

Uwe Rosenberg

AGRICOLA

CHANGELINGS

Form an extra pile comprised of
the 5 Changelings cards and
5 minor improvements.

Each time you grow your family, draw
a card from the top of the pile. If it is
a minor improvement, you can immediately
play it per the normal rules or take it into
your hand. If it is a Changeling, you must
play it and assign it to an offspring.

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Elsheimer Straße 23

55270 Schwabenheim an der Selz

Deutschland

Assign
to an
Off-
spring

Troll

WB01



Each time the Troll obtains wood with an action, you get 1 additional wood. In each feeding phase, you must feed the Troll 3 food, even as an offspring.

Once per harvest:

1  /  /  → 2 

Assign
to an
Off-
spring

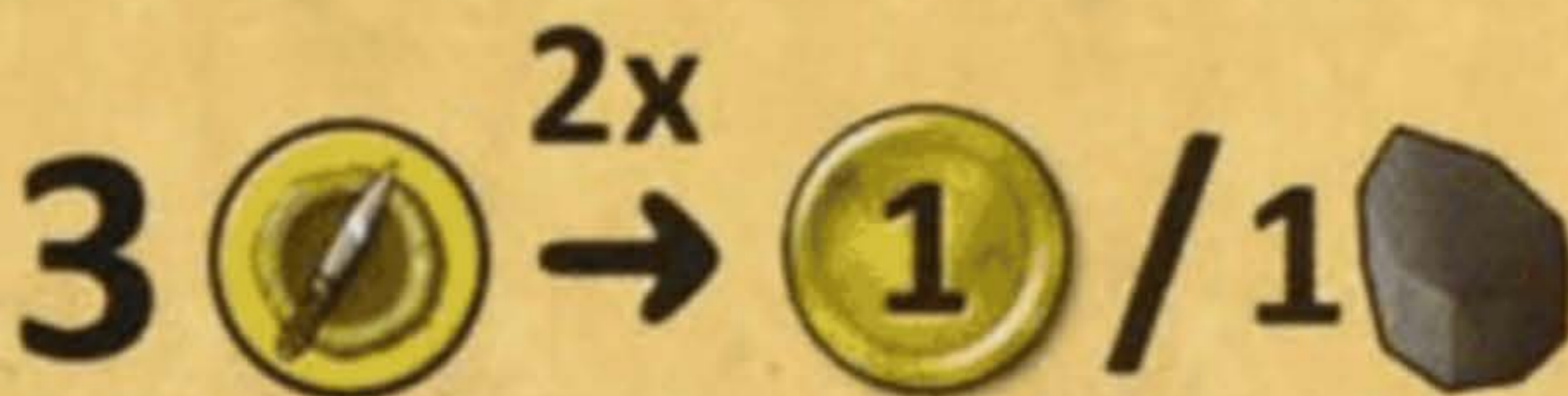
Silicoid

WB02



In each feeding phase,
the Silicoid requires
1 stone instead of food.

Each harvest:



Assign
to an
Off-
spring

Cave Goblin

WB03



Each time the Cave Goblin
takes goods from an
accumulation space, he must
immediately return 1 of those
goods to the general supply.

In each feeding phase, the Cave
Goblin requires only 1 food.

Assign
to an
Off-
spring

Elf

WB04



The Elf does not require room in your house. Instead, you must place a fence diagonally on an unused farmyard space. You cannot build or plow on this space, nor can you fence it in, but you can hold any 1 animal on it. During scoring, this space is considered unused.

Assign
to an
Off-
spring

Pale One

WB05



The Pale One can use the "Quarry" accumulation spaces even if they are occupied by another player's person. He also gets 1 additional stone on these spaces.

The Pale One cannot plow fields or sow.

