

Agricola WM and PI Compendium

Version 0.4 (2012-12-01)

This is a list of minor improvements and occupations in the Agricola WM and PI decks.

Each entry in this list contains the card text, and a number of additional rulings. Some of the rulings have been made up entirely by me, some have been defined by card authors, but most have been negotiated online by the community at www.play-agricola.com. These rulings are entirely unofficial, and can be changed at all times. These unofficial rulings can be accepted or ignored as you wish.

1 Improvements

Almshouse

(Cost 2W 2R.)

At the end of the feeding phase of each Harvest, you may discard 1 Begging card that you received in any Harvest because you paid 1 Food less to feed your family.

- ⇒ You may not use this to discard Beggar cards that you have received in other ways.

Animal Nursery

(1 VP. Cost 2W.)

You may place newborn animals of any type on this card immediately after their birth. They cannot be used for any purpose or moved off this card, but are counted at the end of the game. (This card does not count as a pasture or stable.)

- ⇒ This card counts as available space for breeding animals.
- ⇒ Animals on this card are counted in bonus point calculations at the end of the game (such as that of Milking Stool, Milking Hand, Loom, etc.)

Apple Tree

(1 VP. Cost 1W. Req 1 empty field.)

Place 1 Wood from the general supply on an empty field. This field still counts as a field, but can no longer be used for sowing or other uses. In the field phase of each Harvest, you receive 1 Food.

- ⇒ The field is no longer empty.
- ⇒ The wood may never be harvested from the field.

Apprenticeship

(Cost 1F.)

Immediately play an Occupation if you have fewer Occupations than each other player. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ You still must pay any additional costs for the occupation.

Attic

WM056

worth 1 Bonus point at the end of the game.

- ⇒ If you remove a room with a Wood on it (for example, with Downsizing **WM075**.) you also lose the Bonus point that Wood represents.

Back Door

(Req "Family growth" action is revealed.)

Immediately place a Family member that is not already placed on an Action space on the "After Family Growth also 1 Minor Improvement" Action space even if it is occupied by you or another player and take that action. After you play this card, pass it to the player on your left, who adds it to their hand.

- ⇒ In a 5-player game, you must wait for the "After Family Growth also 1 Minor Improvement" round card.
- ⇒ You must have another family member available as you play Back Door.

Backyard Well

(2 VP. Cost 2S 1W.)

Once this game, at any time, you may place 1 Stone from the general supply on 1 Unused farmyard space next to your home. (It now counts as used.) If you do this, place 1 Food on each of the next 3 Round spaces. At the start of these rounds, you receive the Food. (Backyard Well counts as a Well.)

- ⇒ Does not trigger the Flagon.
- ⇒ Does not activate Water Carrier.
- ⇒ Well Builder cannot be used to reduce its cost.
- ⇒ May be upgraded to Village Well, in which case Backyard Well is discarded. The Stone is also removed from your farm and the space no longer counts as used.

Birdcage

(Cost 2W.)

Each Harvest, you may place 1 Food on this card from your supply. At the end of the game, you receive 1 Bonus point for each food on this card. You may not hold Sheep, Wild Boar, or Cattle in your home. (Even if another card allows this).

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⇒ If you already played the House Goat or the Sheepdog, you cannot also play the Birdcage, and vice versa.

⇒ If you have the Birdcage, the Animal Tamer has no effect.

Bonfire

(Req 1 Unused space.)

Place 1 Wood from the general supply on 1 Unused farmyard space. As long as the Wood remains, the space counts as used. You may return it at any time to convert animals to Food for the rest of the round. The conversion rates are: sheep → 2 food; wild boar → 3 food; cattle → 4 food.

Boundary Stones

(Cost 1S.)

At the end of the game, you receive 1/2/3/5 Bonus points for having at least 2/3/4/5 fields that are orthogonally adjacent to exactly one other field.

Brazier

(1 VP. Cost 1W 1C.)

During the Feeding phase of each Harvest, you can use the Brazier to convert exactly 1 animal or Vegetable to Food as follows: vegetable → 3 food; sheep → 2 food; wild boar → 3 food; cattle → 4 food.

Buried Treasure

(Req 2 occs.)

Whenever you use the “Plow 1 field” or “Plow 1 field and/or Sow” Action space, you also receive 1 Stone.

Cash Crop

(Req 1 occ.)

When you Sow, you may Sow on this card as if it were 1 field. Whenever you harvest goods from this card during the Field phase of a Harvest, you must exchange these harvested goods for 1 Bonus point each.

⇒ Goods that are harvested from this card at other times may not be converted to bonus points.

Changing Plans

(Req 1 stable)

Immediately return 1 or 2 stables from your farmyard to your supply. Afterward, Plow 1 field for every stable returned (in the same or different space). (Normal plowing rules still apply.) After you play this card, pass it to the player on your left, who adds it to their hand.

Clockwork Man

(1VP. Cost 1S)

Clockwork Man counts as 1 Occupation and 1 Minor Improvement.

⇒ Playing this card gives you a Bonus point for the Tutor.

⇒ Does not activate cards that trigger upon playing an Occupation, such as Patron, Bookshelf, Educator, etc.

Cookies

(Req 1 occ.)

For each Grain that you Bake, you may place 1 Food from your supply in 1 of your rooms. You

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may have a maximum of 1 Food in each room. You cannot use these Food any more, but each is worth 1 Bonus point at the end of the game.

⇒ Different cards (such as Pelts or Tapestry Weaver **WM050**) may put food in the rooms. The 1 Food maximum is for each such card.

⇒ If you remove a room with a Food on it (for example, with Downsizing **WM075**), you also lose the Bonus point that Food represents.

