



### Enforcer

Gain 1 Gold when sending all captured Workers to Prison.



### Overseer

Always treat the King's Storehouse as if you had 1 additional Worker there.



### Peddler

Gain 2 Silver on each Black Market Reset.



### Crane

Immediately place another Worker in the Guildhall to either construct another Building or advance work on the Cathedral.



### Graveyard

Immediately discard 1 of your hired Apprentices.



### Museum

Gain 1 Virtue at the end of the game for every 2 Buildings you have constructed.



### Bertha

Begins the game with no Workers in Prison, 3 Silver, 8 Virtue and 1 additional Building Card (*after the initial draft*). She also gains 2 additional Silver when sending all captured Workers to Prison.



### Clovis

Begins the game with no Workers in Prison, 1 Silver, 10 Virtue, 1 Marble and 1 Clay. He also gains 1 Building card anytime he constructs a Building.



### Fara

Begins the game with 2 Workers in Prison, 5 Silver, 6 Virtue, 1 Stone and 1 Wood. She may also release 1 of her imprisoned Workers during each Black Market Reset.



### Hugo

Begins the game with 10 Workers in Prison, 12 Silver, 2 Virtue and 2 additional Building Cards (*after the initial draft*). He may also spend 2 Silver at any time to avoid taking a Debt.



### Lothaire

Begins the game with 6 Workers in Prison, 6 Silver, 4 Virtue and 2 Clay. He also pays 1 less Wood or Stone when advancing work on the Cathedral or constructing a Building.

# ARCHITECTS OF THE WEST KINGDOM

2018 PROMO CARDS AND PLAYER BOARDS