

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.