

<div>Gravedigger</div> <div>When built, add two cards from the discard pile to the demand pile.</div> <div>1 </div> <div>4 </div>	<div>Monastery</div> <div>When drawing, you may draw the revealed event or the top card of the demand pile.</div> <div>5 </div> <div>2 </div>	<div>Cotton Mill</div> <div>AAA (as an action): add any number of cards to the demand pile from your hand.</div> <div>6 </div> <div>5 </div>
<div>Barbarians</div> <div>Treasury -3g for each barbarian in the demand pile.</div> <div>0.7</div>	<div>Scarcity</div> <div>If there's no food in the demand pile, +1 population, otherwise -1 population.</div> <div>0.7</div>	<div>Alliance</div> <div>Remove the oldest 2 barbarian icons from the demand pile.</div> <div>0.7</div>
<div></div> <div></div> <div>You have an extra action each turn.</div>	<div></div> <div>7 </div> <div>Your contracts are paid for from the supply if the treasury is exhausted.</div>	<div></div> <div>4 </div> <div>EOTR (end of the round): earn 3g from a weaker player.</div> <div>6 </div>
<div>Cafe</div> <div>Treasury +8g</div> <div>2 </div> <div>5 </div>	<div>Army</div> <div>Players providing cloth: +5g</div> <div>0.7</div>	<div>Security</div> <div>If there are 2 or more barbarians, treasury loses 1/3 its gold rounded down and civ -1 pop.</div> <div>0.7</div>
<div>Clothier</div> <div>When contracted, gain 2g for each type of resource you provide.</div> <div>1 </div> <div>4 </div>	<div>Museum</div> <div>When opened, keep age [] development cards underneath. Museum's contract is +2g per card underneath.</div> <div>0.7</div>	<div>University</div> <div>When drawing, you may draw the top card of the discard pile. When you do, gain 2g.</div> <div>2 </div> <div>5 </div>
<div>Rebellion</div> <div>Civ loses 10g, reduced 3-2-1g per happiness provided by players (2p-3p-4p).</div> <div>0.7</div>	<div>Boom</div> <div>Uncontracted businesses earn 3g each</div> <div>0.7</div>	<div>Peace</div> <div>Discard all barbarians</div> <div>0.7</div>
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