














































<div>  </div> <p>°When drawing at the end of your turn, you may draw from age II.</p> <div> 1  </div> <div> 1  </div> <div> <b>Alchemist</b> </div>	<div>  </div> <p>°No ability.</p> <div> 1  </div> <div> 0  </div> <div> <b>Warrior</b> </div>	<div>  </div> <p>°EOA (end of age): gain 1 gold for each happiness in demand.</p> <div> 0  </div> <div> 1  </div> <div> <b>Juggler</b> </div>
<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> I  </div> <div> 28 1.4 </div> <div> <b>Winter</b> </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> I  </div> <div> 29 1.4 </div> <div> <b>Winter</b> </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> I  </div> <div> 30 1.4 </div> <div> <b>Winter</b> </div>
<div>  </div> <p>°When you close this, you may start a business as a free action.</p> <div> 1  </div> <div> 0  </div> <div> <b>Fisher</b> </div>	<div>  </div> <p>°If you resolve an event with happiness demand, gain 1 gold.</p> <div> 1  </div> <div> 0  </div> <div> <b>Counselor</b> </div>	<div>  </div> <p>°EOA (end of age): gain 1 gold.</p> <div> 0  </div> <div> 0  </div> <div> <b>Merchant</b> </div>
<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> I  </div> <div> 31 1.4 </div> <div> <b>Winter</b> </div>	<div>  </div> <p>Players providing hides gain 1 gold.</p> <div> I  </div> <div> 32 1.4 </div> <div> <b>Winter</b> </div>	<div>  </div> <p>Players providing hides may discard a card.</p> <div> I  </div> <div> 33 1.4 </div> <div> <b>Early Trade</b> </div>
<div>  </div> <p>°When opened: You may play an event as a free action.</p> <div> 1  </div> <div> 0  </div> <div> <b>Cook</b> </div>	<div>  </div> <p>°No ability.</p> <div> 1  </div> <div> 0  </div> <div> <b>Warrior</b> </div>	<div>  </div> <p>°When opening a business, pay 1 less gold.</p> <div> 1  </div> <div> 1  </div> <div> <b>Scribe</b> </div>
<div>  </div> <p>Players providing hides may discard a card.</p> <div> I  </div> <div> 34 1.4 </div> <div> <b>Early Trade</b> </div>	<div>  </div> <p>Players providing hides may discard a card.</p> <div> I  </div> <div> 35 1.4 </div> <div> <b>Early Trade</b> </div>	<div>  </div> <p>Players providing hides may discard a card.</p> <div> I  </div> <div> 36 1.4 </div> <div> <b>Early Trade</b> </div>