








































<div>  </div> <div> <p>AAA (as an action): replace the bottom demand card with one in your hand. Obsoleted by swords.</p> </div> <div> <p>2 </p> </div>	<div>  </div> <div> <p>When discarding development cards, you may pay treasury 1g to add one to the demand pile.</p> </div> <div> <p>1 </p> </div>	<div>  </div> <div> <p>When you would draw, you may draw the top card of the discard pile instead. This ability ends after age III.</p> </div> <div> <p>1 </p> </div>
<div> <p>Warrior</p> </div> <div> <p>Fertility</p> </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div>	<div> <p>Powerbroker</p> </div> <div> <p>Fertility</p> </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <p>1  / 2 </p> </div>	<div> <p>Archivist</p> </div> <div> <p>Fertility</p> </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <p>0  / 1 </p> </div>
<div>  </div> <div> <p>Place 3g here. Whenever someone else opens a business, gain one of these. Obsoleted by swords.</p> </div> <div> <p>2 </p> </div>	<div>  </div> <div> <p>When you play an event as your action, draw a card.</p> </div> <div> <p>1 </p> </div>	<div>  </div> <div> <p>When opened: You may play an event as a free action.</p> </div> <div> <p>1 </p> </div>
<div> <p>Guard</p> </div> <div> <p>Fertility</p> </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <p>1  / 1 </p> </div>	<div> <p>Apothecary</p> </div> <div> <p>Fertility</p> </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <p>1  / 1 </p> </div>	<div> <p>Shoemaker</p> </div> <div> <p>Fertility</p> </div> <div> <p>If there's no food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div>
<div>  </div> <div> <p>Place 2 cards from the next age under Alchemist without looking at them. When you would draw a card, draw one of these instead.</p> </div> <div> <p>1 </p> </div>	<div>  </div> <div> <p>When you play an event, you may decide not to evaluate the current event. It still goes to the demand pile.</p> </div> <div> <p>1 </p> </div>	<div>  </div> <div> <p>EOTA (end of the age): If this does not have a contract, take 1g from the supply.</p> </div> <div> <p>1 </p> </div>
<div> <p>Alchemist</p> </div> <div> <p>Early Trade</p> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <p>1  / 2 </p> </div>	<div> <p>Shaman</p> </div> <div> <p>Early Trade</p> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <p>1  / 2 </p> </div>	<div> <p>Fruit Monger</p> </div> <div> <p>Early Trade</p> </div> <div> <p>Players providing hides: +1g</p> </div> <div> <p>0  / 0 </p> </div>
<div>  </div> <div> <p>0</p> </div>	<div>  </div> <div> <p>0</p> </div>	<div>  </div> <div> <p>0</p> </div>