



Building Settlement/City

Armory
No more diplomatic misunderstandings!
People understand our language everywhere.



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Sailmakers' Shop
Should you experience prolonged calms – we also sell rum.



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Building Region

Landing Stage (1x)
Place above or below a region directly adjacent to your Explorer Harbor. **1x during your turn:** On a mission to the *Island of the Bards*, *Island of the Scholars*, or *Island of the Merchants*, you may replace 1 of the resources you have to pay with 1 gold.



Building Region

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Place above or below a region directly adjacent to your Explorer Harbor. **1x during your turn:** On a mission to the *Island of the Bards*, *Island of the Scholars*, or *Island of the Merchants*, you may replace 1 of the resources you have to pay with 1 gold.



Building Region

Shipyards (1x)
Place above or below a region directly adjacent to your Explorer Harbor. **1x during your turn:** You may trade any 1 resource of your choice for 1 lumber or 1 wool.



Building Region

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Place above or below a region directly adjacent to your Explorer Harbor. **1x during your turn:** You may trade any 1 resource of your choice for 1 lumber or 1 wool.



Unit City

Astronomer (1x)
1x during your turn: If you have discovered fewer sea cards than your opponent, you may pay 1 gold to carry out a second journey of exploration.



Unit City

Astronomer (1x)
1x during your turn: If you have discovered fewer sea cards than your opponent, you may pay 1 gold to carry out a second journey of exploration.



Building City

Cannon Foundry (1x)
1x during your turn: If you lose against a pirate, you may repeat the die roll once.



Building City

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1x during your turn: If you lose against a pirate, you may repeat the die roll once.



Action – Neutral

Cartographer
View up to 2 of your face-down sea cards and/or switch the positions of any 2 sea cards of your choice in your principality. **Requires:** At least 1 sail point.



Action – Neutral

Cartographer
View up to 2 of your face-down sea cards and/or switch the positions of any 2 sea cards of your choice in your principality. **Requires:** At least 1 sail point.



Action – Attack

Broadside
Your opponent must either rotate 1 *Island* card to the next lower level or turn 1 explorer ship over (so that its blank side faces up) – you choose. **Requires:** At least 2 cannon points.

A

Action - Attack

Broadside

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A

Action - Neutral

Lars the Naval Hero

When you fight against a pirate, the die roll is omitted and the pirate is defeated. **Requires:** At least 1 cannon point.

A

Action - Neutral

Lars the Naval Hero

When you fight against a pirate, the die roll is omitted and the pirate is defeated. **Requires:** At least 1 cannon point.

A

Action - Neutral

Navigator

Return 1 of your ships you have used for an action to your *Explorer Harbor*. You may perform another action with this ship. **Requires:** 2 sail points.

A

Action - Neutral

Navigator

Return 1 of your ships you have used for an action to your *Explorer Harbor*. You may perform another action with this ship. **Requires:** 2 sail points.

A

Action - Attack

Ambassador

You get the advantage of discovering the *Island of the Bards*, the *Island of the Scholars*, or the *Island of the Merchants* another time. **Requires:** You have rotated the respective card at least to level 1.

A

Action - Attack

Ambassador

You get the advantage of discovering the *Island of the Bards*, the *Island of the Scholars*, or the *Island of the Merchants* another time. **Requires:** You have rotated the respective card at least to level 1.



Event

Friendship Between Peoples

Each player receives any 1 resource of his choice for each *Island* card he has rotated at least to the next higher level.

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Each player receives any 1 resource of his choice for each *Island* card he has rotated at least to the next higher level.

Event

Most Successful Explorer

The player who discovered the most sea cards in his principality (at least 1) may draw up to 2 cards from any 1 draw stack of his choice (from any 1 of his own draw stacks of his choice). **Tie:** Each player may draw 1 card. The player whose turn it is begins.

Event

Most Successful Explorer

The player who discovered the most sea cards in his principality (at least 1) may draw up to 2 cards from any 1 draw stack of his choice (from any 1 of his own draw stacks of his choice). **Tie:** Each player may draw 1 card. The player whose turn it is begins.

The Era of Sages

Extraordinary Site **Settlement/City**

Grove of Freedom

1x during your turn: Choose 1 card from a draw stack (from one of your own draw stacks).

Extraordinary Site **Settlement/City**

Grove of Fraternity

1x during your turn: You may draw 3 cards from any 1 or more draw stack(s) of your choice (from any 1 or more of your own draw stacks of your choice). Afterwards, your opponent may draw 1 card from any draw stack of his choice (from any of his own draw stacks of his choice).

