














































<div>Quarry</div> <div>  </div> <div> 1  </div> <div> EOTA (end of the age): draw a card. You may develop once per turn as a free action. </div> <div> 2  / 3  </div>	<div>Bank</div> <div>  </div> <div> 2  </div> <div> When the treasury runs out of money, you get 2g. </div> <div> 1  / 2  </div>	<div>Armory</div> <div>  </div> <div> 3  </div> <div> Your draw limit is increased by 1. Obsolete after II. </div> <div> 1  / 2  </div>
<div>Invention</div> <div>  </div> <div> 0.10 </div> <div> Players providing the most science (not zero): draw a card for each science you provide. </div>	<div>Invention</div> <div>  </div> <div> 0.10 </div> <div> Players providing the most science (not zero): draw a card for each science you provide. </div>	<div>Barbarians</div> <div>  </div> <div> 0.10 </div> <div> Treasury -2g for each demand card in excess of total weapons contracted. </div>
<div>Lodge</div> <div>  </div> <div> 2  </div> <div> When you start a business, you may discard Lodge, return Lodge's contract card to the demand, and open the business immediately. </div> <div> 2  / 3  </div>	<div>Tower</div> <div>  </div> <div> 2  </div> <div> Whenever you play an event, gain 1g. Obsolete after II. </div> <div> 1  / 2  </div>	<div>Inn</div> <div>  </div> <div> 2  </div> <div> EOTA (end of the age): you may take an extra turn. </div> <div> 1  / 2  </div>
<div>Barbarians</div> <div>  </div> <div> 0.10 </div> <div> Treasury -2g for each demand card in excess of total weapons contracted. </div>	<div>Scarcity</div> <div>  </div> <div> 0.10 </div> <div> If there is food in the demand pile, -1 population. </div>	<div>Scarcity</div> <div>  </div> <div> 0.10 </div> <div> If there is food in the demand pile, -1 population. </div>
<div>Spear Maker</div> <div>  </div> <div> 2  </div> <div> When opened, you may put bottom demand card as a contract on any business. Obsolete after II. </div> <div> 1  / 2  </div>	<div>Temple</div> <div>  </div> <div> 2  </div> <div> After you play an event, you may draw a card and discard. </div> <div> 1  / 2  </div>	<div>Mercenary</div> <div>  </div> <div> 0  </div> <div> When "Barbarians" events resolve, gain 2g from the treasury. Obsolete after II. </div> <div> 1  / 2  </div>
<div>Volcano</div> <div>  </div> <div> 0.10 </div> <div> Each player discards 1 business and returns its contract card to the demand pile. </div>	<div>Winter</div> <div>  </div> <div> 0.10 </div> <div> Players gain 1g per hide they provide. </div>	<div>Wonder</div> <div>  </div> <div> 0.10 </div> <div> Players gain 2g per stone they provide. </div>