



AAA (as an action): If there are any barbarians in the demand pile, you may swap one with a non-barbarian card from your hand.

When opening a business, pay 1 less gold.

When you would draw, you may draw the top card of the discard pile.

Warrior

Fertility

0

1

Scribe

0.8

If there's no food in the demand pile, +1 population.

Fertility

If there's no food in the demand pile, +1 population.

1

2

Archives

0.8

If there's no food in the demand pile, +1 population.

Fertility

1

2

0.8



Place 2g here. Whenever someone else opens a business, gain one of these.

Guard

Fertility

0

1

Skinner

0.8

If there's no food in the demand pile, +1 population.

Fertility

If there's no food in the demand pile, +1 population.

0

1

Tanner

0.8

If there's no food in the demand pile, +1 population.

Fertility

1

2

0.8



Place 2 cards from the next age under Alchemist without looking at them. When you would draw a card, draw one of these instead.

Alchemist

Early Trade

1

2

Shaman

0.8

Players providing hides: +1g

Early Trade

Players providing hides: +1g

1

2

Hunter

0.8

When opened: You may play an event as a free action.

Early Trade

0

1

0.8

Players providing hides: +1g



0



0



0