Crib

(Cost 2W.)

At the end of any Work phase in which you have taken a “Family Growth” action, you may take 2 Food from the general supply or pay 2 Food for 1 Bonus point.

⇒ Can only be activate once per round, even if you took a Family Growth action more than once.

Diamond Mine

(1VP. Req 3 occs.)

Place 1 Stone each on the next 2 Round spaces. At the start of these rounds, you receive the Stone.

Donkey

(1 VP. Req 1 pasture)

From now on, one of your pastures can not contain animals. (Mark this pasture with 1 Clay from the general supply.) Whenever you use the “Plow 1 field” or “Plow 1 field and/or Sow” Action space, you may Plow 1 additional field.

⇒ May be combined with other plows or the Harrow.

⇒ The Donkey does not count as an animal, e.g. for prerequisites of minor improvements.

⇒ The pasture containing the Donkey may be changed. If this happens, move the Clay to indicate the new pasture that is being used.

⇒ The pasture containing the Donkey gives Animal Farmer 1 Bonus point, as the pasture cannot contain more animals than it currently does.

⇒ The Donkey can only live in a pasture on your farmyard, not in, for example, Forest Pasture, Wildlife Reserve, Animal Yard, a field (using Corral), etc.

Downsizing

(Req 1 occ.)

Once during the game, when you build at least 1 fence, you may return 1 Wooden room that you built this game and build up to 7 additional fences from your supply at no cost. If there was a person in that room, move them into the rest of your home.

⇒ If you have Hill Farmer **WM029**, count the number of rooms that you have after removing one.

⇒ If you have Pastor, it will still trigger upon downsizing if you are now the only player with 2 rooms, while the others have 3 or more.

⇒ The “After Renovation also fences” action cannot be combined with Downsizing when you renovate from a Wooden hut, as the renovation occurs first.

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Drained Pond

(1 VP. Req 2 occ. Cost 1R.)

Add 4 to the current round and place 1 field on the corresponding Round space. At the start of that round, you may pay 1 Food to add the field to your farm.

Edible Roots

(Req 3 fields.)

Whenever you harvest the last good from a field and place it in your supply, you receive 1 Food.

⇒ You receive 1 Food when you harvest the last wood from Forester or Copse.

Farm School

(1 VP. Req 2 occs. Cost 1W 1R.)

Whenever you harvest at least 2 goods during the Field phase of a Harvest, you may immediately afterward pay 2 Food to play an Occupation.

Festival Hall

(1 VP. Req 2 Grain fields. Cost 1W 1C.)

After the Field phase of a Harvest, you can use the Festival Hall to convert 1 Grain to 1 Building resource of your choice and 2 Food.

Fish Hook

(1 VP. Req 2 occs. Cost 1W)

Whenever you use an Action space orthogonally adjacent to the “Fishing” Action space, you may immediately take 1 Food from the “Fishing” Action space if there is a Food on that space.

⇒ Does not trigger any improvements or occupations that “Use” the “Fishing” Action space.

Fish Pond

(Req 1 Unused space. Cost 1C.)

Place 1 Clay from the general supply on 1 Unused farmyard space. It now counts as used. Whenever you use the “Fishing” Action space, you may place some or all of the Food on this card. At the end of the game, you receive -1/1/2/3/4 Bonus points for 0/1/4/6/8 Food on this card.

⇒ You may only place Food from the Action space itself, not food received due to Fisherman, Canoe, etc.

Flower Pots

(1 VP. Cost 1C.)

If you play this in Round 6 or before, place 1 Vegetable on the space for Round 8. At the start of this round, you receive the Vegetable.

Free-Range Chickens

(Req 1 Grain field. Cost 1W 1F.)

At the start of each round, if you have at least 1 Grain field, place 1 Food from the general supply on this card. You may use this Food at any time. At the end of the game you receive 1/2 Bonus Points for 3/6 Food on this card.

Friendly Pastures

(1 VP. Cost 2W.)

Your pastures with stables may hold 2 different animal types. (This card does not change the capacity of your pastures.)

Fruitcake

(1 VP. Req 2 occs. Cost 1G.)

In the Feeding phase of the next Harvest, each of

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your family members (including newborns) require 1 Food less.

Glassblowers Shop

(3 VP. Req Return Pottery.)

Each harvest you may convert up to 1 Clay into 3 Food. At the end of the game, you receive 1/2/3 Bonus points for 2/4/5 Clay. (A repurchased Pottery does not give you additional Bonus points, but can be used to convert an additional Clay each Harvest.)

⇒ After this card has been played, it counts both as a minor and as a major improvement, e.g. for the requirements of other cards.

Gold Medal

(Req Round 7 or before.)

When you play this card, choose one category from Grain, Vegetables, Sheep, Wild boar, Cattle, fields, pastures, or fences stables. At the end of the game, all players with the most Points in that category receive 2 Bonus points.

⇒ Forest Pasture does not count as a pasture for scoring, and thus does not add to your total when counting Points in the pastures category.

⇒ The Bonus points are awarded based on Points in the chosen category, not based on number of that item. Further, do not count Bonus points (for example, from Brewery or Schnapps Distillery) when counting Points for a particular category.

Grain Elevator

(Cost 2W.)

At the start of each round, add 1 Grain from the general supply to this card, unless it has Grain equal to the number of players. Whenever you use the “Take 1 Grain” action, you also take all the Grain on this card. Whenever another player uses the “Take 1 Grain” action, return all Grain on this card to the general supply.

Home Garden

(Cost 1W.)

Whenever you renovate your home, or if you renovated this round, place 1 Food on the next 3 remaining Round spaces. At the start of these rounds, you receive the Food.

