PERMANENT & NEUTRAL (PINK) BUILDINGS

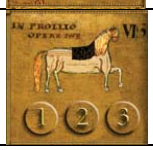
Image	Name	Type	Cost	When Built	User Benefit	Owner Benefit
	Gate	Permanent	0	(None)	If all players passed, place worker on any open space	(None)
	Trading Post	Permanent	0	(None)	Gain 3 *deniers*	(None)
	Merchant's Guild	Permanent	0	(None)	Move Provost 1, 2, or 3 spaces	(None)
	Joust Field	Permanent	1 **Cloth** + 1 *denier*	(None)	1 Royal Favor	(None)
	Stables	Permanent	0	(None)	Change player order next turn	(None)
	Inn	Permanent	0	(None)	All your workers cost 1 *denier* to place this turn	(None)

Image	Name	Type	Cost	When Built	User Benefit	Owner Benefit
	Farm 1	Neutral (Pink)	0	(None)	1 **Meat** or 1 **Cloth**	(None)
	Forest	Neutral (Pink)	0	(None)	1 **Wood** or 1 **Meat**	(None)
	Sawmill 1	Neutral (Pink)	0	(None)	1 **Wood**	(None)
	Quarry 1	Neutral (Pink)	0	(None)	1 **Stone**	(None)
	Marketplace 1	Neutral (Pink)	0	(None)	Sell 1 resource for 4 *deniers*	(None)
	**Carpenter** *(builds Wood / **Brown** bldg)*	Neutral (Pink)	0	(None)	Build **Brown** bldg (after paying cost)	(None)

WOOD (BROWN) BUILDINGS

Image	Name	Type	Cost	When Built	User Benefit	Owner Benefit
	Farm 2	Wood (Brown)	1 **Wood** + 1 Meat	2 **Prestige**	2 Meat or 1 **Cloth**	(None)
	Farm 3	Wood (Brown)	1 **Wood** + 1 Meat	2 **Prestige**	2 **Cloth** or 1 Meat	(None)
	Quarry 2	Wood (Brown)	1 **Wood** + 1 Meat	2 **Prestige**	2 Stone	(None)
	Marketplace 2	Wood (Brown)	1 **Wood** + 1 Meat	2 **Prestige**	2 **Wood**	(None)
	**Lawyer** *(builds Residence / Green bldg)*	Wood (Brown)	1 **Wood** + 1 **Cloth**	4 **Prestige**	Build Green bldg (after paying cost)	(None)
	**Mason** *(builds Stone / Grey bldg)*	Wood (Brown)	1 **Wood** + 1 Meat	4 **Prestige**	Build Grey bldg (after paying cost)	(None)
	Sawmill 2	Wood (Brown)	1 **Wood** +1 of any resource	4 **Prestige**	Sell 1 resource for 6 *deniers*	(None)
	Peddler	Wood (Brown)	1 **Wood** +1 of any resource	4 **Prestige**	Buy 1 resource for 1 *denier*, or 2 resources for 2 *deniers*	(None)

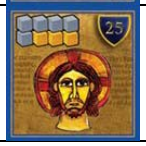
RESIDENCE (GREEN) BUILDING

Image	Name	Type	Cost	When Built	User Benefit	Owner Benefit
	**Residence (7x)** *(can convert to Prestige / **Blue**)*	Residence (Green)	1 **Cloth** + 1 *denier*	2 **Prestige**	(None)	+1 *denier* every turn; can be converted into Blue bldg

STONE (GREY) BUILDINGS

Image	Name	Type	Cost	When Built	User Benefit	Owner Benefit
	Farm 4	Stone (Grey)	1 Stone + 1 Meat	3 **Prestige**	2 Meat + 1 **Cloth**	1 **Cloth** or 1 Meat
	Park	Stone (Grey)	1 Stone + 1 Meat	3 **Prestige**	2 **Wood** + 1 Meat	1 **Wood** or 1 Meat
	Workshop	Stone (Grey)	1 Stone + 1 Meat	3 **Prestige**	2 Stone + 1 **Cloth**	1 Stone or 1 **Cloth**
	Church	Stone (Grey)	1 Stone + 1 **Cloth**	3 **Prestige** +1 Royal Favor	Pay 2 *deniers* for 3 **Prestige**, or 4 *deniers* for 5 **Prestige**	(None)
	Bank	Stone (Grey)	1 Stone + 1 **Wood**	6 **Prestige**	Pay 2 *deniers* for 1 Gold, or 5 *deniers* for 2 Gold	(None)
	**Architect *(2x)*** *(builds Prestige / **Blue** bldg)*	Stone (Grey)	1 Stone + 1 Meat	6 **Prestige**	Build **Blue** bldg (after paying cost)	(None)
	Alchemist	Stone (Grey)	1 Stone + 1 Meat	6 **Prestige**	Trade 2 resources for 1 Gold, or 4 resources for 2 Gold	(None)
	Tailor	Stone (Grey)	1 Stone + 1 **Wood**	6 **Prestige**	Trade 2 **Cloth** for 4 **Prestige**, or 3 **Cloth** for 6 **Prestige**	(None)
	Jeweler	Stone (Grey)	1 Stone + 1 **Cloth**	6 **Prestige**	Trade 1 Gold for 5 **Prestige**, or 2 Gold for 9 **Prestige**	(None)

PRESTIGE (BLUE) BUILDINGS

Image	Name	Type	Cost	When Built	User Benefit	Owner Benefit
	Statue	Prestige (Blue)	2 Stone + 1 Gold	7 **Prestige** +1 Royal Favor	(None)	(None)
	Library	Prestige (Blue)	3 **Wood** + 1 Gold	10 **Prestige**	(None)	+1 *deniers* every turn
	Granary	Prestige (Blue)	3 Meat + 1 Gold	10 **Prestige**	(None)	(None)
	Weaver	Prestige (Blue)	3 **Cloth** + 1 Gold	12 **Prestige**	(None)	(None)
	College	Prestige (Blue)	3 Stone + 2 Gold	14 **Prestige** +1 Royal Favor	(None)	(None)
	Theater	Prestige (Blue)	3 **Wood** + 2 Gold	14 **Prestige** +1 Royal Favor	(None)	(None)
	Monument	Prestige (Blue)	4 Stone + 2 Gold	14 **Prestige** +2 Royal Favors	(None)	(None)
	Hotel	Prestige (Blue)	3 Stone + 2 Gold	16 **Prestige**	(None)	+2 *deniers* every turn
	Cathedral	Prestige (Blue)	5 Stone + 3 Gold	25 **Prestige**	(None)	(None)