

<div> <div> </div> <div> Fort </div> </div> <div> <p>°To open, you must first close an opened stone business.</p> </div> <div> <div> </div> <div> 5 </div> </div>	<div> <div> </div> <div> Storeroom </div> </div> <div> <p>°Your draw limit is increased by 2.</p> </div> <div> <div> </div> <div> 2 </div> </div>	<div> <div> </div> <div> Armory </div> </div> <div> <p>°No ability.</p> </div> <div> <div> </div> <div> 3 </div> </div>
<div> <div> </div> <div> Barbarians III </div> </div> <div> <p>Pay unpaid spear, axe and sword contracts. Treasury loses 3 gold per player, reduced by 1 per contracted spear, axe, or sword icon. Discard the bottom demand card.</p> </div> <div> <div> </div> <div> 1 </div> </div>	<div> <div> </div> <div> Barbarians III </div> </div> <div> <p>Pay unpaid spear, axe and sword contracts. Treasury loses 3 gold per player, reduced by 1 per contracted spear, axe, or sword icon. Discard the bottom demand card.</p> </div> <div> <div> </div> <div> 1 </div> </div>	<div> <div> </div> <div> Workers </div> </div> <div> <p>If a single player provides the most food, they may develop a business.</p> </div> <div> <div> </div> <div> 1 </div> </div>
<div> <div> </div> <div> Workshop </div> </div> <div> <p>°If you draw a card at the end of your turn, also draw 1 from the discard pile.</p> </div> <div> <div> </div> <div> 2 </div> </div>	<div> <div> </div> <div> Circus </div> </div> <div> <p>°When contracted, for each other opened business you have, gain 2 gold.</p> </div> <div> <div> </div> <div> 1 </div> </div>	<div> <div> </div> <div> Smelter </div> </div> <div> <p>°When you play an event, place it anywhere above the bottom event.</p> </div> <div> <div> </div> <div> 4 </div> </div>
<div> <div> </div> <div> Workers </div> </div> <div> <p>If a single player provides the most food, they may develop a business.</p> </div> <div> <div> </div> <div> 2 </div> </div>	<div> <div> </div> <div> Conquest </div> </div> <div> <p>If contracted weapon count is twice the age: +1 population and treasury +5 gold.</p> </div> <div> <div> </div> <div> 3 </div> </div>	<div> <div> </div> <div> Conquest </div> </div> <div> <p>If contracted weapon count is twice the age: +1 population and treasury +5 gold.</p> </div> <div> <div> </div> <div> 3 </div> </div>
<div> <div> </div> <div> Dairy Farm </div> </div> <div> <p>°Starting a business is a free action.</p> </div> <div> <div> </div> <div> 3 </div> </div>	<div> <div> </div> <div> Insurance </div> </div> <div> <p>°When opened, place 10g here. When the treasury runs out of money, pay unpaid contracts using this gold.</p> </div> <div> <div> </div> <div> 2 </div> </div>	<div> <div> </div> <div> Carpentry </div> </div> <div> <p>°After you develop, draw a card.</p> </div> <div> <div> </div> <div> 3 </div> </div>
<div> <div> </div> <div> Bronze Wonder </div> </div> <div> <p>Players gain 1 gold per bronze they provide.</p> </div> <div> <div> </div> <div> 2 </div> </div>	<div> <div> </div> <div> Bronze Wonder </div> </div> <div> <p>Players gain 1 gold per bronze they provide.</p> </div> <div> <div> </div> <div> 2 </div> </div>	<div> <div> </div> <div> Bronze Wonder </div> </div> <div> <p>Players gain 1 gold per bronze they provide.</p> </div> <div> <div> </div> <div> 2 </div> </div>