Kashgar Card Translations

English Translation
October 28, 2014

Patriarch (13 cards)	Draw 2 cards from the standard deck. Choose 1 and place this card and **then** the new card at the back of the caravan. Turn the Patriarch over to the Matriarch side.	Matriarch (13 backs)	Turn the Matriarch over to the Patriarch side. Search the discard pile, select 1 card without a Parting Action and place it at the back of the caravan.
Draw 2 cards from the standard deck. Choose 1 and place this card and **then** the new card at the back of the caravan. Turn the Patriarch over to the Matriarch side.	Draw 2 cards from the standard deck. Choose 1 and place this card and **then** the new card at the back of the caravan. Turn the Patriarch over to the Matriarch side.	Turn the Matriarch over to the Patriarch side. Search the discard pile, select 1 card without a Parting Action and place it at the back of the caravan.	Turn the Matriarch over to the Patriarch side. Search the discard pile, select 1 card without a Parting Action and place it at the back of the caravan.
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Aristokratin (1 card)	**Dorfschönheit (1 card)**	**Kräuterfrau (1 card)**	**Prophet (1 card)**
Start an additional caravan with a new Patriarch.(Remove this card from play.) [Aristocrat]	All other players must move their Patriarchs to the fronts of their caravans. Current player then takes another turn. (Remove this card from play.) [Village Beauty]	Draw 2 Special Cards. Place 1 of them at the back of this caravan. (Remove this card from play.) [Herbalist]	Search the discard pile, take a card and place it at the back of one of your caravans. (Remove this card from play.)
Schankmaid (1 card)	**Schreiber (1 card)**	**Stadtwache (1 card)**	**Waldbäuerin (1 card)**

Draw 4 cards from the Standard deck. Place 1 of them at the back of this caravan. (Remove this card from play.) [Barmaid]	Complete 1 small contract (Kleinauftrag) **free**. (Remove this card from play.) [Scribe]	Draw 1 Special Card and place it at the back of this caravan. (Remove this card from play.) [City Guard]	Complete 1 small (Klein) or 1 large (Groß) contract. (Remove this card from play.) [Woman of the Woods]
Zigeuner (1 card)	**Hochstapler (3 cards)**		
Place one of your Patriarchs at the back of his caravan. [Gypsy]	Remove 1 card from this caravan. (Remove this card from play.) [Impostor]	Remove 1 card from this caravan. (Remove this card from play.) [Impostor]	Remove 1 card from this caravan. (Remove this card from play.) [Impostor]
Adelige (4 cards)			
Draw 2 Special cards. Place 1 at the back of this caravan.	Draw 2 Special cards. Place 1 at the back of this caravan.	Draw 2 Special cards. Place 1 at the back of this caravan.	Draw 2 Special cards. Place 1 at the back of this caravan.
Remove a Patriarch from one of your caravans. (Remove this card from play.) [Nobles]	Remove a Patriarch from one of your caravans. (Remove this card from play.) [Nobles]	Remove a Patriarch from one of your caravans. (Remove this card from play.) [Nobles]	Remove a Patriarch from one of your caravans. (Remove this card from play.) [Nobles]
Bäcker (2 cards)		**Bettler (2 cards)**	
Set any spice to **the same value** as the same spice of another player. [Baker]	Set any spice to **the same value** as the same spice of another player. [Baker]	Your opponents must lower their gold by 2. If at least 1 opponent now has 0 gold, set your gold to 6. [Beggar]	Your opponents must lower their gold by 2. If at least 1 opponent now has 0 gold, set your gold to 6. [Beggar]
Mundschenk (2 cards)		**Recke (2 cards)**	
Remove 1 card from one of your caravans. [Cup Bearer]	Remove 1 card from one of your caravans. [Cup Bearer]	Draw 1 Special Card and place it at the back of this caravan. (Remove this card from play). [Warrior]	Draw 1 Special Card and place it at the back of this caravan. (Remove this card from play). [Warrior]
Remove up to 2 cards from one of your caravans. (Remove this card from play.)	Remove up to 2 cards from one of your caravans. (Remove this card from play.)		
Zimtfürst (4 cards)			
Complete one Contract. [Cinnamon Prince]	Complete one Contract. [Cinnamon Prince]	Complete one Contract. [Cinnamon Prince]	Complete one Contract. [Cinnamon Prince]
Gesandter (2 cards)		**Hirte (2 cards)**	
Search the Special Cards, taking 1 and placing it at the back of the caravan. Place the Gesandter at the back of any of the caravans of your left hand opponent [Messenger]	Search the Special Cards, taking 1 and placing it at the back of the caravan. Place the Gesandter at the back of any of the caravans of your left hand opponent [Messenger]	Each opponent must move the front card of each caravan to the back of another of their caravans. [Herder]	Each opponent must move the front card of each caravan to the back of another of their caravans. [Herder]
Karawanenführer (2 cards)		**Taschenspielerin (2 cards)**	
All players increase mules by 1. Then, other players with at least 5 mules must reduce their mules by 3. [Caravan Leader]	All players increase mules by 1. Then, other players with at least 5 mules must reduce their mules by 3. [Caravan Leader]	Place this card at the back of any caravan of the player to your left. Then take another turn. [Conjuress]	Place this card at the back of any caravan of the player to your left. Then take another turn. [Conjuress]
Torwache (2 cards)		**Fahrender Händler (2 cards)**	
Your opponents increase …	Your opponents increase …	For each gold paid, increase Mules +1 or a spice +2 [Traveling Merchant]	For each gold paid, increase Mules +1 or a spice +2 [Traveling Merchant]
Your opponents set ... [Gate Guard]	Your opponents set ... [Gate Guard]		
Bauer (4 cards)			
Draw 2 Contracts from the stack. If one is a Getreidefeld (wheat field) it is completed free of charge.	Draw 2 Contracts from the stack. If one is a Getreidefeld (wheat field) it is completed free of charge.	Draw 2 Contracts from the stack. If one is a Getreidefeld (wheat field) it is completed free of charge.	Draw 2 Contracts from the stack. If one is a Getreidefeld (wheat field) it is completed free of charge.
Each Bauer is worth as many victory points as wheat fields the player has	Each Bauer is worth as many victory points as wheat fields the player has	Each Bauer is worth as many victory points as wheat fields the player has	Each Bauer is worth as many victory points as wheat fields the player has

