








APPENDIX

DICE

Peasant	Effect	Burgher	Effect	Noble	Effect	Clergy	Effect
	Collect 3 food		Collect 2 trade goods		Add 4 to your defense		Collect 2 food
	Collect 3 wood		Collect 1 trade good		Add 1 to your strength		Collect 1 stone or 2 wood
	Collect 2 stone		Collect 2 stone		Add 2 to your strength		You may reroll this die after your third roll, optionally rerolling another die with it (including a die with a skull on it) You may continue to do this as long as you get a feather result
	Collect 2 food or 1 stone		Collect 1 culture		Add 3 to your strength		
	Build up to 2 times		Build up to 2 times		Collect 1 trade good		Collect 1 culture
	Collect 1 wood and build once; add 1 skull when determining your disaster		Collect 1 stone and build once; add 1 skull when determining your disaster		Collect 2 trade goods; add 1 skull when determining your disaster		Collect 2 culture; add 1 skull when determining your disaster

DISASTERS

Cause	Result	Effect
	Brigands	Advance the peg on your disaster track once or remove 1 resource from your player board.
	Disease	Advance the peg on your disaster track once for each clustered building. A building is clustered if it is adjacent to another building. Buildings that are diagonal to each other or separated by walls are not considered clustered. <ul style="list-style-type: none"> Hospitals and buildings adjacent to hospitals do not count as clustered buildings. Keeps are never considered clustered since they come with a wall around them.
	Treachery	From the supply, give a scorched area to each of your opponents. They must add it to their domain. If there are no scorched areas left in the supply, there is no effect. Scorched areas must be placed outside walled areas. If you do not have any open space in your domain to place a scorched area, you must remove buildings (but never walls or keeps) until you can place it. Return any buildings removed in this way to the game box. You do not need to add the scorched area if there isn't enough space outside your walled area(s).
	Fire	Remove a building from your domain and return it to the game box.
	Attack	Each of your opponents must remove an unwalled building of their choice and return it to the game box. Buildings within walled areas may not be removed. If a player's buildings are all inside a walled area, the Attack has no effect on that player.
 & more	Revolt	Remove all trade goods  from your player board.

Skulls on your dice do not give you disaster points. They are only used to determine which disaster you need to resolve.

WALLS & BUILDINGS

Structure	Shape	Cost	Points	Effect
Wall (of any length)		1	0	Buildings in walled areas: <ul style="list-style-type: none"> Can't be harmed by attacks or by scorching (but can be destroyed by fire). Are worth double at the end of the game (bonus points are not doubled). Provide a 10 point bonus to the player (or, in the case of a tie, players) with the largest walled area(s) at the end of the game.
Keep		3	1	Add 1 noble die to your pool of dice. Keeps are special structures. They are considered walled buildings. Because of this, keeps are immune to scorching, disease, and attacks. Since they are walled, double the points for keeps when you score them.
Longhouse		2	1	Add 1 peasant die to your pool of dice.
Townhouse		2	1	Add 1 burgher die to your pool of dice.
Church		1 1 1	1	Add 1 clergy die to your pool of dice.
Farm		1	1	Provides 1 additional food during the Collect step each round.
Lumber Mill		3	2	Provides 2 additional wood during the Collect step each round.
Hospital		6 1	3	Hospitals and buildings orthogonally adjacent to hospitals do not count as clustered buildings when resolving disease.
Monastery		4 2 1	4	Set one of your dice to any result you want before you roll your dice a second time during the Roll step. You may change a die to and from sides showing a skull. You may reroll a die previously set this way, during your third roll, as long as it doesn't show a skull.
Market		1 4	2	At the end of the game, score 1 bonus point for each empty space adjacent to the market (up to 8 points).
Guildhall		5 2	3	At the end of the game, score 1 bonus point for each trade good , stone , wood and food remaining on your player board.
University		3 3 3	4	At the end of the game, score 1 bonus point for each culture on your culture track.
Cathedral		2 4 6	5	At the end of the game, score 1 bonus point for each of your dice.

You may build multiple copies of the same building and each building provides its benefit.

You may not tear down structures to clear space for another structure.