Honeymoon

(5 VP. Cost 2F.)

In Round 14, you place 2 fewer Family members.

⇒ At the end of all of your turns in Round 14, you must have at least 2 family members left in your home. When you can no longer take actions and still have this be true, then you cannot take any more actions.

Iron Plow

(Cost 1S 1W.)

Once during the game, when you use the “Plow 1 field” Action space, you may Plow 2 fields instead and take a “Sow” action afterward.

Keys

(1 VP. Cost 1S.)

You can use the “Build room(s) and/or Build stable(s)” Action space, even if another player has already placed a person on it.

WM086**WM087****WM088****WM089****WM090****WM091****WM092**

Kindling

(Cost 1W.)

You may build Major Improvement Fireplace and Cooking Hearths with a “Minor Improvement” action. Pay 1 Clay less for each.

⇒ Does not reduce the cost of the Simple Fireplace.

WM093**Lamp Oil**

(1 VP. Req 2 animals.)

Whenever you play an Occupation, you receive 1 Food before you pay the cost of the Occupation.

WM094**Mountain Cave**

(1 VP. Cost 1F.)

Each Harvest, you may use the Mountain Cave to exchange up to 1 Wood for 1 Stone.

WM095**Oak Cask**

(Cost 1W.)

When you play this card, place 1 Food from the general supply on it. During the Field phase of each Harvest, add 1 Food from the general supply to this card if it has Food on it. At any time, you may take all of the Food from this card.

WM096**Open Gate**

(1 VP. Cost 1S.)

At the start of the Feeding phase of each Harvest, you may return 1 Sheep to the general supply to receive 1 Bonus point.

WM097**Petting Zoo**

(1 VP. Cost 2W.)

At the end of the game, if you have all the animal types in your farm, you receive 1 Bonus point if you have at least 2 Sheep and 1 Bonus point if you have at least 2 Wild boar.

WM098**Pig Wallow**

(Req 1 empty Field.)

Immediately return 1 empty field to the general supply to fence a single farmyard space (in the same or different space.) (Normal fencing rules still apply.) You do not need to pay Wood for the fences. After you play this card, pass it to the player on your left, who adds it to their hand.

⇒ This is a “fences” action.

WM099**Plum Patch**

(2 VP. Req 1 Grain field and 1 Vegetable field.)

Place 1 Food on each of the next Round spaces, up to the number of planted fields in your farmyard. At the start of those rounds, you receive the food.

WM100**Prize-winning Sheep**

(Req 1 Sheep.)

You immediately receive 1 Building resource of your choice. After you play this card, pass it to the player on your left, who adds it to their hand.

⇒

WM101**Ram**

(1 VP. Cost 1 Sheep.)

The Ram counts as a Sheep in your farm for scoring and breeding, but must be fed 1 Food in the Feeding phase of each Harvest or it is discarded. Your sheep breed at the end of Rounds 6, 8, 10, and 12.

⇒ Counts as a Sheep for the purposes of determining bonus points for cards that count animals

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at the end of the game, such as Loom, Animal Holder, Estate Manager, etc.

⇒ Does not count as a Sheep otherwise, for example for determining food gained in Harvests from Spindle, Loom, Butter Churn, Milking Shed, etc.

Raspberries

(1 VP. Req 2 occs.)

Place 1 Food each on up to 3 Unused farmyard spaces from the general supply. When the space is used, you receive the Food.

WM103**Reed Nursery**

(Cost 1R.)

You may Sow and harvest Reed in your fields as if it were Grain. At the end of the game, you may exchange 1/4/6/8 Reed from your supply or from your fields for 1/2/3/4 Bonus points.

WM104**Rotherham Plow**

(Req 1 occ. Cost 2W.)

Whenever you use the “Plow 1 field” Action space, you may Plow 2 fields if they are not diagonally or orthogonally adjacent to each other instead of 1.

WM105**Ruins**

(3 VP. Cost 4S.)

Place 4 Stone on this card from the general supply. In the Field phase of each Harvest, you may move 1 Stone from this card to your supply.

WM106**Slapdash Renovation**

(Cost 1C1S.)

At the end of any turn where you placed a person on a “Renovation” Action space, you may return that person to your farm. (That person takes another action later in the round.)

WM107**Steamer**

(Cost 1W.)

At any time, you can convert pairs of goods to Food as follows: Grain and Vegetable → 5 Food; Grain and Sheep → 4 Food; Grain and Wild boar → 5 Food; Grain and Cattle → 6 Food.

⇒ If you use the Steamer to convert Grain and animals to food, this counts as converting animals to food. (For example, for Pelts, Slaughterman, etc.)

WM108**Steel Plow**

(Req 3 occs. Cost 3W1S.)

Once during the game, when you use either the “Plow 1 field” or “Plow 1 field and/or Sow” Action space, you can Plow up to 4 fields instead of 1.

WM109**Storage Shed**

(1 VP. Req 1 stable.)

Remove 1 built stable and place is on this card (you may not build it again later). Whenever you play a Minor Improvement, take 1 Building resource of your choice from the general supply before paying the costs of the Improvement.

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⇒ The stable still counts as a built stable, but is no longer considered to be on your farmyard.

⇒ You may receive resources from the Storage Shed when you play Major Improvements as Minor Improvements.

Undisturbed Pond

(1 VP. Req no occ.)

Place 1 Food on each of the next Round spaces, up to the number of completed rounds. At the start of these rounds, you receive the Food.

Village School

(1 VP. Req 1 occ. Cost 1S 1R.)

Once per turn, when paying a cost, you may discard 1 card from your hand to pay 1 less Building resource of your choice.

⇒ The discarded card is discarded face down.

