

A

B

C

D

E

F

G

H

I

TOWER

Contract

2
Points

2 Wood
3 Stone
1 Gold



Build a Tower on any space you control, unless you captured it this turn.

After the Fog V 9.5.2

SKYWRIGHT'S GUILDHALL

Contract

2 Food
2 Wood
2 Stone



Until the end of this turn, gain one Shipwright Icon of any type.

After the Fog V 9.5.2

COCKEREL FIRE GALLERY

Contract

2 Food
2 Wood
2 Stone



Collect one Ruby.

After the Fog V 9.5.2

OSTLIN CORNER

Contract

1 Gold



Collect two Basic Resources in any combination.

After the Fog V 9.5.2

HOOK RIVER TRADING CO.

Contract

3 Any



Collect one Gold.

After the Fog V 9.5.2

SMALFERY LANE

Contract

2 Any



Add a Spy to any space where you do not have one.

After the Fog V 9.5.2

GREEN LAKE HAULERS

Contract

1 Any



Place your token here, and remove any other token. You collect one Gold each time you win an attack.

After the Fog V 9.5.2

THE WITCHERY

Contract

1 Any



Place your token here, and remove any other token. You collect one Gold each time an Event card is drawn.

After the Fog V 9.5.2

BLUE BOTTOM ROW

Contract

1 Any



Take the resources off any card in the Open Market, and replace them with what you paid for this Contract.

After the Fog V 9.5.2

HARVEST NETS

Green Card



When you buy this card, collect one Food for every Farm you control.

After the Fog V 9.5.2

LANIER TEAM

Brown Card

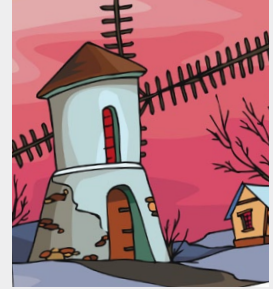


When you buy this card, collect one Wood for every Forest you control.

After the Fog V 9.5.2

JACKMILL

Gray Card



When you buy this card, collect one Stone for every Mine you control.

After the Fog V 9.5.2

HARVEST NETS

Green Card

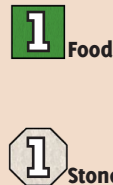


When you buy this card, collect one Food for every Farm you control.

After the Fog V 9.5.2

LANIER TEAM

Brown Card

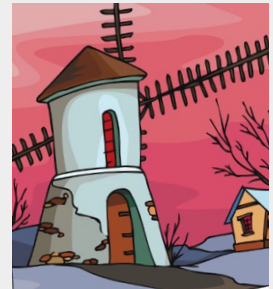


When you buy this card, collect one Wood for every Forest you control.

After the Fog V 9.5.2

JACKMILL

Gray Card



When you buy this card, collect one Stone for every Mine you control.

After the Fog V 9.5.2

BUTCHER

Green Card



Once per turn, when you produce Food, collect one additional Food.

After the Fog V 9.5.2

JOINER

Brown Card

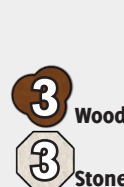


Once per turn, when you produce Wood, collect one additional Wood.

After the Fog V 9.5.2

MASON

Gray Card



Once per turn, when you produce Stone, collect one additional Stone.

After the Fog V 9.5.2

BUTCHER

Green Card

1 Point

3 Food

3 Stone



Once per turn, when you produce Food, collect one additional Food.

After the Fog V 9.5.2

JOINER

Brown Card

1 Point

3 Food

3 Wood



Once per turn, when you produce Wood, collect one additional Wood.

After the Fog V 9.5.2

MASON

Gray Card

1 Point

3 Wood

3 Stone



Once per turn, when you produce Stone, collect one additional Stone.

After the Fog V 9.5.2

DOWERY BANNER

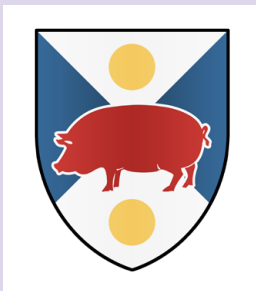
Banner

2 Points

1 Food

1 Wood

1 Stone



If Dowery fulfills their game objective, this card is worth an additional 2 points.

After the Fog V 9.5.2

WILLOUGH BANNER

Banner

2 Points

4 Any



If Willough fulfills their game objective, this card is worth an additional 2 points.

After the Fog V 9.5.2

SHARING BANNER

Banner

2 Points

4 Any



If Sharing fulfills their game objective, this card is worth an additional 2 points.

