

Building Reference

The Priest:

- *Spring*: You may take two water from the supply. Place this water on location/s adjacent to the Spring.
- *Customs House*: After the Luxury pool has been refilled, you may swap an unbuilt luxury building in your hand with a luxury building from the pool. If multiple people have built the Customs house, they perform this action in turn order.

The Noble:

- No Industry buildings exist for this phase... yet.

The Worker:

- *Small Quarry*: Convert one water on this location into one stone.
- *Quarry*: Convert one water on this location into two stone.
- *Grove*: Convert one water on this location into one lumber.
- *Pasture*: Convert one water on this location into one cloth.
- *Housing*: All adjacent Small Quarries, Quarries, Pastures, and Groves may activate twice during the Worker phase instead of once, consuming two water and doubling its normal output. Like the regular favored ability, you cannot double a building this way more than once.

The Planner:

- *Crossroads*: You may move every resource on or adjacent to this location once. You may activate this building before or after any other movement effects you may perform.

The Builder:

- *Architect*: You may construct a Luxury building in an empty location adjacent to this location. Like a normal construction action, you must have the resources available in the empty location in order to construct there.

The Trader:

- *Tradehouse*: You may trade once. This trade can be taken even if you took a free drachma during your normal trader action. In addition, whenever you buy resources with *any* trade, not just the trade you receive as part of this building, the resources cost one less drachma than they would normally.
- *Bank*: Take two free drachma from the supply.
- *Port*: When you buy resources with a trade, the resources are placed on your port. When you sell resources with a trade, the resources must be at your port.