⇒ May only be used to pay costs during your turn.

Wild Breeding**WM111****WM112****WM113**

Immediately add 1 animal of the appropriate type to each Accumulation space containing 2 or more animals. If you have space on your farm, you may take 1 of the added animals. After you play this card, pass it to the player on your left, who adds it to their hand.

Wine Closet

(Cost 1W 2C.)

When you play this card, you receive 1 Vegetable. Once each round, you may move 1 Vegetable from your supply to a future Round space. If it is at least 5 rounds away, add 1 Vegetable from the general supply. At the start of that round, you must convert those Vegetables to 2 Food or 1 Bonus point.

⇒ The Vegetable received initially will trigger Market Woman. Any Vegetables placed on future Round spaces do not trigger Market Woman when you convert them to Food or Bonus points.

Worm Bait**WM114****WM115**

Whenever you use the “Plow 1 field” Action space, add 2 Food from the general supply to this card. You receive the Food on this card when you use the “Fishing” action. Each Harvest, return 1 Food from this card (if any) to the general supply.

Angry Duck**P13**

When you play this card, if there any food on future Round spaces that you would receive in a later round, you may place some or all of that Food on this card. At the end of the game, you receive 1/2/3/4/5 Bonus points for 1/2/3/5/8 Food on this card. (You may not use the food on this card.)

Fertility Shrine

(-1 VP. Cost 2S.)

In the Breeding phase of each Harvest, if 2 or more animal types in your farm breed, you may return 2 newborn animals to the general supply and immediately take a “Family growth even without room” action. (You must have room for the baby animals on your farm.)

⇒ The two newborn animals that you return need not be different types.

Fishing Pier

(1 VP. Req 1 occ. Cost 2W.)

Whenever you use the “Fishing” Action space, you may also take 1 Building resource from any other

Action space.

Gardners’ Bothy

(1 VP. Cost 2W 1R.)

Whenever you use the “Plow 1 Field” Action space, you may immediately afterward move that person to this card to receive 1 Grain. Whenever you use the “Plow 1 field and/or Sow” Action space, you may immediately afterward move that person to this card to receive 1 Vegetable.

⇒ If you double the action (e.g., with Sunday Worker **WM048**, Golem, etc.) then you double the action, but still only receive 1 Good from Bothy.

⇒ You may place multiple Family members or Guests on the Bothy.

Geode

(Req Have 1 Stone.)

Draw 3 Minor Improvements randomly from the deck. You may immediately play 1 of these Minor Improvements (pay costs and fulfill prerequisites normally) or add it to your hand. Discard the other 2 Improvements. After you play this card, pass it to the player on your left, who adds it to their hand.

Landscape Design**P17****P18**

Your fields no longer need to be orthogonally adjacent to each other. Fields plowed at the same time must be adjacent. At the end of the game, you receive 1/2/3 Bonus points for 3/4/5 fields that are not orthogonally adjacent to another field.

⇒ If you have 6+ fields that are not orthogonally adjacent to another field, you receive 3 Bonus points.

Market Square

(1 VP. Cost 2W.)

When you play this card, place 4 Building resources of your choice from the general supply on it. Whenever any player (including you) receives Building resources from an Action space, they may exchange one for a different resource on this card. Any player who does this must pay you 1 Food.

Meeting Post

(1 VP. Cost 1W or 1C.)

When you play this card, every player must place 1 Occupation from their hand face up on the game board. Add random occupations from the deck until there are 5. Whenever any player plays an Occupation, that player may play 1 of these Occupations instead of 1 from their hand. If they do, you receive any Food paid.

⇒ If you play an Occupation from the board, you still must be able to afford the Food cost, even though you receive the payment.

Pitchfork

(Cost 1W1S.)

Whenever you extend or renovate your home, you may pay with Reed directly from Accumulation spaces.

P16**P17****P18****P19****P20****P21**

Retirement

(1 VP. Req 1 occ.)

Immediately turn all of your Occupations before you face down. At the start of each round, you receive 1 Food as long as you have no face up Occupations. All the effects of the face down cards are forfeited but they still count as played occupations.

P22**Shelter in the Field**

(1 VP. Req 1 planted field. Cost 3W or 3C, 1R.)

This card can hold 1 Family member who can only use the “Take 1 Grain”, “Take 1 Vegetable”, “Plow 1 field” or “Sow and/or Bake” Action spaces. This Family member cannot be moved to your home.

⇒ If the Family member that lives in the Shel-

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ter cannot take an action because they are all blocked, then that Family member does not take an action and remains in your home.

⇒ The Family member that lives in the Shelter may take the Infirmary action.

Spars**P24**

Whenever you build a Room or Renovate your home, you may receive 1 Negative point instead of paying the required 1 or 2 Reed. In a 2 or 3 player game, you may only play this Minor Improvement on the “1 Major or Minor Improvement” Action space.

2 Occupations**Amazon**

(3–5 players)

Whenever you use the “Fishing” Action space in Round 7/9/11/13, you receive 1 additional Sheep/Wild boar/Cattle/animal of your choice.

WM001**Animal Buyer**

(3–5 players)

At the end of the Field phase of each Harvest, you may buy 1 or 2 animals. Pay 2/3/4 Food for each Sheep/Wild boar/Cattle.

⇒ You may not use food converted from the purchase of one animal to purchase another in the same Harvest.

WM002**Apple Picker**

(1–5 players)

Whenever you use the “Take 1 Grain” or “Take 1 Vegetable” Action space, you receive an additional 1 Wood and 1 Food.

WM003**Bargaining Baker**

(1–5 players)

When you build an Oven, pay 1 Building resource less of your choice. Whenever you build a “baking symbol”-Improvement, you receive 1 Grain before building the Improvement. (An Oven is a “baking symbol”-Improvement with “Oven” in the name.)

