

BAZAAR

a game by Tom Quinn
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AERIE

\$1
INCOME

Keep a token next to a neutral venue. That venue can't be attacked by your opponents. When that venue is no longer neutral, move the token to a neutral venue.

12

RESISTANCE

ALCHEMISTS' GUILD

\$0
INCOME



Ⓐ: Collect income from Alchemists' Guild.

10

RESISTANCE

ANTIQUARY

\$0
INCOME



Ⓐ: Put a token on Antiquary. Remove a token from Antiquary: You gain Ⓐ.

9

RESISTANCE

AQUARIUM

\$0
INCOME



You cannot spend money on opponents' attacks against venues you don't control.

17

RESISTANCE

ARENA

\$0
INCOME



Whenever an opponent attacks another opponent, draw an item.

12

RESISTANCE

ARMORY

\$0
INCOME



You get a bonus to attacks equal to Armory's income, including attached items.

15

RESISTANCE

AUCTION HOUSE

\$0
INCOME



Whenever you collect income, reveal an item from the deck and auction it off to the highest bidder. You cannot bid. You gain the proceeds from the auction.

14

RESISTANCE

BARRACKS

\$0
INCOME



When you gain control of Barracks, discard your hand. Your attacks against opponents' venues get +10.

17

RESISTANCE

BATHHOUSE

\$1
INCOME



Whenever an opponent's attack succeeds, if you spent at least \$5 lowering the target roll, draw an item.

18

RESISTANCE

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BOUQUINISTE **\$2**
INCOME




Your discovery rolls get +4.

16
RESISTANCE

BOUTIQUE **\$5**
INCOME



   



\$40: Destroy Boutique. Any player may use this ability.

14
RESISTANCE



BREWERY **\$2**
INCOME

The effect of money you spend on attacks between opponents is doubled.

16
RESISTANCE

BRIDGE **\$4**
INCOME

You may spend money on opponent's attacks as though you were adjacent to them.

Opponents may aid your attacks as though they were adjacent to you.

10
RESISTANCE





CAFE **\$2**
INCOME

If Cafe is owned by a player, it can't be attacked.

7
RESISTANCE



CARAVANSARY **\$0**
INCOME

If Caravansary has items attached to it, only items of the same type as them can be attached to Caravansary.

14
RESISTANCE



CASTLE **\$5**
INCOME

Castle's resistance increases by an additional 5 when it's owned by a player.

20
RESISTANCE




CHARITY SHOP **\$1**
INCOME


 

Give an item to an opponent: Steal \$5 from that opponent.

7
RESISTANCE

CHEMIST **\$1**
INCOME

: Use during an attack, before the roll. Your attacks get +3 this turn.

13
RESISTANCE

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CLOCKTOWER **\$1**
INCOME

At the beginning of your turn, you may choose to have an opponent take a turn instead.

6
RESISTANCE


COMMUNE **\$1**
INCOME

When you gain control of Commune, draw an item.

11
RESISTANCE

CONFECTIONARY **\$2**
INCOME



Your attacks automatically succeed on a roll of 1.


12
RESISTANCE

CONSTRUCTION SITE **\$0**
INCOME

When you successfully attack or gain control of Construction Site, destroy it. Then, reveal the top venue of the deck and gain control of it.

10
RESISTANCE







CONSULATE **\$1**
INCOME



Opponents can't spend money against your attacks unless they spend a combined \$10 or more.

13
RESISTANCE



CO-OP **\$4**
INCOME

When you gain control of Co-op, every opponent who hasn't spent money against your attacks this turn draws an item.

10
RESISTANCE


CORONATION HALL **\$0**
INCOME

When you gain control of Coronation Hall, choose an opponent.
If the chosen opponent wins the game, you also win the game.

26
RESISTANCE





COURTHOUSE **\$2**
INCOME



Ⓐ: Choose an opponent and roll a die. That opponent loses that much money. This counts as an attack for the turn.

15
RESISTANCE

DEBTORS' PRISON **\$0**
INCOME

Ⓐ: Choose an opponent. You and that opponent reveal your balance. If you have a higher balance, steal \$3 from them.

