

Expanding Your Principality and Collecting Resources

Cards in your hand:

- Abbey
- Scout
- Storehouse

The stacks contain the following cards:

<p>Event cards:</p> <ul style="list-style-type: none">● Invention (2x)● Year of Plenty (2x) <p>Action cards:</p> <ul style="list-style-type: none">● Arsonist● Benjamin the Traveling Scholar● Brigitta the Wise Woman (3x)● Doctor● Goldsmith● Gustav the Librarian● Mendicants● Merchant● Merchant Caravan (2x)● Relocation● Scout● Traitor	<p>Settlement/city expansions:</p> <ul style="list-style-type: none">● Austin● Brick Factory● Grain Mill● Harald● Irmgard, Keeper of the Light● Iron Foundry● Lumber Camp● Toll Bridge● Storehouse (2x)● Wainwright <p>City expansions:</p> <ul style="list-style-type: none">● Bath House● Hedge Tavern● Library● Pharmacy (2x)● Secret Brotherhood
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How to play the deck:

This deck places emphasis on producing resources via production die and event die. You should be able to build at least 5 settlements that way. With 3 commerce points and 3 strength points, you can obtain the trade advantage or, respectively, the strength advantage only if your opponent isn't making too great an effort to get those advantages for himself.

Do not change the default starting regions. Build the Abbey and the Storehouse between brick/wool and lumber/gold. Build the first road between lumber and brick. When drawing cards, exchange cards until the Lumber Camp and the Brick Factory are in your hand. If need be, use excess gold to search for the cards. If you draw Austin, Harald, or Irmgard, you can also place them on free spaces. The same applies to the two Storehouses, the Wainwright, and the Toll Bridge. Expansion should have priority though.

Build the 2nd road between ore and grain and use the 2nd Scout to find an ore region and a fields region, which is where you build the other two resource-doubling cards. If your opponent also expands, it makes more sense to use the resources for building the next settlement or road than into looking for the Scout. In a pinch, you can use the Relocation card to optimize your set-up.

If you do not need to optimize your set-up, you can also sell the Scout or the Relocation to the Secret Brotherhood. The heroes you can't build because your opponent built them first would also end up with the Secret Brotherhood. You should build the two additional Storehouses in such a way that the robbers can't see the resources you receive most.

In the following list, all cards included in the stacks are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p>Basic cards:</p> <ul style="list-style-type: none"> ● Austin ● Brick Factory ● Brigitta the Wise Woman (2x) ● Goldsmith ● Grain Mill ● Harald ● Iron Foundry ● Lumber Camp ● Merchant Caravan (2x) ● Relocation ● Scout ● Storehouse ● Toll Bridge <p>The Era of Barbarians:</p> <ul style="list-style-type: none"> ● Secret Brotherhood <p>The Era of Gold:</p> <ul style="list-style-type: none"> ● Merchant ● Storehouse 	<p>The Era of Progress:</p> <ul style="list-style-type: none"> ● Bath House ● Benjamin the Traveling Scholar ● Brigitta the Wise Woman ● Doctor ● Gustav the Librarian ● Library ● Pharmacy (2x) <p>The Era of Intrigue:</p> <ul style="list-style-type: none"> ● Pilgrimage Site <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none"> ● Mendicants ● Wainwright <p>The Era of Turmoil:</p> <ul style="list-style-type: none"> ● Arsonist ● Hedge Tavern ● Irmgard, Keeper of the Light ● Traitor
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Variations:

A simple modification can be introduced by exchanging the heroes. For example, you can replace Austin with Godfrey or Siward, or you can replace Harald with Osmund or Heinrich. You can also replace the two Pharmacies with Bath Houses, in which case you don't receive resources if a Plague occurs but potentially may suffer fewer losses. You can also take a Trading Post instead of the Wainwright.