WM004**Bee Keeper**

(1–5 players)

When you play this card, immediately build 1 stable without paying Wood and place it on its side. The stable loses its regular animal functions. (It is still worth 1 additional point if fenced.) In the Feeding phase of each harvest, you receive 1 Food as long as the stable is on your farm.

WM005**Borrower**

(1–5 players)

When you play this card, you receive 7 Food and 2 Begging cards. At any time, you may pay 3 Food to discard one of these 2 Begging cards or a Begging card you received instead of paying 1 Food to feed your family.

WM006**Branch Collector**

(1–5 players)

Whenever you use Clay or Stone for an Extension, Renovation, or Improvement, you receive 1 Wood from the general supply before paying its costs.

⇒ If you receive a wood from Branch Collector, then you must spend a Clay or Stone in the subsequent improvement, extension or renovation action. If you have cards that allow for discounts or alternate payments, then you must take these into account. For example, you cannot receive wood if you have Bricklayer and play Flagon.

WM007**Bread Carrier**

(1–5 players)

Once any player has built an Oven, place 1 Food on the Remaining round spaces. At the start of the rounds, you receive the Food. (If an Oven has already been built, place the Food immediately. If multiple Ovens are built, you only receive the Food once.)

WM008**Chemist**

(3–5 players)

Whenever you use a person’s action to take Wood from a Building resource Accumulation space, you may immediately place 1 Clay from your supply on another Building resource Accumulation space to receive 2 Food.

⇒ If Clay and Wood are both taken from a Building resource Accumulation space, you may use the Clay for Chemist.

WM009**Cloister Dweller**

(1–5 players)

At the end of the game, you receive 1 Bonus point for each of the 5 columns of your farmyard that is either all rooms, all fields, or all in the same pasture.

⇒ A single pasture that spans multiple columns counts for each column, as long as the entire column is that pasture.

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Contractor

(1–5 players)

Whenever you build a room, renovate your home, or build a Major Improvement, you can replace up to 1 Building resource of your choice with 1 Food.

- ⇒ If you build multiple rooms, you may use the contractor's ability once per room.

WM011**Covetous Farmer**

(3–5 players)

Once each round, during one of your turns, you may take 1 Building resource from the general supply of a type that you do not have and every other player does have.

WM012**Cowboy**

(3–5 players)

You can use the “Take 1 Sheep”, “Wild boar” or “Cattle” Action spaces, even if they are occupied. If you do this, take 1 animal of that type. Additionally, you can keep 2 animals of the same type on 1 of your Unused farmyard spaces. (The space still counts as used.)

WM013**Crop Rotator**

(1–5 players)

Whenever you remove the last Grain/Vegetable from a field, you may immediately Sow a Vegetable/Grain in that field. When you play this card, immediately take 1 Grain or Vegetable from each of your fields and place them in your supply.

- ⇒ You also take Grain or Vegetables from cards such as Turnip Field, Lettuce Patch, Acreage, etc.
- ⇒ If you harvest the last Grain/Vegetable from a card that cannot hold another type of good, (e.g. Turnip Field, Bean Field, etc.,) you may not Sow onto that card using Crop Rotator's ability. However, if the card can be sown with both Grain or Vegetables, (e.g. Cash Crop **WM068**) then you may Sow onto that card using Rotator's ability.

WM014**Debris Dealer**

(3–5 players)

When you renovate your Clay hut, you receive 2 Clay afterward. Once you live in a Clay hut or Stone house, whenever another player renovates their Wooden/Clay hut, you receive 2 Wood/Clay.

WM015**Diplomat**

(3–5 players)

Once during round 14, you may use an Action space even if it is occupied by other players. If you play this card in Round 7 or before, you may do this twice instead.

WM016**Engineer**

(3–5 players)

Whenever you play an Improvement, you receive 1 Food before paying the costs of the Improvement. If the Improvement has a printed Stone cost, you receive 2 Food instead of 1.

WM017**Expert Builder**

(3–5 players)

Whenever any player (including you) builds 1 or more rooms, they must place 1 resource of those

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paid on this card. You may use these resources to pay for your extensions or renovations.

- ⇒ If a player extends without paying resources for the extension (using Wooden Hut Extension, Remodeling, Remodeler **WM042**, etc.,) then no resources go on Expert Builder.
- ⇒ Expert Builder may be used with Stone Crane when building or renovating.
- ⇒ Resources placed on Expert Builder or used from Expert Builder are never received, therefore they do not trigger things like Resource Seller

Family Planner

(1–5 players)

Add 4, 7 and 10 to the current round and place up to 1 person still in your supply on each corresponding Round space. At the start of these rounds and not earlier, you may take the person as a new Family member, if you have room. (If you don't, return it to your supply.) It counts as a Newborn, and it may take actions the following round.

- ⇒ Taking the person counts as a “Family Growth” action.
- ⇒ May combine with cards that allow Family Growth without space in your house.

WM019**Farm School Graduate**

(3–5 players)

You may only play this card as your first Occupation. From now on, you may not use any Occupation action on any Action space. At the start of each Harvest, you may pay 2 Food to play an Occupation.

- ⇒ You may still play occupations in other ways, for example with Apprenticeship **WM059** or Farm School **WM078**

WM020**Fence Dealer**

(1–5 players)

You may only build 12 fences. (~~Remove the other 3 fences from the game.~~) Whenever you build fences, you may build 2 fences for every 1 Wood paid.

- ⇒ Card received errata to remove the parenthetical “(Remove the other 3 fences from the game.)”