at game end. [Farmer]	at game end. [Farmer]	at game end. [Farmer]	at game end. [Farmer]
Böttcher (4 cards)			
Set one of the following to 4 and increase one other +1 Mule/Gold/Black Spice [Cooper]	Set one of the following to 4 and increase one other +1 Mule/Gold/Black Spice [Cooper]	Set one of the following to 4 and increase one other +1 Mule/Gold/Black Spice [Cooper]	Set one of the following to 4 and increase one other +1 Mule/Gold/Black Spice [Cooper]
Geldeintreiber (2 cards)		**Gildenherr (2 cards)**	
Increase Gold and Pepper +1 for **each** Contract fulfilled. Draw 1 Special card for each of your fulfilled Contracts. Place 1 of them at the back of this caravan. (Remove this card from play.) [Debt Collector]	Increase Gold and Pepper +1 for **each** Contract fulfilled. Draw 1 Special card for each of your fulfilled Contracts. Place 1 of them at the back of this caravan. (Remove this card from play.) [Debt Collector]	Draw 2 contracts from the stack. If possible, fulfill one of them. [Guild Lord]	Draw 2 contracts from the stack. If possible, fulfill one of them. [Guild Lord]
Gönnerin (4 cards)			
For each card (including this one) in the caravan increase Mules +1 or Spices +1. [Patroness]	For each card (including this one) in the caravan increase Mules +1 or Spices +1. [Patroness]	For each card (including this one) in the caravan increase Mules +1 or Spices +1. [Patroness]	For each card (including this one) in the caravan increase Mules +1 or Spices +1. [Patroness]
Graue Eminenz (2 cards)		**Händlertochter (2 cards)**	
Search the discard pile, take 1 card and place it at the back of this caravan. Draw 1 Special card and put it at the back of this caravan. (Remove this card from play.) [Gray Eminence]	Search the discard pile, take 1 card and place it at the back of this caravan. Draw 1 Special card and put it at the back of this caravan. (Remove this card from play.) [Gray Eminence]	For each of your Patriarchs increase Gold and any one spice +1. [Merchant's daughter]	For each of your Patriarchs increase Gold and any one spice +1. [Merchant's daughter]
Höker (4 cards)			
Fulfill 1 small Contract or Special Contract. For any missing spices you can replace 1:1 with gold. [Hawker]	Fulfill 1 small Contract or Special Contract. For any missing spices you can replace 1:1 with gold. [Hawker]	Fulfill 1 small Contract or Special Contract. For any missing spices you can replace 1:1 with gold. [Hawker]	Fulfill 1 small Contract or Special Contract. For any missing spices you can replace 1:1 with gold. [Hawker]
Hufschmied (2 cards)		**Kurtisane (2 cards)**	
Draw 3 Contracts from the stack. Complete for free all Special orders **and** at most one small order. (Immediate income is **not** earned.) [Farrier]	Draw 3 Contracts from the stack. Complete for free all Special orders **and** at most one small order. (Immediate income is **not** earned.) [Farrier]	All other players flip their Patriarch/Matriarch cards. The cards remain in the same positions. Place a card from one of your caravans at the back of **this** caravan. [Courtesan]	All other players flip their Patriarch/Matriarch cards. The cards remain in the same positions. Place a card from one of your caravans at the back of **this** caravan. [Courtesan]
Schneider (2 cards)		**Krämerin (1 card)**	**Gewürzhändler (9 cards)**
Draw 5 cards from the Standard deck. Choose 1 and place it at the **front** of this caravan. [Tailor]	Draw 5 cards from the Standard deck. Choose 1 and place it at the **front** of this caravan. [Tailor]	Complete 1 Contract. (Remove this card from play.) [Grocer]	Complete 1 Contract. [Spice Merchant]
Complete 1 Contract. [Spice Merchant]	Complete 1 Contract. [Spice Merchant]	Complete 1 Contract. [Spice Merchant]	Complete 1 Contract. [Spice Merchant]
Complete 1 Contract. [Spice Merchant]	Complete 1 Contract. [Spice Merchant]	Complete 1 Contract. [Spice Merchant]	Complete 1 Contract. [Spice Merchant]

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