




























<div>  </div> <div> <div>1</div> <div>  </div> </div> <div> <div> <div>AAA (as an action): If there are any barbarians in the demand pile, you may swap one with a non-barbarian card from your hand.</div> </div> </div> <div> <div>Warrior</div> </div>	<div>  </div> <div> <div>1</div> <div>  </div> </div> <div> <div> <div>When opening a business, pay 1 less gold.</div> </div> </div> <div> <div>Scribe</div> </div>	<div>  </div> <div> <div>1</div> <div>  </div> </div> <div> <div> <div>When you would draw, you may draw any of the top cards of the discard piles.</div> </div> </div> <div> <div>Archives</div> </div>
<div> <div> <div>Fertility</div> </div> </div> <div> <div> <div>If there's no food in the demand pile, +1 population.</div> </div> </div> <div> <div> <div> <div>  </div> </div> </div> </div>	<div> <div> <div>Fertility</div> </div> </div> <div> <div> <div>If there's no food in the demand pile, +1 population.</div> </div> </div> <div> <div> <div> <div>  </div> </div> </div> </div>	<div> <div> <div>Fertility</div> </div> </div> <div> <div> <div>If there's no food in the demand pile, +1 population.</div> </div> </div> <div> <div> <div> <div>  </div> </div> </div> </div>
<div> <div>  </div> </div> <div> <div>1</div> <div>  </div> </div> <div> <div> <div>Place 2g here. Whenever someone else opens a business, gain one of these.</div> </div> </div> <div> <div>Guard</div> </div>	<div> <div>  </div> </div> <div> <div>1</div> <div>  </div> </div> <div> <div> <div>AAA (as an action): You may discard a card from your hand.</div> </div> </div> <div> <div>Skinner</div> </div>	<div> <div>  </div> </div> <div> <div>1</div> <div>  </div> </div> <div> <div> <div>EOTR (end of the round): draw 3 cards. Choose one to add to demand. Put the rest on the bottom of the deck(s).</div> </div> </div> <div> <div>Tanner</div> </div>
<div> <div> <div>Fertility</div> </div> </div> <div> <div> <div>If there's no food in the demand pile, +1 population.</div> </div> </div> <div> <div> <div> <div>  </div> </div> </div> </div>	<div> <div> <div>Fertility</div> </div> </div> <div> <div> <div>If there's no food in the demand pile, +1 population.</div> </div> </div> <div> <div> <div> <div>  </div> </div> </div> </div>	<div> <div> <div>Fertility</div> </div> </div> <div> <div> <div>If there's no food in the demand pile, +1 population.</div> </div> </div> <div> <div> <div> <div>  </div> </div> </div> </div>
<div> <div>  </div> </div> <div> <div>1</div> <div>  </div> </div> <div> <div> <div>Place 2 cards from age II under Alchemist. When you would draw a card, you may draw one of these instead.</div> </div> </div> <div> <div>Alchemist</div> </div>	<div> <div>  </div> </div> <div> <div>1</div> <div>  </div> </div> <div> <div> <div>When you play an event, you may decide not to evaluate the current event. It still goes to the demand pile.</div> </div> </div> <div> <div>Shaman</div> </div>	<div> <div>  </div> </div> <div> <div>1</div> <div>  </div> </div> <div> <div> <div>When opened: You may play an event as a free action.</div> </div> </div> <div> <div>Hunter</div> </div>
<div> <div> <div>Early Trade</div> </div> </div> <div> <div> <div>Players providing hides: +1g</div> </div> </div> <div> <div> <div> <div>  </div> </div> </div> </div>	<div> <div> <div>Early Trade</div> </div> </div> <div> <div> <div>Players providing hides: +1g</div> </div> </div> <div> <div> <div> <div>  </div> </div> </div> </div>	<div> <div> <div>Early Trade</div> </div> </div> <div> <div> <div>Players providing hides: +1g</div> </div> </div> <div> <div> <div> <div>  </div> </div> </div> </div>