

CAPITAL

MARBLE

WOOD

CRYSTAL

STONE

|    |  |  |  |  |
|----|--|--|--|--|
| 10 |  |  |  |  |
| 5  |  |  |  |  |

|   |    |
|---|----|
| 5 | 10 |
|   |    |
|   |    |
|   |    |
|   |    |
|   |    |

|  |  |  |  |    |
|--|--|--|--|----|
|  |  |  |  | 5  |
|  |  |  |  | 10 |


|    |   |
|----|---|
|    |   |
|    |   |
|    |   |
|    |   |
|    |   |
| 10 | 5 |



## Basilica



**Completion effect:**  
Adjust your alignment to whatever you want.


|   |    |
|---|----|
| 4   | 28 |
| 2   | 2  |
| 3   | 0  |
|  | 3  |

**Upon visiting this building:**  
adjust sanity by 2. you may cast an additional spell this turn.

## Baths



**Completion effect:**  
place a floodplain


|   |    |
|---|----|
| 3   | 12 |
| 0   | 2  |
| 2   | 0  |
|  | 2  |

**Upon visiting this building:**  
flood a plains

## Aqueduct



**Completion effect:**  
change a plains into a resource tile, gather, then populate


|   |    |
|---|----|
| 3   | 18 |
| 0   | 3  |
| 3   | 0  |
|  | 2  |

**Upon visiting this building:**  
gather stone with 1d6

## Amphitheater



**Completion effect:**  
take two sigils


|   |    |
|---|----|
| 3   | 18 |
| 0   | 3  |
| 0   | 3  |
|  | 2  |

**Upon visiting this building:**  
exchange one sigil with the bank

## Marketplace



**Completion effect:**  
trade is available: 3  
same resource: 1  
any resource


|   |   |
|---|---|
| 2   | 6 |
| 2   | 1 |
| 0   | 0 |
|  | 2 |

**Upon visiting this building:**  
trade with anyone, anywhere.

## Hospital



**Completion effect:**  
place a plains


|   |    |
|---|----|
| 3   | 12 |
| 2   | 2  |
| 0   | 0  |
|  | 2  |

**Upon visiting this building:**  
adjust sanity by 1

## Hippodrome



**Completion effect:**  
get +1 influence per layer


|   |    |
|---|----|
| 4   | 36 |
| 1   | 1  |
| 4   | 3  |
|  | 3  |

**Upon visiting this building:**  
engage in a duel

## Farm




**Completion effect:**  
+1 influence per adjacent farm

|   |   |
|---|---|
| 2   | 6 |
| 3   | 0 |
| 0   | 0 |
|  | 1 |


**Upon visiting this building:**  
gather wood with 1d6



Sewers




Completion effect:  
add three sewer  
tiles below this tile  
and two adjacent  
tiles. +6 influence


|   |    |
|---|----|
| 4   | 24 |
| 0   | 3  |
| 3   | 0  |
|  | 3  |

Upon visiting this building:  
enter the sewers.

