

3 Occupations 48

Reed Pond



1 E

Place 1 Reed each on the next 3 Round spaces. At the start of each round, you receive the Reed.

2 57

Dovecote



2 E

Place 1 Food each on the spaces for rounds 10 to 14. At the start of these rounds, you receive the Food.

1 Occupation 36

Clay Roof



1 E

You can replace 1 or 2 Reed with the same amount of Clay whenever you extend or renovate your home.

164

Master Forester



4+ E

Include the "2 Wood" Action card from the 3-player game as an additional forest. At the start of each round, place 2 Wood on the card. Any player who uses this action must pay you 2 Food.



2 Occupations 18

Beanfield




1 E

When you Sow, you can plant Vegetables on this card as though it were a field. (This card does not count as a field when scoring.)



201

Cattle Whisperer



4+ E

Add 5 and 9 to the current round. Place 1 Cattle on the corresponding Round spaces. At the start of these rounds, you receive the Cattle.

See below 44

Outhouse



2 E

The Outhouse has no effect. You can only build it if at least one other player has fewer than 2 Occupations. (It is irrelevant how many Occupations you have played.)

2 Occupations 30

Canoe



1 E

Whenever you use the "Fishing" Action space, you receive an additional 1 Food and 1 Reed.





Renovator

199

1+

E

Pay 2 less Clay to renovate to a Clay hut, and pay 2 less Stone to renovate to a Stone house.

Patron

192

4+

E

In the future, whenever you play an Occupation, you receive 2 Food before you pay the costs of the Occupation.

Hut Builder

178

4+

E

Play this card during Stage 1. At the start of Round 11, you can extend your hut by 1 room at no cost, as long as you have not yet renovated to a Stone house.

Raft

22

2

1

E

Whenever you use the "Fishing" Action space, you receive an additional 1 Food or 1 Reed.

Stonecutter

211

3+

E

All Improvements, Rooms and Renovations cost 1 Stone less.

Stablemaster

208

1+

E

One (and only one) of your unfenced stables may hold up to 3 animals of the same type.

Grocer

184

1+

E

Pile (from bottom to top)
 1 Vegetable, Reed, Clay,
 Wood, Vegetable, Stone,
 Grain, Reed on this card.
 At any time, you may buy
 the top item for 1 Food.



Maid

190

1+

E

Once you have built a Clay hut, place 1 Food on each remaining Round space. At the start of these rounds, you receive the Food. (If you already have a Clay hut or a Stone house when you play this card, place the Food immediately)

Ceramics 1 

1 Oven
33



E

When you play this card, you receive 2 Food. From now, the Pottery is a Minor Improvement for you and costs you nothing.

Clay Mixer

188



1+ **E**

Whenever one of your people's actions gives you only Clay, you receive 2 additional Clay.

Manger 2 **1**

23



E

At the end of the game, if your pastures occupy 6/7/8/9+ farmyard spaces, you receive 1/2/3/4 Bonus points.



Turner

158



3+ **E**

At any time, you can use the Turner to convert any number of Wood to 1 Food each.

Spices

25



E

Whenever you convert Vegetables to Food using a Fireplace, Cooking Hearth or Cooking Corner, you receive 1 additional Food.

Pastor

193



4+ **E**

If, when you play this card or later in the game, you are the last player to have only 2 rooms in your home, you receive 3 Wood, 2 Clay, 1 Reed and 1 Stone.

Estate Manager

170



3+ **E**

At the end of a 3/4/5 player game, if no player has more animals of any type than you, you receive 2/3/4 Bonus points.



Master Baker

149



4+ **E**

Whenever another player Bakes bread, you can Bake bread if you have a Baking Improvement with the  symbol. If you take a Bake action yourself (not using this card), you receive 1 additional Food.





