Local elections. If you are tied by marriage to a local aristocracy, roll die to see if your client to win election to Decurion. 4+ to win. Prestige boost of one.

Your patron is running for the consulship & needs financial support. Pay $500 immediately. Go into debt if necessary OR lose an agent.

Fate Card

Fulfillment of a vow – lucky in battle, you pay $500 for a small temple at the battlesite for one prestige if you have one agent at the edge of Empire (that is, a market size 5).

Fate Card

Fate Card

Praefectus Annonae. Most prestigious individual with agents in Rome AND Alexandria OR Rome AND Hispalis is appointed praefect.

Trade boost of 200 for 2 turns.

Fate Card

Fate Card

Fate Card

Census. Those who have 1000 money are enrolled in the Senate, and receive one prestige. Those who *were* in the Senate but do not have 1000 money are removed, and lose one prestige.

Social snub: you were accused in polite society of being a mere trader. Others laughed. Person with the highest amount of $ loses one prestige. If there is a tie, both players lose one prestige.

Fate Card

Fate Card

Joyful news. A new grandson/granddaughter (pull family card) survived infancy and can be named, and eventually used as a pawn in your family’s machinations.

Fate Card

After the death of the previous Emperor, you backed the wrong candidate for the Purple. Lose one prestige.

Plague in the Aegean kills thousands in the cities on the coast. Agents in Athens, Delos, Rhodes, Constantinople, and Thessalonika all die (and are removed from play).

Fate Card

Census. Those who have 1000 money are enrolled in the Senate, and receive one prestige. Those who *were* in the Senate but do not have 1000 money are removed, and lose one prestige.