17
RESISTANCE

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DEN OF THIEVES **\$1**
INCOME

♀ ⚔ ⚙ ⤴

\$5: Use when you would draw an item. Instead, steal a random item from an opponent's hand.

⚔ 10
RESISTANCE

DISTRIBUTOR **\$0**
INCOME

🍷 ♀ 🏠 ⤴

Whenever you attach an item, you gain Ⓐ.

⚔ 15
RESISTANCE

ECUMENICAL TEMPLE **\$0**
INCOME

⚔ ⚔

\$20, ⒶⒶ: Use only if Ecumenical Temple has Crystal attached. You win the game.

⚔ 5
RESISTANCE

EMBASSY **\$0**
INCOME

♀

Ⓐ: Choose a willing opponent. You gain \$10 and that opponent gains \$5.
Ⓐ: Only opponents may use this ability. You and that opponent each draw an item.

⚔ 12
RESISTANCE

EMPORIUM **\$0**
INCOME

✳ ✳ ✳

⚔ 13
RESISTANCE

FARMERS MARKET **\$2**
INCOME

🍷

Farmers Market gains a Food slot for each item attached to it.

⚔ 9
RESISTANCE

FORGE **\$0**
INCOME

🏠 ⚙ ⤴

Your attacks get +5.

⚔ 19
RESISTANCE

FORTRESS **\$1**
INCOME

♀ 🏠 ⚙

When one of your venues is being attacked, an attack roll of 10 or lower automatically fails.

⚔ 15
RESISTANCE

GALLERY **\$0**
INCOME

✳

Items attached to Gallery produce no income.
Discard an item: Pay to activate the ability of an item attached to Gallery. If the item would be discarded, it stays attached to Gallery.

⚔ 16
RESISTANCE

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GARDEN

\$1
INCOME



Make an additional discovery roll at the beginning of your turn.

17

RESISTANCE

GENERAL STORE

\$1
INCOME



Ⓐ: Reveal the top item of the deck. Your opponents may pay a combined \$10 to discard it. If they don't, draw that item.

16

RESISTANCE

GLAZIER

\$X
INCOME



Glazier's income is equal to the number of empty slots on your venues.

13

RESISTANCE

GREENHOUSE

\$7
INCOME



Your attacks get -7.

2

RESISTANCE

HAUNTED HOUSE

\$1
INCOME



Whenever you collect income, you may choose to instead have each opponent lose that much money.

15

RESISTANCE

IMPORT/EXPORT SHOP

\$0
INCOME

Whenever you attach an item, draw an item.

16

RESISTANCE

INN

\$0
INCOME



You may look at the bottom card of the item deck at any time.
Whenever you draw an item, you may draw from the bottom of the deck instead.

15

RESISTANCE

JUNK SHOP

\$2
INCOME



Discard an item: Use during an attack, before the roll. The attack gets +X or -X, where X is three times the discarded item's income.

15

RESISTANCE

LABORATORY

\$1
INCOME



At the end of your turn, put a token on Laboratory. If it's the seventh, you win the game.

9

RESISTANCE

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LANDFILL**\$0**
INCOME

At the beginning of your turn, draw an item. If that item is still in your hand at the end of your turn, discard it.

17

RESISTANCE

LAPIDARY**\$0**
INCOME

Items attached to Lapidary produce double income.

22

RESISTANCE

LEGISLATURE**\$1**
INCOME

Each of your venues gains resistance equal to its income, including attached items.

9

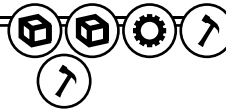
RESISTANCE

LIBRARY**\$0**
INCOME

\$1: Look at the top card of the venue or item deck.

8

RESISTANCE

MANUFACTORY**\$0**
INCOME

Discard two items: look at the top 5 items of the deck. Put one into your hand, then put the rest on the bottom of the deck in random order.

14

RESISTANCE

MENAGERIE**\$1**
INCOME

Whenever an opponent attaches or activates an item, you gain \$1.

