Masonry 3 VP	**Engineering** 5 VP	**Architecture** 8 VP
Cost: 2 Tribes	*Cost:* 3 Tribes	*Cost:* 6 Tribes, 6 Gold
Resources: Stone	*Resources:* Stone, Wood	*Resources:* Stone, Wood
	Requirements: Masonry	*Requirements:* Engineering
During Upkeep, you can increase a City's AV by 1.	The maximum AV a City can have is 3, unless you have Architecture.	The maximum AV a City can have is 4.
The maximum AV a City can have is 2, unless you have Engineering, Architecture, or Metal Working.		During Attacks, Reduce the value of a Attacking Force by 8 to Reduce 1 City AV.
	Reduces effect of: Volcano, Tsunami, Earthquake	**Reduces effect of: Civil War**

Agriculture 5 VP	**Horticulture** 8 VP	**Irrigation** 10 VP
Cost: 4 Tribes	*Cost:* 2 Tribes	*Cost:* 2 Tribes, 2 Gold
Resources: Stone	*Resources:* Wood	*Resources:* Wood
		Requirements: Agriculture or Horticulture
You do not need to Decimate a Forest to Create a Farm. You may Create a Farm in a Region without a Forest. You still must Decimate 2 Tribes to Create a Farm.	Decimate 4 Tribes in a Region to Create a Forest in that Region.	
		Reduces effect of: Flood, Famine, Sandstorm

Equestrian 8 VP	**Cavalry** 8 VP	**Sense of Community** 6 VP
Cost: 6 Tribes	*Cost:* 6 Tribes, 8 Gold	*Cost:* 3 Tribes
Resources: Food, Wood	*Resources:* Wood	*Resources:* Wood
Requirements: Agriculture or Horticulture	*Requirements:* Equestrian	
You may move any Tribe to any Region on the same land mass (you may not use Equestrian to move across Seas). You may not move through Frontiers.	A single Tribe counts a 2 Tribes when being used during a Frontier Expedition.	
Reduces effect of: Attacks		**Reduces effect of: Tribal War**
Increase effect of: Bandits, Epidemic		

Government	8 VP	Military	8 VP	Centralized Government	10 VP
Cost: 4 Tribes *Resources:* Food *Requirements:* Sense of Community		*Cost:* 4 Tribes, 3 Gold *Resources:* Food, Stone *Requirements:* Government		*Cost:* 6 Tribes, 8 Gold *Resources:* Food, Stone, Wood *Requirements:* Military	
		Single Tribes count as 2 Tribes during Attacks.		Allows for the creation of a Capitol.	
Reduces effect of: **Tribal War** **Increase effect of:** **Corruption**		**Increase effect of:** **Civil War, Uprising**			

Diplomacy	8 VP	Democracy	12 VP	Civil Service	15 VP
Cost: 4 Tribes, 1 Gold *Resources:* Wood *Requirements:* Government		*Cost:* 4 Tribes, 6 Gold *Resources:* Wood, Stone *Requirements:* Government		*Cost:* 8 Tribes, 6 Gold *Resources:* Wood, Stone, Food *Requirements:* Democracy	
You may attempt to create Trading Partners with Visiting Empires. See "Visitations" in the Event section of the rules for details.				During Upkeep, you can increase the AV of one City by 1. The maximum AV of a City is 2, unless you have Engineering, Metal Working, or Architecture.	
		Reduces effect of: **Uprising, Bandits**		**Reduces effect of:** **Tsunami, Civil War**	

Music	3 VP	Literacy	3 VP	Written Record	5 VP
Cost: 1 Tribe *Resources:* Wood		*Cost:* 2 Tribes *Resources:* Wood		*Cost:* 2 Tribes, 1 Gold *Resources:* Wood, Stone *Requirements:* Literacy	
				Add 4 to the amount of Advances you may use when determining Glory at the end of an Era.	
Reduces effect of: **Tribal War**		**Reduces effect of:** **Anarchy, Corruption**			

Medicine 8 VP	Arts 10 VP	Theater 10 VP
Cost: 3 Tribes, 1 Gold	*Cost:* 6 Tribes	*Cost:* 6 Tribes, 3 Gold
Resources: Wood, Food	*Resources:* Wood	*Resources:* Wood
Requirements: Literacy	*Requirements:* Literacy or Music	*Requirements:* Literacy or Music
Reduces effect of: Civil War, Epidemic, Earthquake, Tsunami, Volcano	**Reduces effect of:** Civil War	**Reduces effect of:** Civil War

Patronage 8 VP	Story Telling 2 VP	Mythology 2 VP
Cost: 6 Tribes, 5 Gold	*Cost:* 4 Tribes	*Cost:* 2 Tribes
Resources: Food	*Resources:* Food	*Resources:* Food
Requirements: Arts and Theater		
During Upkeep, for each City you have over 4 Cities, you collect 1 Gold.	Reduce the cost of Tribes you must pay by 1 when you Acquire the following Advances: Mythology, Literacy, Philosophy, Arts, Theater, Organized Religion, and Law.	**Increase effect of:** Civil War

Meditation 4 VP	Philosophy 12 VP	Org. Religion 8 VP
Cost: 3 Tribes	*Cost:* 6 Tribes	*Cost:* 6 Tribes, 6 Gold
Resources: Food, Wood	*Resources:* Food	*Resources:* Wood, Stone
Requirements: Mythology	*Requirements:* Meditation	*Requirements:* Mythology
	When drawing an Event card to determine if a Visitation is Friendly, if you don't draw a Handshake symbol, you may draw a second Event card for a Handshake symbol.	
Reduces effect of: Civil War, Superstition		**Reduces effect of:** Anarchy, Uprising

Ministry	10 VP

Cost: 2 Tribes, 8 Gold
Resources: Wood, Food, Stone
Requirements: Org. Religion

After determining the size of an Attacking Force from Bandits or Visitation, draw the next Event card. Reduce the A.F. by the value of the Blue Hex. Gain 1 Gold for each A.F. reduced.

