**The Era of Intrigue**

**Pilgrimage Site (1x)**
If by means of an event or an action card played by your opponent—
you lose any of the cards in your hand, draw as many cards from any of
the draw stacks (from any of your own draw stacks) as you need to
replenish your hand up to the allowed number of cards.

**Great Thingstead**
Both players may no longer play action-attack cards.
The event Religious Dispute no longer affects any of the
players. Requires: Church and Odin’s Temple.

**Odin’s Fountain (1x)**
At the end of your turn, you may exchange 2 cards
instead of 1. If you choose the cards, each time
you do so you must pay the respective costs.

**Reiner the Miller**
Place adjacent to a fields region. You may trade
grain of this fields region for resources of different types at a
2:1 rate. If you have a Grain Mill adjacent to this fields region,
1x during your turns you may also trade at a 1:1 rate.

**Abbey Brewery**
Place adjacent to a fields region. If you pay 2 grain
from the adjacent fields region, you may rotate the
Abbey Brewery to any side of your choice. Requires: City.

**Red Light Tavern**
Place on a free land of your opponent. In the adjacent
settlements/cities, for each unit featuring strength points the
number of strength points is reduced to 1; all other properties
remain unchanged. Removal: The opponent has at least 3 heroes.

**Judith, Guardian of the Church**
Place on your Church. Your Church is protected against
all action cards, effects of expansion cards, and events
1x during your turns: Pay 1 resource (no gold);
you receive up to 2 gold.

**Bran, Defender of the Temple**
Place on your Temple. Draw immediately 2 cards
from the draw stacks (from any of your own draw stacks).
Your Temple is protected against all action cards,
effects of expansion cards, and events.
**Masters of the Brotherhood (1x)**
If your opponent wants to play 1 action card that could cause the loss of 1 card of your kind or 1 of the cards you placed, they must pay 2 gold for each victory point. If you receive up to 1 gold. Requires: Not having or building on Abbey.

**Godfrey the Intriguer**
If you build Godfrey, during your next turns you may pay 1 gold to view the cards in your opponent’s hand and take 1 unit or action card. If you take cards, place Godfrey on the discard pile (on your own discard pile).

**Church (1x)**
After building the Church, you immediately receive up to 2 gold.

**Odin’s Temple (1x)**
After building the Temple, immediately draw 1 card from any draw stack (from any of your own draw stacks).

**Sacred Site**
You may trade wool for resources of a different type at a 2:1 rate. Wool from neighboring pasture regions is neither counted nor lost when the event Brigade Attack occurs. Requires: Odin’s Fountain or Temple.

**Bishop’s See**
If you build the Bishop’s See, you may choose 3 of your opponent’s units. He must remove 1 of them and place it on the discard pile (on his own discard pile). Requires: Church, Abbey, or Chapel.
**Missionary**
Your opponent must remove any 1 of the heroes he placed.
Place the hero in your principality or on the discard pile (on your own discard pile).
**Requires:** Church or Bishop's See.

**Bishop**
Demand 1 gold from your opponent.
In addition, you receive as much gold as you can accommodate in one of your gold fields or in the Gold Cache.
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**Bishop**
Demand 1 gold from your opponent.
In addition, you receive as much gold as you can accommodate in one of your gold fields or in the Gold Cache.
**Requires:** Church or Bishop's See.

**Odin's Priest**
Your opponent must show you the cards in his hand and plate all action cards and units under matching stacks (under his own matching stacks).
**Requires:** Odin’s Temple.

**Priestess of the Norns**
Choose 1 draw stack and select up to 2 cards from it.
**Requires:** Odin’s Fountain or Temple.

**Priestess of the Norns**
Choose 1 draw stack and select up to 2 cards from it.
**Requires:** Odin’s Fountain or Temple.

**Michael the Master Builder**
Play this card when you build a building.
Substitute 1, 2, or 3 of the resources required for building with 1 gold each.

**Good Neighbors**
Reveal the top card of all draw stacks. The player who has the Pilgrimage Site receives any 1 resource of his choice. The player who has Odin’s Fountain draws 1 card from 1 draw stack (from 1 of his own draw stacks) into his hand.

