

<div>Temple</div> <div>After you resolve an event, if there are any cards to draw, draw a card and discard.</div> <div>1</div> <div>3</div> <div>4</div> <div>2</div> <div>3</div>	<div>Dairy Farm</div> <div>You may start one business per turn as a free action.</div> <div>1</div> <div>4</div> <div>2</div> <div>3</div> <div>4</div>	<div>Warehouse</div> <div>You always draw a card at the end of your turn.</div> <div>1</div> <div>5</div> <div>2</div> <div>3</div> <div>4</div>
<div>Golden Age</div> <div>Treasury +6g</div> <div>0.7</div> <div>0.7</div>	<div>Modernization</div> <div>Players providing bronze may sell a business and draw a card.</div> <div>0.7</div> <div>0.7</div>	<div>Wonder</div> <div>Players gain +3g per bronze they provide.</div> <div>0.7</div> <div>0.7</div>
<div>Bard</div> <div>When taking a contract, you may use one happiness demand in place of any other resource.</div> <div>1</div> <div>4</div> <div>2</div> <div>6</div> <div>4</div>	<div>Castle</div> <div>To open, you must first discard a stone business and return one of its contract cards to the demand pile.</div> <div>0.7</div> <div>0.7</div>	<div>Butcher</div> <div>When opened, you may add a card from your hand to the demand pile.</div> <div>0.7</div> <div>0.7</div>
<div>Wonder</div> <div>Players gain +3g per bronze they provide.</div> <div>0.7</div> <div>0.7</div>	<div>Great Leader</div> <div>Discard the oldest happiness demanded</div> <div>0.7</div> <div>0.7</div>	<div>War</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>0.7</div>
<div>Accountant</div> <div>Your contract payouts are increased by 1.</div> <div>2</div> <div>7</div> <div>2</div> <div>10</div> <div>6</div>	<div>Grocer</div> <div>To open, you must first discard a food business and return one of its contract cards to the demand pile.</div> <div>0.7</div> <div>0.7</div>	<div>Trader</div> <div>When a non-barbarian is added to the demand pile, gain 1g.</div> <div>0.7</div> <div>0.7</div>
<div>Breakthrough</div> <div>Players providing the most science (not zero): draw a card and place a card in the demand pile.</div> <div>0.7</div> <div>0.7</div>	<div>Breakthrough</div> <div>Players providing the most science (not zero): draw a card and place a card in the demand pile.</div> <div>0.7</div> <div>0.7</div>	<div>Barbarians</div> <div>Treasury -3g for each barbarian in the demand pile.</div> <div>0.7</div> <div>0.7</div>