**Oak Cask**

1

WMD96

β



WM

When you play this card, place 1 Food from the general supply on it. During the Field phase of each Harvest, add 1 Food from the general supply to this card if it has Food on it. At any time, you may take all of the Food from this card.

**Fence Dealer**

WMD21

β



1+

WM

You may only build 12 fences. (Remove the other 3 fences from the game.) Whenever you build fences you may build 2 fences for every 1 Wood paid.

**Downsizing**

1 Occupation

WMD75

δ



WM

Once during the game, when you build at least 1 fence, you may return 1 Wooden room that you built this game and build up to 7 additional fences from your supply at no cost. If there was a person in that room, move them into the rest of your home.



**Changing Plans** 1 stable β

WMD69



Immediately return 1 or 2 stables from your farmyard to your supply. Afterward, Plow 1 field for every stable returned (in the same or different space). (Normal plowing rules still apply.)

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Ruins** 4 α

WMD06



Place 4 Stone on this card from the general supply. In the Field phase of each Harvest, you may move 1 Stone from this card to your supply.

**Fruitcake** 2 Occupations 1 ε

WMD85



In the Feeding phase of the next Harvest, each of your Family members (including newborns) require 1 Food less.

**Steel Plow** 3 Occupations 1 β

WMD09



Once during the game, when you use either the "Plow 1 field" or "Plow 1 field and/or Sow" Action space, you can Plow up to 4 fields instead of 1.

**Pig Wallow** 1 empty Field ε

WMD99



Immediately return 1 empty field to the general supply to fence a single farmyard space (in the same or different space). (Normal fencing rules still apply.) You do not need to pay Wood for the fences.

AFTER YOU PLAY THIS CARD, PASS IT TO THE PLAYER ON YOUR LEFT, WHO ADDS IT TO HIS/HER HAND.

**Keys** 1 α

WMD92



You can use the "Build room(s) and/or Build stable(s)" Action space, even if another player has already placed a person on it.

**Cowboy** β


WMD13



You can use the "Take 1 Sheep", "Wild boar" or "Cattle" Action spaces even if they are occupied. If you do this, take 1 animal of that type. Additionally, you can keep 2 animals of the same type on 1 of your Unused farmyard spaces. (The space still counts as unused.)

**Heiress** β

WMD27



At the start of round 6/10/13, you may ~~(before phase 1)~~ build 1 Wooden/ Clay/ Stone room if your home is made of the same material. Pay 1 less Clay for the Clay room and 2 less Stone for the Stone room. (When you play this card, place the Room tiles on the corresponding round spaces.)



**Storage Shed**

1 stable

WM110

δ



1


WM

Remove 1 built stable and place it on this card (you may not build it again later). Whenever you play a Minor Improvement, take 1 Building resource of your choice from the general supply before paying the costs of the Improvement.

**Master Stableman**

WM037

ε



1+

WM

Whenever you use a person's action to take 2 or more animals from an Accumulation space, you can also build up to 2 stables, at a cost of 1 Wood each, before taking the animals.

**Apple Tree**

1 empty field

WM058

δ



1

WM

Place 1 Wood from the general supply on an empty field. This field still counts as a field, but can no longer be used for Sowing or other uses. In the Field phase of each Harvest, you receive 1 Food.

**Buried Treasure**

2 Occupations

WM067

α



WM

Whenever you use the "Plow 1 field" or "Plow 1 field/and or Sow" Action space, you also receive 1 Stone.

**Food Connoisseur**

WM022

α



1+

WM

Pile (from bottom to top) 1 Clay, 1 Vegetable, 1 Stone, 1 Grain, 1 Wood and 1 Reed on this card. Whenever you use a person to take Food from the "Day Laborer", "Fishing" or "Traveling Players" Action space, additionally take the top item on this card.



**Hedge Master**

WM026

α



3+

WM

Whenever you build fences, you receive 1 Bonus point. When you play this card, you immediately get a "Build fences" action.



**Almshouse**

1

1

WM056

δ



WM

At the end of the Feeding phase of each Harvest, you may discard 1 Begging card that you received in any Harvest because you paid 1 Food less to feed your family.

**Expert Builder**

WM018

δ



3+

WM

Whenever any player (including you) builds 1 or more rooms, they must place 1 resource of those paid on this card. You may use these resources to pay for your extensions or renovations.



**Brazier** 1  1 

WMD66  £

1 

During the Feeding phase of each Harvest, you can use the Brazier to convert exactly 1 animal or Vegetable to Food as follows:


Vegetable		→ 1x →					
Sheep		→ 1x →					
Wild boar		→ 1x →					
Cattle		→ 1x →					


**Borrower** 


WMD66  α

1 

When you play this card, you receive 7 Food and 2 Begging cards. At any time, you may pay 3 Food to discard one of these 2 Begging cards or a Begging card you received instead of paying 1 Food to feed your family.

**Crib** 2 

WMD72  δ



At the end of any Work phase in which you have taken a "Family Growth" action, you may take 2 Food from the general supply or pay 2 Food for 1 Bonus point.