After the Fog V 9.5.2

CURTY BANNER

Banner

2 Points

1 Gold



If Curty fulfills their game objective, this card is worth an additional 2 points.

After the Fog V 9.5.2

ALDER BANNER

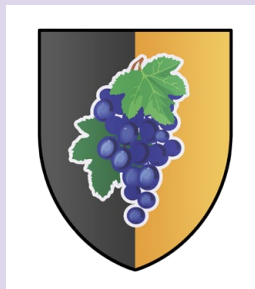
Banner

2 Points

1 Food

1 Wood

1 Stone



If Alder fulfills their game objective, this card is worth an additional 2 points.

After the Fog V 9.5.2

TENPIN BANNER

Banner

2 Points

1 Gold



If Tenpin fulfills their game objective, this card is worth an additional 2 points.

After the Fog V 9.5.2

SAWMILL

Green Card

2
Points

4 Food

3 Stone



When buying cards from the Market, you may reduce a Wood cost by up to 2.

After the Fog V 9.5.2

QUARRY

Brown Card

2
Points

3 Food

4 Wood



When buying cards from the Market, you may reduce a Stone cost by up to 2.

After the Fog V 9.5.2

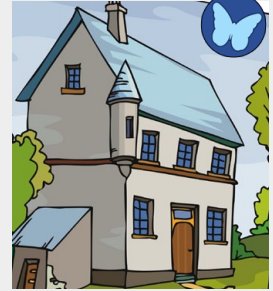
ESTATE

Gray Card

2
Points

3 Wood

4 Stone



When buying cards from the Market, you may reduce a Food cost by up to 2.

After the Fog V 9.5.2

ARCHER

Green Card

1
Point

4 Wood

2 Stone



Once per turn, when you visit a fog space, collect one Food.

After the Fog V 9.5.2

ARBORIST

Brown Card

1
Point

2 Food

4 Stone



Once per turn, when you visit a fog space, collect one Wood.

After the Fog V 9.5.2

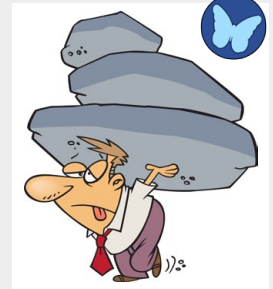
ROCK HAULER

Gray Card

1
Point

4 Food

2 Wood



Once per turn, when you visit a fog space, collect one Stone.

After the Fog V 9.5.2

POACHER

Green Card

1
Point

3 Food

2 Wood



When you visit an opponent's space, collect one Food.

After the Fog V 9.5.2

LOGGER

Brown Card

1
Point

3 Wood

2 Stone



When you visit an opponent's space, collect one Wood.

After the Fog V 9.5.2

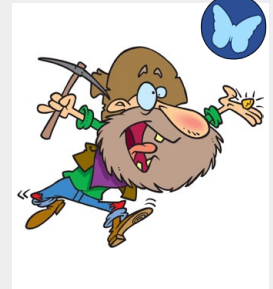
LAPIDARY

Gray Card

1
Point

2 Food

3 Stone



When you visit an opponent's space, collect one Stone.

After the Fog V 9.5.2

CATTLE RANCHERS

Green Card

2
Points

4 Food

3 Stone



At the start of your turn, if you control four or more Farms, collect one Food.

After the Fog V 9.5.2

FOREST RANGERS

Brown Card

2
Points

3 Food

4 Wood



At the start of your turn, if you control four or more Forests, collect one Wood.

After the Fog V 9.5.2

MINING CREW

Gray Card

2
Points

3 Wood

4 Stone



At the start of your turn, if you control four or more Mines, collect one Stone.

After the Fog V 9.5.2

TAILWINDER

Green Card

1
Point

4 Food

1 Wood

1 Stone



Once on your turn, you may exchange up to two Food for any other Basic Resources.

After the Fog V 9.5.2

RAIL SKIFF

Brown Card

1
Point

1 Food

4 Wood

1 Stone



Once on your turn, you may exchange up to two Wood for any other Basic Resources.

After the Fog V 9.5.2

LUNKER

Gray Card

1
Point

1 Food

1 Wood

4 Stone



Once on your turn, you may exchange up to two Stone for any other Basic Resources.

After the Fog V 9.5.2

NOBLE WATCH

Green Card

2
Points

4 Food

2 Wood



Once on your turn, you may exchange 4 Food for one Ruby.

After the Fog V 9.5.2

ARBOR COMPANY

Brown Card

2
Points

4 Wood

2 Stone



Once on your turn, you may exchange 4 Wood for one Ruby.

