























































<div>  </div> <div> <b>Bronze Mine</b> </div> <div> <p>When opened, place 7g here. Gain 1 of these at the beginning of each turn. When contracted, remove remaining gold.</p> </div> <div> <div>  2 </div> <div>  1 </div> <div>  / </div> <div>  3 </div> <div> 0.13 </div> </div>	<div>  </div> <div> <b>Castle</b> </div> <div> <p>To open, you must first discard a stone business and return its contract to the demand pile. Obsoletes clubs.</p> </div> <div> <div>  5 </div> <div>  1 </div> <div>  / </div> <div>  3 </div> <div> 0.13 </div> </div>	<div>  </div> <div> <b>Knighthood</b> </div> <div> <p>When you play an event, examine it, then place it anywhere above the bottom event. Obsoletes clubs.</p> </div> <div> <div>  3 </div> <div>  1 </div> <div>  / </div> <div>  2 </div> <div> 0.13 </div> </div>
<div>  </div> <div> <b>Barbarians 2</b> </div> <div> <p>Treasury -2g for each demand card in excess of contracted weapons.</p> </div>	<div>  </div> <div> <b>Barbarians 2</b> </div> <div> <p>Treasury -2g for each demand card in excess of contracted weapons.</p> </div>	<div>  </div> <div> <b>Fertility</b> </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div>
<div>  </div> <div> <b>Bladesmith</b> </div> <div> <p>EOTA (end of the age): if contracted, gain 1g from the treasury per bronze provided by players. Obsoletes clubs.</p> </div> <div> <div>  0 </div> <div>  1 </div> <div>  / </div> <div>  2 </div> <div> 0.13 </div> </div>	<div>  </div> <div> <b>Bookstore</b> </div> <div> <p>You may return one contract to the demand pile each turn.</p> </div> <div> <div>  3 </div> <div>  1 </div> <div>  / </div> <div>  3 </div> <div> 0.13 </div> </div>	<div>  </div> <div> <b>Workshop</b> </div> <div> <p>After starting a business, draw a card.</p> </div> <div> <div>  4 </div> <div>  1 </div> <div>  / </div> <div>  2 </div> <div> 0.13 </div> </div>
<div>  </div> <div> <b>Scarcity</b> </div> <div> <p>If there is food in the demand pile, -1 population.</p> </div>	<div>  </div> <div> <b>Conquest</b> </div> <div> <p>If contracted weapon count exceeds demand size: +1 population and treasury +6g.</p> </div>	<div>  </div> <div> <b>Golden Age</b> </div> <div> <p>Treasury +5g</p> </div>
<div>  </div> <div> <b>Dairy Farm</b> </div> <div> <p>You may start one business per turn as a free action.</p> </div> <div> <div>  4 </div> <div>  2 </div> <div>  / </div> <div>  4 </div> <div> 0.13 </div> </div>	<div>  </div> <div> <b>Warehouse</b> </div> <div> <p>When opened, draw a card. Your draw limit is increased by 2.</p> </div> <div> <div>  4 </div> <div>  2 </div> <div>  / </div> <div>  3 </div> <div> 0.13 </div> </div>	<div>  </div> <div> <b>Hospital</b> </div> <div> <p>When taking a contract, you may treat one happiness demand as any resource. After Barbarian events, gain 2g.</p> </div> <div> <div>  2 </div> <div>  1 </div> <div>  / </div> <div>  2 </div> <div> 0.13 </div> </div>
<div>  </div> <div> <b>Conflict</b> </div> <div> <p>Discard the bottom-most card from the demand pile.</p> </div>	<div>  </div> <div> <b>Wonder</b> </div> <div> <p>Players gain 2g per bronze they provide.</p> </div>	<div>  </div> <div> <b>Wonder</b> </div> <div> <p>Players gain 2g per bronze they provide.</p> </div>