

Granary

Build on:



Farm

2 pts.



Add Food

W x 2

Farm Turn:

Produce 1 Food and 1 Gold.

F x 4

Cost:

Gloria Mundi: Playtest 6.0.3

Hostel

Build on:



Farm

3 pts.



Add Food

W x 2

Farm Turn:

Produce 1 Food and 1 Gold.

F x 3

Cost:

Gloria Mundi: Playtest 6.0.3

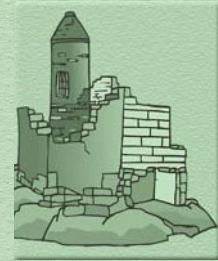
Border Village

Build on:



Farm

2 pts.



Add Food

G x 2

Farm Turn:

Produce 1 Food and 1 War.

F x 4

Cost:

Gloria Mundi: Playtest 6.0.3

Circus

Build on:



Farm

3 pts.



Add Food

W x 2

Farm Turn:

Produce 1 Food and 1 War.

F x 4

Cost:

Gloria Mundi: Playtest 6.0.3

Auxiliaries

Build on:



Farm

4 pts.



Add Food

G x 3

Farm Turn:

Produce 1 Gold for every City you have.

F x 5

Cost:

Gloria Mundi: Playtest 6.0.3

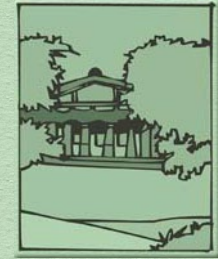
Estate

Build on:



Farm

3 pts.



Add Food

G x 3

Farm Turn:

Produce 3 Food.

F x 6

Cost:

Gloria Mundi: Playtest 6.0.3

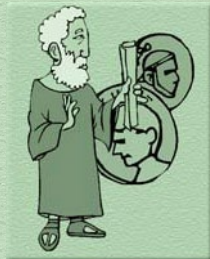
Tax Collector

Build on:



Farm

3 pts.



Add Food

W x 2

Farm Turn:

Score 1 Point for every City you have.

F x 5

Cost:

Gloria Mundi: Playtest 6.0.3

Standard Bearer

Build on:



Farm

3 pts.



Add Food

W x 5

Farm Turn:

Score 1 Point for every Legion you have.

F x 6

Cost:

Gloria Mundi: Playtest 6.0.3

Town Hall

Build on:



Farm

1 pt.



Add Food

W x 2

Farm Turn:

Score 1 point if you have a City or a Legion, or 2 points if you have both.

F x 5

Cost:

Gloria Mundi: Playtest 6.0.3

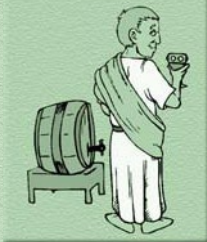
Winery

Build on:



Farm

1 pt.



Add Food

Cost: **Fx3 Gx3 Wx3**

Farm Turn:

Produce 1 Food, 1 Gold, and 1 War.

Gloria Mundi: Playtest 6.0.3

Dairy Farm

Build on:



Farm

1 pt.



Move Goth

Cost: **Fx5 Gx3**

Farm Turn:

Score 1 Point.

Gloria Mundi: Playtest 6.0.3

Pig Farm

Build on:



Farm

1 pt.



Move Goth

Cost: **Fx3 Wx3**

Farm Turn:

Score 1 Point.

Gloria Mundi: Playtest 6.0.3

Land Assessor

Build on:



Farm

2 pts.



Add Food

Cost: **Fx5 Gx2 Wx3**

Farm Turn:

Score 1 Point for every Building card you have, not counting this one.

Gloria Mundi: Playtest 6.0.3

Farmers' Market

Build on:



Farm

3 pts.



Add Food

Cost: **Fx6 Gx4 Wx3**

Farm Turn:

Spend 1 Gold to score 2 Points.

Gloria Mundi: Playtest 6.0.3

Parade Grounds

Build on:



Farm

3 pts.



Add Food

Cost: **Fx6 Gx3 Wx4**

Farm Turn:

Spend 1 War to score 2 Points.

Gloria Mundi: Playtest 6.0.3

Rug Merchant

Build on:



City

4 pts.



Add Gold

Cost: **Gx3 Wx3**

City Turn:

Produce 1 Food, 1 Gold, or 1 War.

Gloria Mundi: Playtest 6.0.3

Wine Merchant

Build on:



City

4 pts.



Add Gold

Cost: **Fx3 Gx3**

City Turn:

Produce 1 Food, 1 Gold, or 1 War.

Gloria Mundi: Playtest 6.0.3

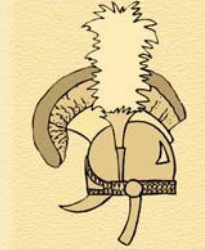
Armory

Build on:



City

4 pts.



