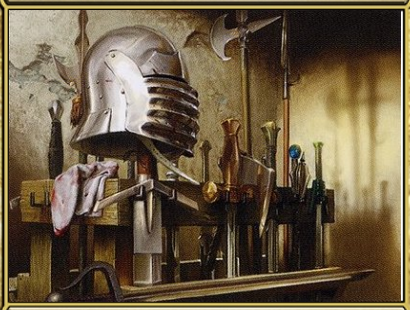
Supply the Troops 13 1



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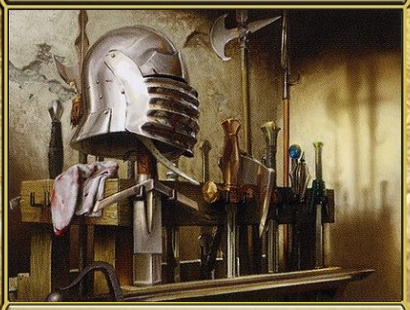
Supply the Troops 12 1



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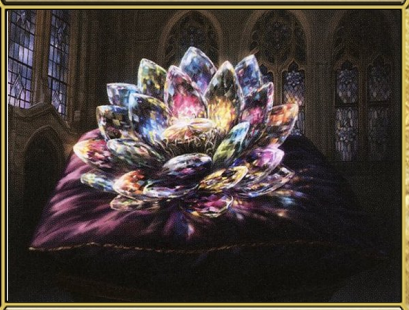
Dazzling Gift 12 1



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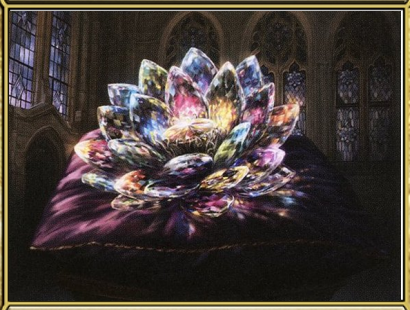
Dazzling Gift 13 1



1

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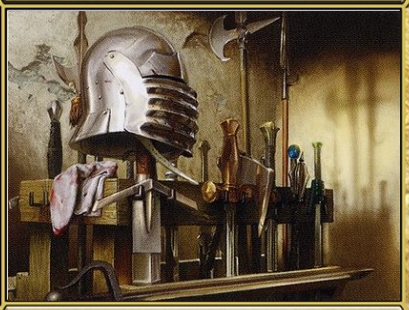
Supply the Troops 23 1

2

™ & © 1993-2013 Wizards of the Coast LLC

Supply the Troops 22 1



2

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Dazzling Gift 16 1

2

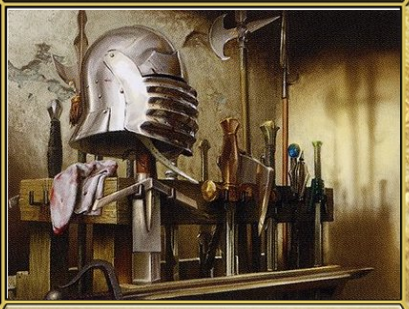
™ & © 1993-2013 Wizards of the Coast LLC

Dazzling Gift 23 1

2

™ & © 1993-2013 Wizards of the Coast LLC

Supply the Troops 34 1



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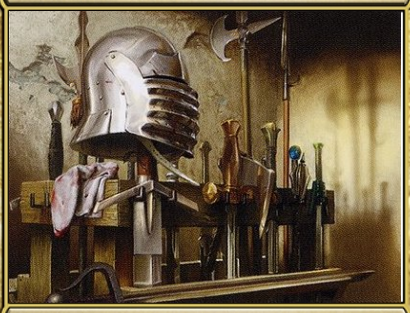
Supply the Troops 30 2



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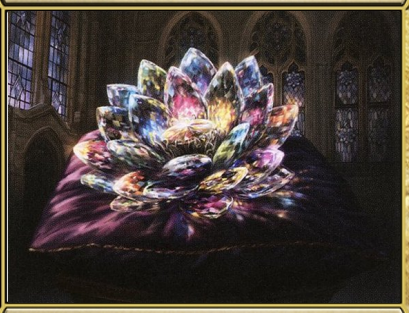
Dazzling Gift 29 1

3

Dazzling Gift 28 1



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Bribe 18

1

Bribe 20

1

Bribe 21

1

Bribe 22

1

Bribe 44

2

Bribe 46

2

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Bribe 34

2

™ & © 1993-2013 Wizards of the Coast LLC

Bribe 38

2

™ & © 1993-2013 Wizards of the Coast LLC

Bribe 45

2

™ & © 1993-2013 Wizards of the Coast LLC

Bribe 59

3

™ & © 1993-2013 Wizards of the Coast LLC

Bribe 56

3

™ & © 1993-2013 Wizards of the Coast LLC

Bribe 51

4

™ & © 1993-2013 Wizards of the Coast LLC

Bribe 74

4

™ & © 1993-2013 Wizards of the Coast LLC

Bribe 68

4

™ & © 1993-2013 Wizards of the Coast LLC

Bribe 76

4

™ & © 1993-2013 Wizards of the Coast LLC

Bribe 79

5

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Build a Home 1 3 3

2

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Build a Home 1 3 3

2

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Build a Home 1 3 4

2

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Build a Home 1 3 4

2

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Build a Home 1 3 3

2

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Build a Home 2 5 5

4

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Build a Home 2 5 4

3

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Build a Home 2 5 6

4

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Build a Home 1 5 5

4

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Build a Home 2 6 7

4

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Build a Home 2 8 8

5

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Build a Home 3 7 8

5

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Build a Home 2 7 8

7

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Build a Home 3 6 10

5

™ & © 1993-2013 Wizards of the Coast LLC

Build a Home 2 7 9

5

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Active Markets

Draw and resolve two more Market Events

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Active Markets

Draw and resolve two more Market Events

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Active Markets

Draw and resolve two more Market Events

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Active Markets

Draw and resolve two more Market Events

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Active Markets

Draw and resolve two more Market Events

™ & © 1994–2011 Wizards of the Coast LLC

Active Markets

Draw and resolve two more Market Events

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Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 21 🪵, I won't pay more than 17 🪙 each.

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Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 23 🪵, I won't pay more than 17 🪙 each.

™ & © 1994–2011 Wizards of the Coast LLC

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 21 🪵, I won't pay more than 14 🪙 each.

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Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 16 🪨, I won't pay more than 17 🪙 each.

™ & © 1994–2011 Wizards of the Coast LLC

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 18 🪨, I won't pay more than 20 🪙 each.

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Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 18 🪨, I won't pay more than 19 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 9 🪵, I won't pay more than 45 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 7 🪵, I won't pay more than 51 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 10 🪵, I won't pay more than 44 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 7 💎, I won't pay more than 79 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 6 💎, I won't pay more than 83 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 8 💎, I won't pay more than 72 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 55 🍖, I won't pay more than 20 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 60 🍖, I won't pay more than 21 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 60 🪵, I won't pay more than 18 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 40 🪨, I won't pay more than 21 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 43 🪨, I won't pay more than 18 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 44 🪨, I won't pay more than 23 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 26 🧱, I won't pay more than 45 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 18 🧱, I won't pay more than 60 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 18 🧱, I won't pay more than 55 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 16 💎, I won't pay more than 77 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 16 💎, I won't pay more than 102 🪙 each.

Big Buyer

Add this card to the end of the next auction; all players may trade with it.

I need 18 💎, I won't pay more than 89 🪙 each.

Converter

Each player may use this as part of their use workers action. This card remains in play until a Shifting Markets or Big Buyer card is resolved.

2 🪵 ⇒ 🧱

Converter

Each player may use this as part of their use workers action. This card remains in play until a Shifting Markets or Big Buyer card is resolved.

2 🪵 ⇒ 💎

Converter

Each player may use this as part of their use workers action. This card remains in play until a Shifting Markets or Big Buyer card is resolved.

2 🪨 ⇒ 🧱

Converter

Each player may use this as part of their use workers action. This card remains in play until a Shifting Markets or Big Buyer card is resolved.

2 🪨 ⇒ 💎

Riches

Each player gains 53 🪙

Riches

Each player gains 78 🪙

Riches

Each player gains 86 🪙

Shifting Markets

Halve the size of all townspeople 🪵 buy orders and 🧱 sell orders.
Double the size of all townspeople 🧱 buy orders and 🪵 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🪵 buy orders and 🩹 sell orders.
Double the size of all townspeople 🩹 buy orders and 🪵 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🪨 buy orders and 🪵 sell orders.
Double the size of all townspeople 🪵 buy orders and 🪨 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🪨 buy orders and 🪵 sell orders.
Double the size of all townspeople 🪵 buy orders and 🪨 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🩹 buy orders and 🪵 sell orders.
Double the size of all townspeople 🪵 buy orders and 🩹 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🩹 buy orders and 🪵 sell orders.
Double the size of all townspeople 🪵 buy orders and 🩹 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 💎 buy orders and 🩹 sell orders.
Double the size of all townspeople 🩹 buy orders and 💎 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 💎 buy orders and 🩹 sell orders.
Double the size of all townspeople 🩹 buy orders and 💎 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🪵 buy orders and 💎 sell orders.
Double the size of all townspeople 💎 buy orders and 🪵 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🪵 buy orders and 💎 sell orders.
Double the size of all townspeople 💎 buy orders and 🪵 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🪨 buy orders and 🪵 sell orders.
Double the size of all townspeople 🪵 buy orders and 🪨 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🪨 buy orders and 🪵 sell orders.
Double the size of all townspeople 🪵 buy orders and 🪨 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Set: 1000-341 | Warpath of the Cruise | 1.1.5

Shifting Markets

Halve the size of all townspeople 🪵 buy orders and 💎 sell orders.
Double the size of all townspeople 💎 buy orders and 🪵 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Set: 1000-341 | Warpath of the Cruise | 1.1.5

Shifting Markets

Halve the size of all townspeople 🪵 buy orders and 💎 sell orders.
Double the size of all townspeople 💎 buy orders and 🪵 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Set: 1000-341 | Warpath of the Cruise | 1.1.5

Shifting Markets

Halve the size of all townspeople 💎 buy orders and 🪹 sell orders.
Double the size of all townspeople 🪹 buy orders and 💎 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Set: 1000-341 | Warpath of the Cruise | 1.1.5

Shifting Markets

Halve the size of all townspeople 💎 buy orders and 🪹 sell orders.
Double the size of all townspeople 🪹 buy orders and 💎 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Set: 1000-341 | Warpath of the Cruise | 1.1.5

Shifting Markets

Halve the size of all townspeople 🪹 buy orders and 🪨 sell orders.
Double the size of all townspeople 🪨 buy orders and 🪹 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Set: 1000-341 | Warpath of the Cruise | 1.1.5

Shifting Markets

Halve the size of all townspeople 🪹 buy orders and 🪨 sell orders.
Double the size of all townspeople 🪨 buy orders and 🪹 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Set: 1000-341 | Warpath of the Cruise | 1.1.5

Shifting Markets

Halve the size of all townspeople 🪨 buy orders and 💎 sell orders.
Double the size of all townspeople 💎 buy orders and 🪨 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Set: 1000-341 | Warpath of the Cruise | 1.1.5

Shifting Markets

Halve the size of all townspeople 🪨 buy orders and 💎 sell orders.
Double the size of all townspeople 💎 buy orders and 🪨 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🪵 buy orders and 🪨 sell orders.
Double the size of all townspeople 🪨 buy orders and 🪵 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 🪵 buy orders and 🪨 sell orders.
Double the size of all townspeople 🪨 buy orders and 🪵 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 💎 buy orders and 🪨 sell orders.
Double the size of all townspeople 🪨 buy orders and 💎 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Shifting Markets

Halve the size of all townspeople 💎 buy orders and 🪨 sell orders.
Double the size of all townspeople 🪨 buy orders and 💎 sell orders.
This card remains in effect until a new Shifting Markets or Big Buyer card is resolved.

Supply Cache

Each player may buy up to 4 🪵 for 2 🪙 each.

Supply Cache

Each player may buy up to 5 🪨 for 2 🪙 each.

Supply Cache

Each player may buy up to 4 🪵 for 6 🪙 each.

Supply Cache

Each player may buy up to 4 💎 for 7 🪙 each.

Supply Cache

Each player may buy up to 7 🪵 for 2 🟡 each.

Supply Cache

Each player may buy up to 6 🪨 for 2 🟡 each.

Supply Cache

Each player may buy up to 6 🩶 for 6 🟡 each.

Supply Cache

Each player may buy up to 7 💎 for 6 🟡 each.

Tax

All players must pay 1 🟡 for each card in their hand right before auction this turn.

Tax

All players must pay 1 🟡 for each card in their hand right before auction this turn.

Tax

All players must pay 1 🟡 for each card in their hand right before auction this turn.

Tax

All players must pay 2 🟡 for each card in their hand right before auction this turn.

Tax

All players must pay 2 🟡 for each card in their hand right before auction this turn.

Tax

All players must pay 2 🟡 for each card in their hand right before auction this turn.

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Big Order

Sell 9 🪵 for 13 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 7 🪨 for 16 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 4 🧱 for 46 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 3 💎 for 79 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 10 🪵 for 18 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 8 🪨 for 18 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 5 🧱 for 42 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 3 💎 for 66 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 10 🪵 for 18 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 13 🪨 for 19 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 5 🪨 for 51 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 4 💎 for 73 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 19 🪵 for 17 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 11 🪨 for 18 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 6 🪨 for 48 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 4 💎 for 97 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 15 🪵 for 16 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 14 🪨 for 19 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 7 🩹 for 46 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Big Order

Sell 6 💎 for 80 🟡 each

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Career Change

Discard a worker you have in play ⇨ recruit the top Lumberjack for free

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Career Change

Discard a worker you have in play ⇨ recruit the top Miner for free

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Career Change

Discard a worker you have in play ⇨ recruit the top Smelter for free

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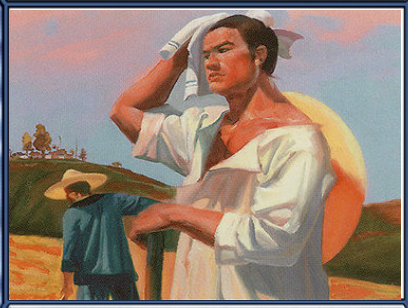
Career Change



Discard a worker you have in play ⇨ recruit the top Lapidary for free

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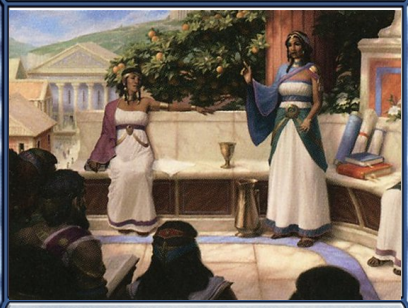
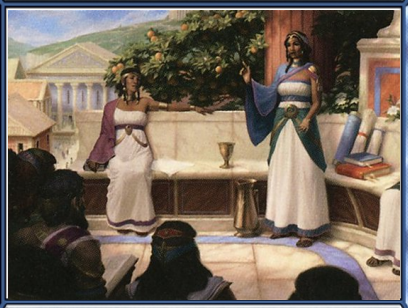
Dispute



If a Market Event would be resolved, you may pay 10 🟡 and play this card to instead discard the Market Event and immediately resolve the next Market Event.

™ & © 1993-2013 Wizards of the Coast LLC

Dispute



If a Market Event would be resolved, you may pay 10 🟡 and play this card to instead discard the Market Event and immediately resolve the next Market Event.

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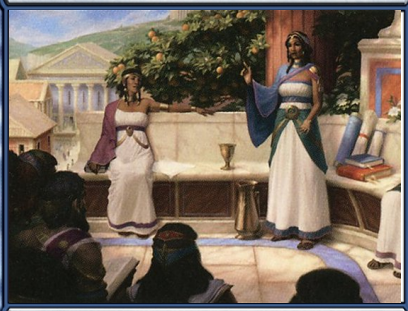
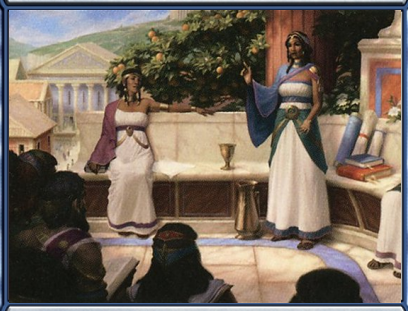
Dispute



If a Market Event would be resolved, you may pay 10 🪙 and play this card to instead discard the Market Event and immediately resolve the next Market Event.

™ & © 1993-2013 Wizards of the Coast LLC

Dispute



If a Market Event would be resolved, you may pay 10 🪙 and play this card to instead discard the Market Event and immediately resolve the next Market Event.

