

Knight of Muster



Development Card — Knight A2G

You may purchase one development card this turn for one sheep.

— Danila

8/28

Knight of Valor



Development Card — Knight Victory A2G

Counts toward the largest army.
1 Victory Point

— Ben Wootten

15/28

Knight Enforcer



Development Card — Knight A2G

You may build roads, this turn, on previously claimed paths. Those roads must still be adjacent to your other roads. *(All roads are considered 'active' for purposes of building, trade, and scoring points.)*

— FJFT

3/28

Knight of the Inquisition



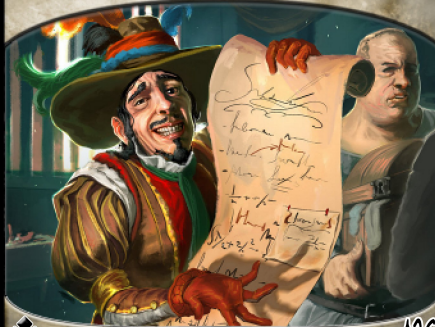
Development Card — Knight A2G

You may take a random card from any player's face down development or resource cards. If you do, put Knight of the Inquisition in that player's hand.

— Kanthesis

11/28

Monopoly



Development Card A2G

Name a resource type. All other players must give you all resources of that type to you.

— Thomas Rome

13/28

Poach Workers



Development Card A2G

Choose a resource type. Each player must give you one of those cards if they have it. For each player that does not, take a resource of that type from the bank.

— Joe Slucher

10/28

Year of Plenty



Development Card A2G

Take any two resources from the bank.

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27/28

Census Beureau



Development Card — Victory A2G

Choose another player. Look at their face down resource cards, and their face down development cards.

1 Victory Point.

— Nieris

1/28

Royal Gardens



Development Card — Road Victory A2G

Counts as an additional road.
1 Victory Point

— Anne Wipf

22/28

Trade Caravan



Development Card — Victory A2G

Your maritime trades are 3 for 1 this turn, instead of the usual 4 for 1 maritime trade.

1 Victory Point



25/28

Wool Spinnery



Development Card — Victory A2G

You may trade sheep at a rate of 2 for 1 as if you controlled a sheep harbor this turn.

1 Victory Point

— Rhys Griffiths

26/28

The Clocktower



Development Card — Victory A2G

Take an additional turn after this one.

1 Victory Point.

— Karen Besant

27/28

Knight of Tradition



Development Card — Knight A2G

Move the Robber. Steal a random resource card from the owner of a settlement that the Robber is now adjacent to.



14/28

Road Building



Development Card A2G

Place two roads as if you had just built them.



20/28

Knight of Mercy



Development Card — Knight A2G

Gain two resources from the bank of each resource type that your settlements and villages are not adjacent to.

— Eddy Shinjuku

7/28

Knight of Heritage



Development Card — Knight A2G

Each player replaces one of their cities with a settlement. Each player that does so gains one brick, one wood, one ore, and one wheat from the bank.

— Sandara

6/28

Knight of the Ram



Development Card — Knight A2G

You may reveal your resources if you have three or more resource cards. If the only resource you own is sheep, take one wood, one brick, one ore, and one wheat from the bank.

— Amaerr

12/28

Knight of Opportunity



Development Card — Knight A2G

Name three numbers that aren't seven. Until the end of your next turn, if a player rolls one of those numbers, they re-roll the dice.

— Eksrey

10/28

Knight of White Shield



Development Card — Knight A2G

Take any one resource from the bank.
Then, if you have a number of villages and cities less than or equal to the number of villages and cities of all other players, take any one resource from the bank.

16/26

Settlement Building



Development Card A2G

Place a settlement as if you just built it.

Nele DieI

25/26

Sister Settlement



Development Card A2G

You may build a settlement at a location where another player has already built a settlement. You may upgrade that settlement to a city as per normal.

Jay Jackson

24/26

Knight of Opportunity



Development Card — Knight A2G

Name three numbers that aren't seven. Until the end of your next turn, if a player rolls one of those numbers, they re-roll the dice.

Eksrey

9/26

Knight of Charity



Development Card — Knight A2G

Choose a player. That player gives you two of their resource cards (*If that player has less than two resource cards, they give you as many resource cards as they can.*) Then you give a resource card to a player.

5/26

Knight of Charity



Development Card — Knight A2G

Choose a player. That player gives you two of their resource cards (*If that player has less than two resource cards, they give you as many resource cards as they can.*) Then you give a resource card to a player.

4/26

Road Building



Development Card A2G

Place two roads as if you had just built them.

21/26

Year of Plenty



Development Card A2G

Take any two resources from the bank.

28/26

Knight of Tradition



Development Card — Knight A2G

Move the Robber. Steal a random resource card from the owner of a settlement that the Robber is now adjacent to.

13/26

Knight of White Shield



Development Card — Knight

A2G

Take any one resource from the bank.

Then, if you have a number of villages and cities less than or equal to the number of villages and cities of all other players, take any one resource from the bank.