**Good Neighbors**
Reveal the top cards of all draw stacks. The player who has the Pilgrimage Site receives any 1 resource of his choice. The player who has Odin’s Fountain draws 1 card from 1 draw stack (from 1 of his own draw stacks) into his hand.
**Religious Dispute**

Players who have at least 1 city place all cards in their hands under matching expansion card stacks (under their own matching expansion card stacks). The Church and the Temple each decrease issues by 2 cards. If you have a Sacrificial Site, you receive up to 3 wool. If you have a Bishop’s Seat, you receive up to 3 gold.

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**Wainwright**

1x during your turn: You may move resources between two regions of the same type of trade. 3 resources of your choice for 1 different resource.

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**Cloth Merchant’s Residence**

Place adjacent to a pasture region. For 2 wool from the adjacent pasture region, you may rotate the Residence to the next higher level. Requires: City.

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**Paper Merchant’s Residence**

Place adjacent to a forest region. For 2 lumber from the adjacent forest region, you may rotate the Residence to the next higher level. Requires: City.

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**Trading Pest**

Place on a free road of your own. 1:1 1x during your turn: You may trade 1 resource between the two adjacent regions at a 1:1 rate.

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**Brigand Camp**

Place on a free road of your opponent. Your opponent’s commerce points are reduced by 1. If your opponent uses his Marketplace to store 1 resource, you receive 1 gold.
Ship Builder (1x)
Each ship you build in your principality costs you either 1 lumber or 1 wood. For 1 gold, you may take 1 trade ship from the discard pile (from your own discard pile).

Olaf the Merchant Ship Captain
During one of your following turns, you may demand 1 or 2 resources from your opponent and give him any 1 resource of your choice in return. Afterwards, place Olaf on the discard pile (on your own discard pile).

Pirate Ship
Your opponent must remove 1 trade ship of his choice from his principality and place it on the discard pile (on his own discard pile).
Event Plentiful Harvest: You receive 1 gold.

Commercial Metropolis
Place on a "City" card. Requires: 1 Residence of the highest level or 6 commerce points.

Trading Station
Place on a building site of one of your opponents' cities. 1x during your turn: For 1 gold, you may buy 1 resource of your choice from your opponent. Requires: Commercial Harbor

Commercial Harbor (1x)
1x during your turn: Downgrade 1 of your Residences by 1 level and take any 2 resources of your choice.

Lighthouse
1x during your turn: If you built a trade ship directly adjacent to the Lighthouse, you may use this ship to trade at a 1:1 rate. You don't lose a trade ship when the event Capricious Sea occurs. Requires: Commercial Harbor or at least 2 trade ships.
Craft Guild (1x)

After building the Craft Guild, rotate each of your Residences to the next higher level. If you don’t have a Residence you could rotate to the next higher level, you receive any 2 resources of your choice instead.

Craft Guild (1x)

After building the Craft Guild, rotate each of your Residences to the next higher level. If you don’t have a Residence you could rotate to the next higher level, you receive any 2 resources of your choice instead.

Master Merchants’ Alliance

Each time your opponent trades 2 or 3 resources of one type for 1 different resource in his own principality, you receive 1 resource of the type your opponent paid during this trade.

A

Guild Master

Take up to 2 resources of your choice.

Requires: Craft Guild.

A

Hergild the Master Merchant

During the turn you play Hergild, you may trade a resource type for which you have 1 trade ship at a 1:1 rate as often as you like.

Requires: Commercial Harbor or at least 2 trade ships.

A

Goro the Master Merchant

Take any 1 or 2 resources of your choice.

Requires: At least 2 trade ships.

A

Tactical Retreat

If you remove one of the buildings you placed in your opponent’s principality, you receive any 2 resources of your choice, 1 of which your opponent must give you.

A

Mendicants

If your opponent has the trade advantage, demand 1 resource from him. If he also has more victory points than you, demand up to 2 resources from him.

A

Trade Monopoly

Demand 1, 2, or 3 resources of one type from your opponent and give him 1 resource of your choice in return.

Requires: Commercial Harbor.
**Maritime Trade Monopoly**
For each trade ship you have in excess of your opponent's trade ship total, demand 1 resource from him—up to a maximum of 2 resources.

**Fortunate Trade Voyage**
For 1 of his trade ships, each player receives up to 2 resources of the type traded by the ship. Large Trade Ship: Each player receives 2 resources of the left or right region.

**Capricious Sea**
Calm Sea (1, 2, 3, 4): For each of his own trade ships, each player receives 1 resource of his choice. Storm (5, 6): Each player slides one of the trade ships he placed in his principality under a matching draw stack (under a matching draw stack of his own).