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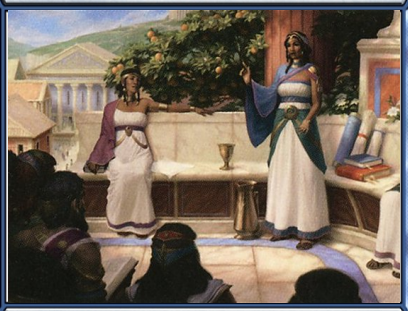
Dispute



If a Market Event would be resolved, you may pay 10 🪙 and play this card to instead discard the Market Event and immediately resolve the next Market Event.

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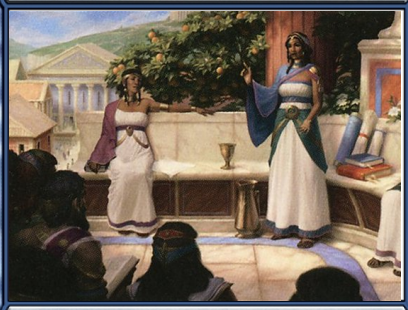
Dispute



If a Market Event would be resolved, you may pay 10 🪙 and play this card to instead discard the Market Event and immediately resolve the next Market Event.

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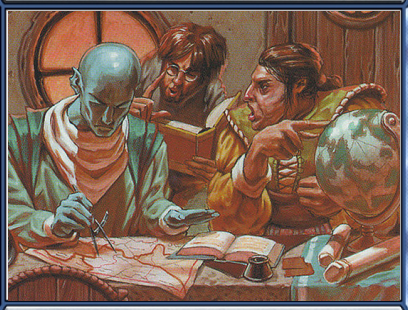
Efficient Routes

Take the first player token

™ & © 1993-2013 Wizards of the Coast LLC

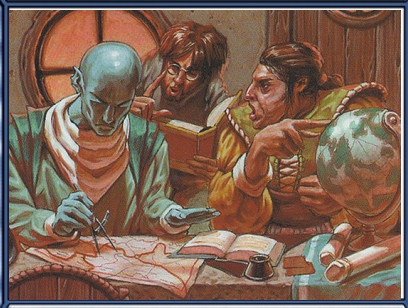
Efficient Routes



Take the first player token

™ & © 1993-2013 Wizards of the Coast LLC

Efficient Routes



Take the first player token

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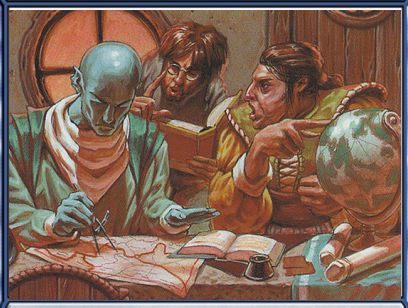
Efficient Routes



Take the first player token

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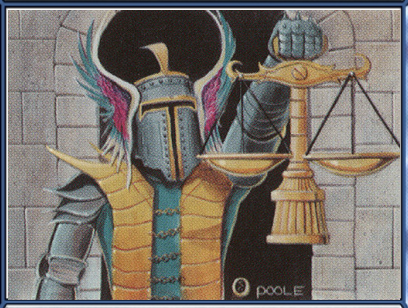
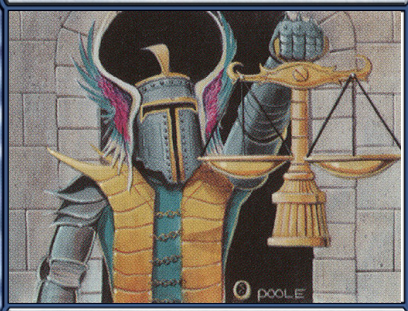
Equalize



Every player counts the number of cards they have in hand. If you have strictly less cards than everyone else, each other player sells you a random card from their hand for 5 🪙.

™ & © 1993-2013 Wizards of the Coast LLC

Equalize



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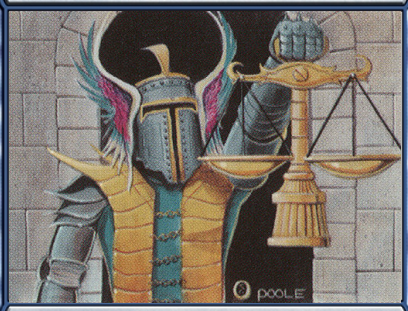
™ & © 1993-2013 Wizards of the Coast LLC

Equalize



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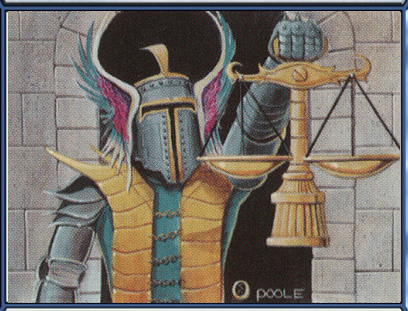
™ & © 1993-2013 Wizards of the Coast LLC

Equalize



Every player counts the number of cards they have in hand. If you have strictly more cards than everyone else, each player buys a random card from you for 10 🟡 each.

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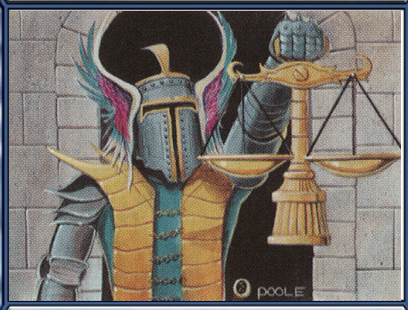
Equalize



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™ & © 1993-2013 Wizards of the Coast LLC

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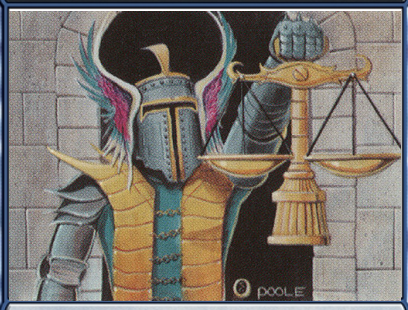

Every player counts the number of cards they have in hand. If you have strictly more cards than everyone else, each player buys a random card from you for 10 🟡 each.

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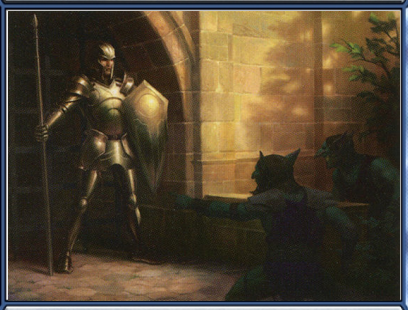
Exclusive Auctions



Look at the top 5 cards of the Townsperson deck. You may put up to 1 of them on the bottom of the deck.

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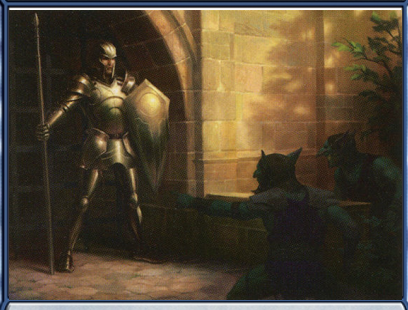
Exclusive Auctions

Look at the top 4 cards of the Townsperson deck. You may put up to 1 of them on the bottom of the deck.

™ & © 1993-2013 Wizards of the Coast LLC

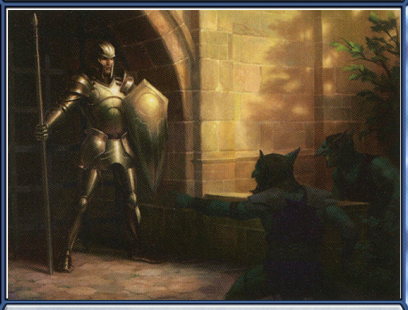
Exclusive Auctions



Look at the top 4 cards of the Townsperson deck. You may put up to 1 of them on the bottom of the deck.

™ & © 1993-2013 Wizards of the Coast LLC

Exclusive Auctions



Look at the top 5 cards of the Townsperson deck. You may put up to 2 of them on the bottom of the deck.

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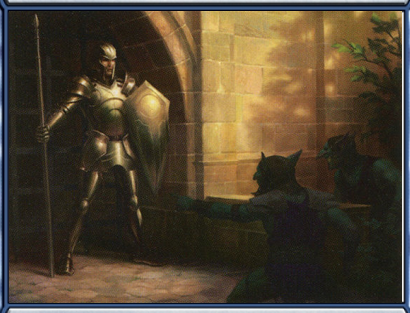
Exclusive Auctions



Look at the top 6 cards of the Townsperson deck. You may put up to 2 of them on the bottom of the deck.

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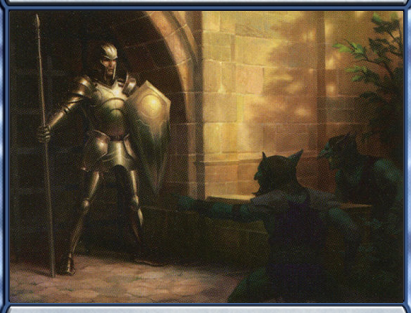
Exclusive Auctions



Look at the top 6 cards of the Townsperson deck. You may put up to 3 of them on the bottom of the deck.

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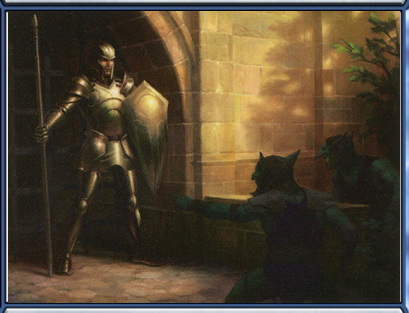
Exclusive Auctions



Look at the top 7 cards of the Townsperson deck. You may put up to 3 of them on the bottom of the deck.

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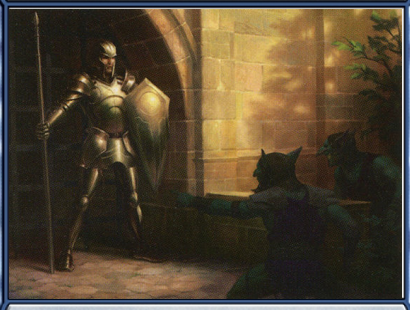
Exclusive Auctions



Look at the top 6 cards of the Townsperson deck. You may put up to 3 of them on the bottom of the deck.

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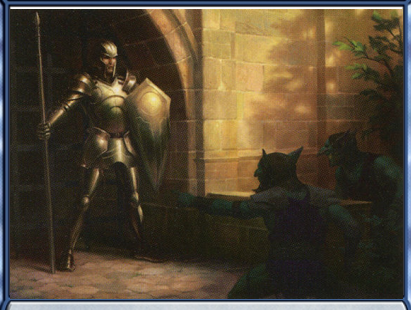
Exclusive Auctions



Look at the top 8 cards of the Townsperson deck. You may put up to 3 of them on the bottom of the deck.

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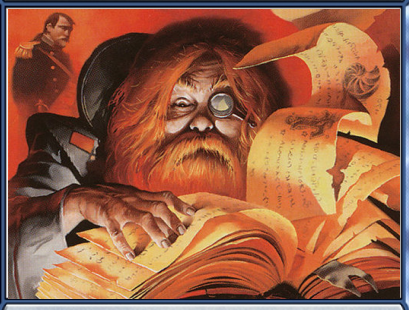
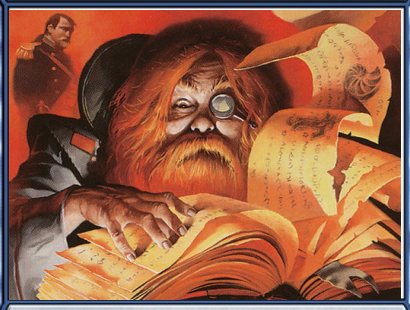
Foresight



Look at the top 2 cards of the Market Events deck, then shuffle them into it.

™ & © 1993-2013 Wizards of the Coast LLC

Foresight



Look at the top 2 cards of the Market Events deck, then shuffle them into it.

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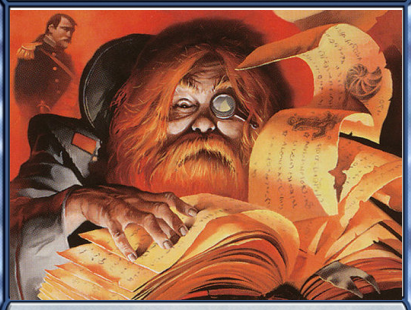
Foresight



Look at the top 2 cards of the Market Events deck, then shuffle them into it.

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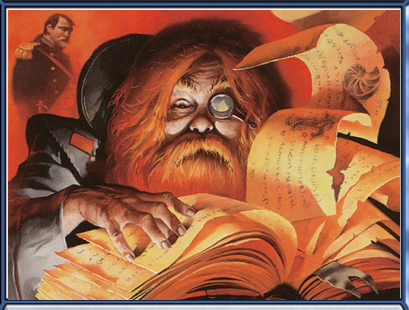
Foresight



Look at the top 3 cards of the Market Events deck, then shuffle them into it.

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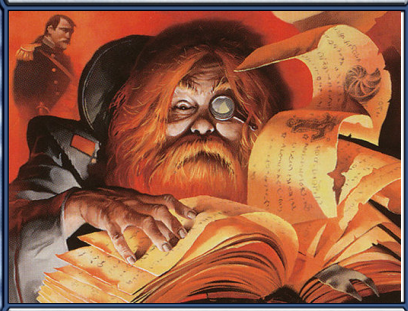
Foresight



Look at the top 2 cards of the Market Events deck, then shuffle them into it.

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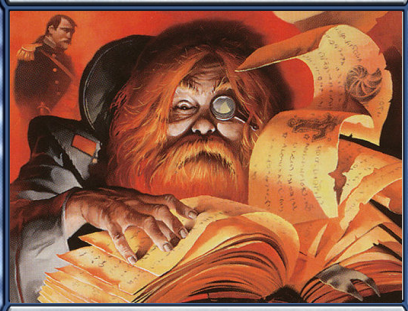
Foresight



Look at the top 3 cards of the Market Events deck, then shuffle them into it.

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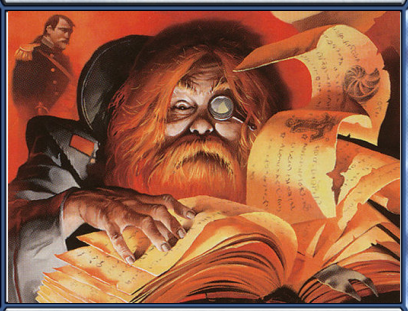
Foresight



Look at the top 4 cards of the Market Events deck, then shuffle them into it.

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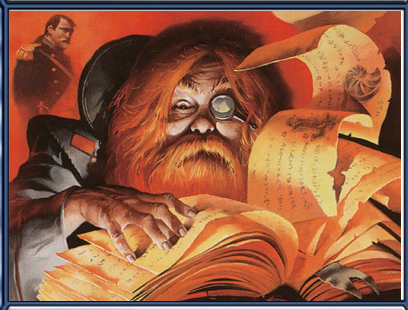
Foresight



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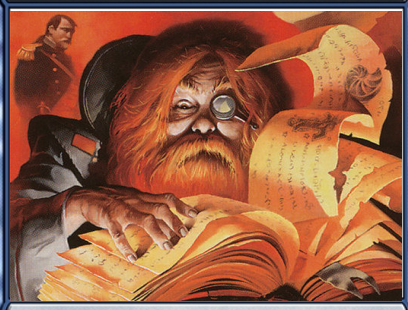
Foresight



Look at the top 4 cards of the Market Events deck, then shuffle them into it.

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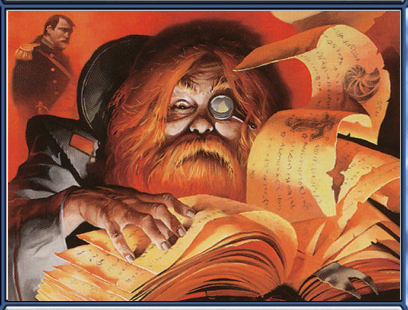
Foresight



Look at the top 5 cards of the Market Events deck, then shuffle them into it.

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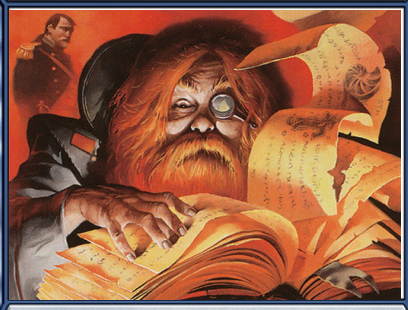
Foresight



Look at the top 6 cards of the Market Events deck, then shuffle them into it.

