

Alma Mater

Cards in your hand:

- Abbey
- Pilgrimage Site
- 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">● Benjamin the Traveling Scholar● Bishop● Doctor (2x)● Guido the Ambassador● Gustav the Librarian● Mendicants● Merchant● Merchant Caravan (2x)● Michael the Master Builder● Mineral Mining (2x)● Missionary● Three-Field System (2x)	<p>Settlement/city expansions:</p> <ul style="list-style-type: none">● Cannoneer (2x)● Heinrich the Sentinel● Irmgard, Keeper of the Light● Marketplace● Toll Bridge● White Raven Tavern <p>City expansions:</p> <ul style="list-style-type: none">● Bailiwick● Bath House (2x)● Bishop's See● Building Crane● Library (2x)● Parliament● University
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How to play the deck:

This deck places emphasis on producing resources via University action cards and event die. 3 settlements upgraded to cities should enable you to reach 15 victory points. With 10 strength points and the possibility to use the Bishop's See and the Missionary to deprive your opponent of heroes, it should be possible for you to obtain the strength advantage - although probably not until towards the end of the game.

Change the default starting regions in such a way that grain and lumber are located on one side of your principality and gold and wool on the other side. Build the Abbey and the Storehouse between brick/lumber and grain/ore. Build your first road between wool and gold, then build your 3rd settlement there and upgrade it to a city. When you draw cards to replenish your hand, exchange cards until your hand contains a Merchant Caravan, so you can soon build the city. If need be, use excess gold to search for the card. Afterwards, build another city using the resources obtained via the University action cards, then build a Bath House in both cities. If your opponent expands, you should build the Marketplace as soon as possible.

If you happen to have the resources for a fourth settlement, there is no reason why you shouldn't build it. It makes you more flexible and provides you with more space for settlement/city expansions.

You should keep in mind that the deck contains only very few cards that you could use to interfere with your opponent. Therefore, the protection Heinrich provides should have priority if it is foreseeable that your opponent wants to build a Hedge Tavern.

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"> ● Marketplace ● Merchant Caravan (2x) ● Toll Bridge <p>The Era of Gold:</p> <ul style="list-style-type: none"> ● Merchant <p>The Era of Turmoil:</p> <ul style="list-style-type: none"> ● Heinrich the Sentinel ● Irmgard, Keeper of the Light <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none"> ● Mendicants <p>The Era of Barbarians:</p> <ul style="list-style-type: none"> ● Bailiwick ● White Raven Tavern 	<p>The Era of Progress:</p> <ul style="list-style-type: none"> ● Bath House (2x) ● Benjamin the Traveling Scholar ● Building Crane ● Cannoneer (2x) ● Guido, the Ambassador ● Gustav the Librarian ● Doctor (2x) ● Library (2x) ● Mineral Mining (2x) ● Parliament ● Three-Field System (2x) ● University <p>The Era of Intrigue:</p> <ul style="list-style-type: none"> ● Bishop ● Bishop's See ● Michael the Master Builder ● Missionary
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Variations:

Instead of the Bath Houses, you can also add Fire Brigades to your deck, to be protected against your opponent's Arsonists. If you do so, however, you have to reckon with losses when Plagues occur. The Tavern is surely also a card you may want to exchange, although together with Irmgard it might generate some resources when the Celebration event is rolled, and it also might convert the gold you receive for the Toll Bridge when the Plentiful Harvest event occurs into resources.