














































<div>  <div>1 </div> </div> <p>°EOA (end of age): If you provide more happiness than anyone, gain 1 gold</p> <div> <div>Rich Land</div> <div>  <p>If a single player provides the most food, they may play an event.</p> </div> <div>19 1.5</div> </div> <div> <div>Healer</div> <div>0  / 0 </div> </div>	<div>  <div>1 </div> </div> <p>°When closed, pay another unpaid contract from the treasury.</p> <div> <div>Rich Land</div> <div>  <p>If a single player provides the most food, they may play an event.</p> </div> <div>20 1.5</div> </div> <div> <div>Councilor</div> <div>0  / 0 </div> </div>	<div>  <div>1 </div> </div> <p>°When opened, gain 2 gold.</p> <div> <div>Rich Land</div> <div>  <p>If a single player provides the most food, they may play an event.</p> </div> <div>21 1.5</div> </div> <div> <div>Miner</div> <div>0  / 0 </div> </div>
<div>  <div>1 </div> </div> <p>°EOA (end of age): gain gold until you have 3 gold.</p> <div> <div>Rich Land</div> <div>  <p>If a single player provides the most food, they may play an event.</p> </div> <div>22 1.5</div> </div> <div> <div>Broker</div> <div>1  / 2 </div> </div>	<div>  <div>1 </div> </div> <p>°After you play an event as an action, draw a card (before event resolution).</p> <div> <div>Rich Land</div> <div>  <p>If a single player provides the most food, they may play an event.</p> </div> <div>23 1.5</div> </div> <div> <div>Apothecary</div> <div>1  / 1 </div> </div>	<div>  <div>1 </div> </div> <p>°When you would resolve an event, you may choose not to (it still goes to the demand pile).</p> <div> <div>Rich Land</div> <div>  <p>If a single player provides the most food, they may play an event.</p> </div> <div>24 1.5</div> </div> <div> <div>Shaman</div> <div>1  / 2 </div> </div>
<div>  <div>1 </div> </div> <p>°Obsolete by axes or swords.</p> <div> <div>Rich Land</div> <div>  <p>If a single player provides the most food, they may play an event.</p> </div> <div>25 1.5</div> </div> <div> <div>Warrior</div> <div>0  / 0 </div> </div>	<div>  <div>1 </div> </div> <p>°When closed, gain gold equal to the age.</p> <div> <div>Rich Land</div> <div>  <p>If a single player provides the most food, they may play an event.</p> </div> <div>26 1.5</div> </div> <div> <div>Fruit Monger</div> <div>1  / 2 </div> </div>	<div>  <div>1 </div> </div> <p>°Once per turn, you may examine the top card of any draw deck.</p> <div> <div>Rich Land</div> <div>  <p>If a single player provides the most food, they may play an event.</p> </div> <div>27 1.5</div> </div> <div> <div>Prophet</div> <div>0  / 0 </div> </div>