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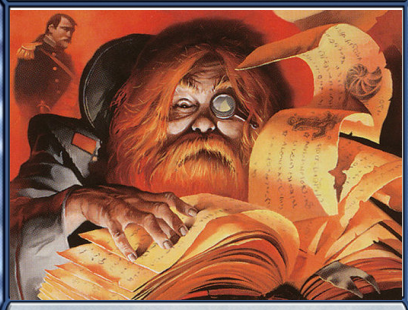
Foresight



Look at the top 4 cards of the Market Events deck, then shuffle them into it.

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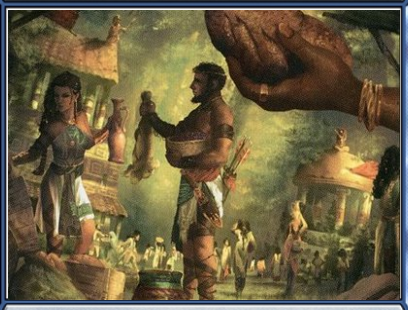
Found a Buyer



Pick one:

10 ⇒ 5 each
9 ⇒ 10 each
5 ⇒ 21 each
4 ⇒ 42 each

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Found a Buyer

Pick one:
13 🪵 => 7 🟡 each
12 🪨 => 8 🟡 each
4 🧱 => 26 🟡 each
4 💎 => 45 🟡 each

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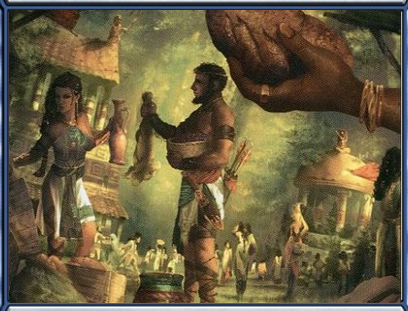
Found a Buyer



Pick one:
16 🪵 => 8 🟡 each
14 🪨 => 10 🟡 each
8 🧱 => 25 🟡 each
5 💎 => 39 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Found a Buyer

Pick one:
16 🪵 => 10 🟡 each
11 🪨 => 10 🟡 each
5 🧱 => 25 🟡 each
4 💎 => 38 🟡 each

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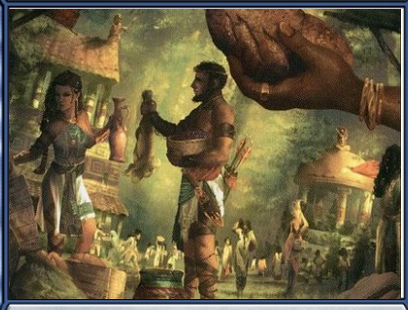
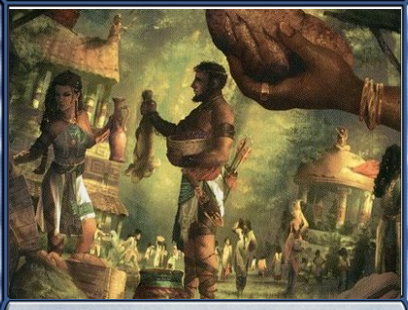
Found a Buyer



Pick one:
16 🪵 => 12 🟡 each
14 🪨 => 10 🟡 each
7 🧱 => 33 🟡 each
6 💎 => 43 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Found a Buyer



Pick one:
19 🪵 => 8 🟡 each
12 🪨 => 12 🟡 each
8 🧱 => 28 🟡 each
6 💎 => 50 🟡 each

™ & © 1993-2013 Wizards of the Coast LLC

Impose Tithe

Gain 5 🟡 per townsperson in auctions this turn. You may not participate in auctions this turns.

™ & © 1993-2013 Wizards of the Coast LLC

Impose Tithe

Gain 5 🟡 per townsperson in auctions this turn. You may not participate in auctions this turns.

™ & © 1993-2013 Wizards of the Coast LLC

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™ & © 1993-2013 Wizards of the Coast LLC

Impose Tithe

Gain 5 🟡 per townsperson in auctions this turn. You may not participate in auctions this turns.

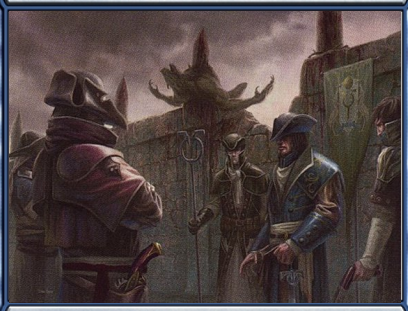
™ & © 1993-2013 Wizards of the Coast LLC

New Faces

Put the top card of each standard deck on the bottom of its deck. You may immediately recruit one of the new available workers (you still need to pay costs).

™ & © 1993-2013 Wizards of the Coast LLC

New Faces



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™ & © 1993-2013 Wizards of the Coast LLC

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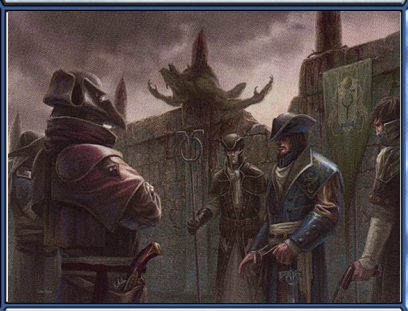

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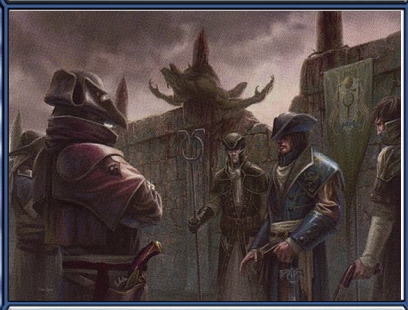

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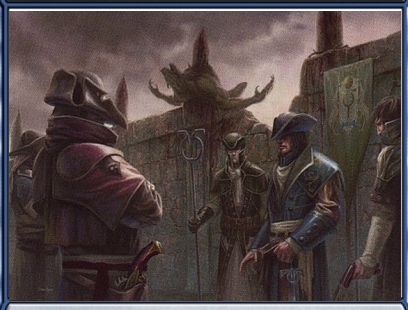

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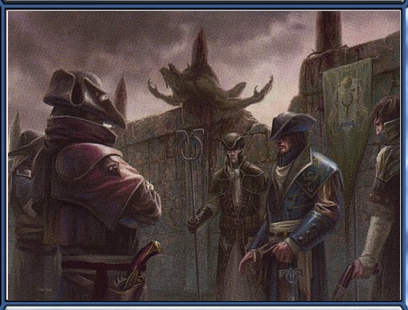
New Faces



Put the top card of each standard deck on the bottom of its deck. You may immediately recruit one of the new available workers (you still need to pay costs).

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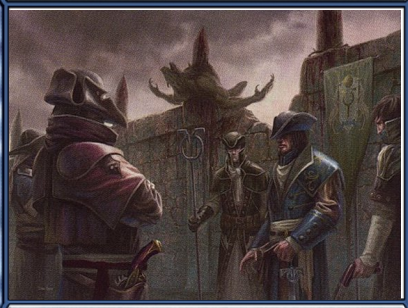
New Faces



Put the top card of each standard deck on the bottom of its deck. You may immediately recruit one of the new available workers (you still need to pay costs).

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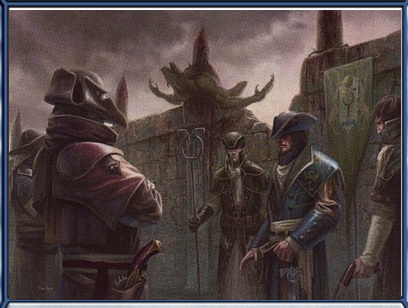
New Faces



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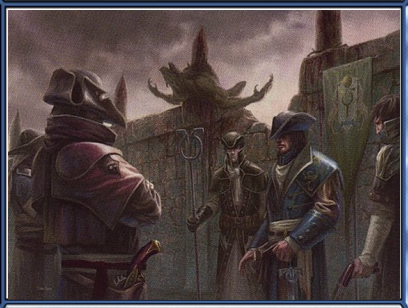
New Faces



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New Faces

Put the top card of each standard deck on the bottom of its deck. You may immediately recruit one of the new available workers (you still need to pay costs).

™ & © 1993-2013 Wizards of the Coast LLC

Politician

Counts as a worker.

12 🟡 => put a favour counter on this card.
Remove X favour counters from this card =>
X times, gain one of: 2 🟤, 2 ⚫, 1 ⚪, 1 💎

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Politician

Counts as a worker.

12 🟡 => put a favour counter on this card.
Remove X favour counters from this card =>
X times, gain one of: 2 🟤, 2 ⚫, 1 ⚪, 1 💎

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Politician

Counts as a worker.

11 🟡 => put a favour counter on this card.
Remove X favour counters from this card =>
X times, gain one of: 2 🟤, 2 ⚫, 1 ⚪, 1 💎

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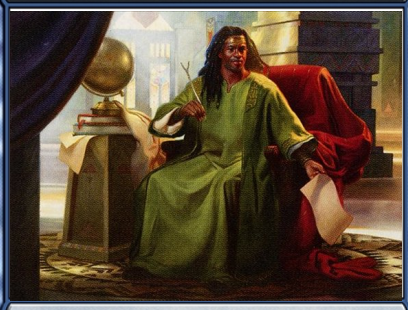
Politician



Counts as a worker.

12 🟡 => put a favour counter on this card.
Remove X favour counters from this card =>
X times, gain one of: 2 🟤, 2 ⚫, 1 ⚪, 1 💎

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Politician

Counts as a worker.

13 🟡 => put a favour counter on this card.
Remove X favour counters from this card =>
X times, gain one of: 2 🟤, 2 ⚫, 1 ⚪, 1 💎

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Forager 28 🟡 2 🟤 2 ⚫

Counts as a worker.

2 🟡 => draw 1 card from the resource deck

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Forager 30 🟡 2 🟤 2 ⚫

Counts as a worker.

2 🟡 => draw 1 card from the resource deck

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Forager 107 🟡 6 🟤 6 ⚫

Counts as a worker.

4 🟡 => draw 2 cards from the resource deck

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Forager
110 5 6
Counts as a worker.
5 ⇒ draw 2 cards from the resource deck
™ & © 1993-2013 Wizards of the Coast LLC

Forager
221 8 10
Counts as a worker.
6 ⇒ draw 3 cards from the resource deck
™ & © 1993-2013 Wizards of the Coast LLC

Forager
215 10 10
Counts as a worker.
5 ⇒ draw 3 cards from the resource deck
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Gems