18

RESISTANCE

MERCHANT BANK**\$X**
INCOME

Play with your money revealed. Merchant Bank's income is equal to one fifth of your balance, rounded down.

18

RESISTANCE

MILITARY ACADEMY**\$0**
INCOME

Whenever you make an attack roll, roll twice and choose which roll to use.

17

RESISTANCE

MILL**\$0**
INCOME

Ⓐ: Choose an opponent. They discard an item.

15

RESISTANCE

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MINT **\$0**
INCOME

Before you collect income, your balance becomes \$10.

13
RESISTANCE

MORGUE **\$1**
INCOME






\$7, **A**: Choose a random item from the discard pile, reveal it, and put it into your hand.

\$2: Return an item from the discard pile to the bottom of its deck.

15
RESISTANCE


MUSEUM **\$X**
INCOME

Museum's income is equal to the highest income among your venues (excluding their attached items).

16
RESISTANCE


NOTARY **\$0**
INCOME



Whenever an opponent attacks one of your venues, steal \$5 from them.

14
RESISTANCE



OBSERVATORY **\$0**
INCOME



Whenever you succeed a discovery roll, you may either draw an additional item or make an additional discovery roll.

19
RESISTANCE



ODDITY SHOP **\$0**
INCOME

Give an item and \$1 to an opponent: That opponent must give you an item from their hand.

13
RESISTANCE



ORCHARD **\$2**
INCOME

A: Use only if you have no items in hand. Draw an item.

16
RESISTANCE

PALACE **\$5**
INCOME



 

Palace is immune to item and venue effects.

If an opponent successfully attacks Palace, that opponent steals your hand and all of your money.

15
RESISTANCE

PAWN SHOP **\$2**
INCOME

Put an item face-down under Pawn Shop: You gain money equal to twice the item's income.

You may pay three times the income of any item under Pawn Shop to put it back into your hand.

14
RESISTANCE

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PROSTHETIST **\$0**
INCOME

You have an additional Ⓐ each turn.

20
RESISTANCE


PYROTECHNOLOGIST **\$0**
INCOME

Ⓐ, destroy Pyrotechnologist: Use during an attack, before the roll. The attack gets +30.

5
RESISTANCE

QUARRY **\$0**
INCOME






You cannot use Quarry more than once each turn.

Ⓐ: Put \$5 from the bank under Quarry.
Ⓐ: Take all the money under Quarry.

9
RESISTANCE



RESTAURANT **\$0**
INCOME

If Restaurant has no empty slots, its attached items produce quadruple income, it can't be attacked, and it is immune to item and venue effects.

5
RESISTANCE

SANCTUM **\$0**
INCOME




 

Whenever you would make an attack roll, you may instead remove a die from Sanctum and use its value as the result.

\$2, Ⓐ: Remove all dice from Sanctum, then make an attack roll and put the die on Sanctum.

14
RESISTANCE





SCHOOL OF MEDICINE **\$2**
INCOME

You and your attacks are immune to opponents' item and venue effects. (Your venues and their attached items are not.)

15
RESISTANCE



SCRAPYARD **\$0**
INCOME

Ⓐ, discard an item: Draw an item.
\$3, Ⓐ: Draw an item, then discard an item.

10
RESISTANCE

SECRET SOCIETY **\$2**
INCOME

You may hide your money and items.

10
RESISTANCE

SHOPKEEPERS' GUILD **\$1**
INCOME

Your venues' slots are Wildcard slots.

15
RESISTANCE

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STABLES **\$2**
INCOME

Whenever a venue is flipped, your attacks against it this turn get +10.

15
RESISTANCE

STATUARY **\$0**
INCOME

Ⓐ: You gain \$4.
ⒶⒶ: You gain \$10.




11
RESISTANCE

STATIONERS **\$1**
INCOME

Each venue you control has an additional Wildcard slot.

9
RESISTANCE




STREET MARKET **\$2**
INCOME

Ⓐ: Detach an item attached to one of your venues.

