



















<div>  </div> <p>°Obsoleted by axes or swords.</p> <div> <div>Warrior</div> <div> <div>0 ⚔ / 0 🍎</div> <div>1 🍎</div> </div> </div>	<div>  </div> <p>°EOA (end of age): if you have less than 3 gold, gain 1 gold.</p> <div> <div>Broker</div> <div> <div>1 ⚔ / 2 🍎</div> <div>1 🍎</div> </div> </div>	<div>  </div> <p>°After you play an event as your action, draw a card.</p> <div> <div>Apothecary</div> <div> <div>1 ⚔ / 1 🍎</div> <div>1 🍎</div> </div> </div>
<div>  </div> <p>If there's no other food in the demand pile, +1 population and treasury +1 gold.</p> <div> <div>Fertility</div> <div> <div>1.1</div> <div>1</div> </div> </div>	<div>  </div> <p>If there's no other food in the demand pile, +1 population and treasury +1 gold.</p> <div> <div>Fertility</div> <div> <div>1.1</div> <div>1</div> </div> </div>	<div>  </div> <p>If there's no other food in the demand pile, +1 population and treasury +1 gold.</p> <div> <div>Fertility</div> <div> <div>1.1</div> <div>1</div> </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>Shaman</div> <div> <div>1 ⚔ / 1 🍎</div> <div>1 🍎</div> </div> </div>	<div>  </div> <p>°Obsoleted by axes or swords.</p> <div> <div>Warrior</div> <div> <div>0 ⚔ / 0 🍎</div> <div>1 🍎</div> </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>Diviner</div> <div> <div>0 ⚔ / 0 🍎</div> <div>1 🍎</div> </div> </div>
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<div>  </div> <p>°When drawing at the end of your turn, you may draw from age II.</p> <div> <div>Alchemist</div> <div> <div>1 ⚔ / 2 🍎</div> <div>1 🍎</div> </div> </div>	<div>  </div> <p>°Once per turn, you may examine the top card of the draw deck.</p> <div> <div>Prophet</div> <div> <div>0 ⚔ / 0 🍎</div> <div>1 🍎</div> </div> </div>	<div>  </div> <p>°Obsoleted by axes or swords.</p> <div> <div>Warrior</div> <div> <div>0 ⚔ / 0 🍎</div> <div>1 🍎</div> </div> </div>
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