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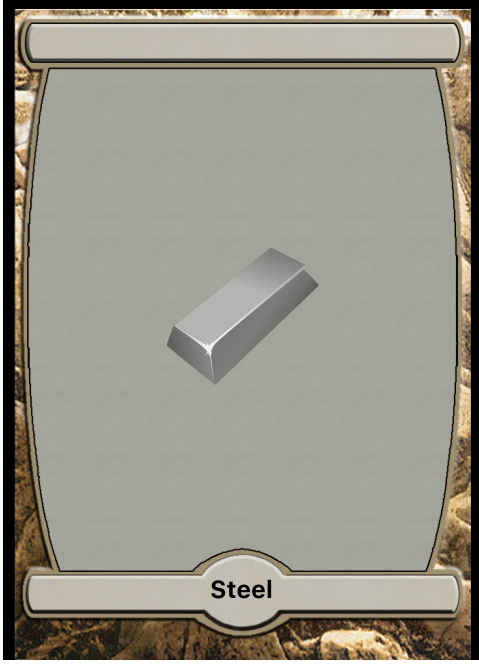
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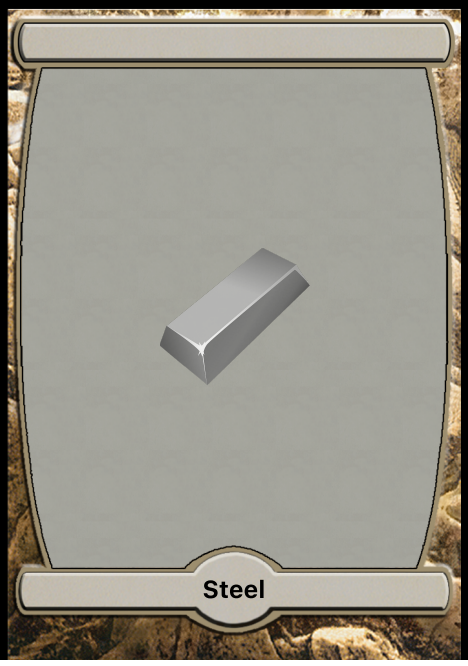
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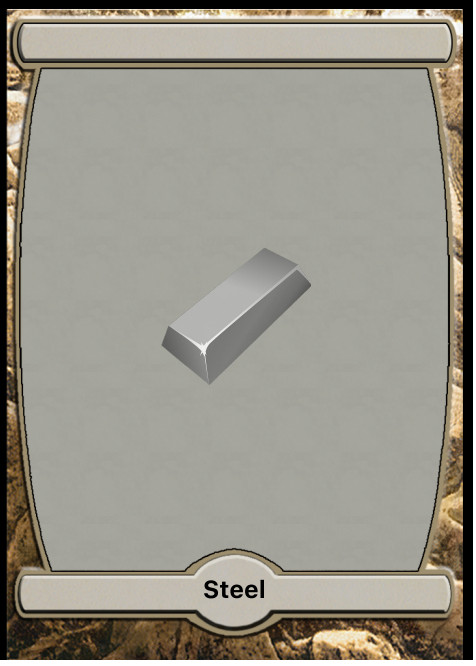
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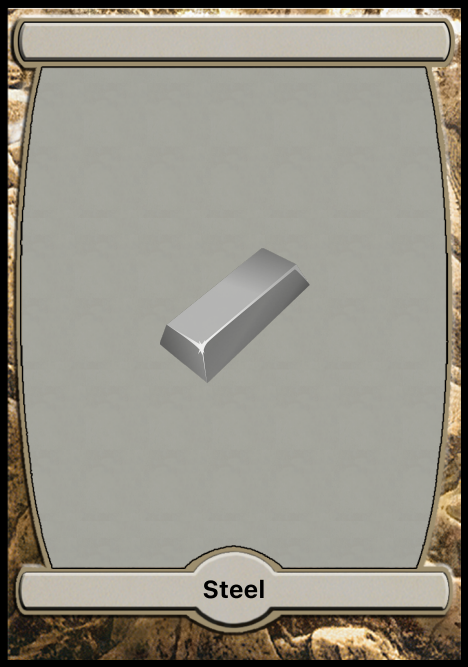
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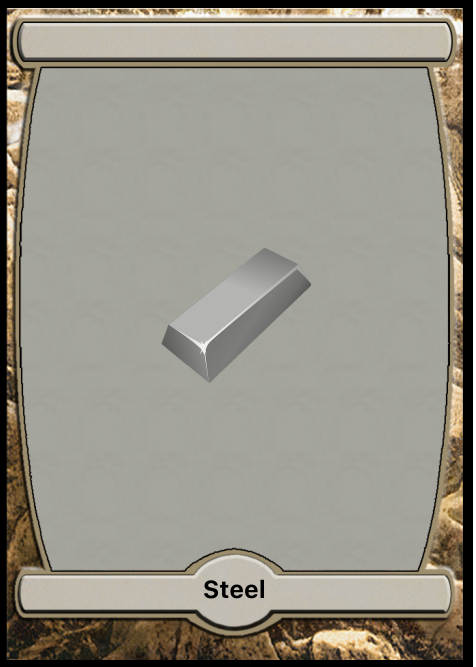
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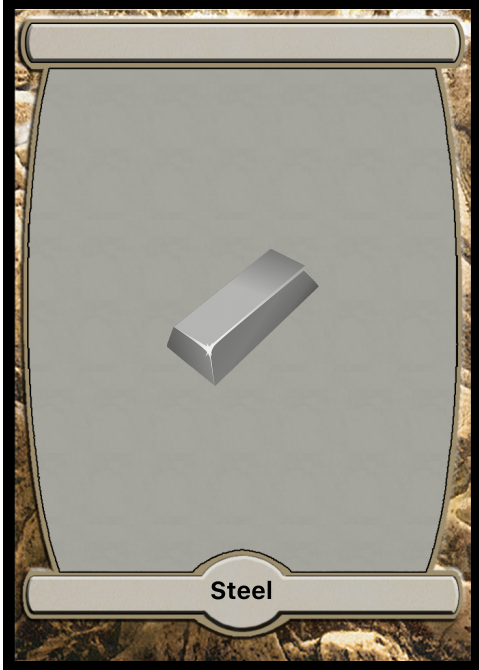
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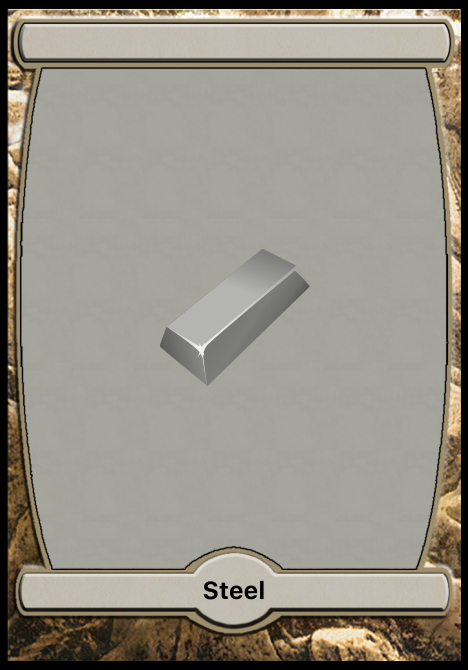
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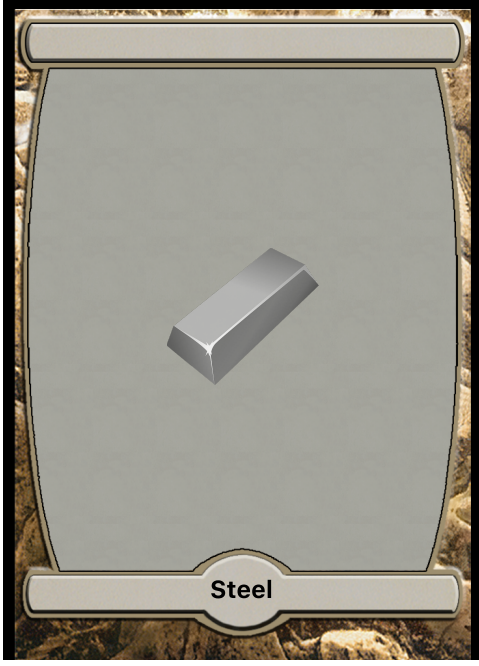
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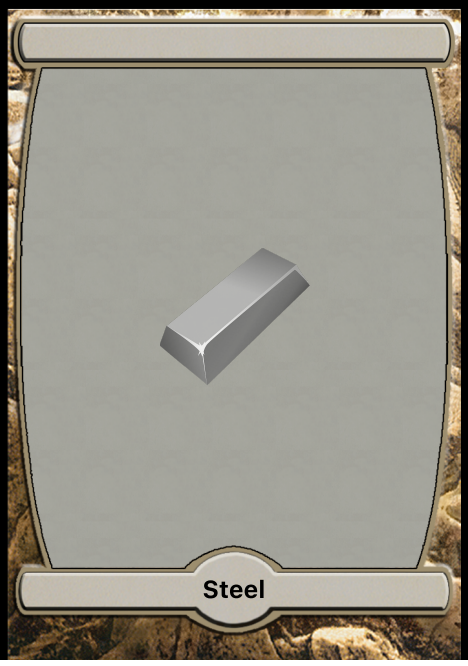
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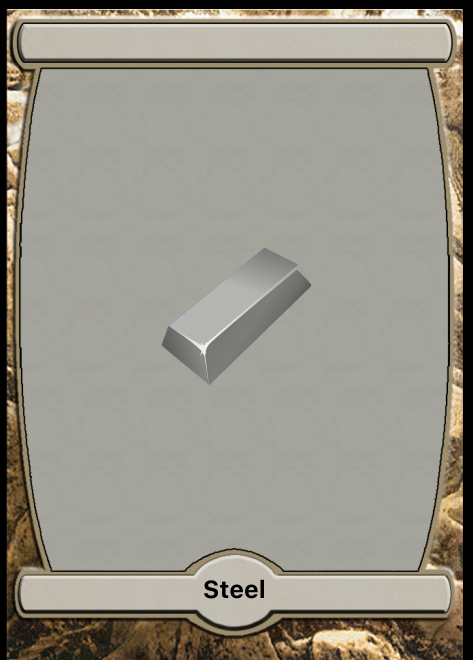
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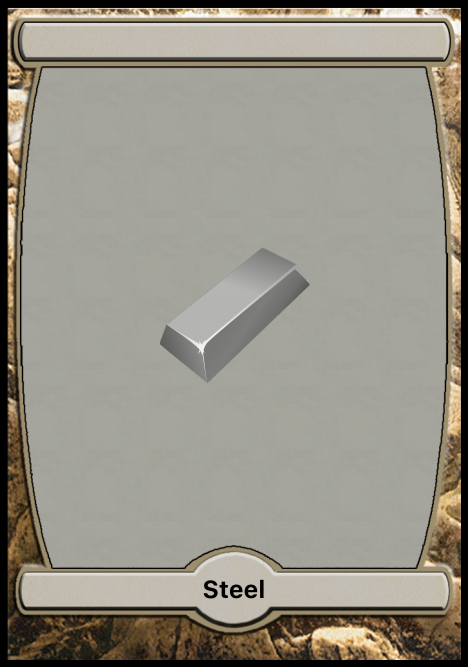
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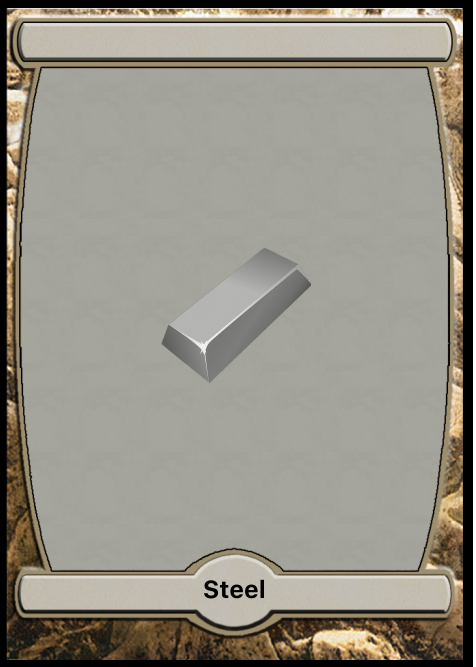
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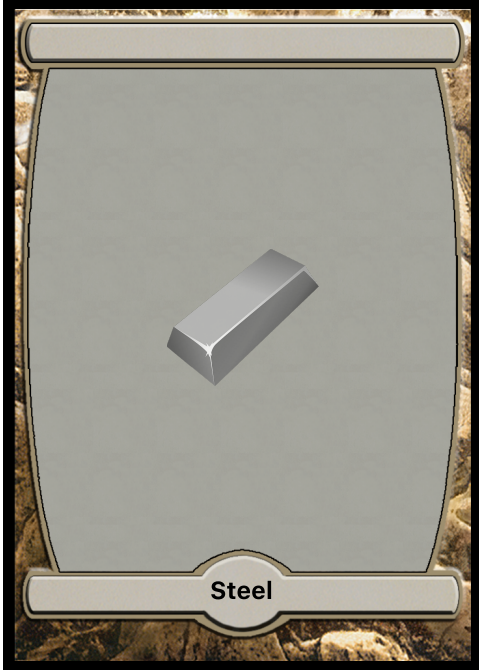
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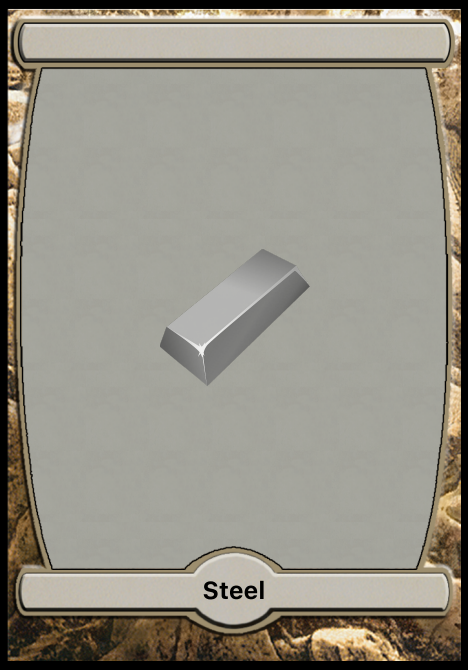
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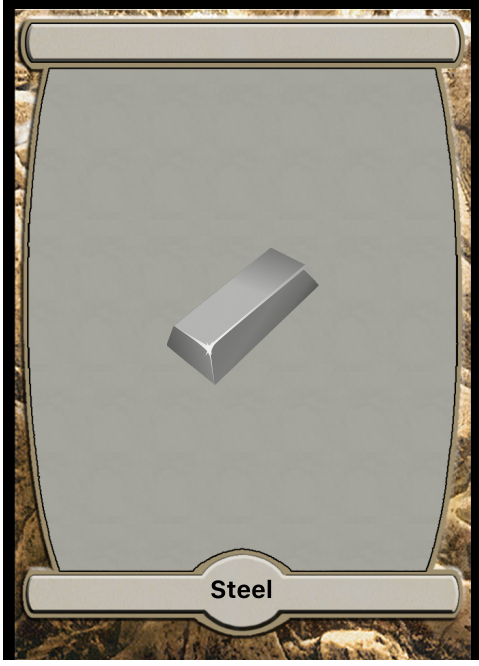
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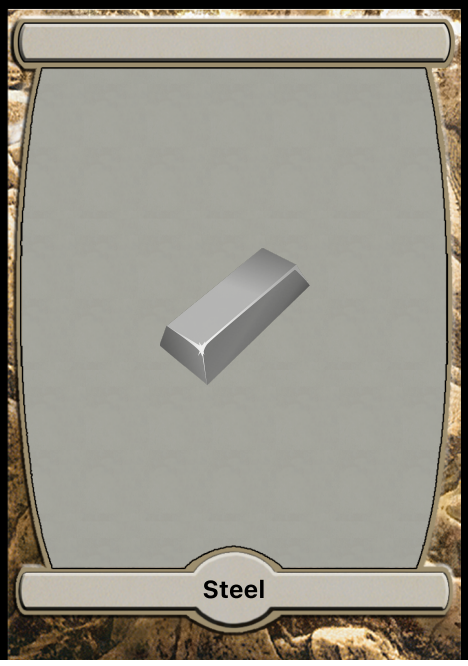
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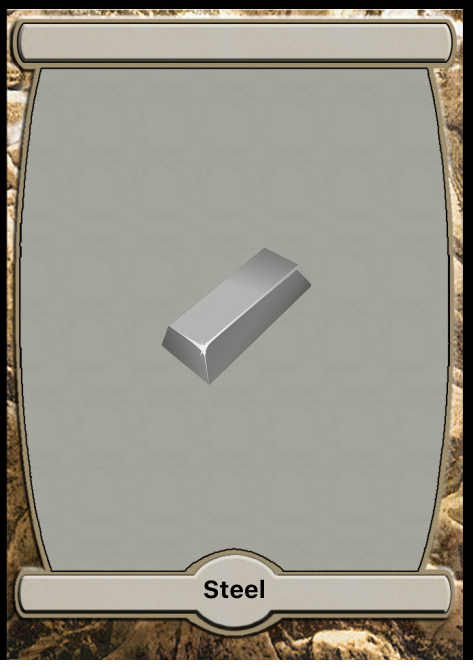
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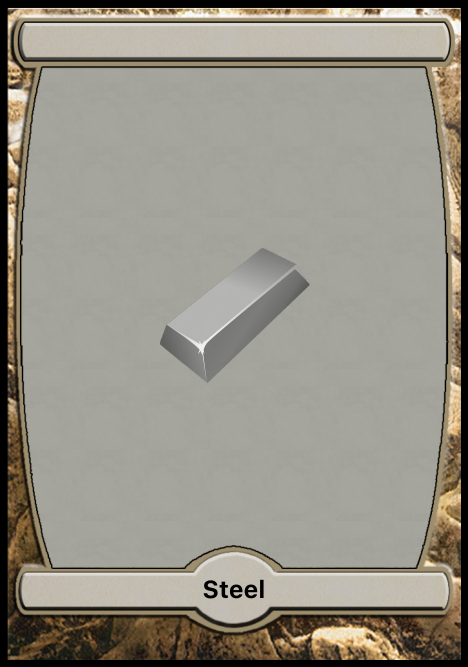
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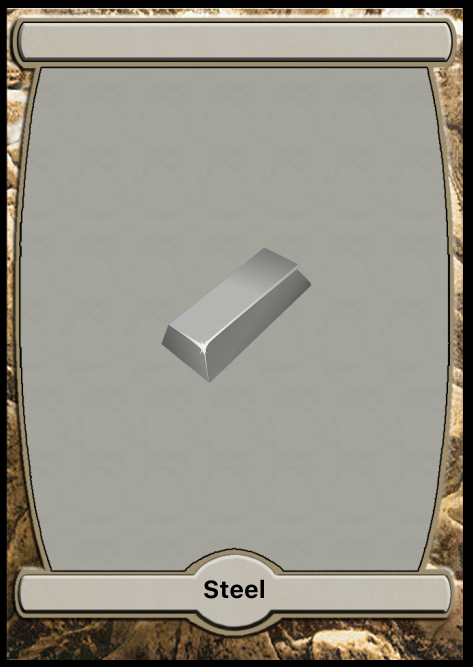
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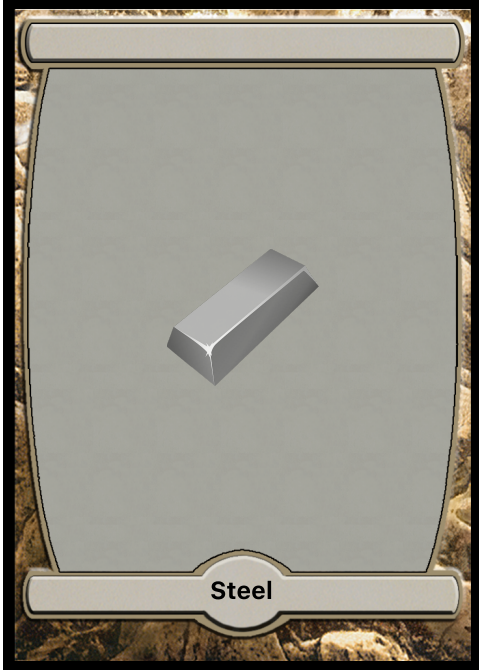
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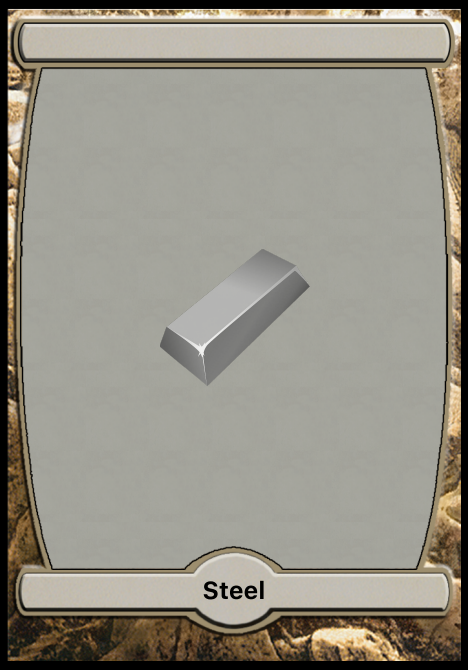
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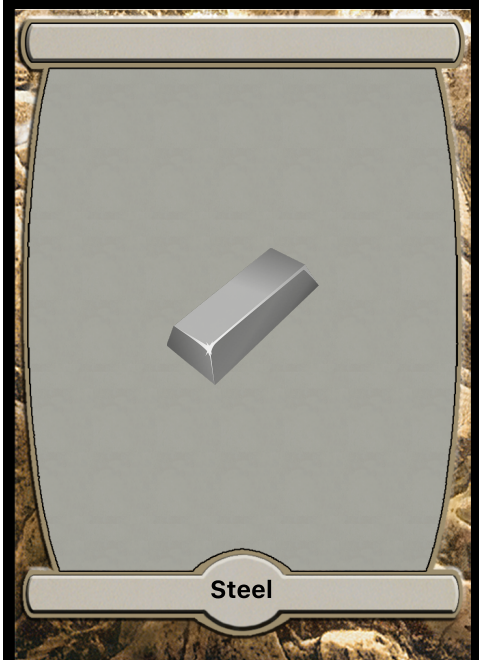
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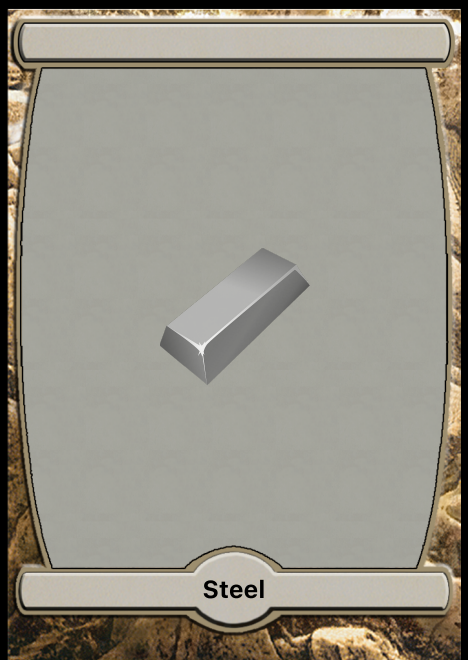
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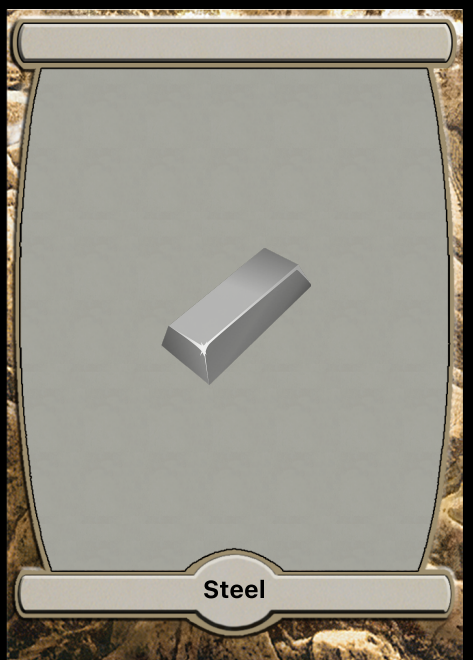
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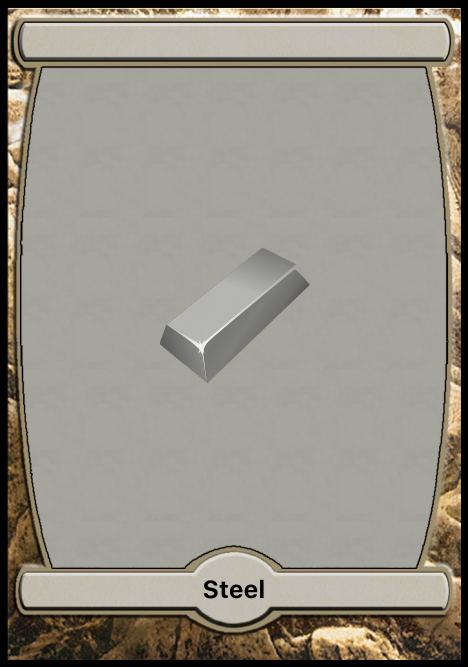
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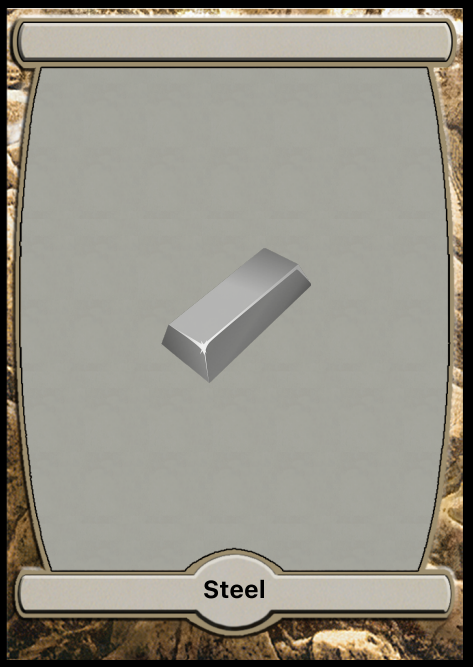
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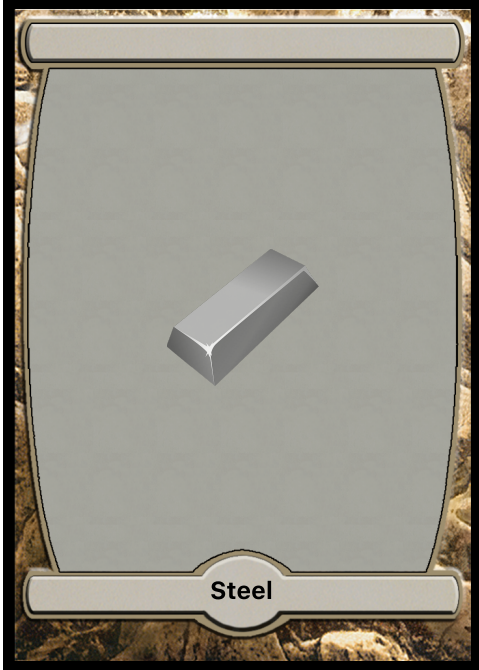
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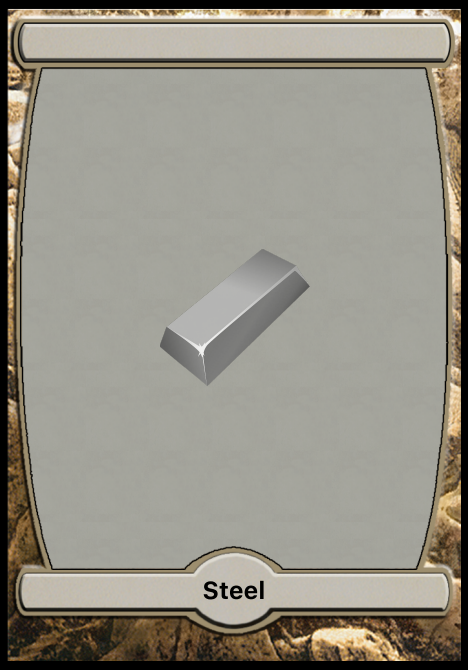
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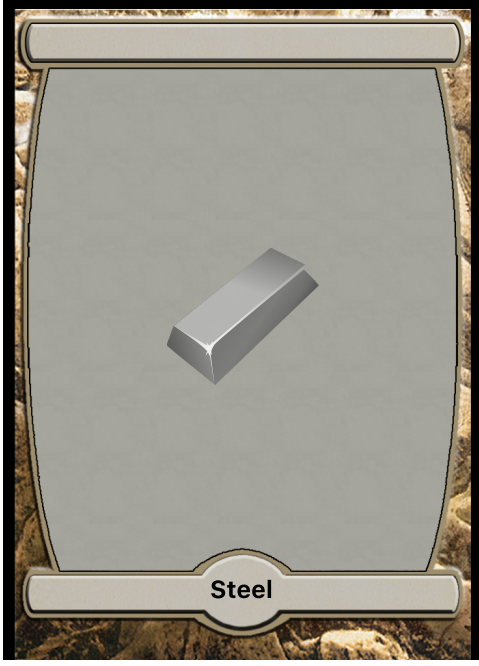
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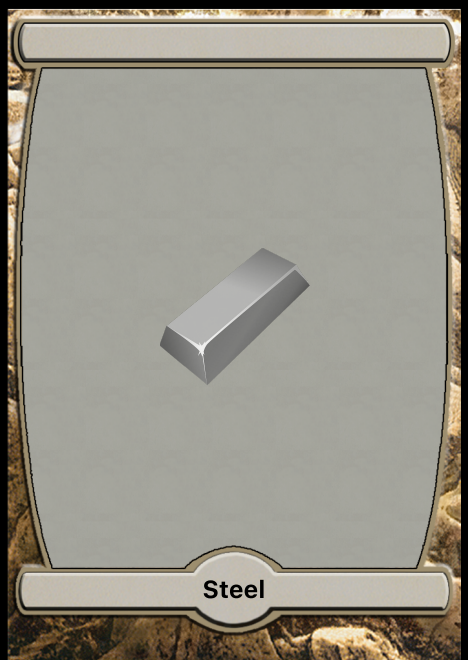
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Builder
I need 5, I won't pay more than 8 each.