WM021**Food Connoisseur**

(1–5 players)

Pile (from bottom to top) 1 Clay, 1 Vegetable, 1 Stone, 1 Grain, 1 Wood and 1 Reed on this card. Whenever you use a person to take Food from the “Day Laborer”, “Fishing” or “Traveling Players” Action space, additionally take the top item on this card.

WM022**Forest Farmer**

(1–5 players)

Place 3 Arrow markers on this card. Each round, between the Work and Returning home phase, you may pay 1 Wood and return 1 marker to move one of your people from the “Plow 1 field” or “Plow 1 field and/or Sow” Action space to a free Action space and take the action.

WM023

- ⇒ If the Countryman, Pond Watchman, or Acrobat also have been played, the family members are moved in player order, starting with the player left of the one who placed the last regular person. If you can move more than one person, you move

them consecutively in an order of your choice. You cannot move the same person twice. You cannot move to an action space that was occupied after the last regular person placement.

Gem Hunter

(1–5 players)

Whenever you use a person to take Clay from a Building resource Accumulation space, you may also receive 1 Stone. In Round 9 or before, if there are 3 or more Clay on the space, you must leave 1 Clay on the space to receive the Stone.

Godfather

(3–5 players)

Whenever you use an Action space orthogonally adjacent to an occupied “Family Growth” Action space from stage 2 or stage 5, you receive 1 Grain immediately before the action is resolved.

- ⇒ If a “Family Growth” Round card is in a stage other than 2 or 5 (for example, due to Seeress), orthogonal spaces will still trigger Godfather.

Hedge Master

(3–5 players)

Whenever you build fences, you receive 1 Bonus point. When you play this card, you immediately get a “Build fences” action.

Heiress

(1–5 players)

At the start of round 6/10/13, you may ~~(before phase 1)~~ build 1 Wooden/Clay/Stone room if your home is made of the same material. Pay 1 less Clay for the Clay room, and 2 less Stone for the Stone room. (When you play this card, place the Room tiles on the corresponding round spaces.)

- ⇒ Card received errata to remove the parenthetical “(before phase 1)” clause.

Herdsmen

(1–5 players)

Whenever you use the “Day Laborer” Action space, you receive 1 additional Sheep. From round 6, you can choose to receive 1 Wild boar instead.

Hill Farmer

(1–5 players)

Whenever you build 1 or more fences or Plow 1 or more fields, you receive 2/1 Food if you have exactly 2/3 rooms.

- ⇒ If you have Downsizing **WM075**, count the number of rooms that you have after removing one.

Hoarder

(1–5 players)

Each Harvest, you can place 1 Building resource on this card from your supply. At the end of the game, you receive 1/2/3/5 Bonus points for 1/2/3/4 different resources on this card.

Humble Farmboy

(3–5 players)

If there are still 1/3/6/9 rounds to play, you immediately receive 1/2/3/4 Wood. At the end of the game, all players with the fewest cards in front of them receive 3 Bonus Points. (Count Occupations plus Improvements and exclude Begging cards.)

WM024

WM025

WM026

WM027

WM028

WM029

WM030

WM031

- ⇒ Counts the number of cards. Therefore, Academic and Clockwork Man **WM070** still count as 1 card each.

Hunter

(1–5 players)

Whenever you receive animals outside the Breeding phase of a Harvest, you may immediately convert them into Food. Take 2/3/4 Food for each Sheep/Wild Boar/Cattle converted.

- ⇒ When you use Sheep Farmer to convert Sheep to Wild Boar and Cattle, you may use Hunter to convert the Wild Boar and Cattle into Food.
- ⇒ Animals gained from breeding outside the Breeding phase (for example from Cattle Breeder, Ram **WM102**, etc.,) may be converted to food with Hunter.

Lady in Waiting

(3–5 players)

If you play this card during Stage 1, place 1 person still in your supply on Round 12. At the start of this round, you can pay 2 Food to move this person into your home whether or not you have room. It counts as an adult Family member and may take actions starting Round 12.

- ⇒ Does not count as a family growth action.

Livestock Keeper

(1–5 players)

When you play this card, you receive 1 Wild boar. If you already have a Wild boar, you receive 1 Cattle instead. In the Breeding phase of each Harvest, you may pay 1 Food to receive 2 offsprings of exactly 1 animal type that breeds instead of 1.

Mailman

(3–5 players)

Place 2 Wood, 2 Clay, 1 Reed, and 1 Stone on four different revealed Action spaces respectively (occupied or unoccupied.) Afterward, any player (including you) who uses one of these spaces, may also take the extra resource(s) by paying you 1 Food first.

- ⇒ If a resource is taken, it is received before the Action that it is on occurs, and can be used to pay costs for the Action.

Master Cook

(1–5 players)

Each round, instead of placing your first Family member on an Action space, you may place it on this card and receive 2 Food and 1 Guest token to place that round. (You may not do this if you will be placing more people after your first without another player placing in between.)

- ⇒ This card is not an action space.
- ⇒ You cannot double Master Cook’s benefit (e.g. with Golem or Sunday Worker **WM048**.)
- ⇒ Using Master Cook does not count as an action (e.g. for the Church Warden.)
- ⇒ If a Family member placed on Master Cook has placement restrictions (e.g. Shelter in the Field **P23**, etc.,) then the Guest token also has the same restrictions.

Master Stableman

(1–5 players)

Whenever you use a person’s action to take 2 or

WM032

WM033

WM034

WM035

WM036

WM037

more animals from an Accumulation space, you can also build up to 2 stables, at a cost of 1 Wood each, before taking the animals.

Minimalist

(3–5 players)

WM038

At the end of the game, you receive 9/6/4/2 Bonus points for having exactly 0/1/2/3 Improvements in front of you.

