












































<div>  </div> <p>You may draw from age I.</p> <div> 1  </div> <div> Alchemist </div>	<div>  </div> <p>EOA (end of age): gain 1 gold for each other happiness you provide.</p> <div> 0  </div> <div> Bard </div>	<div>  </div> <p>If your business qualifies for a contract, you may place it on another business that provides as many resources.</p> <div> 1  </div> <div> Cook </div>
<div>  </div> <p>Each player providing hides: pay 1 unpaid contract from the treasury.</p> <div> 1  / 2  </div> <div> Early Trade </div>	<div>  </div> <p>Each player providing hides: pay 1 unpaid contract from the treasury.</p> <div> 1  / 2  </div> <div> Early Trade </div>	<div>  </div> <p>Each player providing hides: pay 1 unpaid contract from the treasury.</p> <div> 0  / 0  </div> <div> Early Trade </div>
<div>  </div> <p>On your turn, pay this contract from the treasury if it's unpaid. Obsoleted by axes and swords.</p> <div> 1  </div> <div> Warrior </div>	<div>  </div> <p>EOA (end of age): gain 1 gold for each happiness in the demand pile.</p> <div> 0  </div> <div> Juggler </div>	<div>  </div> <p>Selling a business is a free action.</p> <div> 1  </div> <div> Baker </div>
<div>  </div> <p>Each player providing hides: pay 1 unpaid contract from the treasury.</p> <div> 0  / 0  </div> <div> Early Trade </div>	<div>  </div> <p>Each player providing hides: pay 1 unpaid contract from the treasury.</p> <div> 1  / 1  </div> <div> Early Trade </div>	<div>  </div> <p>Each player providing hides: pay 1 unpaid contract from the treasury.</p> <div> 0  / 0  </div> <div> Early Trade </div>
<div>  </div> <p>If you resolve an event with happiness demand, gain 1 gold.</p> <div> 1  </div> <div> Counselor </div>	<div>  </div> <p>EOA (end of age): take 1 gold from the supply.</p> <div> 0  </div> <div> Merchant </div>	<div>  </div> <p>When sold, draw 2.</p> <div> 1  </div> <div> Astrologer </div>
<div>  </div> <p>Each player providing hides: pay 1 unpaid contract from the treasury.</p> <div> 0  / 0  </div> <div> Early Trade </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 0  </div> <div> Winter </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> 0  </div> <div> Winter </div>