Builder
I need 4, I won't pay more than 8 each.

Builder
I need 5, I won't pay more than 8 each.

Mason
I need 4, I won't pay more than 10 each.

Mason
I need 3, I won't pay more than 9 each.

Mason
I need 4, I won't pay more than 9 each.

Blacksmith

I need 2 🧱, I won't pay more than 23 🟡 each.

Blacksmith

I need 2 🧱, I won't pay more than 19 🟡 each.

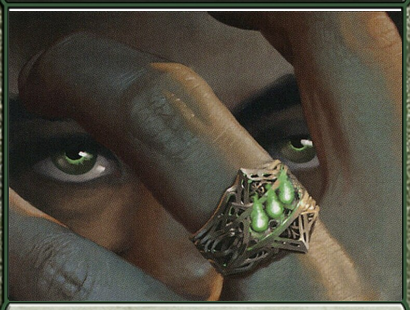
Blacksmith

I need 2 🧱, I won't pay more than 25 🟡 each.

Jeweler

I need 1 💎, I won't pay more than 32 🟡 each.

Jeweler



I need 2 💎, I won't pay more than 42 🟡 each.

Jeweler

I need 2 💎, I won't pay more than 33 🟡 each.

Builder

I need 7 🪵, I won't pay more than 10 🟡 each.

Builder

I need 7 🪵, I won't pay more than 8 🟡 each.

Builder

I need 6 🪵, I won't pay more than 8 🟡 each.

Mason

I need 6 🪨, I won't pay more than 10 🟡 each.

Mason

I need 5 🪨, I won't pay more than 11 🟡 each.

Mason

I need 6 🪨, I won't pay more than 12 🟡 each.

Blacksmith

I need 3 🧱, I won't pay more than 27 🟡 each.

Blacksmith

I need 3 🧱, I won't pay more than 32 🟡 each.

Blacksmith

I need 3 🧱, I won't pay more than 26 🟡 each.

Jeweler

I need 3 💎, I won't pay more than 44 🟡 each.

Jeweler

I need 2 💎, I won't pay more than 49 🟡 each.

Jeweler

I need 2 💎, I won't pay more than 45 🟡 each.

Builder

I need 10 🧱, I won't pay more than 11 🟡 each.

Builder

I need 9 🧱, I won't pay more than 9 🟡 each.

Builder

I need 11 🧱, I won't pay more than 9 🟡 each.

Mason

I need 9 🪨, I won't pay more than 11 🟡 each.

Mason

I need 8 🪨, I won't pay more than 10 🟡 each.

Mason

I need 6 🪨, I won't pay more than 10 🟡 each.

Blacksmith

I need 4 ⚒, I won't pay more than 23 🟡 each.

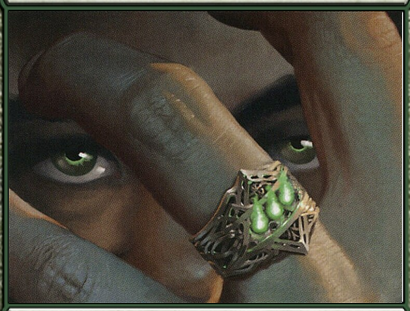
Blacksmith

I need 4 ⚒, I won't pay more than 29 🟡 each.

Blacksmith

I need 5 ⚒, I won't pay more than 25 🟡 each.

Jeweler

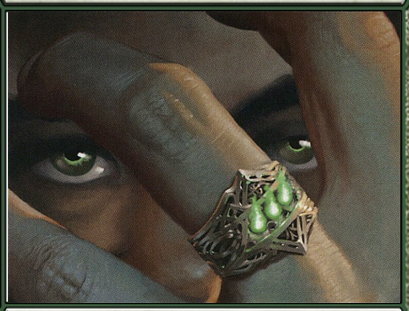


I need 3 💎, I won't pay more than 51 🪙 each.

Jeweler

I need 3 💎, I won't pay more than 48 🪙 each.

Jeweler



I need 3 💎, I won't pay more than 39 🪙 each.

Builder

I need 12 🪵, I won't pay more than 11 🪙 each.

Builder

I need 12 🪵, I won't pay more than 9 🪙 each.

Builder

I need 12 🪵, I won't pay more than 10 🪙 each.

Mason

I need 9 🪨, I won't pay more than 12 🪙 each.

Mason

I need 11 🪨, I won't pay more than 9 🪙 each.

Mason

I need 10 🪨, I won't pay more than 11 🪙 each.

Blacksmith

I need 4 🧱, I won't pay more than 28 🟡 each.

Blacksmith

I need 6 🧱, I won't pay more than 33 🟡 each.

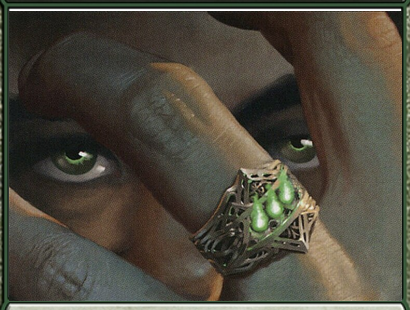
Blacksmith

I need 5 🧱, I won't pay more than 28 🟡 each.

Jeweler

I need 4 💎, I won't pay more than 40 🟡 each.

Jeweler



I need 3 💎, I won't pay more than 49 🟡 each.

Jeweler

I need 4 💎, I won't pay more than 51 🟡 each.

Builder

I have 5 🪵 for sale, I won't sell for less than 5 🟡 each.

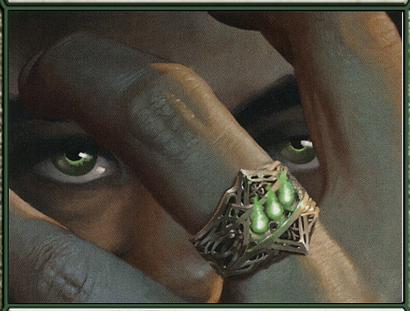
Mason

I have 4 🪨 for sale, I won't sell for less than 5 🟡 each.

Blacksmith

I have 1 🧱 for sale, I won't sell for less than 11 🟡 each.

Jeweler



I have 1 💎 for sale, I won't sell for less than 18 🟡 each.

Builder

I have 7 🪵 for sale, I won't sell for less than 4 🟡 each.

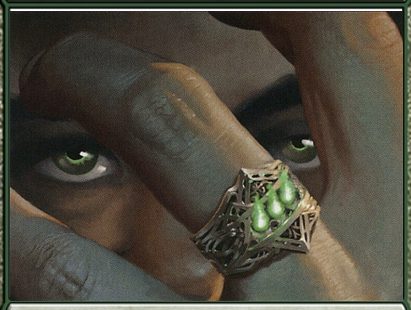
Mason

I have 6 🪨 for sale, I won't sell for less than 4 🟡 each.

Blacksmith

I have 2 🧱 for sale, I won't sell for less than 11 🟡 each.

Jeweler



I have 2 💎 for sale, I won't sell for less than 10 🟡 each.

Builder

I have 9 🪵 for sale, I won't sell for less than 3 🟡 each.

Mason

I have 8 🪨 for sale, I won't sell for less than 4 🟡 each.

Blacksmith

I have 3 🧱 for sale, I won't sell for less than 7 🟡 each.

Jeweler

I have 3 💎 for sale, I won't sell for less than 14 🟡 each.

Builder

I have 12 🪵 for sale, I won't sell for less than 4 🪙 each.

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Mason

I have 10 🪨 for sale, I won't sell for less than 4 🪙 each.

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Blacksmith

I have 4 🔩 for sale, I won't sell for less than 11 🪙 each.

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Jeweler

I have 3 💎 for sale, I won't sell for less than 13 🪙 each.

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You must reveal this after trading. You may not take any actions this work phase.
For each auction, you may, before it occurs, send one order that will be executed immediately (the townsperson must still be willing to trade at your price).
Every time you provide the full size to a townsperson, gain 12 🪙.

