





















































<div>Gravedigger</div> <div>    </div> <div>When opened, add two cards of your choice from the discard pile to the demand pile.</div> <div> <div>1  / 3 </div> <div>0.9</div> </div>	<div>Monastery</div> <div>    </div> <div>When drawing, you may draw the revealed event or the bottom card of the demand pile.</div> <div> <div>2  / 5 </div> <div>0.9</div> </div>	<div>Cotton Mill</div> <div>    </div> <div>On your turn, add any number of cards to the demand pile from your hand.</div> <div> <div>1  / 3 </div> <div>0.9</div> </div>
<div>Barbarians</div> <div>  </div> <div>Treasury -3g for each demand card in excess of total weapons provided.</div>	<div>Festival</div> <div>  </div> <div>Players gain 3g per food they provide.</div>	<div>Conquest</div> <div>  </div> <div>If total weapons provided exceeds demand card count by at least 3, +1 population and treasury +10g.</div>
<div>Cafe</div> <div>    </div> <div>When opened, play one free action for every two food provided.</div> <div> <div>2  / 5 </div> <div>0.9</div> </div>	<div>Gunsmith</div> <div>   </div> <div>Your contracts are paid for from the supply if the treasury is exhausted.</div> <div> <div>2  / 5 </div> <div>0.9</div> </div>	<div>Security</div> <div>   </div> <div>EOTA (end of the age): earn 2g from a player with fewer weapons.</div> <div> <div>2  / 5 </div> <div>0.9</div> </div>
<div>Golden Age</div> <div>  </div> <div>Treasury +8g</div>	<div>Fashion</div> <div>  </div> <div>Players providing cloth: +5g</div>	<div>Golden Age</div> <div>  </div> <div>Treasury +8g</div>
<div>Clothier</div> <div>    </div> <div>When opened, gain 1g for each type of resource you provide.</div> <div> <div>2  / 5 </div> <div>0.9</div> </div>	<div>Museum</div> <div>    </div> <div>When opened, draw the top two cards from the discard pile.</div> <div> <div>2  / 5 </div> <div>0.9</div> </div>	<div>University</div> <div>    </div> <div>When opened, return the development cards to your hand.</div> <div> <div>2  / 5 </div> <div>0.9</div> </div>
<div>Rebellion</div> <div>  </div> <div>Treasury loses 20g, reduced 5-3-2g per happiness provided by players (2p-3p-4p).</div>	<div>Boom</div> <div>  </div> <div>Open, uncontracted businesses earn 3g each.</div>	<div>Barbarians</div> <div>  </div> <div>Treasury -3g for each demand card in excess of total weapons provided.</div>