

<div> <div> </div> <div> <p>°EOA (end of age): If you provide more happiness than anyone, gain 2 gold.</p> </div> </div> <div> <div> </div> <div> <p>1 </p> </div> </div>	<div> <div> </div> <div> <p>°EOA (end of age): draw a card. °Obsoluted by swords.</p> </div> </div> <div> <div> </div> <div> <p>2 </p> </div> </div>	<div> <div> </div> <div> <p>°You may play one event per turn as a free action.</p> </div> </div> <div> <div> </div> <div> <p>1 </p> </div> </div>
<div> <div> </div> <div> <p>If contracted weapon count exceeds demand size: +1 population and treasury +4 gold.</p> </div> </div> <div> <div> </div> <div> <p>1 / 2 </p> </div> </div>	<div> <div> </div> <div> <p>If contracted weapon count exceeds demand size: +1 population and treasury +4 gold.</p> </div> </div> <div> <div> </div> <div> <p>1 / 2 </p> </div> </div>	<div> <div> </div> <div> <p>Players gain 1 gold per stone they provide.</p> </div> </div> <div> <div> </div> <div> <p>1 / 2 </p> </div> </div>
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