





































<div>  </div> <div> <div>AAA (as an action): replace the bottom demand card with one in your hand. Obsolete after I.</div> <div>0  / 0 </div> </div> <div> <div>Warrior</div> </div>	<div>  </div> <div> <div>When discarding development cards, you may pay treasury 1g to add one to the demand pile.</div> <div>1  / 2 </div> </div> <div> <div>Powerbroker</div> </div>	<div>  </div> <div> <div>When you would draw, you may draw the top card of the discard pile instead. This ability ends after age III.</div> <div>0  / 1 </div> </div> <div> <div>Archivist</div> </div>
<div>  </div> <div> <div>If there's no food in the demand pile, +1 population.</div> <div>0</div> </div> <div> <div>Fertility</div> </div>	<div>  </div> <div> <div>If there's no food in the demand pile, +1 population.</div> <div>0</div> </div> <div> <div>Fertility</div> </div>	<div>  </div> <div> <div>If there's no food in the demand pile, +1 population.</div> <div>0</div> </div> <div> <div>Fertility</div> </div>
<div>  </div> <div> <div>Place 2g here. Whenever someone else opens a business, gain one of these. Obsolete after I.</div> <div>0  / 1 </div> </div> <div> <div>Guard</div> </div>	<div>  </div> <div> <div>When you play an event, draw a card.</div> <div>1  / 1 </div> </div> <div> <div>Apothecary</div> </div>	<div>  </div> <div> <div>When opened: You may play an event as a free action.</div> <div>0  / 0 </div> </div> <div> <div>Shoemaker</div> </div>
<div>  </div> <div> <div>If there's no food in the demand pile, +1 population.</div> <div>0</div> </div> <div> <div>Fertility</div> </div>	<div>  </div> <div> <div>If there's no food in the demand pile, +1 population.</div> <div>0</div> </div> <div> <div>Fertility</div> </div>	<div>  </div> <div> <div>If there's no food in the demand pile, +1 population.</div> <div>0</div> </div> <div> <div>Fertility</div> </div>
<div>  </div> <div> <div>Place 2 cards from the next age under Alchemist without looking at them. When you would draw a card, draw one of these instead.</div> <div>1  / 2 </div> </div> <div> <div>Alchemist</div> </div>	<div>  </div> <div> <div>When you play an event, you may decide not to evaluate the current event. It still goes to the demand pile.</div> <div>1  / 2 </div> </div> <div> <div>Shaman</div> </div>	<div>  </div> <div> <div>EOTA (end of the age): If this does not have a contract, take 1g from the supply.</div> <div>0  / 0 </div> </div> <div> <div>Fruit Monger</div> </div>
<div>  </div> <div> <div>Players providing hides: +1g</div> <div>0</div> </div> <div> <div>Early Trade</div> </div>	<div>  </div> <div> <div>Players providing hides: +1g</div> <div>0</div> </div> <div> <div>Early Trade</div> </div>	<div>  </div> <div> <div>Players providing hides: +1g</div> <div>0</div> </div> <div> <div>Early Trade</div> </div>