Add Gold

Cost: **Fx2 Gx4 Wx2**

City Turn:

Produce 1 Gold and 1 War.

Gloria Mundi: Playtest 6.0.3

Port

Build on:



City



Add Gold

Cost: **Fx5 Gx2 Wx1**

City Turn:

Produce 2 Gold, or produce 3 Gold if you have a Farm and a Legion.

Gloria Mundi: Playtest 6.0.3

Agricultural Exchange

Build on:



City



Add Gold

Cost: **Fx4 Gx3**

City Turn:

Produce 1 Food for every Farm you have.

Gloria Mundi: Playtest 6.0.3

Eastern Trade Route

Build on:



City



Add Gold

Cost: **Fx3 Gx3**

City Turn:

Produce 1 Food, 1 War, or 2 Gold.

Gloria Mundi: Playtest 6.0.3

Southern Trade Route

Build on:



City



Add Gold

Cost: **Wx3 Fx3**

City Turn:

Produce 1 Gold, 1 War, or 2 Food.

Gloria Mundi: Playtest 6.0.3

Northern Trade Route

Build on:



City



Add Gold

Cost: **Gx3 Wx3**

City Turn:

Produce 1 Food, 1 Gold, or 2 War.

Gloria Mundi: Playtest 6.0.3

Temple

Build on:



City



Add Gold

Cost: **Fx3 Gx6 Wx2**

City Turn:

Score 1 Point and produce 1 Food.

Gloria Mundi: Playtest 6.0.3

University

Build on:



City



Add Gold

Cost: **Fx4 Gx4 Wx3**

City Turn:

Score 1 Point and produce 1 Gold.

Gloria Mundi: Playtest 6.0.3

Castle

Build on:



City



Add Gold

Cost: **Fx5 Gx3 Wx3**

City Turn:

Score 1 Point and produce 1 War.

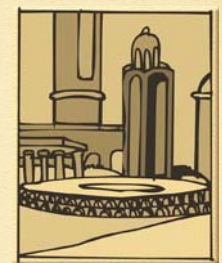
Gloria Mundi: Playtest 6.0.3

Emporium

Build on:



City



Add Gold

Cost: **Fx5 Gx5 Wx2**

City Turn:

Score 1 Point if you have a Farm or a Legion, or 2 Points if you have both.

Gloria Mundi: Playtest 6.0.3

Bath House

Build on:



City



Add Gold

F x 4

G x 4

W x 4

Cost:

Gloria Mundi: Playtest 6.0.3

Tavern

Build on:



City



Move Goth

F x 5

G x 4

W x 4

Cost:

Gloria Mundi: Playtest 6.0.3

Coliseum

Build on:



City



Move Goth

G x 6

W x 6

Cost:

Gloria Mundi: Playtest 6.0.3

Praetorian Guards

Build on:



Legion



Add War

W x 6

F x 6

Cost:

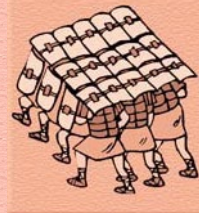
Gloria Mundi: Playtest 6.0.3

Phalanx

Build on:



Legion



Add War

W x 6

F x 6

Cost:

Gloria Mundi: Playtest 6.0.3

Centurion

Build on:



Legion



Add War

W x 3

F x 4

Cost:

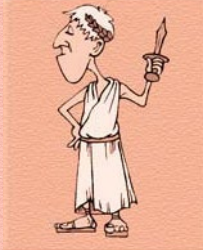
Gloria Mundi: Playtest 6.0.3

Primus

Build on:



Legion



Move Goth

G x 3

W x 5

Cost:

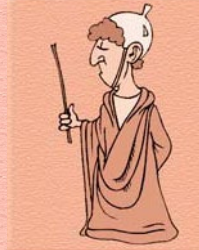
Gloria Mundi: Playtest 6.0.3

Tribune

Build on:



Legion



Move Goth

F x 2

G x 3

W x 4

Cost:

Gloria Mundi: Playtest 6.0.3

Spartan Pikemen

Build on:



Legion



Add War

G x 2

W x 4

Cost:

Gloria Mundi: Playtest 6.0.3

City Turn:

Score 1 Point for every Legion you have.

City Turn:

Spend 1 Food to score 2 Points.

City Turn:

Spend 1 War to score 2 Points.

Legion Turn:

Spend 1 Food, 1 Gold, and 1 War to score 3 Points.

Legion Turn:

Produce 1 Food for every Farm you have.

Legion Turn:

Produce 1 Food or 1 Glory.

Legion Turn:

Produce 1 Gold or 1 Glory.

Legion Turn:

Produce 1 Food, 1 Gold, or 1 Glory.