Pawnbroker

(1–5 players)

WM039

At any time, you may convert all the printed Victory points (if any) of an Improvement in front of you to 3 Food per point. Afterward, you may not return or remove the Improvement and you no longer receive its Victory points. If the Pawnbroker gets turned face down or discarded, you still lose the points.

- ⇒ You may use the Pawnbroker's ability with any number of improvements.

Permaculturist

(1–5 players)

WM040

You may sow Grain on Unused farmyard spaces. Planted spaces count as Grain fields and do not need to be adjacent to your existing plowed fields. You may move Grain from these fields to the general supply at any time and you must move Grain before scoring. (Or if this card gets removed or turned face down).

- ⇒ You may not use Reed Nursery **WM104** to sow Reed onto Unused farmyard spaces.
- ⇒ Sown Grain in Unused farmyard spaces counts as Grain fields for prerequisites.
- ⇒ Does not combine with Planter Box or Scarecrow.
- ⇒ Sown Grain in Unused farmyard spaces counts as used for the purposes of other cards that count used farmyard spaces, such as Rancher.

Politician

(1–5 players)

WM041

Twice each round, you may exchange 1 Reed for 1 Stone, or 1 Stone for 1 Reed. When you play this card, you receive 1 Stone.

- ⇒ You may convert 1 Reed to 1 Stone and later 1 Stone to 1 Reed (or vice versa) in the same round.

Remodeler

(1–5 players)

WM042

When you renovate your Wooden hut, you may first return 1 built stable to extend your hut by 1 Wooden room for free before paying the costs of the Renovation. (The stable can be rebuilt later.)

- ⇒ The stable must be returned from your farmyard.
- ⇒ May combine with Clay Starter.

Resource Lender

(3–5 players)

WM043

Whenever you receive Building resources from an Action space, instead of placing them in your supply, you may add 1 resource of 1 type received and place them all on the next Round spaces with 1 per space (in any order and discard any excess.) At the start of these rounds, you receive the resource.

- ⇒ If a resource is bought with Reed Buyer, Wood Buyer or Stone Buyer, you may still use Resource

Lender to add an additional good of that type.

Silo Girl

(3–5 players)

WM044

Once you live in a Stone house, place 1 Grain on each remaining even Round space and 1 Vegetable on each remaining odd Round space. At the start of these rounds, you receive the resources. (If you already live in a Stone house, place the resources immediately.)

Stable Deliveryman

(1–5 players)

WM045

Add 3, 5, 7, and 9 to the current round and place 1 of your unbuilt stables on each remaining corresponding Round space. At the start of these rounds you may pay 1 Wood to build that stable immediately. (If you don't, return that stable to your supply. Until then, you cannot build that stable.)

Stone Curator

(1–5 players)

WM046

Whenever you use a Stone Accumulation space, you receive 1 additional Food. At the end of the game, you receive 1 Bonus point for every 2 rooms in your Stone house and every 2 Improvements with a printed Stone cost.

Storehouse Minder

(3–5 players)

WM047

When you play this card, you may place 1 to 4 Building resources of different types on it from your supply. At the start of each Harvest, choose up to 2 resource types currently on this card and add 1 of each from the general supply. Each round, you may take all the resources of any 1 type remaining.

- ⇒ Resources on this card do not count towards Storehouse Clerk. At the end of the game, resources on this card count toward Sawmill, Joinery, Pottery, etc.

Sunday Worker

(3–5 players)

WM048

Once during Rounds 7 and 14, you may pay 1 Food to take one of your peoples' actions twice. If you use an Accumulation space with that action, you get double the amount of Goods and/or Food.

- ⇒ You may only double an action immediately after the person action is taken. You cannot wait until later in the round to double an earlier action.
- ⇒ You may use Food collected from taking the action once to pay for Sunday Worker.
- ⇒ On any Accumulation space, double the amount of Goods and/or Food taken, regardless of type. For example, food left on an Accumulation space by Wood Worker **WM055** or Foreman will be doubled. On a non-Accumulation space, do not double these resources, just take the action twice.
- ⇒ A doubled action only counts once for Church Warden.
- ⇒ If you also have Golem, apply the Sunday Worker's effect first, then the Golem's effect.

Sunrise Admirer

(1–5 players)

WM049

At the start of the next 3 rounds, you may pay 2

Food to Plow 1 of the three Eastern-most spaces on your farm (the farm side opposite your home) if they are unused. (Normal plowing rules still apply.) If you choose not to, discard the Sunrise Admirer.

- ⇒ If you have changed the shape of your farm (for example, from Farm Extension,) the Sunrise Admirer will still Plow 1 of the Eastern-most spaces for the next 3 rounds from when you played it.
- ⇒ If the Eastern-most spaces are completely plowed (or otherwise blocked) then you cannot Plow anymore.

Tapestry Weaver

(1–5 players)

Whenever you have at least 3 Sheep during the Field phase of a Harvest, place 1 Food from the general supply in your home. You may only place 1 Food per room. You cannot use these Food, but each is worth 1 Bonus point at the end of the game.

- ⇒ Different cards (such as Pelts or Cookies **WM071**) may put food in the rooms. The 1 Food maximum is for each such card.
- ⇒ If you remove a room with a Food on it (for example, with Downsizing **WM075**,) you also lose the Bonus point that Food represents.

Tavern Keeper

(1–5 players)

At the start of each Harvest, receive 1 Food and 1 Grain if you have at least 1 room in your home that is not occupied by a Family member. At the end of the game, receive 1 Bonus Point for every empty room.

