

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.