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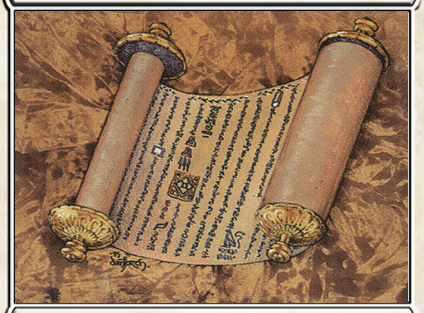

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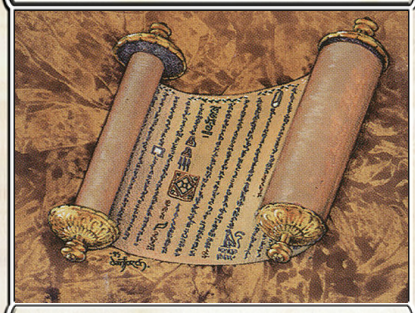

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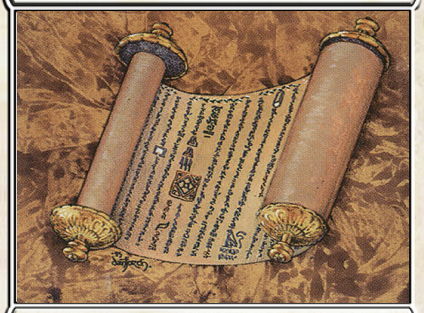

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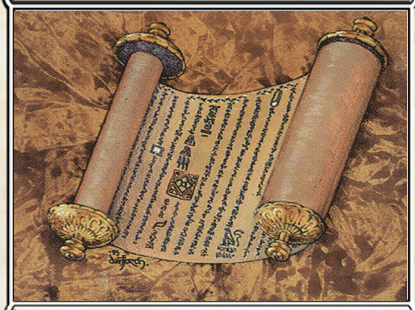

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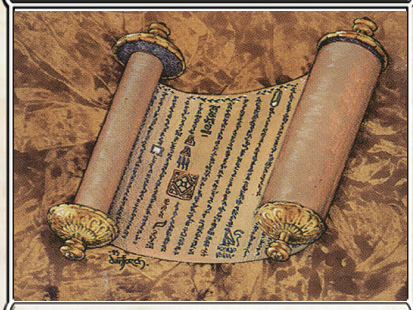

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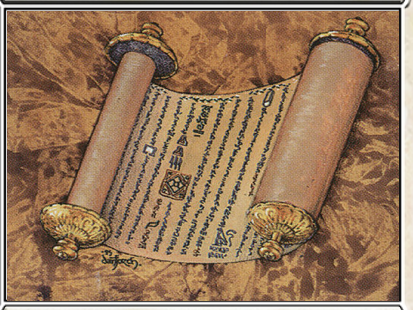

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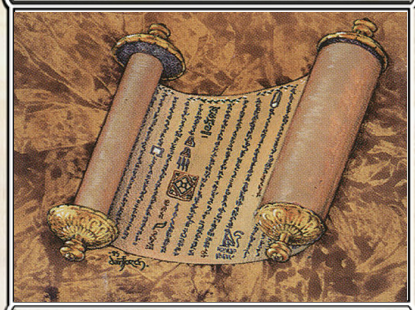

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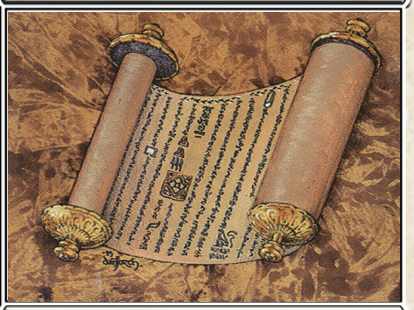

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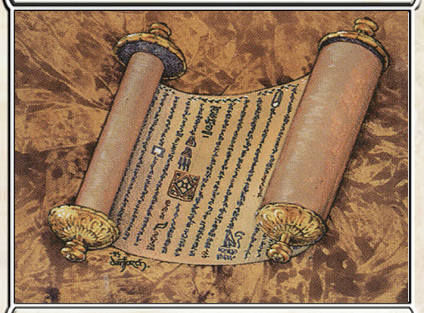

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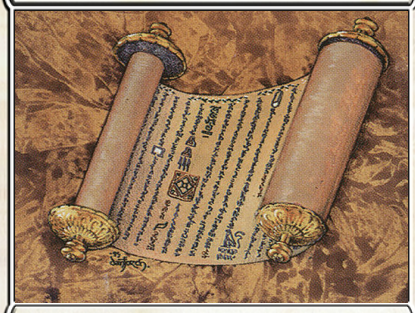

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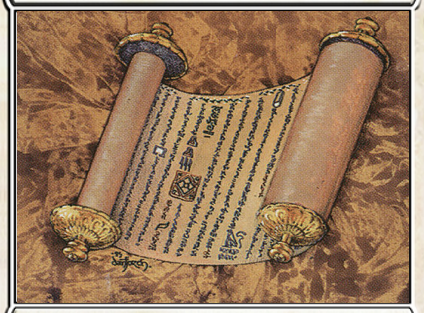

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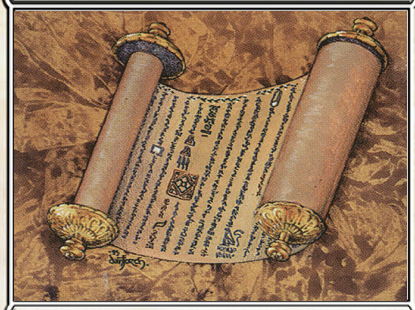

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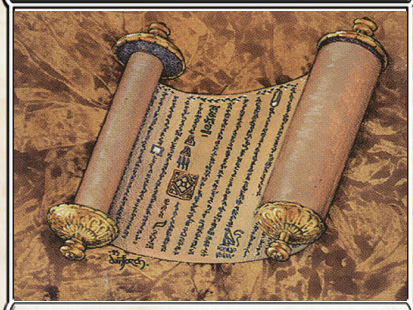

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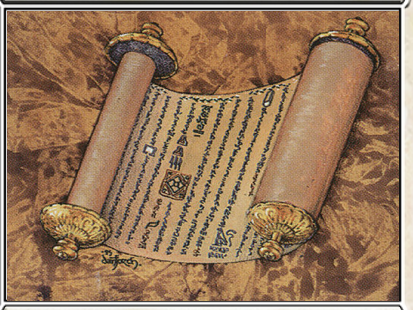

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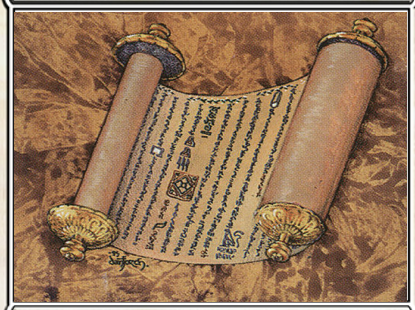

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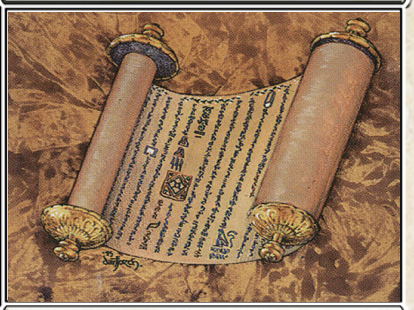

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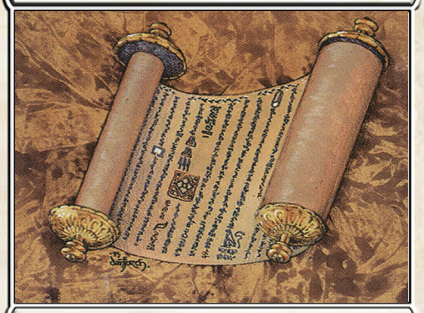

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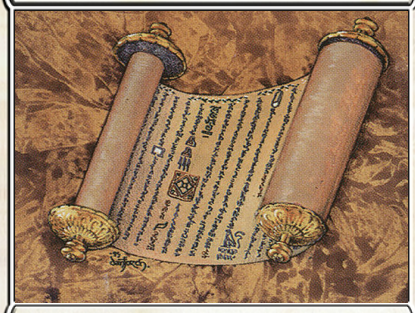

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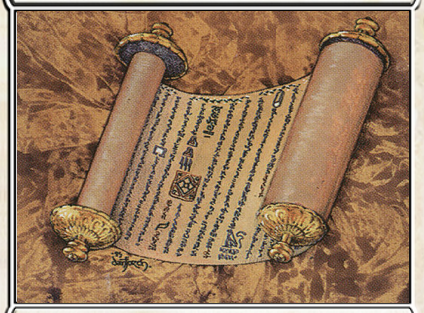

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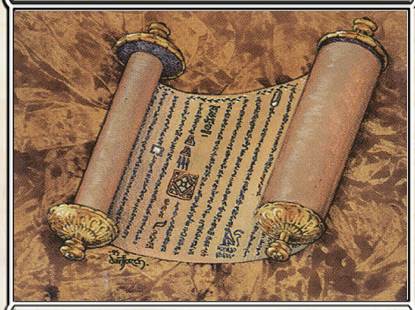

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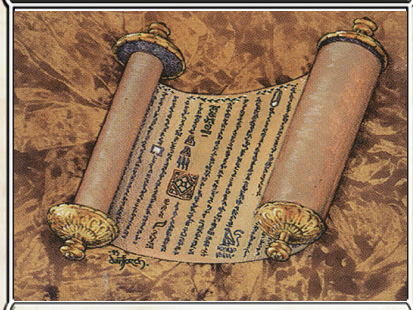

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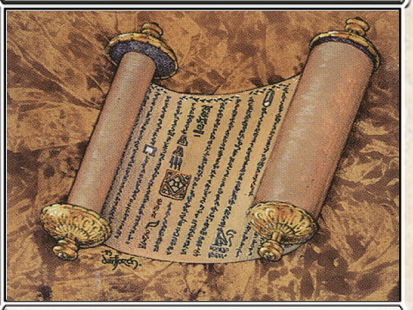

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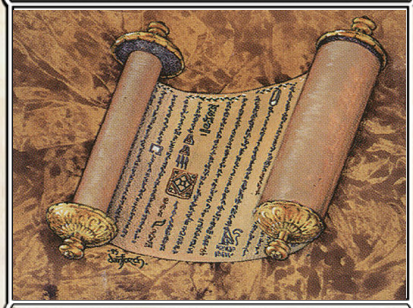

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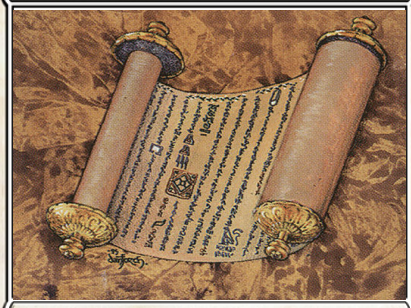

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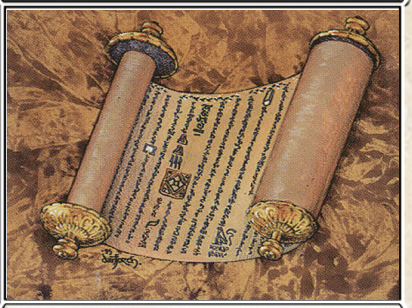

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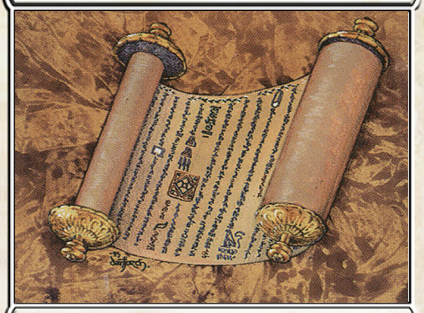

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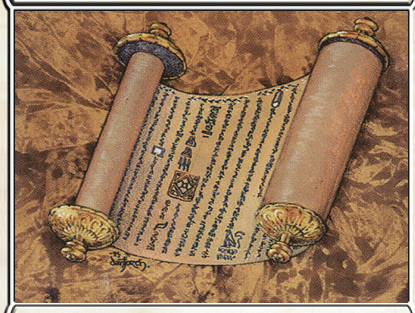

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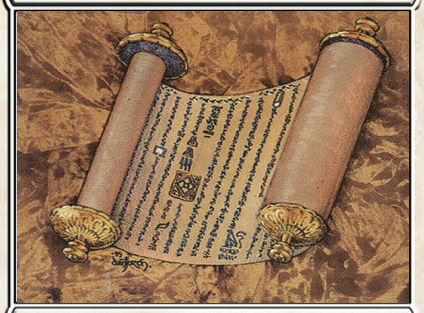

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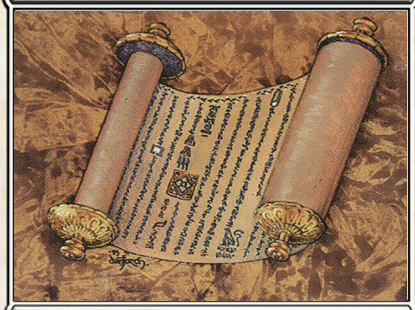

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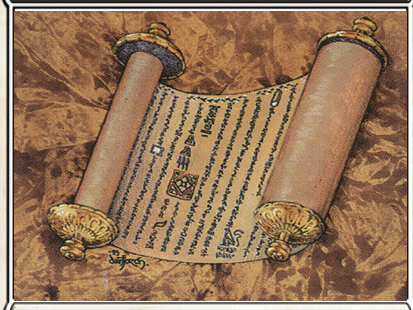

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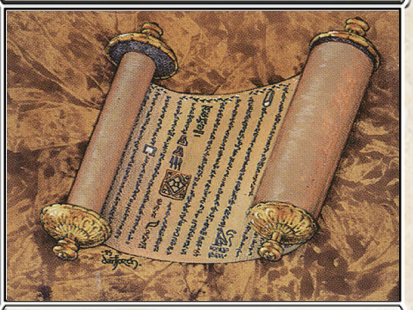

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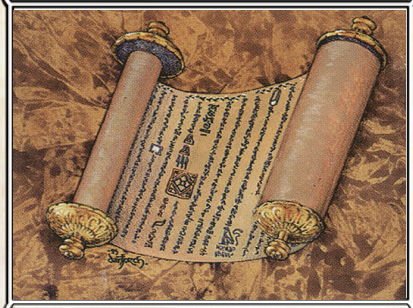

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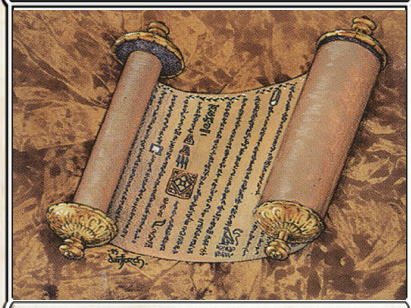

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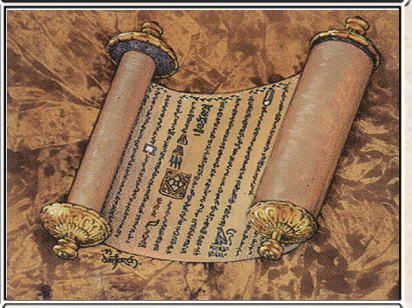

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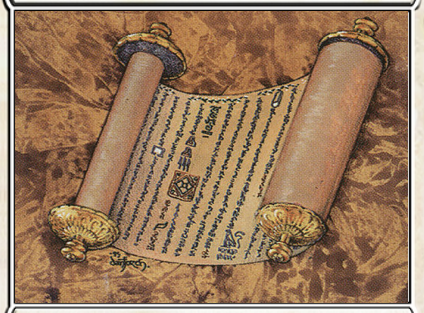

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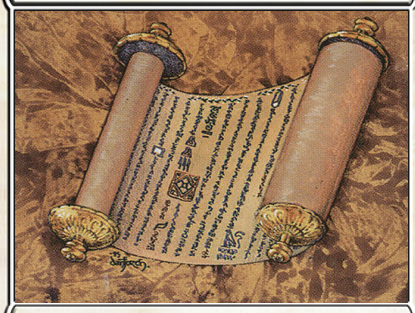

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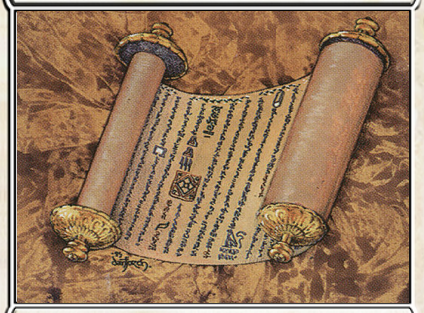

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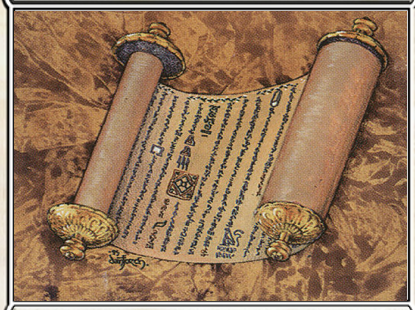

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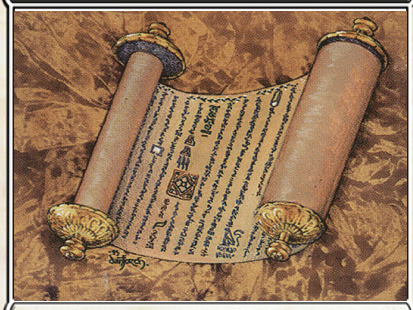

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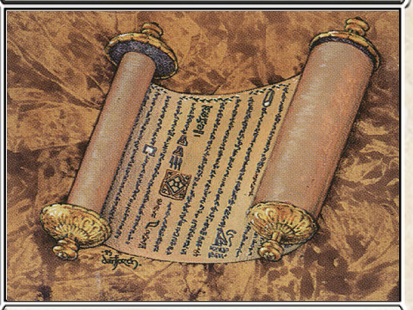

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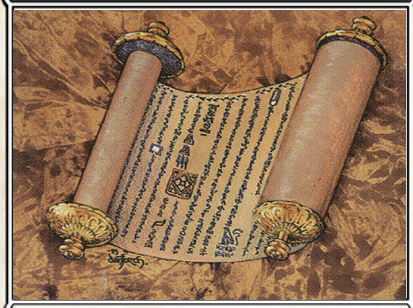