13
RESISTANCE


TAVERN **\$2**
INCOME

Whenever you attach an item, you gain money equal to its income.

8
RESISTANCE





TAX BUREAU **\$0**
INCOME



Whenever you collect income, steal \$1 from each adjacent opponent for each of their venues.

12
RESISTANCE





THEATER **\$1**
INCOME

Whenever a player rolls a 1 or 20, draw an item.

20
RESISTANCE



THOROUGHFARE **\$0**
INCOME

Ⓐ: Make a discovery roll.

13
RESISTANCE

TINKER **\$0**
INCOME

\$5: Increase or decrease a die roll by 1, unless it's a 1 or 20.

15
RESISTANCE

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TREASURY**\$4**
INCOME

\$120: You win the game.

15

RESISTANCE

TROVE**\$0**
INCOME

When you successfully attack Trove, destroy it. Then, draw four items.

25

RESISTANCE

UNIVERSITY**\$0**
INCOME

Items attached to University produce no income.

At the beginning of your turn, make an additional discovery roll for each item attached to University.

14

RESISTANCE

VAULT**\$X**
INCOME

Whenever you collect income, first put a token on Vault.

Vault's income is equal to the number of tokens on it.

11

RESISTANCE

WAREHOUSE**\$0**
INCOME

If Warehouse has no empty slots, you win the game.

14

RESISTANCE

WINDMILL**\$1**
INCOME

Your attacks get +1 for each token on Windmill.

\$3: Put a token on Windmill.

12

RESISTANCE

ZIGGURAT**\$1**
INCOME

ⓐ: Use at the beginning of your turn. Whenever you fail a discovery or attack roll this turn, draw an item.

16

RESISTANCE

**ACCOUNTING****\$3**
INCOME

ⓐ: Each player reveals their money. If your balance is higher than each other player, gain control of a neutral venue.

**ACID****\$2**
INCOME

ⓐ: Choose an item attached to a venue. Destroy it.

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 **ADHESIVES** **\$2**
INCOME


Opponents can't activate items this turn.

 **ARMOR** **\$3**
INCOME


\$5: Play after an attack roll, unless it's a 20. Subtract 5 from the roll, to a minimum of 2.

 **ASSASSINS** **\$3**
INCOME


\$10: Play after an attack roll. A roll of 15 or higher automatically succeeds.

 **ASSEMBLY** **\$3**
INCOME


Ⓐ: You gain ⒶⒶⒶ.

 **BASKETS** **\$2**
INCOME


Choose an opponent. They draw two items and gain \$10.

 **BLACKPOWDER** **\$2**
INCOME


\$1: Play at the end of a turn. Destroy all neutral venues.

 **BLOOD** **\$2**
INCOME

Ⓐ: Choose an opponent and name an item. They reveal their hand. If the named item is in their hand, they discard their hand.

 **BOATS** **\$1**
INCOME

Play during an opponent's attack, before the roll. You may spend money on this attack as though you were adjacent to the attacker.

 **BODYGUARDS** **\$3**
INCOME

\$7: Play after an attack roll. A roll of 7 or lower automatically fails.

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 **BOOKS** **\$4**
MAGIC INCOME


\$10, Ⓜ: Draw three items.

 **BREAD** **\$2**
FOOD INCOME


Play during an attack, before the roll. Reveal your money. The attack gets +X or -X, where X is equal to one third of your balance, rounded down.

 **CADAVERS** **\$4**
MAGIC INCOME


Play during your turn. Make three additional discovery rolls.

 **CHAINS** **\$1**
WARES INCOME


Play in response to the activation of an item. Nullify its effects. Its owner puts Chains into their hand.

 **CHEESE** **\$4**
FOOD INCOME


\$5: Play when you declare an attack. The attack ignores the defending venue's resistance.

 **CLOCKWORK** **\$3**
TECH INCOME


Play instead of rolling a die. The result is 10.

 **COFFEE** **\$3**
FOOD INCOME

\$5: Play after an attack roll. Reroll the attack.

