














































<div>  </div> <div> <p>°Obsoleted by axes or swords.</p> </div> <div> <p>1 </p> </div> <div> <p>Warrior</p> </div>	<div>  </div> <div> <p>°When discarding development cards, you may pay 1 gold to add one to demand.</p> </div> <div> <p>1 </p> </div> <div> <p>Broker</p> </div>	<div>  </div> <div> <p>°After you play an event as your action, draw a card.</p> </div> <div> <p>1 </p> </div> <div> <p>Apothecary</p> </div>
<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Fertility</p> </div>	<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Fertility</p> </div>	<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>1  / 1 </p> </div> <div> <p>Fertility</p> </div>
<div>  </div> <div> <p>°When you would resolve an event, you may choose not to. It still goes to the demand pile.</p> </div> <div> <p>1 </p> </div> <div> <p>Shaman</p> </div>	<div>  </div> <div> <p>°Obsoleted by axes or swords.</p> </div> <div> <p>1 </p> </div> <div> <p>Warrior</p> </div>	<div>  </div> <div> <p>°EOA (end of age): look at the top card of the draw pile. If it demands happiness, play it as an event.</p> </div> <div> <p>1 </p> </div> <div> <p>Diviner</p> </div>
<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>1  / 1 </p> </div> <div> <p>Fertility</p> </div>	<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Fertility</p> </div>	<div>  </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Fertility</p> </div>
<div>  </div> <div> <p>°When drawing at the end of your turn, you may draw from age II.</p> </div> <div> <p>1 </p> </div> <div> <p>Alchemist</p> </div>	<div>  </div> <div> <p>°Once per turn, you may examine the top card of the draw deck.</p> </div> <div> <p>1 </p> </div> <div> <p>Prophet</p> </div>	<div>  </div> <div> <p>°Obsoleted by axes or swords.</p> </div> <div> <p>1 </p> </div> <div> <p>Warrior</p> </div>
<div>  </div> <div> <p>Players providing hides gain 1 gold.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Winter</p> </div>	<div>  </div> <div> <p>Players providing hides gain 1 gold.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Winter</p> </div>	<div>  </div> <div> <p>Players providing hides gain 1 gold.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Winter</p> </div>