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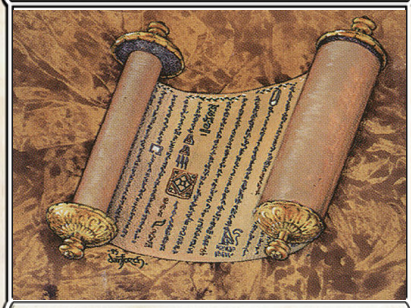

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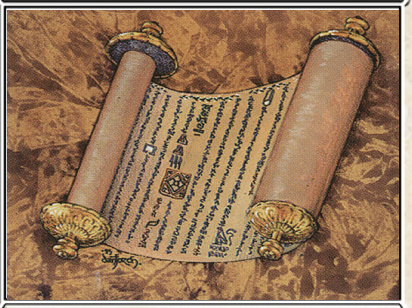

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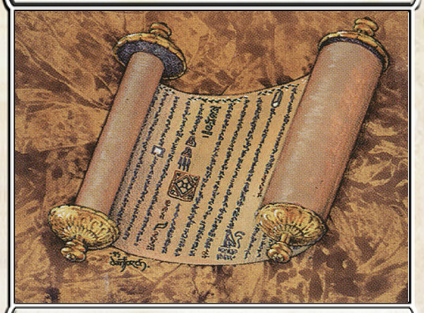

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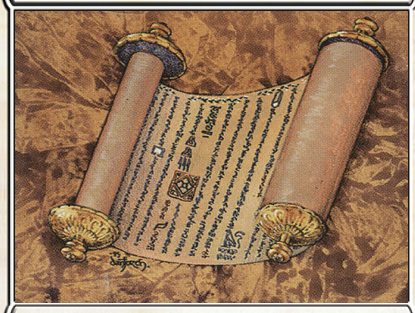

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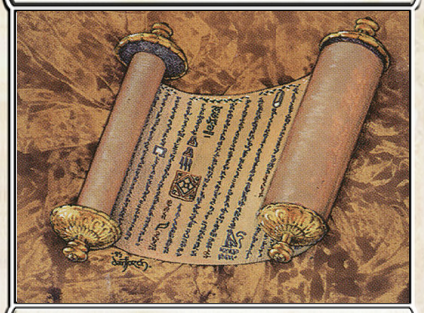

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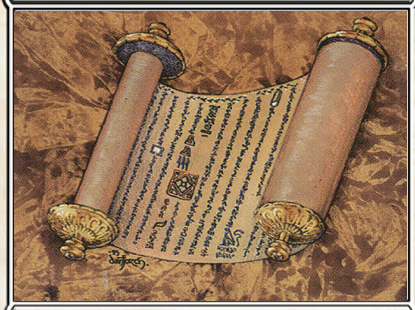

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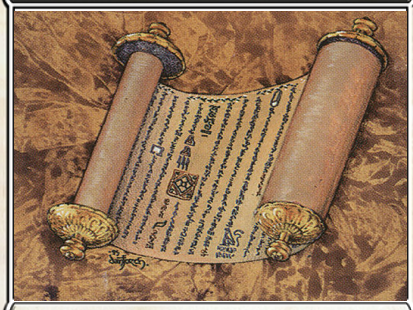

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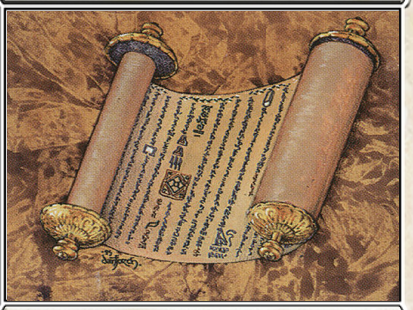

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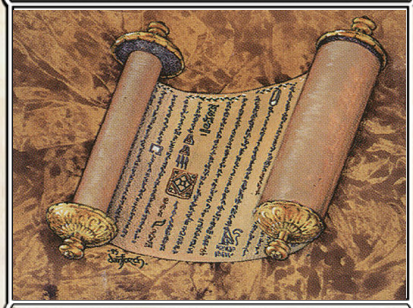

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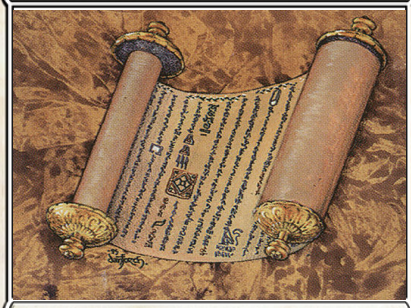

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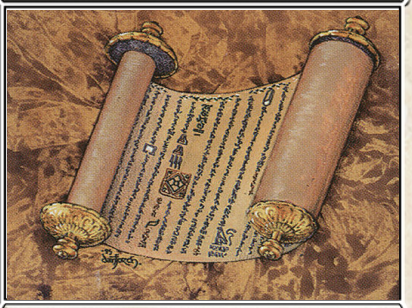

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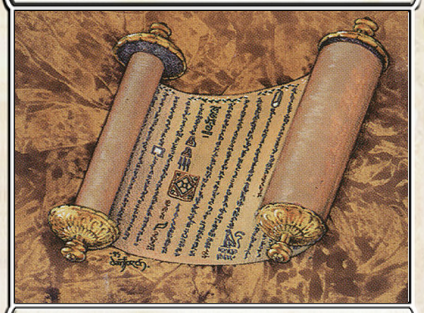

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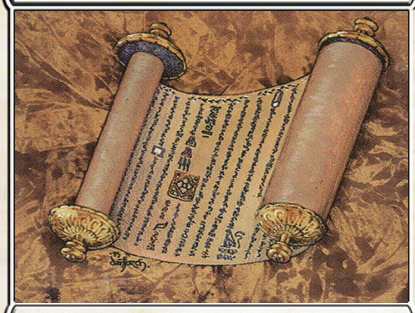

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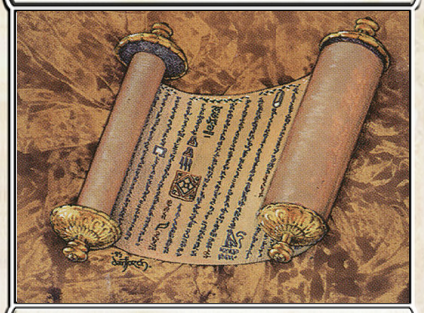

When discarding, you may sell 2💎 for 32🟡 each.

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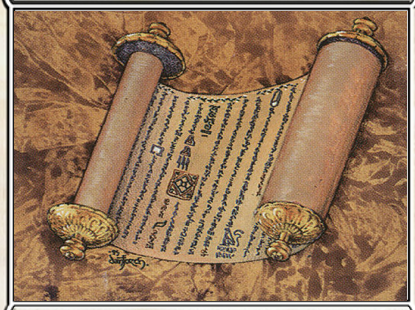

When discarding, you may sell 3💎 for 26🟡 each.

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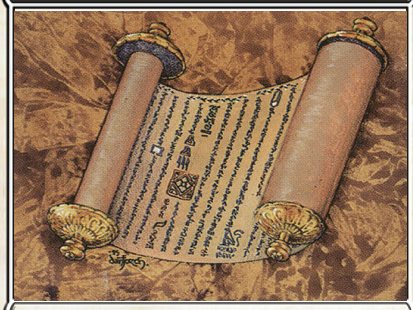

When discarding, you may sell 2💎 for 27🟡 each.

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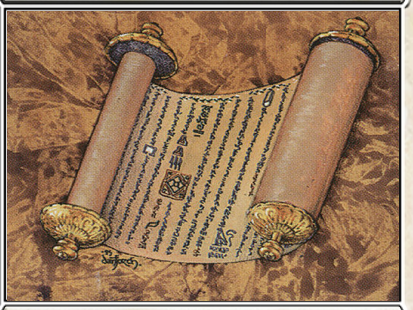

When discarding, you may sell 2💎 for 24🟡 each.

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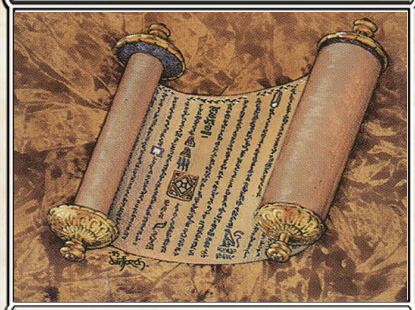

When discarding, you may sell 2💎 for 26🟡 each.

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When discarding, you may sell 2💎 for 25🟡 each.

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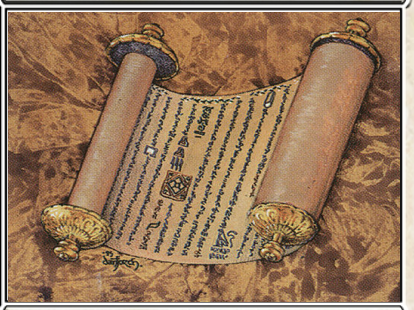

When discarding, you may sell 2💎 for 27🟡 each.

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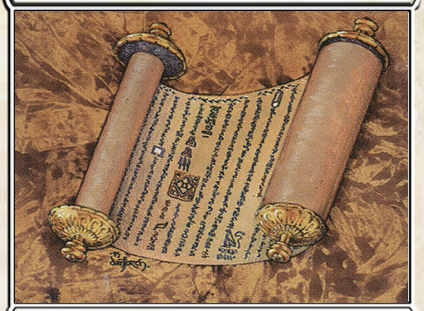

When discarding, you may sell 2💎 for 27🪙 each.

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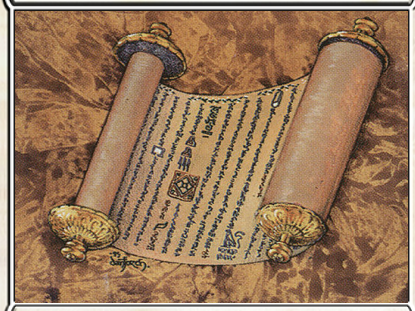

When discarding, you may sell 1💎 for 28🪙 each.

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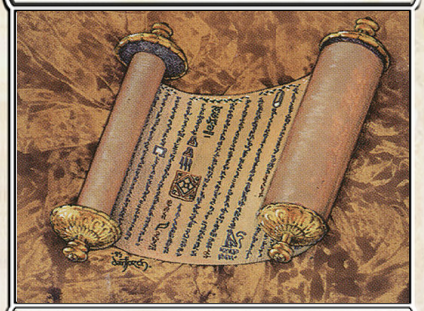

When discarding, you may sell 2💎 for 31🪙 each.

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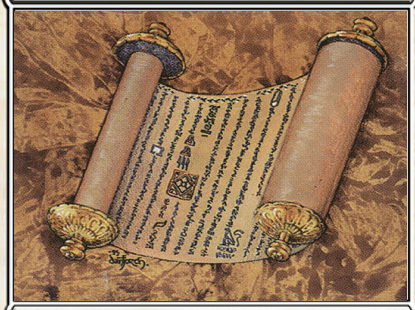

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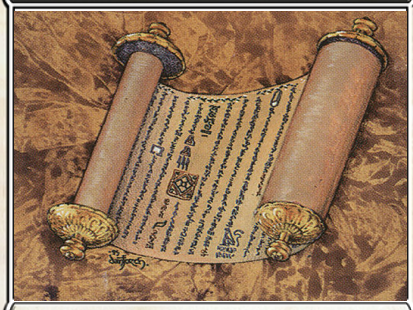

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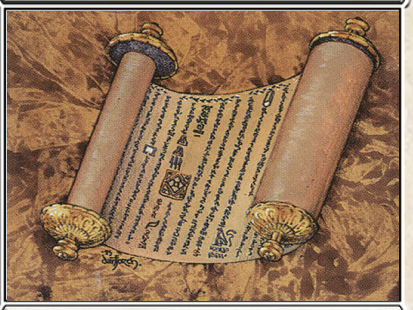

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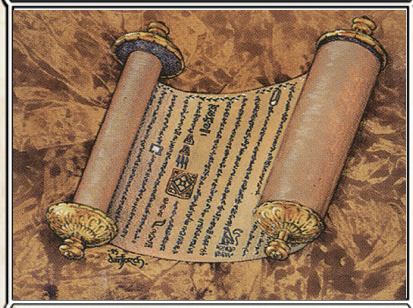

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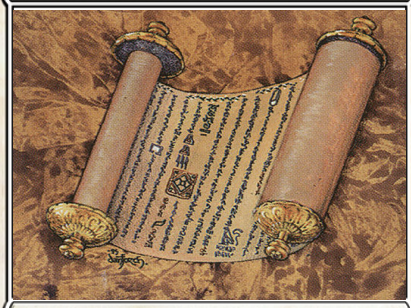

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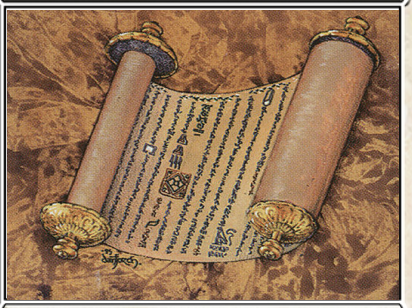

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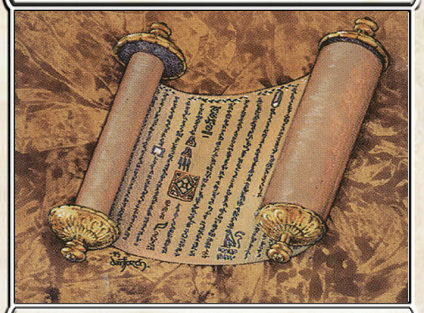

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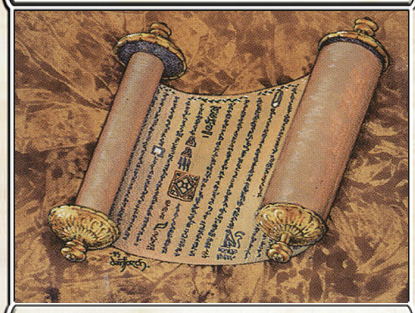

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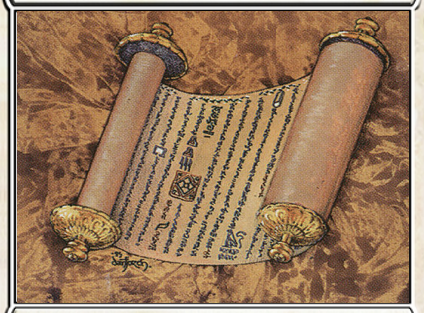

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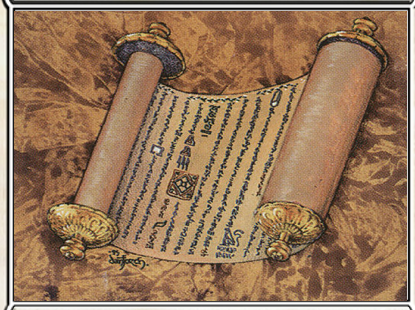