 **COFFINS** **\$3**
WARES INCOME

\$5: Play when an item is put into the discard pile. Put it into your hand.

 **CONCRETE** **\$4**
RAW INCOME

Ⓜ: CONSTANT EFFECT. Choose an opponent. At the end of their next turn, they lose all of their money. Then, destroy Concrete.

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 **CONSTRUCTION** **\$3**
LABOR INCOME

Ⓐ: Choose a neutral venue. Your opponents may pay a combined \$20. If they don't, gain control of the chosen venue.

 **COOKING** **\$3**
LABOR INCOME

Choose an opponent. They don't collect income this turn.

 **COSMETICS** **\$6**
LUXURY INCOME

\$10, Ⓐ: **CONSTANT EFFECT.** Choose a venue. The income of that venue and its attached items is doubled.

 **CRYSTAL** **\$6**
MAGIC INCOME

\$25: Play at the end of a turn. Take a turn immediately after this one, then remove Crystal from the game.

 **DICE** **\$2**
MAGIC INCOME

Ⓐ: Roll a die. 1: destroy one of your venues. 2-5: discard an item. 6-10: lose \$10. 11-15: gain \$10. 16-19: draw two items. 20: gain control of a neutral venue.

 **DYE** **\$5**
LUXURY INCOME

Ⓐ: **CONSTANT EFFECT.** Choose an opponent. Whenever they have more than three items in their hand, they must discard down to three.

 **DYNAMOS** **\$2**
TECH INCOME

Play during your turn. Reverse the turn order.

 **EGGS** **\$1**
FOOD INCOME

Discard another item: Play in response to the activation of an item. Nullify its effects.

 **ESPIONAGE** **\$3**
LABOR INCOME

Play in response to a trade between opponents. You gain all money, items, and venues being traded.

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 **ETHER** **\$5**
MAGIC INCOME


\$13: Play at the beginning of an opponent's turn. That opponent loses their turn.

 **FAYRIEDUST** **\$2**
MAGIC INCOME


Play when an opponent declares an attack. The attack is against a venue of your choice instead.

 **FEATHERS** **\$5**
LUXURY INCOME


Ⓐ: Choose an opponent. For each item in their hand, they must either pay \$5 or discard it.

 **FISH** **\$4**
FOOD INCOME


Name an item type. Opponents must give you all items of that type from their hands. If no opponent gave you an item, draw an item.

 **FLOWERS** **\$5**
LUXURY INCOME


Ⓐ: CONSTANT EFFECT. Choose an opponent. That opponent can't attack your venues.


 **FRUIT** **\$3**
FOOD INCOME

ⒶⒶ: Collect income.

 **FURS** **\$6**
LUXURY INCOME

\$15, ⒶⒶ: Play only if you own at least one venue. Choose an opponent's venue. That opponent chooses one of your venues. Exchange the chosen venues.

 **GEMS** **\$8**
LUXURY INCOME

 **GLASS** **\$2**
RAW INCOME

CONSTANT EFFECT. Choose a venue. That venue gains one Wildcard slot.

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 **GOLD** **\$7**
LUXURY INCOME

Gain \$20.

 **HERBS** **\$1**
FOOD INCOME

Play when you fail a discovery roll. You succeed that discovery roll instead.

 **HORSES** **\$4**
RAW INCOME

\$10, Ⓐ: Gain control of a venue that entered play this turn.

 **ICE** **\$2**
RAW INCOME

CONSTANT EFFECT. Choose a venue. Its owner may detach items from it at any time without spending actions.

 **INCENSE** **\$6**
LUXURY INCOME

\$6, Ⓐ: Choose a player. Detach all items attached to their venues.

 **INK** **\$5**
LUXURY INCOME

Steal \$10 from an opponent.

 **INSTRUMENTS** **\$1**
WARES INCOME

Play when you shut a venue down. Gain control of the venue with items attached.

 **INSURANCE** **\$3**
LABOR INCOME

Ⓐ, destroy one of your venues: You gain money equal to five times the destroyed venue's income, including attached items.