Legion Turn:

Produce 3 War.

Shield Wall

Build on:



Legion

1
pts.



Add
War

Cost: **F**x4 **G**x3 **W**x5

Legion Turn:

Score 1 Point for every Farm you have.

Gloria Mundi: Playtest 6.0.3

Minister of Peace

Build on:



Legion

1
pts.



Add
War

Cost: **F**x4 **G**x5 **W**x2

Legion Turn:

Score 1 Point if you have a Farm or a City, or 2 Points if you have both.

Gloria Mundi: Playtest 6.0.3

Corsican Spy

Build on:



Legion

2
pts.



Add
War

Cost: **F**x3 **G**x2 **W**x5

Legion Turn:

Score 2 Points if the Visigoth is on a City.

Gloria Mundi: Playtest 6.0.3

Scythian Spy

Build on:



Legion

2
pts.



Add
War

Cost: **G**x6 **W**x4

Legion Turn:

Score 2 Points if the Visigoth is on a Farm.

Gloria Mundi: Playtest 6.0.3

Corinthian Spy

Build on:



Legion

2
pts.



Add
War

Cost: **W**x5

Legion Turn:

Score 2 Points if the Visigoth is on a Legion.

Gloria Mundi: Playtest 6.0.3

Peasants

Build on:



Legion

1
pt.



Add
War

Cost: **F**x5

Legion Turn:

Spend 1 Food to score 2 Points.

Gloria Mundi: Playtest 6.0.3

Mercenaries

Build on:



Legion

2
pts.



Add
War

Cost: **G**x5 **W**x6

Legion Turn:

Spend 1 Gold to score 2 Points.

Gloria Mundi: Playtest 6.0.3

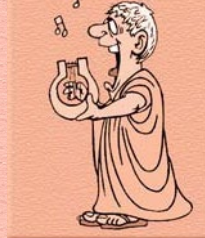
Poet

Build on:



Legion

2
pts.



Add
War

Cost: **F**x5 **G**x3 **W**x4

Legion Turn:

Spend 2 resources of any type to score 2 Points.

Gloria Mundi: Playtest 6.0.3

Gang of Thieves

Build on:



Legion

3
pts.



Add
War

Cost: **F**x5 **G**x3 **W**x5

Legion Turn:

Spend 1 War to score 2 Points.

Gloria Mundi: Playtest 6.0.3

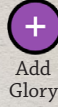
Trade Gallies

Build on:



Any

4
pts.



Add
Glory

W x 2

G x 2

F x 2

Cost:

Gloria Mundi: Playtest 6.0.3

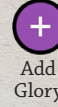
Betrayer of Rome

Build on:



Any

3
pts.



Add
Glory

W x 3

G x 3

F x 4

Cost:

Gloria Mundi: Playtest 6.0.3

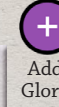
Emperor

Build on:



Any

3
pts.



Add
Glory

W x 2

G x 2

F x 3

Cost:

Gloria Mundi: Playtest 6.0.3

Sicilian Raiders

Build on:



Any

4
pts.



Add
Glory

W x 2

G x 3

F x 2

Cost:

Gloria Mundi: Playtest 6.0.3

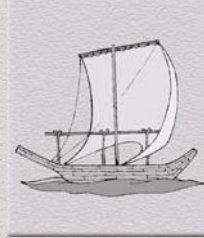
Egyptian Raiders

Build on:



Any

4
pts.



Add
Glory

W x 2

G x 2

F x 3

Cost:

Gloria Mundi: Playtest 6.0.3

Merchant Farmer

Build on:



Any

4
pts.



Move
Goth

G x 3

F x 5

Cost:

Gloria Mundi: Playtest 6.0.3

Money Changer

Build on:



Any

4
pts.



Move
Goth

G x 5

F x 3

Cost:

Gloria Mundi: Playtest 6.0.3

Master Craftsman

Build on:



Any

4
pts.



Add
Glory

W x 2

G x 3

F x 3

Cost:

Gloria Mundi: Playtest 6.0.3

Veteran Commander

Build on:



Any

4
pts.



Move
Goth

W x 5

Cost:

Gloria Mundi: Playtest 6.0.3

Before building, you may add a new card to the Forum (discarding the last card if necessary).

Except for the card on which this is built, score 1 Point each time you lose a Farm, City, or Legion.

Instead of building, you may pay for the Emperor again, and score 3 Points.

When bribing the Visigoth, you may exchange resources of any type for resources of the correct type.

When bribing the Visigoth, you may exchange resources of any type for resources of the correct type.

When building, you may spend Food as if it were Gold or War.

When building, you may spend Gold as if it were Food or War.

When building, you may spend one less Food, one less Gold, or one less War.

When building, you may spend War as if it were Gold or Food.