













































<div>  </div> <div> <p>You may develop once per turn as a free action.</p> </div> <div> <p>1 </p> </div> <div> <p>Quarry</p> </div>	<div>  </div> <div> <p>Your draw limit is increased by 1.</p> </div> <div> <p>3 </p> </div> <div> <p>Armory</p> </div>	<div>  </div> <div> <p>When opening a business, pay 1 less gold.</p> </div> <div> <p>2 </p> </div> <div> <p>Bank</p> </div>
<div>  </div> <div> <p>Players providing the most science (not zero): draw a card for each science they provide.</p> </div> <div> <p>2  / 4 </p> </div> <div> <p>Invention</p> </div>	<div>  </div> <div> <p>Players providing the most science (not zero): draw a card for each science they provide.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Invention</p> </div>	<div>  </div> <div> <p>Treasury -2g for each demand card in excess of total weapons provided.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Barbarians</p> </div>
<div>  </div> <div> <p>When you start a business, you may open it immediately, discard Lodge, and return its contract card to the demand.</p> </div> <div> <p>2 </p> </div> <div> <p>Lodge</p> </div>	<div>  </div> <div> <p>When “Barbarians” events resolve, add 1 to their number and gain 2g from their spoils.</p> </div> <div> <p>2 </p> </div> <div> <p>Mercenary</p> </div>	<div>  </div> <div> <p>If you draw a card with science demand, reveal it to gain 4g.</p> </div> <div> <p>2 </p> </div> <div> <p>Laboratory</p> </div>
<div>  </div> <div> <p>Treasury -2g for each demand card in excess of total weapons provided.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Barbarians</p> </div>	<div>  </div> <div> <p>If there is food in the demand pile, -1 population.</p> </div> <div> <p>2 </p> </div> <div> <p>Scarcity</p> </div>	<div>  </div> <div> <p>If there is food in the demand pile, -1 population.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Scarcity</p> </div>
<div>  </div> <div> <p>When opened, you may put the bottom card from the demand pile as a contract on any business.</p> </div> <div> <p>2 </p> </div> <div> <p>Spear Maker</p> </div>	<div>  </div> <div> <p>After you play an event, you may draw a card and discard.</p> </div> <div> <p>2 </p> </div> <div> <p>Temple</p> </div>	<div>  </div> <div> <p>Whenever you play an event, gain 1g.</p> </div> <div> <p>2 </p> </div> <div> <p>Tower</p> </div>
<div>  </div> <div> <p>Each player discards 1 business and returns its contract card to the demand pile.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Volcano</p> </div>	<div>  </div> <div> <p>Players gain 1g per hide they provide.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Winter</p> </div>	<div>  </div> <div> <p>Players gain +2g per stone they provide.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Wonder</p> </div>