

# Kashgar Card Translations

<p><b>Patriarch (13 cards)</b></p>	<p>Draw 2 cards from the standard deck. Choose 1 and place this card and <b>then</b> the new card at the back of the caravan.</p> <hr/> <p>Turn the Patriarch over to the Matriarch side.</p>	<p><b>Matriarch (13 backs)</b></p>	<p>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.</p> <hr/>
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<p><b>Aristokratin (1 card)</b></p>	<p><b>Dorfschönheit (1 card)</b></p>	<p><b>Kräuterfrau (1 card)</b></p>	<p><b>Prophet (1 card)</b></p>
<p>Start an additional caravan with a new Patriarch. (Remove this card from play.) [Aristocrat]</p> <hr/>	<p>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]</p> <hr/>	<p>Draw 2 Special Cards. Place 1 of them at the back of this caravan. (Remove this card from play.) [Herbalist]</p> <hr/>	<p>Search the discard pile, take a card and place it at the back of one of your caravans. (Remove this card from play.)</p> <hr/>
<p><b>Schankmaid (1 card)</b></p>	<p><b>Schreiber (1 card)</b></p>	<p><b>Stadtwache (1 card)</b></p>	<p><b>Waldbäuerin (1 card)</b></p>

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) <b>free</b> . (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]
<b>Zigeuner (1 card)</b>	<b>Hochstapler (3 cards)</b>		
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]
<b>Adelige (4 cards)</b>			
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]	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]	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]	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]
<b>Bäcker (2 cards)</b>		<b>Bettler (2 cards)</b>	
Set any spice to <b>the same value</b> as the same spice of another player. [Baker]	Set any spice to <b>the same value</b> 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]
<b>Mundschenk (2 cards)</b>		<b>Recke (2 cards)</b>	
Remove 1 card from one of your caravans. [Cup Bearer] Remove up to 2 cards from your caravans. (Remove this card from play.)	Remove 1 card from one of your caravans. [Cup Bearer] Remove up to 2 cards from your caravans. (Remove this card from play.)	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]
<b>Zimtfürst (4 cards)</b>			
Complete one Contract. [Cinnamon Prince]			
<b>Gesandter (2 cards)</b>		<b>Hirte (2 cards)</b>	
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]
<b>Karawanenführer (2 cards)</b>		<b>Taschenspielerin (2 cards)</b>	
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. [Conjurer]	Place this card at the back of any caravan of the player to your left. Then take another turn. [Conjurer]
<b>Torwache (2 cards)</b>		<b>Fahrender Händler (2 cards)</b>	
Your opponents increase ... Your opponents set ... [Gate Guard]	Your opponents increase ... Your opponents set ... [Gate Guard]	For each gold paid, increase Mules +1 or a spice +2. (Can mix.) [Traveling Merchant]	For each gold paid, increase Mules +1 or a spice +2. (Can mix.) [Traveling Merchant]
<b>Bauer (4 cards)</b>			
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	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	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	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

at game end. [Farmer]	at game end. [Farmer]	at game end. [Farmer]	at game end. [Farmer]
<b>Böttcher (4 cards)</b>			
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]
<b>Geldeintreiber (2 cards)</b>		<b>Gildenherr (2 cards)</b>	
Increase Gold and Pepper +1 for <b>each</b> 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 <b>each</b> 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]
<b>Gönnerin (4 cards)</b>			
For each card (including this one) in the caravan increase either Mules or Spices +1. (Cannot mix.) [Patroness]	For each card (including this one) in the caravan increase either Mules or Spices +1. (Cannot mix.) [Patroness]	For each card (including this one) in the caravan increase either Mules or Spices +1. (Cannot mix.) [Patroness]	For each card (including this one) in the caravan increase either Mules or Spices +1. (Cannot mix.) [Patroness]
<b>Graue Eminenz (2 cards)</b>		<b>Händlertochter (2 cards)</b>	
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]
<b>Höker (4 cards)</b>			
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]
<b>Hufschmied (2 cards)</b>		<b>Kurtisane (2 cards)</b>	
Draw 3 Contracts from the stack. Complete for free all Special orders <b>and</b> at most one small order. (Immediate income is <b>not</b> earned.) [Farrier]	Draw 3 Contracts from the stack. Complete for free all Special orders <b>and</b> at most one small order. (Immediate income is <b>not</b> 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 <b>this</b> 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 <b>this</b> caravan. [Courtesan]
<b>Schneider (2 cards)</b>		<b>Krämerin (1 card)</b>	<b>Gewürzhändler (9 cards)</b>
Draw 5 cards from the Standard deck. Choose 1 and place it at the <b>front</b> of this caravan. [Tailor]	Draw 5 cards from the Standard deck. Choose 1 and place it at the <b>front</b> 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]
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Thanks for the kind assistance of [Doug Garrett](#) of [Garrett's Games and Geekiness](#) and also to Oliver Hegel.