


























































<div>  </div> <div> <p>When discarding development cards, you may pay treasury 1g to add one to the demand pile.</p> </div> <div> <div>1 </div> <div>1 </div> </div> <div> <div>1  / 2 </div> </div> <div> <div>Powerbroker</div> </div>	<div>  </div> <div> <p>AAA (as an action): gain 2g from Farm. When farm is opened, place 8g on it. When discarded, discard the gold.</p> </div> <div> <div>1 </div> <div>1 </div> </div> <div> <div>1  / 2 </div> </div> <div> <div>Farmer</div> </div>	<div>  </div> <div> <p>If you trigger an event with food demand, gain 2g.</p> </div> <div> <div>1 </div> <div>1 </div> </div> <div> <div>1  / 2 </div> </div> <div> <div>Trapper</div> </div>
<div> <div>Early Trade</div> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0 </div> </div> <div> <div>0</div> </div> <div> <div></div> </div>	<div> <div>Early Trade</div> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0 </div> </div> <div> <div>0</div> </div> <div> <div></div> </div>	<div> <div>Early Trade</div> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0 </div> </div> <div> <div>0</div> </div> <div> <div></div> </div>
<div>  </div> <div> <p>Selling a business is a free action.</p> </div> <div> <div>1 </div> </div> <div> <div>0  / 0 </div> </div> <div> <div>Hut Builder</div> </div>	<div>  </div> <div> <p>Selling a business is a free action.</p> </div> <div> <div>1 </div> </div> <div> <div>0  / 0 </div> </div> <div> <div>Hut Builder</div> </div>	<div>  </div> <div> <p>When sold, draw 2.</p> </div> <div> <div>1 </div> </div> <div> <div>0  / 0 </div> </div> <div> <div>Astrologer</div> </div>
<div> <div>Early Trade</div> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0 </div> </div> <div> <div>0</div> </div> <div> <div></div> </div>	<div> <div>Early Trade</div> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0 </div> </div> <div> <div>0</div> </div> <div> <div></div> </div>	<div> <div>Early Trade</div> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0 </div> </div> <div> <div>0</div> </div> <div> <div></div> </div>
<div>  </div> <div> <p>EOTA (end of the age): earn 1g from a player who does not produce food.</p> </div> <div> <div>1 </div> </div> <div> <div>0  / 0 </div> </div> <div> <div>Baker</div> </div>	<div>  </div> <div> <p>You may examine the current event deck.</p> </div> <div> <div>1 </div> </div> <div> <div>1  / 2 </div> </div> <div> <div>Seer</div> </div>	<div>  </div> <div> <p>You may examine the future event deck.</p> </div> <div> <div>1 </div> </div> <div> <div>0  / 0 </div> </div> <div> <div>Philosopher</div> </div>
<div> <div>Early Trade</div> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0 </div> </div> <div> <div>0</div> </div> <div> <div></div> </div>	<div> <div>Early Trade</div> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0 </div> </div> <div> <div>0</div> </div> <div> <div></div> </div>	<div> <div>Early Trade</div> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0 </div> </div> <div> <div>0</div> </div> <div> <div></div> </div>