After the Fog V 9.5.2

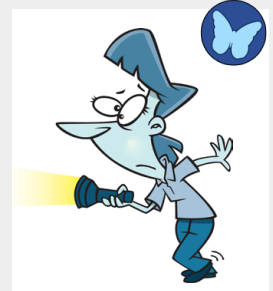
DEEP FOG CARAVAN

Gray Card

2
Points

2 Food

4 Stone



Once on your turn, you may exchange 4 Stone for one Ruby.

After the Fog V 9.5.2

SCRUB CUTTER

Green Card

2
Points

4 Food

2 Stone



When you buy this card, collect one Wood for every Farm you control.

After the Fog V 9.5.2

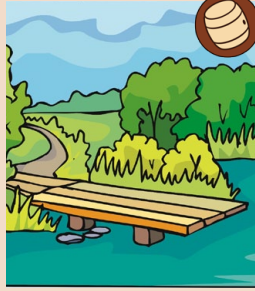
RIVERJACK

Brown Card

2
Points

2 Food

4 Wood



When you buy this card, collect one Stone for every Forest you control.

After the Fog V 9.5.2

FIELD KITCHEN

Gray Card

2
Points

2 Wood

4 Stone



When you buy this card, collect one Food for every Mine you control.

After the Fog V 9.5.2

PLOUGHMAN

Green Card

2
Points

4 Food

2 Wood



When you buy this card, collect one Stone for every Farm you control.

After the Fog V 9.5.2

WOODSMAN

Brown Card

2
Points

4 Wood

2 Stone



When you buy this card, collect one Food for every Forest you control.

After the Fog V 9.5.2

SAPPER

Gray Card

2
Points

2 Food

4 Stone



When you buy this card, collect one Wood for every Mine you control.

After the Fog V 9.5.2

LOLEMN WORKS

Gold Card

2
Points

2 Food

2 Wood

3 Stone

1 Gold



When you visit your own City or Tower, collect one Food, Wood, or Stone.

After the Fog V 9.5.2

HALLOW PIPER

Gold Card

2
Points

4 Food

3 Wood

1 Gold



Once per turn, when you capture an opponent's space, collect one Gold.

After the Fog V 9.5.2

SKYHOPPER

Gold Card

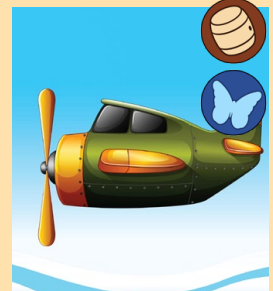
2
Points

3 Food

3 Wood

3 Stone

1 Gold



At the start of your turn, collect one Basic Resource for each Village you control.

After the Fog V 9.5.2

BOLT THROWERS

Gold Card

2
Points

1 Food
2 Wood
4 Stone
1 Gold



All your airships gain +1 Attack.

After the Fog V 9.5.2

CORSAINE DOMINA

Gold Card

2
Points

3 Wood
3 Stone
1 Gold



Each time you lose a conflict as the defender, collect one Gold.

After the Fog V 9.5.2

CIARÁN'S GAVEL

Gold Card

2
Points

3 Wood
3 Stone
1 Gold



When buying Market cards, you may pay one less of any Basic Resource, to a minimum of one.

After the Fog V 9.5.2

SUNNY'S WORKSHOP

Gold Card

2
Points

3 Food
3 Stone
1 Gold



When buying Market Cards, you may spend one Basic Resource to treat all Basic Resources interchangeably.

After the Fog V 9.5.2

MARAMAK SCOOP

Gold Card

2
Points

3 Food
3 Wood
3 Stone
1 Gold



Once on your turn, when you produce any Basic Resource, collect one more of that Resource.

After the Fog V 9.5.2

SELLERS' TAVERN

Gold Card

2
Points

3 Wood
2 Stone
1 Gold



Once on your turn, if you have collected five or more of the same Basic Resource this turn, collect one Ruby.

After the Fog V 9.5.2

ADORABLE KITTEN

Gold Card

2
Points

3 Food
5 Wood
1 Gold



Once on your turn, when you visit a Tower, collect two Wood.

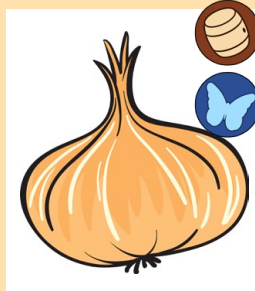
After the Fog V 9.5.2

CHEF'S GALLEY

Gold Card

2
Points

5 Food
3 Stone
1 Gold



Once on your turn, when you visit a Tower, collect two Food.