 **INVESTMENT** **\$4**
LABOR INCOME

Reveal your money. Gain money equal to one third of your balance, rounded down.

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 **LAUDANUM** **\$3**
MAGIC INCOME

Ⓐ: CONSTANT EFFECT. Choose an opponent. That opponent's income decreases by \$5.

 **LAWYERS** **\$3**
LABOR INCOME

Ⓐ: Choose a venue. Starting with you, each player votes "yea" or "nay." If more than half of players voted "yea," destroy the chosen venue.

 **LEATHER** **\$4**
RAW INCOME

Play when an opponent would draw items. You draw that many items instead.

 **LEECHES** **\$2**
MAGIC INCOME

Ⓐ: Players with more than three items in hand must discard down to three.

 **LENSES** **\$1**
TECH INCOME

Look at an opponent's hand and count the amount of money they have.

 **LOCKS** **\$3**
TECH INCOME

ⒶⒶ: Destroy a venue with no attached items.

 **LODESTONES** **\$3**
TECH INCOME

\$3, Ⓐ: Choose a player. They discard their hand, then they draw that many items.

 **LUMBER** **\$3**
RAW INCOME

Play during an attack, before the roll. The attack gets -15.

 **MANURE** **\$2**
RAW INCOME

Ⓐ: CONSTANT EFFECT. Choose an opponent. Their discovery rolls get -5. When they draw an item, destroy Manure.

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 **MAPS** **\$2**
WARES INCOME

Flip venues from the deck until there are at least five neutral venues.

 **MARBLE** **\$3**
RAW INCOME

Ⓐ: CONSTANT EFFECT. Choose a player-owned venue. Its owner can't lose control of it.

 **MASKS** **\$2**
WARES INCOME

Ⓐ: Choose an opponent with exactly as many items in their hand as you, excluding Masks. Trade hands with them.

 **MEAT** **\$3**
FOOD INCOME


Choose a venue. Its resistance is doubled this turn.

 **MIRRORS** **\$3**
TECH INCOME

Play when you gain control of a neutral venue. Gain control of a different neutral venue instead.

 **NUTS** **\$2**
FOOD INCOME

\$10: Choose an opponent. They can't spend or trade money this turn.

 **OIL** **\$3**
RAW INCOME

Ⓐ: Destroy all CONSTANT EFFECT items in play.

 **PAPER** **\$3**
WARES INCOME

\$3, Ⓐ: Draw items up to a hand of three.

 **PEARLS** **\$6**
LUXURY INCOME

Ⓐ: Look at the top seven items of the deck and freely attach any number of them to your venues. Discard the rest.

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 **PEPPERS** **\$2**
FOOD INCOME


Play at the beginning of an opponent's turn. They must attack a player's venue this turn, if possible.

 **PERFORMANCE** **\$2**
LABOR INCOME


Play during an attack, before the roll. Reset the attack.


 **PERFUME** **\$6**
LUXURY INCOME

\$30, ⒶⒶ: Gain control of a neutral venue.


 **PETS** **\$6**
LUXURY INCOME

\$15: Play when you would lose control of a venue. You don't lose control of that venue.


 **PHLOGISTON** **\$3**
WILDCARD INCOME

 **POISON** **\$2**
MAGIC INCOME


\$2, Ⓐ: Choose an opponent. They discard two items at random.

 **POTIONS** **\$2**
MAGIC INCOME

Ⓐ: Destroy a CONSTANT EFFECT item in play.

 **PULLEYS** **\$4**
TECH INCOME

Play when an opponent declares an attack. After the attack, you gain half of the money spent by opponents during the attack, rounded down.

 **PUMPS** **\$3**
TECH INCOME

Each opponent loses \$5.

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 **QUICKSILVER** **\$1**
MAGIC INCOME

Detach an item from one of your venues, OR change a die roll by 1, OR gain \$2.

 **REAGENTS** **\$3**
MAGIC INCOME

Choose another item in your hand. Activate it without paying money or actions.

 **RESEARCH** **\$3**
LABOR INCOME

Draw items equal to the number of items you've drawn this turn.