Extraordinary Site **Settlement/City**

Grove of Justice

Use this card before your dice roll and determine the result of the event die roll.



Extraordinary Site Settlement/City

Grove of Peace
Roll the production die if your opponent plays an action attack card. If the roll result is larger than 3, the card has no effect and your opponent must place it on the discard pile.



Extraordinary Site Settlement/City

Grove of Vigilance
If the event *Trade, Celebration, or Brigand Attack* is rolled, you may declare the event void. Instead, the event *Event Card* applies.



Extraordinary Site Settlement/City

Grove of Great Foresight
1x during your turn: You may view the 3 topmost event cards. You may place as many of these event cards under the stack as you like, except for the *Yule* card.



Extraordinary Site Settlement/City

Grove of Courage
If, during your own or your opponent's turn, you were to lose cards from your hand or buildings due to a *Feud* or *Fraternal Feud*, these event cards would have no effect.



Marker Card

Manifesto of Humane Conduct (1x)
Pay 1 lumber, 2 gold, and 3 owls to rotate the card to the next higher level. For 2 of the owls you have to pay, you also may place 1 action attack card on the discard pile. **Requires:** City.



Marker Card

Manifesto of Humane Conduct (1x)
Pay 1 lumber, 2 gold, and 3 owls to rotate the card to the next higher level. For 2 of the owls you have to pay, you also may place 1 action attack card on the discard pile. **Requires:** City.



Unit - Sage Region

Peter, Sage of the Forest
Place adjacent to a forest region with at least 1 lumber. Pay this lumber. If the number of the adjoining forest region is rolled during the production roll, rotate Peter to the next higher level.



Unit - Sage Region

Michaela, Sage of the Pasture
Place adjacent to a pasture region with at least 1 wool. Pay this wool. If the number of the adjoining pasture region is rolled during the production roll, rotate Michaela to the next higher level.




Unit - Sage Region

Barbara, Sage of the Fields
Place adjacent to a fields region with at least 1 grain. Pay this grain. If the number of the adjoining fields region is rolled during the production roll, rotate Barbara to the next higher level.



Unit - Sage Region

Frederich, Sage of the Hills
Place adjacent to a hills region with at least 1 brick. Pay this brick. If the number of the adjoining hills region is rolled during the production roll, rotate Frederich to the next higher level.



Unit - Sage Region

Piet, Sage of the Mountains
Place adjacent to a mountains region with at least 1 ore. Pay this ore. If the number of the adjoining mountains region is rolled during the production roll, rotate Piet to the next higher level.



Unit - Sage Region

Walther, Sage of the Gold Field
Place adjacent to a gold field region with at least 1 gold. Pay this gold. If the number of the adjoining gold field region is rolled during the production roll, rotate Walther to the next higher level.



Unit - Sage Region

Principal Sage Woman (1x)
Place adjacent to any region of your choice with at least 1 resource. Pay this resource. If the number of the adjoining region is rolled during the production roll, rotate the Principal Sage Woman to the next higher level.



Unit - Sage Region

Principal Sage Woman (1x)
Place adjacent to any region of your choice with at least 1 resource. Pay this resource. If the number of the adjoining region is rolled during the production roll, rotate the Principal Sage Woman to the next higher level.



Unit - Hero City

Robert, Herald of the Sages
Each time you must roll the production die to surpass either a certain number indicated on a card or the number rolled by your opponent, you win also in case of a tie.



Unit - Hero City

Cole, Paladin of the Sages
1x during your turn: You may use the function of one of your opponent's groves if you pay the number of owls indicated on that grove.



Building City

Granary (1x)
1x during your turn: If one of your opponent's fields regions has no grain, you may give him 1 grain, which he must store in this fields region. Afterwards, demand any 1 resource of a different type of your choice from him.



Building City

Granary (1x)
1x during your turn: If one of your opponent's fields regions has no grain, you may give him 1 grain, which he must store in this fields region. Afterwards, demand any 1 resource of a different type of your choice from him.



Building City

Academy of Sages
1x during your turn: Pay any 1 resource of your choice and rotate any 1 sage card to the next higher level.



Building City

Academy of Sages
1x during your turn: Pay any 1 resource of your choice and rotate any 1 sage card to the next higher level.