After the Fog V 9.5.2

THE ARKIN GADGET

Gold Card

2
Points

3 Wood
5 Stone
1 Gold



Once on your turn, when you visit a Tower, collect two Stone.

After the Fog V 9.5.2

SUMMER OF PLENTY

Event



Every player collects one Food for each Farm they control.

After the Fog V 9.5.2

SERENE AUTUMN

Event



Every player collects one Wood for each Forest they control.

After the Fog V 9.5.2

WARM SPRING

Event



Every player collects one Stone for each Mine they control.

After the Fog V 9.5.2

DEARWORTH ALLIANCE

Event



Add one new Contract to the game.

After the Fog V 9.5.2

HIGHTOWER'S ROYAL NAVY

Event



Every player collects one Gold for each Tower they control, including their City.

After the Fog V 9.5.2

MARINO MERCHANT FLEET

Event



Every player collects one Gold for each Gold Card they own.

After the Fog V 9.5.2

HARVEST DAY

Event



All players collect resources as if visiting their City. There is no windfall.

After the Fog V 9.5.2

WINTER FESTIVAL

Event



Place a Ruby on every card in the Open Market.

After the Fog V 9.5.2

INSPIRATION

Event



Place a Gold on every card in the Open Market.

After the Fog V 9.5.2

ROGUE'S CAMP

Adventure Card



Collect one Food, or take all the resources off a card in the Open Market.

After the Fog V 9.5.2

FOREST RAIDERS

Adventure Card



Collect one Wood, or take all the resources off a card in the Open Market.

After the Fog V 9.5.2

PIRATE SLOOP

Adventure Card

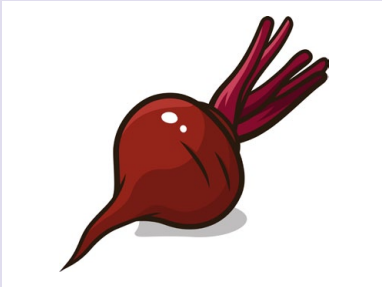


Collect one Stone, or take all the resources off a card in the Open Market.

After the Fog V 9.5.2

ROSE ONIONS

Adventure Card



Collect one Food for every Green Card in the Open Market.

After the Fog V 9.5.2

STUBROOT

Adventure Card



Collect one Wood for every Brown Card in the Open Market.

After the Fog V 9.5.2

ELEPHANT CAIRN

Adventure Card

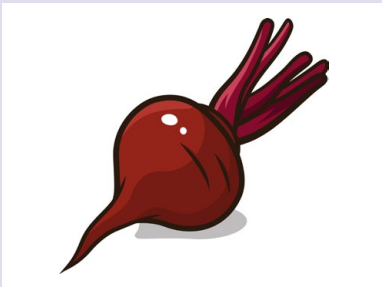


Collect one Stone for every Gray Card in the Open Market.

After the Fog V 9.5.2

ROSE ONIONS

Adventure Card



Collect one Food for every Green Card in the Open Market.

After the Fog V 9.5.2

STUBROOT

Adventure Card



Collect one Wood for every Brown Card in the Open Market.

After the Fog V 9.5.2

ELEPHANT CAIRN

Adventure Card



Collect one Stone for every Gray Card in the Open Market.

After the Fog V 9.5.2

FREEBOOTER

Adventure Card

1
Point



Collect one Gold.

After the Fog V 9.5.2

SLEEPING DRAGON

Adventure Card

0
Points



Collect one Food, one Wood,
and one Stone.

After the Fog V 9.5.2

TRADE CARAVAN

Adventure Card

0
Points



Collect three Basic
Resources in any mix.

After the Fog V 9.5.2

ADVANCE PARTY

Adventure Card

1
Point



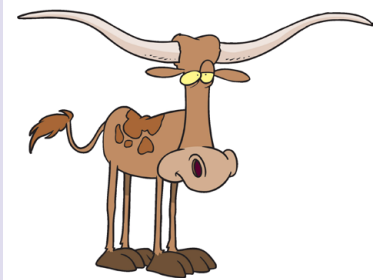
Place a Wood from
the bank on every card
in the Open Market.

After the Fog V 9.5.2

DOWER CATTLE DRIVE

Adventure Card

1
Point



Place a Food from
the bank on every card
in the Open Market.

After the Fog V 9.5.2

SOURWOOD DREDGER

Adventure Card

1
Point



Place a Stone from
the bank on every card
in the Open Market.

