



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.

When opening a business, pay 1 less gold.

When you would draw, you may draw any of the top cards of the discard piles.

Warrior

0

1

Scribe

1

2

Archives

1

2

Fertility

If there's no food in the demand pile, +1 population.

Fertility

If there's no food in the demand pile, +1 population.

Fertility

If there's no food in the demand pile, +1 population.



1

0

Scribe

1

0

Archives

1

0

Place 2g here. Whenever someone else opens a business, gain one of these.

AAA (as an action): You may discard a card from your hand.

EOTR (end of the round): draw 3 cards. Choose one to add to demand. Put the rest on the bottom of the deck(s).

Guard

0

1

Skinner

0

1

Tanner

1

2

Fertility

If there's no food in the demand pile, +1 population.

Fertility

If there's no food in the demand pile, +1 population.

Fertility

If there's no food in the demand pile, +1 population.



1

0

Skinner

1

0

Tanner

1

0

Place 2 cards from age II under Alchemist. When you would draw a card, you may draw one of these instead.

When you play an event, you may decide not to evaluate the current event. It still goes to the demand pile.

When opened: You may play an event as a free action.

Alchemist

1

2

Shaman

1

2

Hunter

0

1

Early Trade

Players providing hides: +1g

Early Trade

Players providing hides: +1g

Early Trade

Players providing hides: +1g



0



0



0