














































<div>  <div>1 </div> </div> <p>°If you resolve an event with happiness demand, gain 1 gold.</p> <div> <div>Counselor</div> <div>0  / 0 </div> </div>	<div>  <div>0 </div> </div> <p>°EOA (end of age): gain 1 gold.</p> <div> <div>Merchant</div> <div>0  / 0 </div> </div>	<div>  <div>1 </div> </div> <p>°When closed, draw 1.</p> <div> <div>Astrologer</div> <div>0  / 0 </div> </div>
<div> <div>Winter</div> <div>Players providing hides gain 1 gold.</div> <div>0 </div> </div>	<div> <div>Winter</div> <div>Players providing hides gain 1 gold.</div> <div>0 </div> </div>	<div> <div>Winter</div> <div>Players providing hides gain 1 gold.</div> <div>0 </div> </div>
<div>  <div>1 </div> </div> <p>°When opened: You may play an event as a free action.</p> <div> <div>Baker</div> <div>0  / 0 </div> </div>	<div>  <div>1 </div> </div> <p>°When contracted, pay the contract from the treasury. °Obsoleted by axes or swords.</p> <div> <div>Warrior</div> <div>0  / 0 </div> </div>	<div>  <div>1 </div> </div> <p>°When opening a business, pay 1 less gold.</p> <div> <div>Scribe</div> <div>1  / 2 </div> </div>
<div> <div>Winter</div> <div>Players providing hides gain 1 gold.</div> <div>0 </div> </div>	<div> <div>Winter</div> <div>Players providing hides gain 1 gold.</div> <div>0 </div> </div>	<div> <div>Winter</div> <div>Players providing hides gain 1 gold.</div> <div>0 </div> </div>
<div>  <div>1 </div> </div> <p>°EOA (end of age): look at the top card of the draw pile. If it demands science, reveal and draw it.</p> <div> <div>Seer</div> <div>0  / 0 </div> </div>	<div>  <div>1 </div> </div> <p>°When you play an event, gain 1 gold.</p> <div> <div>Shrine</div> <div>1  / 2 </div> </div>	<div>  <div>2 </div> </div> <p>°When contracted, pay the contract from the treasury. °Obsoleted by swords.</p> <div> <div>Spear Maker</div> <div>1  / 2 </div> </div>
<div> <div>Winter</div> <div>Players providing hides gain 1 gold.</div> <div>0 </div> </div>	<div> <div>Invention</div> <div>Players providing the most science: draw a card and then you may discard a card.</div> <div>0 </div> </div>	<div> <div>Invention</div> <div>Players providing the most science: draw a card and then you may discard a card.</div> <div>I </div> </div>