



Gravedigger

Barbarians

When built, add two cards from the discard pile to the demand pile.

1

4

Monastery

0.8



Festival

When drawing, you may draw the revealed event or the top card of the demand pile.

2

5

Cotton Mill

0.8



AAA (as an action): add any number of cards to the demand pile from your hand.

2

5

0.8

Alliance

Remove the oldest 2 barbarian icons from the demand pile.



Cafe

Golden Age

When opened, play one more action for every two food provided.

2

5

Gunsmith

0.8



Fashion

Your contracts are paid for from the supply if the treasury is exhausted.

2

6

Security

0.8



War

EOTR (end of the round): earn 2g from a weaker player.

2

6

0.8

If there are 2 or more barbarians, treasury loses 1/3 its gold rounded down and civ loses 1 pop.



Clothier

Rebellion

When opened, gain 1g for each type of resource you provide.

1

4

Museum

0.8



Boom

When opened, keep age [] development cards underneath. Museum's contract is +2g per card underneath.

2

5

University

0.8



Peace

When drawing, you may draw the top card of the discard pile. When you do, gain 2g.

2

5

0.8

Discard all barbarians from the demand pile.



III



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