**Hour of the Master Merchants**
Rotate each of your Residences to the next higher level. If 1 or more Residences already reached level 3, each region adjacent to these Residences receives 1 resource instead.

**The Era of Barbarians**

**White Raven Tavern**
1x during your turn: Pay 1 pond and roll the die! If a 1 or 2 is rolled, you do not receive any resources; if a 3, 4, or 5 is rolled, you receive 1 resource; if a 6 is rolled, you receive 2 resources.

**Border Fortress (1x)**
Place adjacent to a hills region where at least 1 brick is placed. Pay 4 beans. For 1 ore + 1 wool, you may rotate the Border Fortress to the next higher level.
**Border Fortress (1x)**

Place adjacent to a hills region where at least 1 brick is stored. Pay this brick for 1 ore + 1 wood, you may rotate the Border Fortress to the next higher level.

**Triumph Card (1x)**

Place adjacent to any region of your choice.

If you come out victorious after a Barbarian Attack instead of taking 2 resources you also may rotate the Triumph Card to the next higher level. Requires: City.

**Triumph Card (1x)**

Place adjacent to any region of your choice.

If you come out victorious after a Barbarian Attack, instead of taking 2 resources you also may rotate the Triumph Card to the next higher level. Requires: City.

**Barbarian Stronghold**

Place on a free space adjacent to one of your opponent's cities. For your opponent, the strength of the barbarians increases by 1. **Removal**: Your opponent's Triumph Card indicates 3 victory points.

**And the Strategist**

When a Barbarian Attack occurs, each hero in the settlement/city where Anid is placed counts double—except for Jorn himself.

**Baron the Barbarian**

After a Brigard Attack, you receive 1 ore. If there is a Barbarian Stronghold in your opponent's principality, you receive 2 ore.

**Seward the Scout**

1x during your turn: You may view the 3 top cards of the event card stack or of any draw stack (of any of your own draw stacks) for free, or you may pay 1 gold to view the cards in your opponent's hand.

**Wolfgang the Street Performer**

**Celebration**: You may add 1 resource to each region adjacent to Wolfgang. If you take something, your opponent may place Wolfgang in his principality if he pays 2 gold for the takeover.

**Caravel**

Each ship in the settlement/city where the Caravel is placed counts double in case of a Barbarian Attack—except for the Caravel itself. Requires: City.
Siegfried, Vanquisher of the Barbarians
Take 1 or 2 resources of your choice or rotate your
Triumph Card to the next higher level.
Requires: Castle and at least 2 heroes.

Alliance Against the Barbarians
Each player who has at least 1 unit takes any 1 resource of
his choice. The player who has the most units takes up to
1 additional resource. Requires: Triumph Card indicating
at least 1 victory point, plus at least 1 unit.

Castellan
The two regions adjacent to your Castle each receive
1 resource—if storage space is available. Requires: Castle.

Relocation
Swap 3 of your own regions or 2 of your own expansion cards.
The number of resources in your inventory must remain unchanged, and the placement of the cards must remain compliant with the rules.

Contest of the Heroes
Determine 1 of your own Heroes and 1 hero of your opponent (if he has
one). Each player rolls the production die and adds up his respective
strength points. In case of a tie, roll the die again. The winner receives
1 resource and may demand another 1 resource from the loser.

Barbarian Attack
A player who has fewer units than victory points from cities,
Metropole, and city expansions discards 2 resources. A player who
has more units and at least 1 city receives 2 resources. Afterwards:
The card is placed under the top card of the event card stack.

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Barbarian Attack
A player who has fewer units than victory points from cities, Metropoles, and city expansions discards 2 resources. A player who has more units and at least 1 city receives 2 resources. Afterwards:
The card is placed under the 4 top cards of the event card stack.

Barbarian Attack
A player who has fewer units than victory points from cities, Metropoles, and city expansions discards 2 resources. A player who has more units and at least 1 city receives 2 resources. Afterwards:
The card is placed under the 4 top cards of the event card stack.

Retreat of the Barbarians
A player who has at least 1 unit chooses 1 card from 1 draw stack (from 1 of his own draw stacks). A player who has at least 1 unit and the strength advantage chooses up to 2 cards from 1 draw stack (from 1 of his own draw stacks).