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<div> <p>Fertility</p> </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>1  / 1 </p> </div> <div> <p>0.17</p> </div>	<div> <p>Fertility</p> </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>0.17</p> </div>	<div> <p>Fertility</p> </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>0.17</p> </div>
<div>  </div> <div> <p>°When drawing at the end of your turn, you may draw from age I.</p> </div> <div> <p>1 </p> </div> <div> <p>Alchemist</p> </div>	<div>  </div> <div> <p>°EOA (end of age): gain 1 gold for each other happiness you provide.</p> </div> <div> <p>0 </p> </div> <div> <p>Bard</p> </div>	<div>  </div> <div> <p>°If a business qualifies for a contract, you may place it on another business that provides as many resources.</p> </div> <div> <p>1 </p> </div> <div> <p>Cook</p> </div>
<div> <p>Early Trade</p> </div> <div> <p>Players providing hides pay 1 unpaid contract from the treasury.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>0.17</p> </div>	<div> <p>Early Trade</p> </div> <div> <p>Players providing hides pay 1 unpaid contract from the treasury.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>0.17</p> </div>	<div> <p>Early Trade</p> </div> <div> <p>Players providing hides pay 1 unpaid contract from the treasury.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>0.17</p> </div>
<div>  </div> <div> <p>°When contracted, pay the contract from the treasury. °Obsolete by axes or swords.</p> </div> <div> <p>1 </p> </div> <div> <p>Warrior</p> </div>	<div>  </div> <div> <p>°EOA (end of age): gain 1 gold for each happiness in the demand pile.</p> </div> <div> <p>0 </p> </div> <div> <p>Juggler</p> </div>	<div>  </div> <div> <p>°When you close this, you may start a business as a free action.</p> </div> <div> <p>1 </p> </div> <div> <p>Fisher</p> </div>
<div> <p>Early Trade</p> </div> <div> <p>Players providing hides pay 1 unpaid contract from the treasury.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>0.17</p> </div>	<div> <p>Early Trade</p> </div> <div> <p>Players providing hides pay 1 unpaid contract from the treasury.</p> </div> <div> <p>1  / 1 </p> </div> <div> <p>0.17</p> </div>	<div> <p>Early Trade</p> </div> <div> <p>Players providing hides pay 1 unpaid contract from the treasury.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>0.17</p> </div>