

<div> </div> <div> <b>Iron Wonder</b>            Players gain 2 gold from the treasury per iron they provide.         </div> <div>           IV         </div>	<div> </div> <div> <b>Legion</b>            °Obsoletes spears and clubs.         </div> <div>           1  / 2  </div>	<div> </div> <div> <b>Conquest</b>            If contracted weapon count exceeds demand card count: +1 population, treasury +3 gold per player.         </div> <div>           IV         </div>	<div> </div> <div> <b>Knighthood</b>            °Obsoletes spears and clubs.         </div> <div>           2  / 3  </div>	<div> </div> <div> <b>Barbarians IV</b>            Pay all unpaid weapon contracts from the treasury.            Treasury -2 gold for each demand icon in excess of contracted weapons.            -1 population.         </div> <div>           IV         </div>	<div> </div> <div> <b>Gravedigger</b>            °When opened, before discarding development cards, draw any two cards from the discard pile without looking at their faces.         </div> <div>           2  / 4  </div>	<div> </div> <div> <b>Iron Wonder</b>            Players gain 2 gold from the treasury per iron they provide.         </div> <div>           IV         </div>	<div> </div> <div> <b>Pawn Shop</b>            °When a hide, stone, or bronze demand is placed face-up into the demand pile, gain 2 gold.         </div> <div>           1  / 3  </div>	<div> </div> <div> <b>Conquest</b>            If contracted weapon count exceeds demand card count: +1 population, treasury +3 gold per player.         </div> <div>           IV         </div>	<div> </div> <div> <b>Gymnasium</b>            °EOA (end of age): earn 2 gold from a player providing less happiness.         </div> <div>           2  / 4  </div>	<div> </div> <div> <b>Barbarians IV</b>            Pay all unpaid weapon contracts from the treasury.            Treasury -2 gold for each demand icon in excess of contracted weapons.            -1 population.         </div> <div>           IV         </div>	<div> </div> <div> <b>Foundry</b>            °No ability.         </div> <div>           2  / 4  </div>	<div> </div> <div> <b>Boom</b>            Open, uncontracted businesses earn their owners 2 gold each.         </div> <div>           IV         </div>	<div> </div> <div> <b>University</b>            °When opened, you may return any development cards to your hand.         </div> <div>           3  / 4  </div>	<div> </div> <div> <b>Unemployment</b>            Players providing the most food (not zero): you may develop a business using cards from the discard pile.         </div> <div>           IV         </div>	<div> </div> <div> <b>Shipyard</b>            °EOA (end of age): pay your biggest contract from the treasury.         </div> <div>           2  / 4  </div>	<div> </div> <div> <b>Festival</b>            Players gain 2 gold per food they provide.         </div> <div>           IV         </div>	<div> </div> <div> <b>Iron Mine</b>            °No ability.         </div> <div>           2  / 5  </div>
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