



























































<div>  </div> <div> <p>When discarding development cards, you may pay treasury 1g to add one to the demand pile.</p> </div> <div> <div>1 </div> <div>0  2 </div> </div> <div>Influencer</div>	<div>  </div> <div> <p>AAA (as an action): gain 1g from Farm. Farm starts with 5g.</p> </div> <div> <div>1 </div> <div>1  2 </div> </div> <div>Farm</div>	<div>  </div> <div> <p>If you trigger an event with food demand, gain 2g.</p> </div> <div> <div>1 </div> <div>0  1 </div> </div> <div>Trapper</div>
<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0.7</div> <div>0 </div> </div> <div>Early Trade</div>	<div>   </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0.7</div> <div>0 </div> </div> <div>Early Trade</div>	<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0.7</div> <div>0 </div> </div> <div>Early Trade</div>
<div>  </div> <div> <p>Selling a business is a free action.</p> </div> <div> <div>1 </div> <div>0  1 </div> </div> <div>Hut Builder</div>	<div>  </div> <div> <p>Selling a business is a free action.</p> </div> <div> <div>1 </div> <div>0  1 </div> </div> <div>Hut Builder</div>	<div>  </div> <div> <p>When sold, draw 2.</p> </div> <div> <div>1 </div> <div>0  1 </div> </div> <div>Astrologer</div>
<div>   </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0.7</div> <div>0 </div> </div> <div>Early Trade</div>	<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0.7</div> <div>0 </div> </div> <div>Early Trade</div>	<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0.7</div> <div>0 </div> </div> <div>Early Trade</div>
<div>  </div> <div> <p>EOTR (end of the round): earn 1g from a player who does not produce food.</p> </div> <div> <div>1 </div> <div>0  1 </div> </div> <div>Bakery</div>	<div>  </div> <div> <p>On your turn, you may replace a happiness demand card with a card from your hand.</p> </div> <div> <div>1 </div> <div>1  2 </div> </div> <div>Tinkerer</div>	<div>  </div> <div> <p>If you played an event as your action and it didn't end the round, you may play another event.</p> </div> <div> <div>1  2 </div> </div> <div>Prophet</div>
<div>   </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0.7</div> <div>0 </div> </div> <div>Early Trade</div>	<div>   </div> <div> <p>Weakest players -1g for each barbarian in the demand pile.</p> </div> <div> <div>0.7</div> <div>0 </div> </div> <div>Bandits</div>	<div>   </div> <div> <p>Weakest players -1g for each barbarian in the demand pile.</p> </div> <div> <div>0.7</div> <div>0 </div> </div> <div>Bandits</div>