Building City

Courthouse (1x)
 If you lose resources when the event *Trade* is rolled, you determine which resources to give to your opponent.



Building City

Courthouse (1x)
 If you lose resources when the event *Trade* is rolled, you determine which resources to give to your opponent.



Action - Neutral

Great Foresight
 Pay 1 owl.
 View the event card stack and remove – without changing the order of the cards – 1 event (except for the *Yule*).



Action - Neutral

Great Foresight
 Pay 1 owl.
 View the event card stack and remove – without changing the order of the cards – 1 event (except for the *Yule*).



Action - Neutral

Dispute of the Sages
 Pay 1 owl: You and your opponent roll the production die, and each adds his sages' owls to his result. The winner receives any 2 resources of his choice. **Tie:** Both players each receive 1 resource.
Requires: Both players each have at least 1 sage.



Action - Neutral

Dispute of the Sages
 Pay 1 owl: You and your opponent roll the production die, and each adds his sages' owls to his result. The winner receives any 2 resources of his choice. **Tie:** Both players each receive 1 resource.
Requires: Both players each have at least 1 sage.



Action - Neutral

Wise Compensation
 Pay 3 owls: You may build 1 city for free (without paying resources).
Requires: Fewer cities or victory points than your opponent.



Action - Neutral

Wise Compensation
 Pay 3 owls: You may build 1 city for free (without paying resources).
Requires: Fewer cities or victory points than your opponent.



Action - Neutral

Power of the Groves
 You receive 1 owl for each grove in your principality. You may distribute the owls among your sages as desired.
Requires: At least 2 sages.



Action - Neutral

Power of the Groves
 You receive 1 owl for each grove in your principality. You may distribute the owls among your sages as desired.
Requires: At least 2 sages.



Action - Attack

Wise Protection
 Pay 1 owl: Your opponent must show you his hand of cards. If it contains an action attack card, he must place all cards in his hand under any matching draw stacks (under any matching draw stacks of his own).



Action - Attack

Wise Protection
 Pay 1 owl: Your opponent must show you his hand of cards. If it contains an action attack card, he must place all cards in his hand under any matching draw stacks (under any matching draw stacks of his own).

A

Action - Neutral

Age of Enlightenment
Pay 1 owl: You receive any 1 resource of your choice for each victory point on the *Manifesto of Humane Conduct* card.

A

Action - Neutral

Age of Enlightenment
Pay 1 owl: You receive any 1 resource of your choice for each victory point on the *Manifesto of Humane Conduct* card.

Event

Famine
Each player without a Granary must discard 1 grain. If a player doesn't have grain, he must discard 2 resources of his choice.

Event

Famine
Each player without a Granary must discard 1 grain. If a player doesn't have grain, he must discard 2 resources of his choice.

Event

Council of the Sages
Each player may distribute, at his own discretion, either up to 2 owls among his sages or up to 2 resources among regions with an adjacent sage.

Event

Council of the Sages
Each player may distribute, at his own discretion, either up to 2 owls among his sages or up to 2 resources among regions with an adjacent sage.

The Era of Prosperity

Extraordinary Site **Settlement/City**

Common Land
1x during your turn: Pay 1 star to trade any 1 resource of your choice for 1 different resource.

Building **Settlement/City**

Village School (1x)
After building the Village School, you immediately receive up to 2 stars. You receive another 1 star each time the event *Trade* occurs.

Building **Settlement/City**

Village School (1x)
After building the Village School, you immediately receive up to 2 stars. You receive another 1 star each time the event *Trade* occurs.

Unit **Road**

Traveling Theater
Place on one of your own free roads. You receive 1 star. 1x during your turn: Move the Traveling Theater onto one of your own free roads. Trade 1 resource of an adjacent region for 1 star.

Unit **Road**

Mercenaries
Place on one of your own free roads. You may keep 1 gold and 1 wool when the event *Brigand Attack* occurs; if you pay 1 star, you keep all resources.

Building **Road**

Small Market Town
Place on one of your own free roads. 1x during your turn: If one of your regions has 3 resources, you may trade 1 of these resources for any 1 different resource.

Marker Card

Public Feeling
If you pay 1 star, the events *Riots* and *Insurrection* do not affect you. 1x during your turn: For 2 stars, you receive any 1 resource of your choice.

Marker Card

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If you pay 1 star, the events *Riots* and *Insurrection* do not affect you. 1x during your turn: For 2 stars, you receive any 1 resource of your choice.