Tile Maker

(3–5 players)

If there are 1/3/6/9 rounds left to play you receive 1/2/3/4 Clay. At the end of the game all players with a Clay hut receive 2 Bonus points. (This card does not give Bonus points for a Stone house.)

Village Fool

(1–5 players)

At the start of each round, you may place 1 card face down from your hand under Village Fool. That card can no longer be used for the rest of the game. At the end of the game, you receive 1 Bonus points for each card under Village Fool except the 3rd, 5th, 7th and 9th.

Wheelbarrow Pusher

(3–5 players)

Whenever you use a person's actions to take exactly 1 resource from a Building resource Accumulation space, you receive an additional 1 Building resource of your choice or 1 Food. In a 4 or 5 player game, you instead receive an additional 1 Building resource of your choice and 1 Food.

- ⇒ Triggers as long as you take exactly 1 resource from an Accumulation space. Other cards may alter the amount of resources you receive (such as Mushroom Collector, Wood Buyer, Pieceworker etc.)
- ⇒ If you take exactly 1 Reed from a Building resource Accumulation space, and you have Landing Net, you gain 2 food from the Landing

Net, regardless of other resources received from Wheelbarrow Pusher. (According the the Landing Net's compendium v9.0 ruling, you only get 1 Food if you take a resource other than Reed. However, this particular ruling is controversial and contrary to many similar rulings.)

- ⇒ If you take 1 Reed and use Wheelbarrow Pusher to receive a Stone (or vice versa), it does not activate Storehouse Keeper.

Wood Worker

(3–5 players)

Whenever you use any Action space, immediately afterward you may place 1 Food from your supply on the space to receive 1 Wood. The next player to use the Action space receives this food.

- ⇒ Placing the Food to receive Wood happens after the Action is completed, and therefor the Wood cannot be used to pay costs for that Action.

Alchemist

(3–5 players)

When you play this card, you receive 2 Wood. Whenever you receive Building resources from an Action space, you may afterward place 1 of the goods received on the space and take 1 Wood or Clay from any Accumulation space.

- ⇒ You place the Good on the Action space you just used and the next player to use this Action space receives the Good.

Altruist

(1–5 players)

Twice during the game, you may use the "Renovate" action to convert your Stone house back into a Wooden hut by paying 1 Wood per room and 1 Reed. When you do this, you receive 3 Bonus points per room and you receive 3 Clay.

- ⇒ Converting to a Wooden hut counts as a Renovation. (Therefore, it triggers Home Garden **WM089**, etc.)
- ⇒ You receive the Bonus points and the clay each time you convert from a Stone house into a Wooden hut.

Backpacker

(3–5 players)

In the Returning home phase of each even-numbered round, you may choose not to return home 1 person. When you leave a person on an Action space this way, immediately before the start of the next Work phase, take that action again (and keep the space occupied.) If you cannot, take 1 Begging card and return that person home (to place normally later.)

Chisel Maker

(3–5 players)

Place an Arrow marker on a revealed Round Action space and point the Arrow toward nobody. The next player to use this Action space receives 1 Stone first. Whenever any player uses this Action space, point the Arrow toward that player. At the start of each round, the player whom the Arrow points to receives 1 Wood.

WM055

P01

P02

P03

P04

WM050

WM051

WM052

WM053

WM054

Contortionist

(4–5 players)

Place 4 Wood, 3 Clay, 2 Reed, and 2 Stone in a container. Whenever you use the “Traveling Players” action, draw 2 resources at random. If they are the same, keep both. If they are different, keep 1 and return the other to the general supply.

Footman

(3–5 players)

Once each round, you may place a person on an Action space without immediately taking the action. Instead, you may take that action immediately after any of your other turns that round. At the end of the round, if you haven’t taken the action, you receive 1 Begging card.

- ⇒ If you are unable to take an action because there are no longer resources on an Accumulation space (due to e.g. Net Fisherman, Alchemist **P02**, etc.) you still receive a Begging card.

Marriage Counselor

(4–5 players)

Whenever, at the start of the round, another player has at least 2 more Family members than you or all other players have at least 1 more Family member than you, you may pay 1 Food to use 1 Guest token that round.

Master Carpenter

(3–5 players)

You can build fences around your rooms by fencing all 4 sides of a room. You may not fence more than 1 room each round. Each fenced room can hold an additional Family member. (Fenced rooms are not pastures.)

- ⇒ Fenced rooms are not scored as pastures at the end of the game.
- ⇒ You may also build pastures the same round you

P05

fence around a room.

Pest Exterminator

(4–5 players)

If you have no built fences, place 1 of your fences on each of the 14 round cards, both revealed and unrevealed. Whenever you use an Action space with your fence on it, you may return the fence to your supply. At the end of the game, you receive 1 Bonus point for each fence returned except the first 6.

- ⇒ If you have built fences, or have played any combination of cards that results in you having fewer than 14 fences in your supply, (e.g. Fence Deliveryman, Wagenburg etc.) then you place no fences on the board, and receive no Bonus points.

Professor

(1–5 players)

After you play this card, discard all the remaining Occupations in your hand and draw 7 new Occupations. You can play an additional Occupation immediately for 2 Food. (You must pay any additional costs of the new Occupation.)

Sunrise Herder

(4–5 players)

Once each round, you may skip placing your first Family member and receive 1 animal. You must pay 1 Food if you receive a Cattle. (You place the person later. You may only do this if every other player has at least 1 person still to place.)

Wounded Veteran

(4–5 players)

At the start of each round, you receive 2 Food from the general supply. Whenever you take Building resources or animals from an Accumulation space, you must leave 1 of them on the space.

- ⇒ You do not have to leave resources or animals on non-Accumulation spaces.

P09**P10****P11****P12**