























































<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>   </div> <div> 2  </div> <div> When the treasury runs out of money, gain 2g. </div>	<div>   </div> <div> 3  </div> <div> Your draw limit is increased by 1. Obsoleted by rifles. </div>
<div> Invention </div> <div> 2  / 3  </div> <div> 0.12 </div> <div> Players providing the most science (not zero): draw a card for each science you provide. </div> <div>  </div>	<div> Invention </div> <div> 1  / 2  </div> <div> 0.12 </div> <div> Players providing the most science (not zero): draw a card for each science you provide. </div> <div>  </div>	<div> Barbarians </div> <div> 1  / 2  </div> <div> 0.12 </div> <div> Treasury -1g for each demand card in excess of contracted weapons. </div> <div>  </div>
<div>   </div> <div> 2  </div> <div> When you start a business, you may discard Lodge, return Lodge's contract card to demand, and open the business immediately. </div> <div> 2  / 3  </div> <div> 0.12 </div> <div> Lodge </div>	<div>   </div> <div> 2  </div> <div> Whenever you play an event, gain 1g. Obsoleted by rifles. </div> <div> 1  / 2  </div> <div> 0.12 </div> <div> Tower </div>	<div>   </div> <div> 2  </div> <div> EOTA (end of the age): you may take an extra turn. </div> <div> 1  / 2  </div> <div> 0.12 </div> <div> Inn </div>
<div> Barbarians </div> <div> Treasury -1g for each demand card in excess of contracted weapons. </div> <div>  </div>	<div> Fertility </div> <div> If there's no food in the demand pile, +1 population. </div> <div>  </div>	<div> Scarcity </div> <div> If there is food in the demand pile, -1 population. </div> <div>  </div>
<div>   </div> <div> 2  </div> <div> When opened, you may put the bottom demand card as a contract on any business. Obsoleted by rifles. </div> <div> 1  / 2  </div> <div> 0.12 </div> <div> Spear Maker </div>	<div>   </div> <div> 2  </div> <div> When you trigger an event (before it resolves), you may draw a card and discard. </div> <div> 1  / 2  </div> <div> 0.12 </div> <div> Temple </div>	<div>   </div> <div> 0  </div> <div> Before "Barbarians" events resolve, gain 2g from the treasury. Obsoleted by rifles. </div> <div> 1  / 2  </div> <div> 0.12 </div> <div> Mercenary </div>
<div> Raids </div> <div> Each player discards 1 business and returns its contract card to the demand pile. </div> <div>  </div>	<div> Winter </div> <div> Players gain 1g per hide they provide. </div> <div>  </div>	<div> Wonder </div> <div> Players gain 2g per stone they provide. </div> <div>  </div>