

10				
5				

MARBLE

		5
10		5

CRYSTAL

CAPITAL

STONE

WOOD

5	10

10					5
					10

Basilica



Basilica

4	28
2	2
3	0
	3

Completion effect:
Adjust your alignment to whatever you want.

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



Pendantmaker



University



Stoas



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

4	24
0	3
3	0



3

Completion effect:
take a sigil

2	12
4	0
0	2



2

Upon visiting this building:
pay 4C: 1 sigil

Completion effect:
get +2 same resource on gather

4	28
3	2
2	0



3

Upon visiting this building:
gather marble with 1d6

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.