











































<div>  </div> <div> <p>°EOA (end of age): pay this contract from the treasury if it's unpaid.</p> </div> <div> <p>2 </p> </div>	<div> <p>Tower</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>°When the treasury runs out, gain 2 gold.</p> </div> <div> <p>2 </p> </div>	<div> <p>Bank</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>°EOA (end of age): earn 1 gold from a player who does not provide happiness.</p> </div> <div> <p>2 </p> </div>	<div> <p>Tavern</p> </div> <div> <p>1  / 2 </p> </div>
<div>  </div> <div> <p>If a single player provides the most food, they may start a business.</p> </div> <div> <p>II 46 1.4</p> </div>	<div> <p>Laborers</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>If a single player provides the most food, they may start a business.</p> </div> <div> <p>II 47 1.4</p> </div>	<div> <p>Laborers</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>If contracted weapon count is twice the age: +1 population and treasury +3 gold.</p> </div> <div> <p>II 48 1.4</p> </div>	<div> <p>Conquest</p> </div> <div> <p>1  / 2 </p> </div>
<div>  </div> <div> <p>°EOA (end of age): draw a card. °When this is opened, draw a card.</p> </div> <div> <p>2 </p> </div>	<div> <p>University</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>°You may play one event per turn as a free action.</p> </div> <div> <p>2 </p> </div>	<div> <p>Wheat Farm</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>°No ability.</p> </div> <div> <p>2 </p> </div>	<div> <p>Arsenal</p> </div> <div> <p>1  / 2 </p> </div>
<div>  </div> <div> <p>If contracted weapon count is twice the age: +1 population and treasury +3 gold.</p> </div> <div> <p>II 49 1.4</p> </div>	<div> <p>Conquest</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> <p>II 50 1.4</p> </div>	<div> <p>Stone Wonder</p> </div> <div> <p>1  / 2 </p> </div>	<div>  </div> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> <p>II 51 1.4</p> </div>	<div> <p>Stone Wonder</p> </div> <div> <p>1  / 2 </p> </div>
<div> </div> <div> <p>°AAA (as an action): swap the top card of the demand pile with a card in the event queue.</p> </div> <div> <p>2 </p> </div>	<div> <p>School</p> </div> <div> <p>1 / 1 </p> </div>	<div> </div> <div> <p>°After starting a business, draw two cards then put one back underneath its draw pile.</p> </div> <div> <p>2 </p> </div>	<div> <p>Laboratory</p> </div> <div> <p>1 / 3 </p> </div>	<div> </div> <div> <p>°When you claim a contract, gain 1g.</p> </div> <div> <p>2 </p> </div>	<div> <p>Lodge</p> </div> <div> <p>1 / 3 </p> </div>
<div> </div> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> <p>II 52 1.4</p> </div>	<div> <p>Stone Wonder</p> </div> <div> <p>1 / 1 </p> </div>	<div> </div> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> <p>II 53 1.4</p> </div>	<div> <p>Stone Wonder</p> </div> <div> <p>1 / 3 </p> </div>	<div> </div> <div> <p>Players gain 1 gold per stone they provide.</p> </div> <div> <p>II 54 1.4</p> </div>	<div> <p>Stone Wonder</p> </div> <div> <p>1 / 3 </p> </div>