Law	10 VP

Cost: 5 Tribes, 6 Gold
Resources: Stone
Requirements: Government and Philosophy

You may discard Culture of Thievery and Black Market Advances when you acquire this Advance.

**Reduces effect of:
Anarchy, Corruption,
Uprising, Civil War**

Fishing	6 VP

Cost: 6 Tribes
Resources: Wood

Must be acquired by a City that neighbors the Sea.

Cities in Regions that Neighbor the Sea do not check for Farm Support during Upkeep.

You may move groups of Tribes between Regions that Neighbor the same Sea. After moving a group, Decimate 1 Tribe from the group.

Navigation	5 VP

Cost: 3 Tribes
Resources: Wood

Tribes that are in Regions that Neighbor the Sea may go on Sea Expeditions. Treat Sea Expeditions as if they were Frontier Expeditions.

You may move groups of Tribes between Regions that Neighbor the same Sea. After moving a group, Decimate 1 Tribe from the group.

Astronomy	3 VP

Cost: 4 Tribes
Resources: Stone

Once per Era, you may ignore an Event, or a result provided by an Event Card, and draw a new Event card in it's place.

**Increase effect of:
Superstition**

Shipping	8 VP

Cost: 4 Tribes, 2 Gold
Resources: Wood
Requirements: Navigation or Fishing

When drawing a card to determine your Gold income from a Trade Visitation, if that card also has a Handshake icon, draw an additional Event card and increase your Gold by the value in the Green Square.

Sails and Rigging	6 VP

Cost: 6 Tribes, 4 Gold
Resources: Wood
Requirements: Navigation and Astronomy

Each single Tribe counts as 2 Tribes when going on Sea Expeditions.

Coinage	3 VP

Cost: 2 Tribes, 3 Gold
Resources: Stone

Do not Decimate Gold during your Upkeep.

Banking	5 VP

Cost: 4 Tribes, 6 Gold
Resources: Stone
Requirements: Coinage

During Upkeep, if you have over 3 Gold in your common stock, add 1 Gold.

Culture of Thievery   1 VP

Cost: **Free**
Resources: **Free**

During Upkeep, see rules for *Violent Profits*.

During a Trade event, see the rules for *Stealing from a Visiting Empire*.

You may discard the Culture of Thievery when you acquire Law or Civil Service.

Black Market   1 VP

Cost: **Free**
Resources: **Free**
Requirements: **Culture of Thievery**

Gain 5 Gold when you acquire Black Market.

Decimate 1 Gold during Upkeep.

You may attempt to *Tax the Black Market* during the Advance Phase (see rules for taxing the Black Market).

You may discard the Black Market when you acquire either Civil Service or Law.

Increase effect of:
Anarchy

Slave Labor   1 VP

Cost: **Free**
Resources: **Food**

During Upkeep, increase a City's AV by 1.

The maximum AV for a City is 2, unless you have Engineering, Architecture, or Metal Working.

Increase effect of:
Anarchy, Uprising, Bandits

Mining   5 VP

Cost: **1 Tribe**
Resources: **Stone**

To Mine, Decimate 3 Tribes in a Region with a Mountain or Volcano.

Continually draw Event cards, adding Gold Nuggets shown to your "bucket." If a card shows no Nuggets, Mining is over, and you lose your bucket. If you decide to stop drawing cards, add Gold to your common stock equal to the amount of Nuggets in your Bucket.

Surveying   5 VP

Cost: **2 Tribe, 4 Gold**
Resources: **Stone, Wood**
Requirements: **Mining**

You may look through your Event discard pile before deciding to use Mining.

Metal Working   7 VP

Cost: **3 Tribes**
Resources: **Stone**
Requirements: **Mining**

The maximum AV for a City is 3, unless you have Architecture.

Metal Working will cause more damage to Attacking Forces. See *Attacks* in Events.

Magnetics   12 VP

Cost: **6 Tribes**
Resources: **Stone**
Requirements: **Metal Working**

Do not Reduce your Tribes by 1 when moving your group of Tribes across the Sea.

Divide all Expedition Tribe Losses by 2.

Cartage   2 VP

Cost: **2 Tribes**
Resources: **Stone**

During Upkeep, City Support from Farms can come from any Farm in the Empire; Farms do not need to be in the same Region as the City it Supports.

Each Farm can only Support one City.

Roadbuilding   6 VP

Cost: **1 Tribe**
Resources: **Stone, Wood**
Requirements: **Cartage**

Tribes may move across 2 borders when moving.

Increase effect of:
Epidemic

Common Tongue   10 VP

Cost: **6 Tribes**
Resources: **Food**
Requirements: **Roadbuilding**

When building a new City, Decimate 2 Tribes instead of 4.

Basic Tools   1 VP

Cost: **Free**
Resources: **Free**

Reduce the cost of Decimating Tribes when increasing a City AV by 1.

Simple Tools   4 VP

Cost: **4 Tribes**
Resources: **Wood, Stone**

Reduce the cost of Decimating Tribes when increasing a City AV by 1.

Reduce one less Tribe when Acquiring the following Advances:
Masonry, Engineering, Architecture, Cartage, Irrigation, Mining, Roadbuilding, and Metal Working.

Machining   12 VP

Cost: **8 Tribes, 10 Gold**
Resources: **Food, Stone**

Reduce the cost of Decimating Tribes when increasing a City AV by 1.

You may use Wood for Stone, or Stone for Wood when meeting Requirements when Acquiring Advances.