Extraordinary Site Region

Thieves' Hideout
Place adjacent to a free region of your opponent. **1x during your turn:** For 1 wool, you may place the Thieves adjacent to another region. You receive 1 resource from this region. **Removal:** The opponent has at least 5 strength points or pays 3 stars.



Unit City

Prince (1x)
1x during your turn: For 1 gold, you may retrieve 1 *Artwork* from the discard pile (from your own discard pile). The Prince never changes over to the opponent's principality or to the cards in his hand. **Requires:** Not having a Princess.



Unit City

Princess (1x)
1x during your turn: For 1 gold, you may retrieve 1 *Artwork* from the discard pile (from your own discard pile). The Princess never changes over to the opponent's principality or to the cards in his hand. **Requires:** Not having a Prince.



Building City

Aqueduct (1x)
If the number of a fields or pasture regions adjacent to the city with the Aqueduct is rolled, you receive 1 additional resource there.



Building City

Aqueduct (1x)
If the number of a fields or pasture regions adjacent to the city with the Aqueduct is rolled, you receive 1 additional resource there.



Building City

Hospital (1x)
1x during your turn: You receive 1 star, or you pay 1 star and receive any 1 resource of your choice in exchange. **Requires:** Aqueduct.



Building City

Hospital (1x)
1x during your turn: You receive 1 star, or you pay 1 star and receive any 1 resource of your choice in exchange. **Requires:** Aqueduct.



Building City

Theater
After building the Theater, you immediately receive 1 star.



Building City

Monument to the Prince
After you have built the Monument, your opponent must determine 2 of the units he placed. Choose 1 of them and add it to your hand.



Building City

Monument to the Prince
After you have built the Monument, your opponent must determine 2 of the units he placed. Choose 1 of them and add it to your hand.



Building City

City Palace (1x)
1x during your turn: Pay 3 stars and draw 1 action card (the card text must not include a requirement) or a unit from the discard pile (from your own discard pile) into your hand.



Building City

Builder's Hut (1x)
(1) If the event *Celebration* is rolled, you receive 1 star.
(2) A building that costs at least 6 resources costs you 1 resource less.



Building City

Builder's Hut (1x)
(1) If the event *Celebration* is rolled, you receive 1 star.
(2) A building that costs at least 6 resources costs you 1 resource less.



Action - Neutral

Feeding the Poor
Pay 1 grain. You receive up to 2 stars.



Action - Neutral

Feeding the Poor
Pay 1 grain. You receive up to 2 stars.



Action - Neutral

Artwork: Sculpture
You receive 1 star.
If you have a *Builder's Hut*, you receive another 1 star. **Requires:** Prince or Princess.

A



Action - Neutral

Artwork: Epic
 You receive 1 star.
 If you have a *Theater*, you receive another 1 star.
Requires: *Prince* or *Princess*.

A



Action - Neutral

Artwork: Fountain
 You receive 1 star.
 If you have a *Aqueduct*, you receive another 1 star.
Requires: *Prince* or *Princess*.

A



Action - Neutral

Artwork: Relief
 You receive 1 star.
 If you have a *City Palace*, you receive another 1 star.
Requires: *Prince* or *Princess*.

A



Action - Attack

Court Astrologer
 If you play this card and pay 1 star, you may once more determine an event die roll result during your turn.
Requires: *Prince* or *Princess*.

A



Action - Attack

C

Bera the Insurrectionist
 You choose: Your opponent either gives you up to 2 stars, or he gives you 1 resource of his choice for each victory point he has in excess of your own victory point total - up to a maximum of 3 resources. **Requires:** *Public Feeling*.

A



Action - Neutral

Prosperity
 Building a city costs you only 1 ore and 2 grain.
Requires: *Aqueduct*.



A



Event

Insurrection
 Each player has to remove 1 of his own buildings that at least costs 2 resources, and place it under a matching draw stack (under one of his own matching draw stacks). **Afterwards:** The *Insurrection* is placed under the 4 top cards of the event card stack.

A



Event

C

Insurrection
 Each player has to remove 1 of his own buildings that at least costs 2 resources, and place it under a matching draw stack (under one of his own matching draw stacks). **Afterwards:** The *Insurrection* is placed under the 4 top cards of the event card stack.

A



Event

Taxation
 Each player who pays 1 star receives any 1 resource of his choice and 1 gold.

A



Event

C

Taxation
 Each player who pays 1 star receives any 1 resource of his choice and 1 gold.