

Action cards (Per player)	Pasture Produce Sheep or Settle adjacent Pasture <i>1 Food per Pasture</i>	Field Produce Grain or Settle adjacent Field <i>2 Food per Field</i>	Hill Produce Stone or Settle adjacent Hill <i>Bury</i>	
	Wisby Sell one kind or Take one Silver then <i>Get trading partner</i>	Roma Call assembly or Draw three cards then <i>Learn Craft</i> <i>1 Food</i>	Home Build tower or Draw three cards then <i>Unbury</i> <i>Bury</i>	

Action cards (Per player)	Gotland Settle adjacent district or Take one Wood, Sheep, Grain or Stone <i>1 Food</i>	Forest Produce Wood or Settle adjacent Forest <i>1 Food per Forest</i>	Baltic Sea Build ship or Raid or Take one Wood <i>Bury, 1 Food per ship</i>	
	Gotland Settle adjacent district or Take one Wood, Sheep, Grain or Stone <i>1 Food</i>	Forest Produce Wood or Settle adjacent Forest <i>1 Food per Forest</i>	Baltic Sea Build ship or Raid or Take one Wood <i>Bury, 1 Food per ship</i>	

Setting cards	Hejde <i>In Hejde Setting:</i> Produce or Settle or Build tower <i>1 Food/Settlement</i>	Bro <i>In Bro Setting:</i> Produce or Settle or Build tower <i>1 Food/Settlement</i>	Hoburg <i>In Hoburg Setting:</i> Produce or Settle or Build tower <i>1 Food/Settlement</i>	
	Kräklinge <i>In Kräklinge Setting:</i> Produce or Settle or Build tower <i>1 Food/Settlement</i>	Burs <i>In Burs Setting:</i> Produce or Settle or Build tower <i>1 Food/Settlement</i>	Rute <i>In Rute Setting:</i> Produce or Settle or Build tower <i>1 Food/Settlement</i>	

Craft cards	Tar Pit Requires Forest and Hill Produce Tar then Draw one card 1 Food per Forest 1 VP per Forest	Tar Pit Requires Forest and Hill Produce Tar then Draw one card 1 Food per Forest 1 VP per Forest	Tar Pit Requires Forest and Hill Produce Tar then Draw one card 1 Food per Forest 1 VP per Forest	Tar Pit Requires Forest and Hill Produce Tar then Draw one card 1 Food per Forest 1 VP per Forest
	Stud Requires Pasture and Field Produce Horse or Settle any Pasture 1 Food per Pasture 1 VP per Pasture	Stud Requires Pasture and Field Produce Horse or Settle any Pasture 1 Food per Pasture 1 VP per Pasture	Stud Requires Pasture and Field Produce Horse or Settle any Pasture 1 Food per Pasture 1 VP per Pasture	Stud Requires Pasture and Field Produce Horse or Settle any Pasture 1 Food per Pasture 1 VP per Pasture

Craft cards	Smithy <i>Requires Forest and Field</i> Produce Grain and Wood then Draw one card or Settle any Field <i>Bury x2</i> <i>1 VP per Field</i>	Brewery <i>Requires Field</i> Produce Grain or Sink pirate then Draw one card <i>Bury, 2 Food per Field</i> <i>1 VP per 2 pirates</i>	Quarry <i>Requires Hill</i> Produce Stone or Settle adjacent district then Draw one card <i>Bury x2</i> <i>1 VP per Hill</i>	Orchard <i>Requires Field</i> Produce Grain then Draw one card or Settle any district <i>2 Food per Field</i> <i>1 VP per Field</i>
	Mill <i>Requires Hill and Field</i> Produce Grain and Stone then Draw one card or Settle any Hill <i>Bury x2</i> <i>1 VP per Hill</i>	Fishing hut <i>Requires Harbour</i> Take three Grain or Settle coastal district <i>1 Food per Setting</i> <i>1 VP per Setting</i>	Treasury <i>Requires Church</i> Take five silver per Church <i>Bury x2</i> <i>1 VP per</i> <i>2 buried silver</i>	Inn <i>Requires 2 Settings</i> Take two silver per settled Setting or Draw four cards <i>1 Food per Setting</i> <i>1 VP per Setting</i>

Craft cards	Shipyard <i>Requires Harbour</i> Place ship or Settle any Harbour or Take three Wood <i>1 Food per Harbour 1 VP per Harbour</i>	Armoury <i>Requires Hill</i> Place tower or Draw four cards <i>Bury, 2 Food 1 VP per Hill</i>		
	Tannery <i>Requires Forest & Pasture</i> Produce Wood & Sheep then Draw one card or Settle any Forest or Pasture <i>1 Food per Setting 1 VP per Setting</i>	Village <i>Requires all terrain types</i> Take one Grain, one Sheep, one Stone, and one Wood or Draw four cards <i>Bury, 4 Food 4 VP</i>		

Trading cards	Linköping Build Church or Sell Horse/Sheep/Grain then <i>Decorate</i> <i>Bury, 1 Food per ship</i>	Linköping Build Church or Sell Horse/Sheep/Grain then <i>Decorate</i> <i>Bury, 1 Food per ship</i>	Linköping Build Church or Sell Horse/Sheep/Grain then <i>Decorate</i> <i>Bury, 1 Food per ship</i>	Linköping Build Church or Sell Horse/Sheep/Grain then <i>Decorate</i> <i>Bury, 1 Food per ship</i>
	Lübeck Build Church or Sell Tar/Stone/Wood then <i>Decorate</i> <i>Bury, 1 Food per ship</i>	Lübeck Build Church or Sell Tar/Stone/Wood then <i>Decorate</i> <i>Bury, 1 Food per ship</i>	Lübeck Build Church or Sell Tar/Stone/Wood then <i>Decorate</i> <i>Bury, 1 Food per ship</i>	Lübeck Build Church or Sell Tar/Stone/Wood then <i>Decorate</i> <i>Bury, 1 Food per ship</i>

