

Grocer

Motive

Requires:
Farming
of 10

Reward:
5 Gold

Lord of the Manor

Motive

Requires:
Farming
of 20

Reward:
10 Gold

Socialite

Motive

Requires:
Society
of 10

Reward:
3 Influence

Wholesaler

Motive

Requires:
Trade
of 10

Reward:
5 Gold

Merchant Prince

Motive

Requires:
Trade
of 20

Reward:
10 Gold

Patrician

Motive

Requires:
Society
of 20

Reward:
6 Influence

Disciplinarian
Motive

Requires:
Law
of 4

Reward:
2 Influence

Untouchable
Motive

Requires:
Law
of 9

Reward:
5 Influence

Dean

Motive

Requires:
Lore
of 10

Reward:
3 Influence

Chancellor

Motive

Requires:
Lore
of 20

Reward:
6 Influence

Landlord

Motive

Requires:
Own 3+
Buildings

Reward:
5 Gold

Banker

Motive

Requires:
15 Gold

Reward:
5 Gold

Treasurer

Motive

Requires:
Treasury
of 50

Reward:
10 Gold

District Master

Motive

Requires:
6+ Public
Buildings

Reward:
6 Influence

Blackmail
Scheme

Force a player to
give you *either*
2 Influence or
4 Gold. Other
player's choice.

Grand Ball
Scheme

Gain 1 Influence for
each player you pay
1 Gold.

Strategic Marriage *Scheme*

Force a player to
Vote with you.

Scandal *Scheme*

Remove
2 Influence
from a player.

No Confidence Vote *Scheme*

Steal 3 Influence
from the Chairman.

May not be played
by the Chairman.

Lorem *Scheme*

Lorem Ipsum

Redistribution *Scheme*

Transfer 3 gold from
the richest player
to the poorest
player.

Chairman breaks ties.

Charity Drive *Scheme*

Force a player to
donate 2 Gold
to the Treasury.

Fundraising *Scheme*

Pay the Treasury
3 Influence for
2 Gold

Lorem *Scheme*

Lorem Ipsum

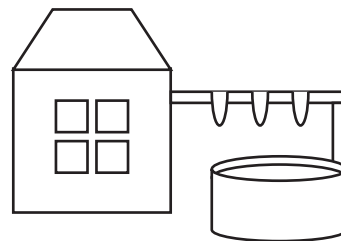
Maintenance Contract *Scheme*

Force a player to
pay 1 Gold for each
Building they own.

Monopoly *Scheme*

Collect double rent
from one of your
buildings this turn.

Dyer's Cottage *Building*



Cost:
3 Gold

Rent:
1 Gold

Workplace Accident *Scheme*

Prevent a private
Building from being
built until the start of
the next turn.

City Law -1

Kickback *Scheme*

Force the next private
Building to cost 2 Gold
extra, receive 2 Gold
when private Building
is built.

Must be played before
Expansion phase.

Tavern *Building*



Cost:

4 Gold

Rent:

1 Influence

Escape Clause *Scheme*

Prevent a player
from forcing you to
do one thing.

Silk Loom *Building*

Cost:
4 Gold

Rent:
2 Gold

Apothecary

Building



Cost: 4 Gold 1 Influence
Rent:

Money Changer's

Building



Cost: 5 Gold
Rent: 2 Gold

Coffee House

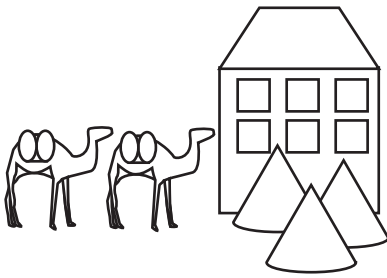
Building



Cost: 5 Gold 2 Influence
Rent:

Spice Caravan

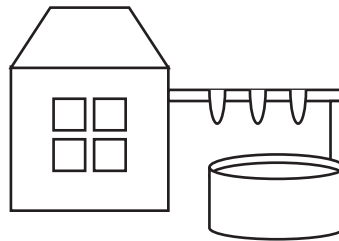
Building



Cost: 4 Gold
Rent: 2 Gold

Dyer's Cottage

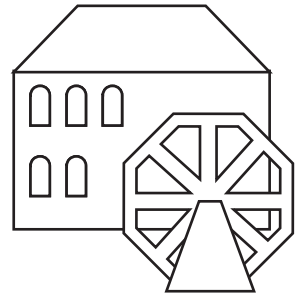
Building



Cost: 3 Gold
Rent: 1 Gold

Watermill

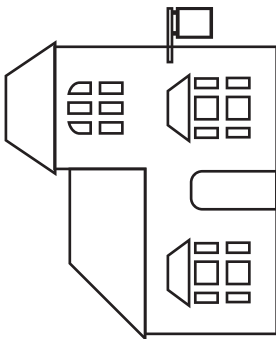
Building



Cost: 6 Gold
Rent: 2 Gold

Tavern

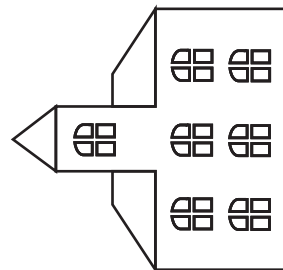
Building



Cost: 4 Gold 1 Influence
Rent:

Guild Hall

Building



Cost: 6 Gold 2 Influence
Rent: