

<div> </div> <div> <p>Barbarians IV</p> <p>Pay unpaid weapon contracts. Treasury loses 4 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <p>IV 82 1.5</p> </div> <div> <p>Gallery</p> <p>°Each turn, you may add one card underneath this business. Its contract is worth 1 additional gold per card underneath.</p> <p>1  / 3 </p> </div>	<div> </div> <div> <p>Villa</p> <p>Pay unpaid weapon contracts. Treasury loses 4 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <p>IV 83 1.5</p> </div> <div> <p>°When opened, gain one action for every 2 food you provide (including this). Passing has no effect this turn.</p> <p>2  / 4 </p> </div>	<div> </div> <div> <p>Gravedigger</p> <p>Pay unpaid weapon contracts. Treasury loses 4 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <p>IV 84 1.5</p> </div> <div> <p>°When opened, before discarding development cards, draw any two cards from the discard pile without looking at their faces.</p> <p>2  / 4 </p> </div>
<div> </div> <div> <p>Foundry</p> <p>°No ability.</p> <p>2  / 4 </p> </div>	<div> </div> <div> <p>Iron Mine</p> <p>°No ability.</p> <p>2  / 5 </p> </div>	<div> </div> <div> <p>Knighthood</p> <p>°Obsoletes clubs and spears.</p> <p>2  / 3 </p> </div>
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<div> </div> <div> <p>Gymnasium</p> <p>°EOA (end of age): earn 2 gold from a player providing less happiness.</p> <p>2  / 4 </p> </div>	<div> </div> <div> <p>Shipyard</p> <p>°EOA (end of age): pay your biggest unpaid contract from the treasury.</p> <p>2  / 4 </p> </div>	<div> </div> <div> <p>Legion</p> <p>°Obsoletes clubs and spears.</p> <p>1  / 2 </p> </div>
<div> </div> <div> <p>Conquest</p> <p>If contracted weapon icon count is twice the player count: treasury +8 gold.</p> <p>IV 88 1.5</p> </div>	<div> </div> <div> <p>Unemployment</p> <p>If a single player provides the most food, they may develop a business using cards from the discard pile.</p> <p>IV 89 1.5</p> </div>	<div> </div> <div> <p>Iron Wonder</p> <p>Players gain 2 gold per iron they provide.</p> <p>IV 90 1.5</p> </div>