4

After you trigger an event, you may draw a card and discard.

Temple

1 3

0.8

Golden Age

Treasury +5g

2

You may start one business per turn as a free action.

Dairy Farm

1 4

0.8

Great Leader

Discard the oldest happiness demanded

3

You always draw a card at the end of your turn.

Warehouse

2 4

0.8

Wonder

Players gain +3g per bronze they provide.

II

2

When taking a contract, you may use one happiness demand in place of any other resource.

Bard

1 4

0.8

Wonder

Players gain +3g per bronze they provide.

II

6

To open, you must first discard a weapon business and its contract. Gain an extra action this turn.

Castle

2 5

0.8

Barbarians

Treasury -2g for each barbarian in the demand pile.

II

4

When opened, you may add a card from your hand to the demand pile.

Butcher

2 6

0.8

War

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

II

2

Your contract payouts are increased by 1.

Accountant

2 7

0.8

Innovation

Players providing the most science (not zero): you may contract any business using the top card of the discard pile.

II

9

To open, you must first discard a food business and return one of its contract cards to the demand pile.

Grocer

2 7

0.8

Awards

Each player gains 3g per science they provide.

II

6

When a non-barbarian is added to the demand pile, gain 1g.

Trader

1 5

0.8

Barbarians

Treasury -3g for each barbarian in the demand pile.

III

III

III