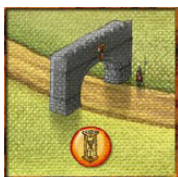


Print pages 2 and 3, either 2-sided or individually.

This reference was inspired and derived from Brian Lee's excellent building reference sheet. And many thanks to Sterling Babcock's concise player aid for some of the graphic elements.

**Enjoy!
Eddy Bee**

Special



Gate

Move worker at Gate to any eligible building at no cost



Merchant's Guild

Move Provost 0-3 spaces at no cost



Stables

Rearrange turn order based on Stable positions



Inn

Shift to space on right. Pay only 1 Denier to place workers next turn



Income



Trading Post

During special building phase. Worker required



Residence (8x)

During income phase
Quantity unlimited



Library

During income phase



Hotel

During income phase



Royal Favor



Joust Field

During special building phase. Worker required



Church

When built



Statue

When built



Theater

When built



College

When built



Monument

When built



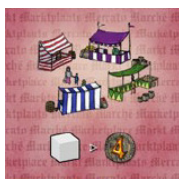
Trade



Peddler



Peddler



Marketplace



Marketplace



Prestige



Jeweller

Pay gold



Tailor

Pay cloth



Church

Pay Deniers



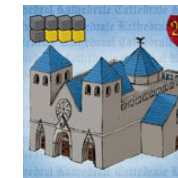
Granary

When built



Weaver

When built



Cathedral

When built



Construction



Carpenter
Build **wood**
(brown) building



Mason
Build **stone**
(gray) building



Lawyer
Convert pink or owned
brown or gray building
to **residential** (green)



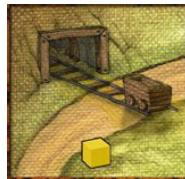
Architect
Build **prestige** (blue)
building over own
residential building



Resource Production



Gold



Gold Mine



Alchemist
Trade resources



Bank
Pay Deniers



Stone



Quarry



Quarry



Cloth



Farm



Farm



Farm



Farm



Workshop



Food



Sawmill



Sawmill



Forest



Park



Wood