 **RICE** **\$2**
FOOD INCOME

Ⓐ: Choose an opponent. Each other player gains \$10.

 **ROPE** **\$3**
WARES INCOME

\$10, Ⓐ: CONSTANT EFFECT. Choose a venue. That venue and its attached items produce no income.

 **RUBBER** **\$4**
RAW INCOME

The effect of money you spend on attacks is doubled this turn.

 **SAND** **\$1**
RAW INCOME

Play in response to the activation of an item. Pay double the item's income to nullify its effects.

 **SCRIBES** **\$2**
LABOR INCOME

Ⓐ: Choose an opponent. They must pay \$1 or destroy one of their venues.

 **SHOVELS** **\$2**
WARES INCOME

Choose a venue from the discard pile. It becomes a neutral venue.

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 **SILK** **\$5**
LUXURY INCOME

Play during an attack. Your opponents may immediately spend money on this attack. Then, opponents can't spend money on this attack.

 **SILVER** **\$5**
LUXURY INCOME

\$5, Ⓐ: Choose a venue you control and a neutral venue. Exchange those venues.

 **SPICES** **\$3**
FOOD INCOME

\$6: Play after an attack roll. The result of that roll becomes 21 minus the original result.

 **SPRINGS** **\$2**
TECH INCOME

Ⓐ: Play when you successfully attack an opponent's venue. Steal their hand.

 **STAVES** **\$2**
MAGIC INCOME

Each opponent passes you an item from their hand. Put one into your hand and return the others.

 **STEEL** **\$3**
RAW INCOME

Play during an attack, before the roll. The attack gets +15.

 **STONE** **\$3**
RAW INCOME

Ⓐ: CONSTANT EFFECT. Choose a venue. That venue's abilities are disabled.

 **SUGAR** **\$3**
FOOD INCOME

\$10, Ⓐ: CONSTANT EFFECT. Choose an opponent. Attacks against that opponent's venues get +10.

 **TAR** **\$2**
RAW INCOME

Ⓐ: CONSTANT EFFECT. Choose an opponent. Whenever a venue they control is attacked, the attacker draws an item.

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TAXIDERMY
\$3
INCOME

\$10, Ⓐ: Choose an opponent. For each item in their hand, they must give it to another player of their choice.


TEA
\$4
INCOME

Play when an opponent fails an attack against you. Steal a venue from that opponent.


THIEVES
\$3
INCOME

Choose an opponent and pay any amount of money. That opponent loses twice that much money.


TIMEPIECES
\$3
INCOME

You may make unlimited attacks this turn.


TOBACCO
\$5
INCOME

Ⓐ: CONSTANT EFFECT. You, your venues, and their attached items are immune to all opponent attacks and effects (your attacks are not). When you collect income, destroy Tobacco.


TOOLS
\$3
INCOME

Gain \$4 for each item in your hand.


TORCHES
\$3
INCOME

Play when you declare an attack. The attack gets +25. Only the venue's owner may spend money on the attack. If the attack succeeds, destroy it and all attached items.


TRINKETS
\$2
INCOME

Ⓐ: Look at one item from the deck for each player. Starting with you, each player takes one and passes the rest to their left.


TRUFFLES
\$5
INCOME

Ⓐ: Choose an opponent. Then, each player reveals their money. If the chosen opponent has more than each other player, steal \$20 from them.

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 **WATER** **\$1**
INCOME

Detach any number of items from your venues.

 **WEAPONRY** **\$3**
INCOME

Play after an attack roll, unless it's a 1. Add 5 to the roll, to a maximum of 19.

 **WHEELS** **\$3**
INCOME

ⒶⒶ: Look at one venue from the deck for each player. Starting with you, each player chooses one of them and gains control of it.

 **WINGS** **\$4**
INCOME

\$10: Play when declaring an attack against an opponent's venue. Only you and that opponent can spend money on the attack.

 **WIRE** **\$3**
INCOME

\$6, Ⓐ: Choose a CONSTANT EFFECT item affecting a player or venue. Move it to another player or venue.

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