Trading cards	Skanör Settle coastal district or Take 2 Grain per ship <i>2 Food per ship</i> <i>1 VP per ship</i>	Stralsund Draw 4 cards or Raid and draw one card <i>Bury, 1 Food per ship</i> <i>1 VP per ship</i>	Bergen Take 5 Silver or Raid and place pirate <i>Bury x2</i> <i>1 VP per ship</i>	Novgorod Take 5 Silver or Raid and draw one card <i>Bury x2</i> <i>1 VP per ship</i>
	Kalmar Place one ship or Raid and place pirate <i>Bury, 1 Food per ship</i> <i>1 VP per ship</i>	Reval Place one ship or Raid and draw one card <i>Bury, 1 Food per ship</i> <i>1 VP per ship</i>	Rostock Place one ship or Raid and place pirate <i>Bury, 1 Food per ship</i> <i>1 VP per ship</i>	Gdansk Place one ship or Raid and draw one card <i>Bury, 1 Food per ship</i> <i>1 VP per ship</i>

Trading cards	Falsterbo Settle coastal district or Take 2 Grain per ship <i>2 Food per ship</i> <i>1 VP per ship</i>	Memel Draw 4 cards or Raid and place pirate <i>Bury, 1 Food per ship</i> <i>1 VP per ship</i>		
	Riga Take 5 Silver or Take 2 Tar per ship <i>Bury, 1 Food per ship</i> <i>1 VP per ship</i>	Stettin Take 5 Silver or Take 2 Horse per ship <i>Bury, 1 Food per ship</i> <i>1 VP per ship</i>		

Generation cards	1100s Trade & opportunity <i>Grain</i> <i>E and SW</i>	1100s Trade & opportunity <i>Wood</i> <i>NE and SE</i>	1100s Trade & opportunity <i>Wood</i> <i>SW and NW</i>	
	1100s Trade & opportunity <i>Sheep</i> <i>E and NW</i>	1100s Trade & opportunity <i>Sheep</i> <i>NE and W</i>	1100s Trade & opportunity <i>Sheep</i> <i>SE and W</i>	1100s Scoring <i>Towers: 1 VP</i> <i>Churches: 3 VP</i> <i>Settings: 5/2 VP</i>

Generation cards	1200s Conflict & strife <i>Horse and Stone</i> <i>NE, W and SE</i>	1200s Trade & opportunity <i>Tar and Sheep</i> <i>NE and SW</i>	1200s Trade & opportunity <i>Horse and Wood</i> <i>SE and NW</i>	
	1200s Conflict & strife <i>Tar and Stone</i> <i>NW, E and SW</i>	1200s Trade & opportunity <i>Grain</i> <i>E and W</i>	1200s Civil war <i>Stone</i> <i>All directions</i>	1200s Scoring <i>Towers: 1 VP</i> <i>Churches: 3 VP</i> <i>Settings: 5/2 VP</i>

Generation cards	1300s King Valdemar <i>Tar and Stone</i> <i>NW, W and SW</i>	1300s Teutonic Knights <i>Horse and Stone</i> <i>NE, E and SE</i>	1300s Black Death <i>Grain</i> <i>No pirates</i>	
	1300s Vitalien Brothers <i>Sheep</i> <i>All directions</i>	1300s Peace <i>Horse and Tar</i> <i>No pirates</i>	1300s Scoring <i>Towers: 1VP</i> <i>Churches: 3 VP</i> <i>Settings: 5/2 VP</i>	

Iron clad door 1 Silver 2 VP	Gothic portal 3 Silver 4 VP	Baptismal font 6 Silver 6 VP	Wall paintings 10 Silver 8 VP	Sacrament cabinet 15 Silver 10 VP
Stone sculptures 21 Silver 12 VP	Stained glass window 28 Silver 14 VP	Gilded altarpiece 36 Silver 16 VP	Triumphal crucifix 45 Silver 18 VP	Splinter of the Holy Cross 55 Silver 20 VP

Reputation cards	Respectable Replace one farmstead with a tower 20	Beautiful daughters Do not give gifts when settling 18	Outgoing Pay one silver when getting a trading partner in Wisby 15	
	Rich Take five Silver 14	Sea legged Place an extra ship 12	Strong Take Smithy or Fishing Hut 10	

Reputation cards	Large family Place an additional farmstead 8	Gossip mongers Draw one card after playing Wisby or Roma 6		
	Hoarders Take three Grain 4	Innovators Take Tar pit or Stud 2		

Reputation cards	Wise Draw six cards if you have settled only one Setting. Sink a pirate after taking an action on Home. 19	Rune carvers When selling Stone, take one additional silver per Stone 17	Storytellers Bury five silver 16	
	Shepherds Produce one extra Sheep when producing at least one Sheep 13	Herbalists When producing at least one Wood, take one silver 11	Hillfolk Hill farmsteads are safe from pirates and the Black Death. One extra food if settled at least one Hill. 9	

Reputation cards (Advanced)	Misers Bury one silver or one action card 7	Long fingered Steal one silver when playing Gotland. Take three silver in Wisby 5		
	Troll-born Place farmstead in empty neutral Forest. Remove two silver. 3	Trouble makers Place pirate where there is none. Take one silver after raiding 1		