After the Fog V 9.5.2

ADVANCE PARTY

Adventure Card

1
Point



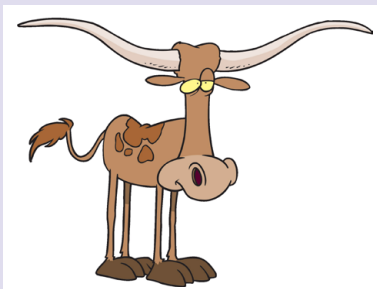
Place a Wood from
the bank on every card
in the Open Market.

After the Fog V 9.5.2

DOWER CATTLE DRIVE

Adventure Card

1
Point



Place a Food from
the bank on every card
in the Open Market.

After the Fog V 9.5.2

SOURWOOD DREDGER

Adventure Card

1
Point



Place a Stone from
the bank on every card
in the Open Market.

After the Fog V 9.5.2

BEAR CAVE

Adventure Card



Pay three Food or discard this card.

After the Fog V 9.5.2

SCOUT

Adventure Card



You may place a Spy in any opponent's space.

After the Fog V 9.5.2

SCOUT

Adventure Card



You may place a Spy in any opponent's space.

After the Fog V 9.5.2

HENLEN'S RAIDERS

Adventure Card



Choose one: Keep this card, or collect two Gold.

After the Fog V 9.5.2

DARUS MORTEN

Adventure Card



If you have any Gold, lose one Gold. Otherwise, collect one Gold.

After the Fog V 9.5.2

KING SA'S FAVOR

Adventure Card



Choose one: Keep this card, or place a Spy in every City.

After the Fog V 9.5.2

CAMP FOLLOWER

Adventure Card



Place two Basic Resources from the bank on one card in the Open Market.

After the Fog V 9.5.2

CORSAINE HERETIC

Adventure Card



Choose one: Pay one Gold, or discard this card.

After the Fog V 9.5.2

MERCANTI CARAVEL

Adventure Card



Exchange any number of Basic Resources for other Basic Resources.

After the Fog V 9.5.2

CURIAN LAAGER

Adventure Card



Collect one Gold.

After the Fog V 9.5.2

RUINED TOWER

Adventure Card

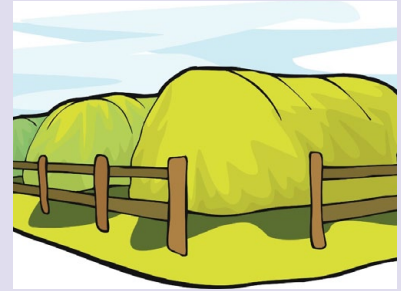


Collect two Stone.

After the Fog V 9.5.2

RAGWEED CACHE

Adventure Card



If you have at least one Gold, collect one Gold. Otherwise, collect nothing.

After the Fog V 9.5.2

BUTCHER'S CART

Adventure Card



When paying for cards or contracts, you may spend this card in place of two Food.

After the Fog V 9.5.2

LOGGER'S CACHE

Adventure Card

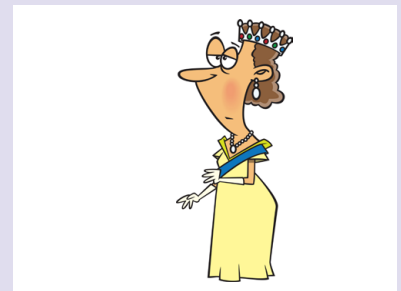


When paying for cards or contracts, you may spend this card in place of two Wood.

After the Fog V 9.5.2

JEWELER'S RING

Adventure Card



When paying for cards or contracts, you may spend this card in place of two Stone.

After the Fog V 9.5.2

BUTCHER'S CART

Adventure Card



When paying for cards or contracts, you may spend this card in place of two Food.

After the Fog V 9.5.2

LOGGER'S CACHE

Adventure Card

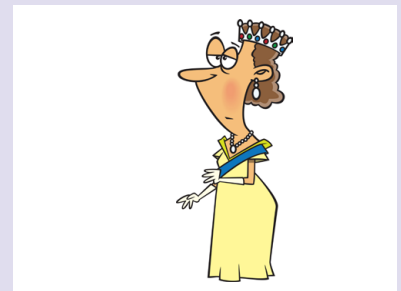


When paying for cards or contracts, you may spend this card in place of two Wood.

After the Fog V 9.5.2

JEWELER'S RING

Adventure Card



When paying for cards or contracts, you may spend this card in place of two Stone.

After the Fog V 9.5.2