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Auctioneer 51 🟡 🪵 🪨 🪵 💎

3 🪵 ⇒ 3 🟡 each
2 🪨 ⇒ 3 🟡 each
1 🪵 ⇒ 7 🟡 each
1 💎 ⇒ 12 🟡 each

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Auctioneer 70 🟡 🪵 🪨 🪵 💎

3 🪵 ⇒ 2 🟡 each
2 🪨 ⇒ 3 🟡 each
1 🪵 ⇒ 8 🟡 each
1 💎 ⇒ 7 🟡 each

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Auctioneer 64 🟡 🪵 🪨 🪵 💎

2 🪵 ⇒ 2 🟡 each
3 🪨 ⇒ 3 🟡 each
1 🪵 ⇒ 8 🟡 each
1 💎 ⇒ 9 🟡 each

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Auctioneer 61 🟡 🪵 🪨 🪵 💎

3 🪵 ⇒ 3 🟡 each
2 🪨 ⇒ 3 🟡 each
1 🪵 ⇒ 7 🟡 each
1 💎 ⇒ 10 🟡 each

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Auctioneer 60 🟡 🪵 🪨 🪵 💎

3 🪵 ⇒ 2 🟡 each
2 🪨 ⇒ 3 🟡 each
1 🪵 ⇒ 8 🟡 each
1 💎 ⇒ 9 🟡 each

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Lapidary 163 🟡 1 🪨 1 💎

1 🟤 9 🟡 ⇒ 1 💎

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Lapidary 135 🟡 1 🪨 1 💎

1 🟤 7 🟡 ⇒ 1 💎

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Lapidary 172 🟡 1 🪨 1 💎

1 🟤 6 🟡 ⇒ 1 💎

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Lapidary 171 🟡 1 🪨 1 💎

1 🟤 7 🟡 ⇒ 1 💎

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Lapidary 138 🟡 1 🪨 1 💎

1 🟤 8 🟡 ⇒ 1 💎

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Lapidary 217 🟡 1 🪨 2 💎

1 🟤 16 🟡 ⇒ 2 💎

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Lapidary 243 🟡 1 🪨 2 💎

1 🟤 18 🟡 ⇒ 3 💎

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Lapidary 274 🟡 1 🪨 2 💎

2 🟤 16 🟡 ⇒ 2 💎

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Lapidary 226 🟡 1 🪨 2 💎

1 🟤 14 🟡 ⇒ 2 💎

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Lapidary 305 1 2

1 17 ⇒ 2

Lapidary 356 2 3

3 22 ⇒ 3

Lapidary 381 1 3

2 23 ⇒ 4

Lapidary 409 1 2

2 20 ⇒ 4

Lapidary 323 1 4

2 20 ⇒ 4

Lapidary 312 1 3

2 19 ⇒ 4

Lumberjack 29 1

2 ⇒ 1

Lumberjack 27 1

3 ⇒ 1

Lumberjack 31 1

3 ⇒ 1

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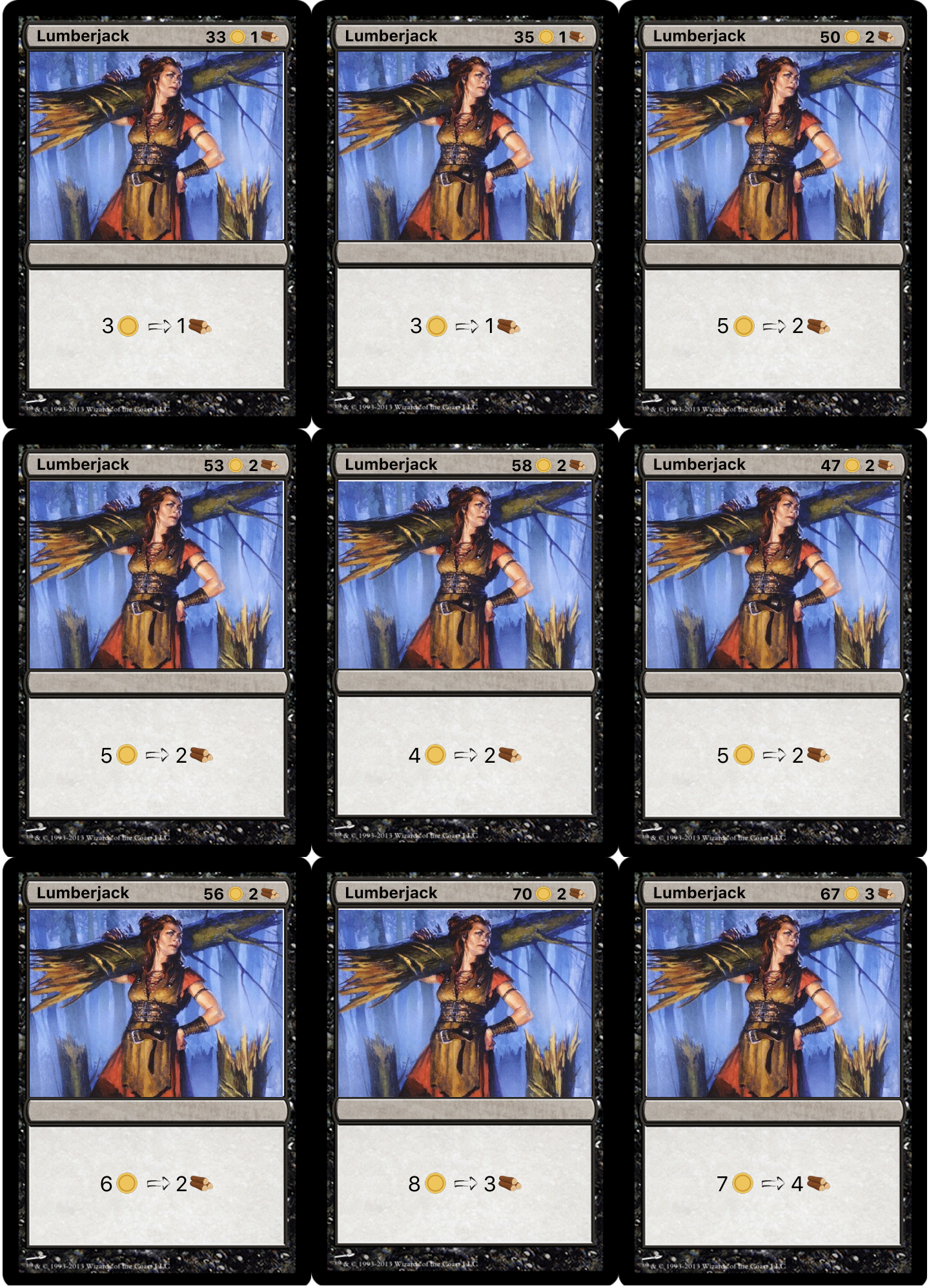
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3 => 1
Lumberjack 35 1
3 => 1
Lumberjack 50 2
5 => 2
Lumberjack 53 2
5 => 2
Lumberjack 58 2
4 => 2
Lumberjack 47 2
5 => 2
Lumberjack 56 2
6 => 2
Lumberjack 70 2
8 => 3
Lumberjack 67 3
7 => 4

Lumberjack 65 3

8 ⇒ 4

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Lumberjack 68 2

7 ⇒ 4

™ & © 1993-2013 Wizards of the Coast LLC

Lumberjack 68 3

7 ⇒ 5

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Miner 38 1

3 ⇒ 1

™ & © 1993-2013 Wizards of the Coast LLC

Miner 33 1

2 ⇒ 1

™ & © 1993-2013 Wizards of the Coast LLC

Miner 44 1

3 ⇒ 1

™ & © 1993-2013 Wizards of the Coast LLC

Miner 26 1

2 ⇒ 1

™ & © 1993-2013 Wizards of the Coast LLC

Miner 47 1

3 ⇒ 1

™ & © 1993-2013 Wizards of the Coast LLC

Miner 58 2

6 ⇒ 2

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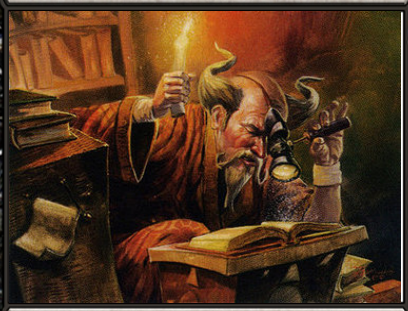
Miner 62 2
6 => 2
Miner 55 2
7 => 2
Miner 61 2
7 => 2
Miner 56 2
6 => 2
Miner 89 3
8 => 3
Miner 98 3
9 => 3
Miner 83 3
10 => 3
Miner 89 3
10 => 4
Miner 80 3
10 => 3

Scholar 12 1



1 4 ⇒ draw 1 research card

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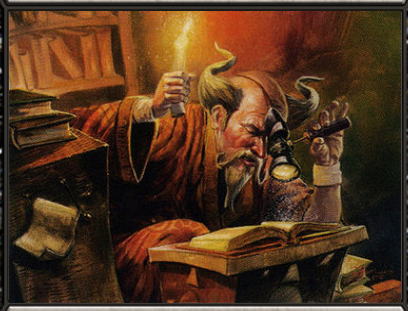
Scholar 14 1



1 4 ⇒ draw 1 research card

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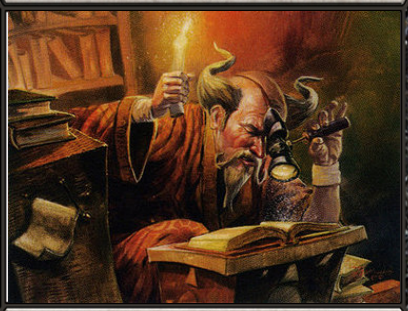
Scholar 17 1



1 4 ⇒ draw 1 research card

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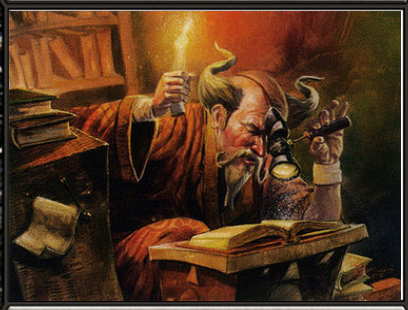
Scholar 14 1



1 3 ⇒ draw 1 research card

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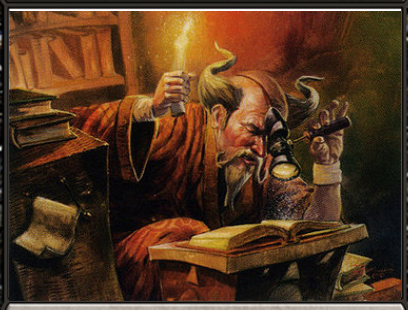
Scholar 16 1



1 4 ⇒ draw 1 research card

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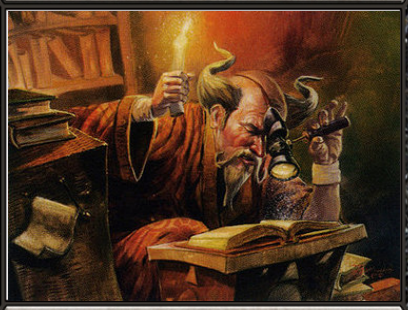
Scholar 36 2



3 8 ⇒ draw 1 research cards

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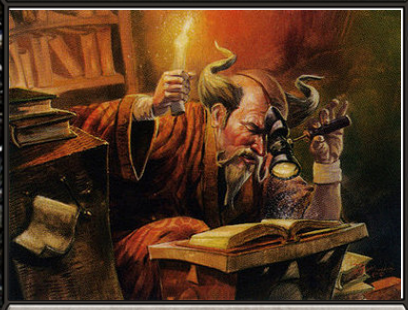
Scholar 41 2



2 14 ⇒ draw 2 research cards

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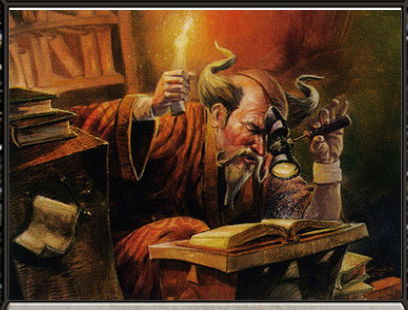
Scholar 36 2



3 10 ⇒ draw 2 research cards

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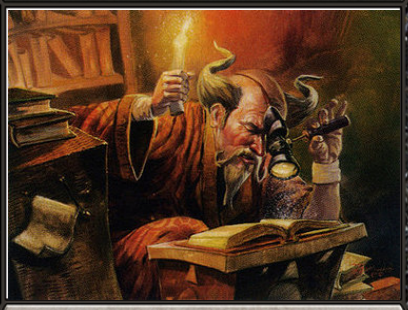
Scholar 41 2



3 10 ⇒ draw 2 research cards

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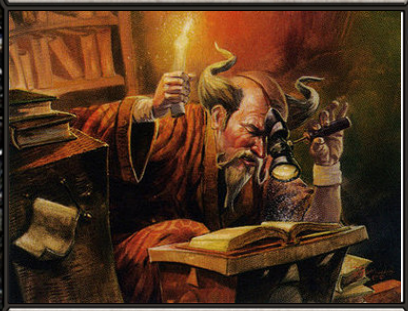
Scholar 43 3



3 12 => draw 2 research cards

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Smelter 104 1 1

1 3 => 1

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Smelter 103 1 1

1 3 => 1

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Smelter 122 1 1

1 3 => 1

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Smelter 122 1 1

1 3 => 1

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Smelter 114 1 1

1 3 => 1

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Smelter 163 1 2

1 5 => 2

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Smelter 171 1 2

2 6 => 3

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Smelter 202 1 2

2 7 => 3

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Smelter 199 1 2

2 7 => 3

Smelter 193 1 2

2 5 => 2

Smelter 297 1 3

3 7 => 5

Smelter 287 1 3

3 9 => 3

Smelter 261 2 3

3 9 => 3

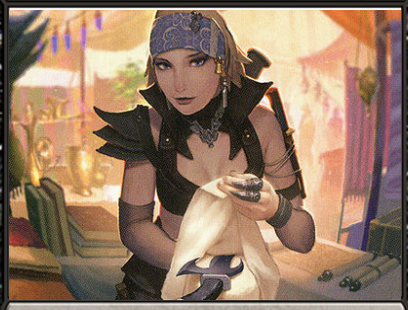
Smelter 261 2 3

3 10 => 3

Smelter 276 1 3

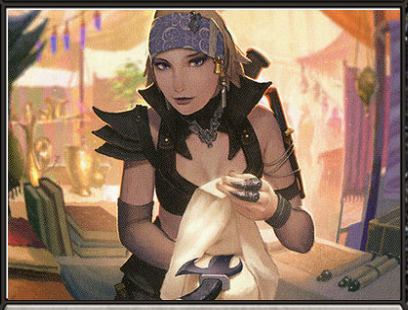
3 9 => 3

Trader 15 6



Discard 1 resource card => draw 1 resource card

Trader 15 7



Discard 1 resource card => draw 1 resource card

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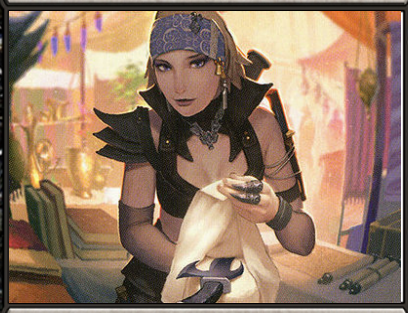
Trader 18 6



Discard 1 resource card ⇒ draw 1 resource card

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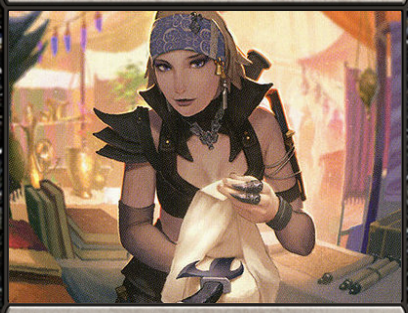
Trader 39 12



Discard 2 resource cards ⇒ draw 2 resource cards

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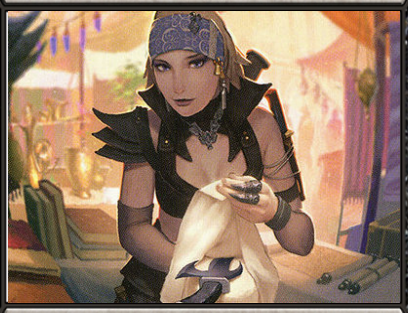
Trader 40 14



Discard 3 resource cards ⇒ draw 2 resource cards

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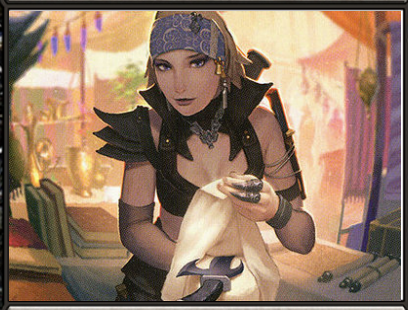
Trader 42 14



Discard 3 resource cards ⇒ draw 2 resource cards

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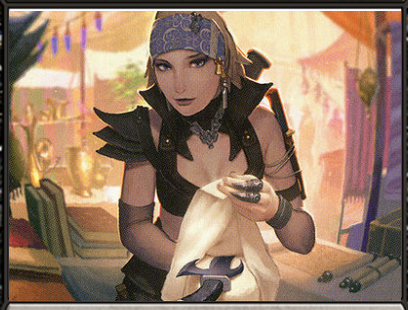
Trader 56 19



Discard 3 resource cards ⇒ draw 3 resource cards

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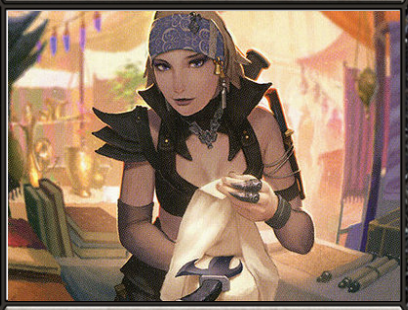
Trader 60 19



Discard 3 resource cards ⇒ draw 4 resource cards

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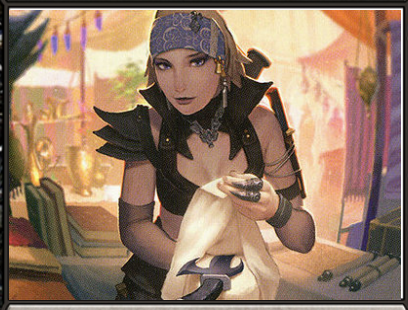
Trader 68 19



Discard 3 resource cards ⇒ draw 3 resource cards

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