Pendantmaker




Completion effect:  
take a sigil


|   |    |
|---|----|
| 2   | 12 |
| 4   | 0  |
| 0   | 2  |
|  | 2  |

Upon visiting this building:  
pay 4C: 1 sigil

University




Completion effect:  
get +2 same  
resource on gather


|   |    |
|---|----|
| 4   | 28 |
| 3   | 2  |
| 2   | 0  |
|  | 3  |

Upon visiting this building:  
gather marble with 1d6

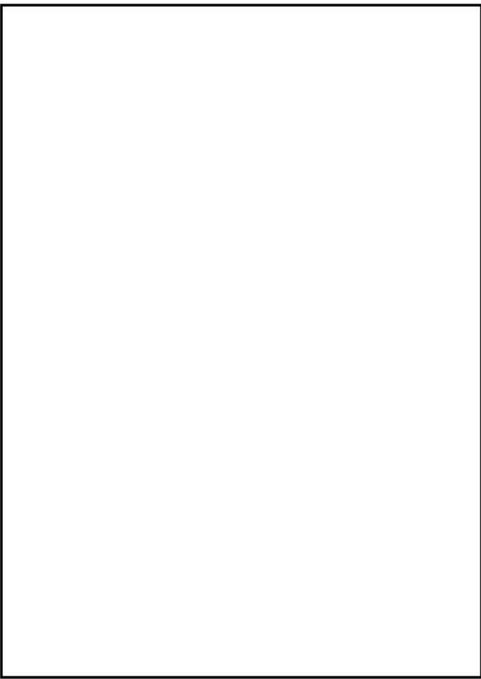
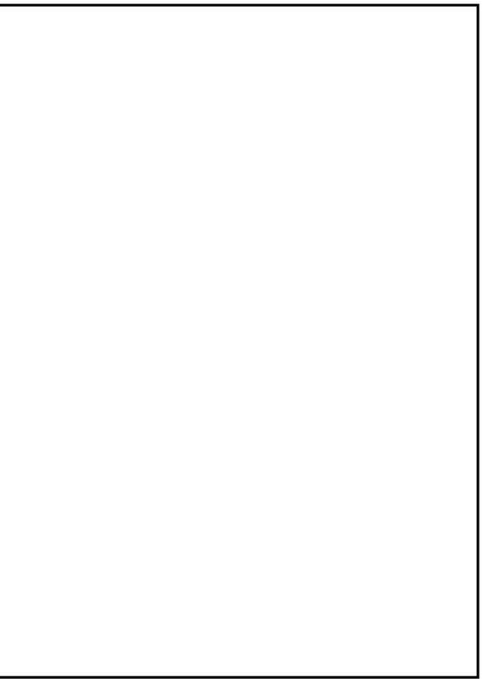
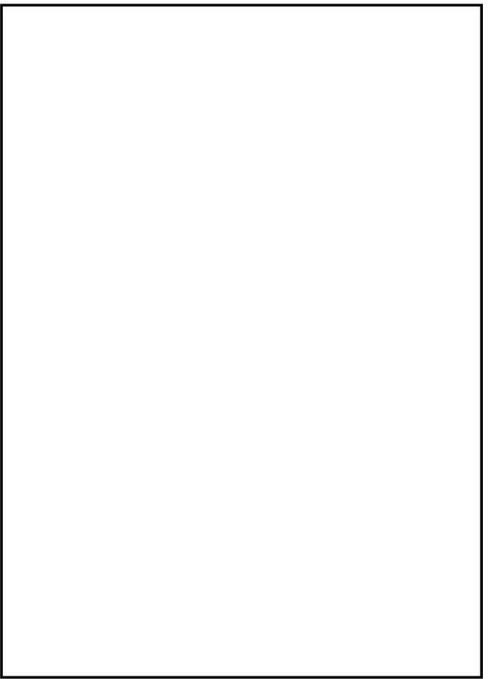
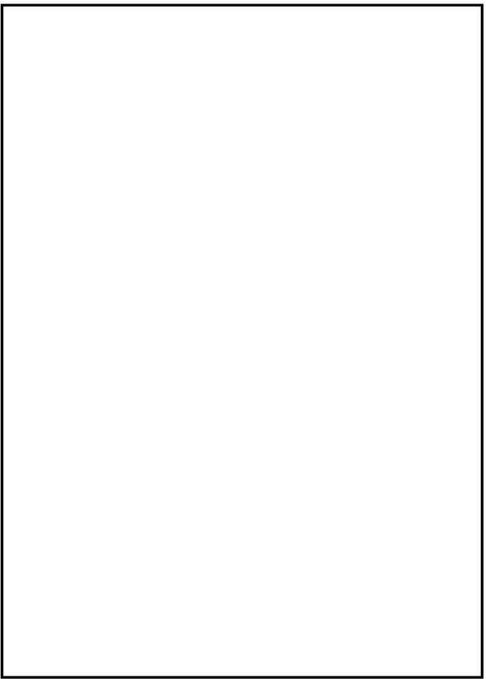
Stoas



Completion effect:  
4+ influence

|   |   |
|---|---|
| 3   | 9 |
| 0   | 3 |
| 0   | 0 |
|  | 1 |

Upon visiting this building:  
move again





CERTIFICATE OF COMPLETION:  
AMPHITHEATER

---

*If someone visits **your** building:*  
1+ crystal

CERTIFICATE OF COMPLETION:  
AQUEDUCT

---

*If someone visits **your** building:*  
also get 1 copy

CERTIFICATE OF COMPLETION:  
BASILICA

---

*If someone visits **your** building:*  
you may adjust your sanity by 1

CERTIFICATE OF COMPLETION:  
BATHS

---

*If someone visits **your** building:*  
you may dry or flood one tile

CERTIFICATE OF COMPLETION:  
FARM

---

*If someone visits **your** building:*  
also get 1 copy

CERTIFICATE OF COMPLETION:  
HIPPODROME

---

*If someone visits **your** building:*  
1+ vote on objection

CERTIFICATE OF COMPLETION:  
HOSPITAL

---

*If someone visits **your** building:*  
you may move once towards a  
plains

CERTIFICATE OF COMPLETION:  
MARKETPLACE

---

*If someone visits **your** building:*  
you may object to the trade

CERTIFICATE OF COMPLETION:  
PENDANTMAKER

---

*If someone visits **your** building:*  
+1 crystal

CERTIFICATE OF COMPLETION:  
SEWERS

---

*If someone visits **your** building:*  
you may enter the sewers

CERTIFICATE OF COMPLETION:  
STOAS

---

*If someone visits **your** building:*  
1+ speed next move

CERTIFICATE OF COMPLETION:  
UNIVERSITY

---

*If someone visits **your** building:*  
also get 1 copy

**INFORMATIONAL PAMPHLET:  
BASILICA**

---

*Upon visiting this building:*  
adjust sanity by 2. you may cast  
an additional spell this turn.

**INFORMATIONAL PAMPHLET:  
AQUEDUCT**

---

*Upon visiting this building:*  
gather stone with 1d6

**INFORMATIONAL PAMPHLET:  
AMPHITHEATER**

---

*Upon visiting this building:*  
exchange one sigil with the bank

**INFORMATIONAL PAMPHLET:  
HIPPODROME**

---

*Upon visiting this building:*  
engage in a duel

**INFORMATIONAL PAMPHLET:  
FARM**

---

*Upon visiting this building:*  
gather wood with 1d6

**INFORMATIONAL PAMPHLET:  
BATHS**

---

*Upon visiting this building:*  
flood a plains

**INFORMATIONAL PAMPHLET:  
PENDANTMAKER**

---

*Upon visiting this building:*  
pay 4C: 1 sigil

**INFORMATIONAL PAMPHLET:  
MARKETPLACE**

---

*Upon visiting this building:*  
trade with anyone, anywhere.

**INFORMATIONAL PAMPHLET:  
HOSPITAL**

---

*Upon visiting this building:*  
adjust sanity by 1

**INFORMATIONAL PAMPHLET:  
UNIVERSITY**

---

*Upon visiting this building:*  
gather marble with 1d6

**INFORMATIONAL PAMPHLET:  
STOAS**

---

*Upon visiting this building:*  
move again

**INFORMATIONAL PAMPHLET:  
SEWERS**

---

*Upon visiting this building:*  
enter the sewers.