Construction	#	Type (value)	Cost	Effect
Carnival	2	unique (1)	2●/1●	draw 1 / green or gain 1● / 2green
Castle	2	unique (4)	2●/3●/2●	1vp / common construction
Cemetery	2	unique (0)	2●	reveal 4 cards, play 1 free
Chapel	2	unique (2)	2●/1●/1●	place 1pt + draw 2 cards / pt
Clock Tower	3	unique (0)	3●/1●	3 pts, at season pay 1 pt to take action
Courthouse	2	unique (2)	1●/1●/2●	gain 1●, 1●, or 1● after construction
Crane	2	unique (1)	1●	discard to play construct for 3● less
Bridge of the Sky	1	legendary (*)	2●	pair 1 construction for 3● less *(paired pts at end)*
Dungeon	2	unique (0)	1●/1●	play card for 3● less when critter locked
Ever Tree	2	unique (5)	3●/3●/3●	1vp/prosperity card
Fairgrounds	3	unique (3)	1●/2●/1●	draw 2 cards
Farm	8	common (1)	2●/1●	gain 1●
McGregor's Market	1	legendary (4)	2●/2●/1●	gain 2●
Gazette	2	unique (3)	2●/2●	place 1pt / gained event, if >2pts gain 3pts at end
General Store	3	common (1)	1●/1●	1● + 1● if Farm
Inn	3	common (2)	2●/1●	play meadow card for 3● less
The Green Acorn	1	legendary (4)	3●/3●	play card for 4● less
Lookout	2	unique (2)	1●/1●/1●	copy basic or forest location
Mine	3	common (2)	1●/1●	gain 1●
Monastery	2	unique (1)	1●/1●/1●	give 2● to gain 4 pts
Palace	2	unique (4)	2●/3●/3●	1vp / unique construction
Post Office	3	common (2)	1●/2●	give 2 cards, discard any, draw to limit
Resin Refinery	3	common (1)	1●/1●	gain 1●
Ruins	3	common (0)	-	discard city construction, refund + draw 2
Silver Scale Spring	1	legendary (2)	1●	play under construction, refund + draw 2
School	2	unique (2)	2●/2●	1vp / common critter
Scurbble Stadium	3	common (2)	1●/1●/1●	name color, draw 4, gain 3pts if matched
Storehouse	3	common (2)	1●/1●/1●	place 3●, 2●, 1●, or 2●, take all ●
Theatre	3	unique (3)	3●/1●/1●	1vp / unique critter
Oleander's Opera	1	legendary (4)	3●/3●/2●	2vp / unique critter
Twig Barge	3	common (1)	1●/1●	gain 2●
University	2	unique (3)	1●/1●	discard city card, refund, gain 1● + 1pt
Bridge	2	unique (1)	2●/1●	for each ● +1 to hand, draw 2 cards when ● gained
Ferry	3	unique (2)	2●/2●	copy revealed river destination
Harbor	2	unique (3)	3●/1●/1●	have at least 2●, then gain 2●
Pirate Ship	3	common (0)	-	move to oppo city, gain 1● + 1pt / oppo ●
		any		
		any		
		any		

Critter	#	Type (value)	Cost	Effect
Juggler	3	common (0)	2●	pay 4● to gain 4pts or reveal cards, if >5pts gain 6pts
King	2	unique (4)	6●	1vp / basic event + 2vp / special event
Fynn Nobletail	1	legendary (5)	7●	2vp / basic event + 3vp / special event
Undertaker	2	unique (1)	2●	discard 3 meadow, replenish, draw 1
Shepherd	2	unique (1)	3● (to oppo)	gain 3● + 1 pt / Chapel pt
Historian	3	unique (1)	2●	draw 1 when critter or construction played
Foresight	1	legendary (4)	4●	draw 2 / critter or gain 1● / construction played
Judge	2	unique (2)	3●	replace 1● when critter or construction played
Architect	2	unique (2)	4●	1vp / ● and ● to 6vp max
Ranger	2	unique (1)	2●	move worker, unlock 2nd cell
any				
Fool	2	unique (-2)	3●	play to oppo city
Wife	4	common (2)	2●	3vp if Husband paired
Husband	4	common (2)	3●	gain 1● if Wife paired and Farm
Town Crier	2	unique (2)	2●	may give 2 cards to oppo, then gain 3pts
Shopkeeper	3	unique (1)	2●	gain 1● after critter played in your city
Innkeeper	3	unique (1)	1●	discard to play critter for 3● less
Wanderer	3	common (1)	2●	draw 3 cards
Miner Mole	3	common (1)	3●	copy 1 production in oppo city
Monk	2	unique (0)	1●	give up to 2● to gain 2 pts each
Queen	2	unique (4)	5●	play card up to value 3 for free
Amilla Glistendew	1	legendary (5)	6●	achieve event without cost
Postal Pigeon	3	common (0)	2●	reveal 2 cards, play 1 up to value 3 for free
Cirrus Windfall	1	legendary (4)	4●	play card up to value 3 for free
Chip Sweep	3	common (2)	3●	activate 1 production in your city
Peddler	3	common (1)	2●	pay up to 2● to gain 1● each
Teacher	3	common (2)	2●	draw 2, keep 1, give 1
Poe	1	legendary (4)	4●	discard any, draw to limit
Scrubble Champion	3	common (2)	2●	2vp / Scrubble Champion *(pair with other Champions)*
Woodcarver	3	common (2)	2●	pay up to 3● to gain 1pt each
Bard	2	unique (0)	3●	discard up to 5 cards, gain 1pt / card
Barge Toad	3	common (1)	2●	gain 2● for each farm
Doctor	2	unique (4)	4●	pay up to 3● to gain 1pt each
Messenger	3	common (1)	2●	draw 1 card + gain 1pt *(construction paired, color shared)*
Ferry Ferret	3	unique (1)	3●	have at least 2●, then gain 2pts
Shipwright	2	unique (2)	4●	1vp / Pearlbrook card in city
Pirate	3	common (1)	3●	discard up to 4, reveal equal, if >6pts, gain 1●
Rugwort the Rowdy	1	unique (0)	3●	trade Rugwort for free green from oppo, discard 2
Rugwort the Rowdy	1	unique (0)	2●	swap hands with oppo
Rugwort the Rowdy	1	unique (2)	4●	1vp / event by 1 oppo