

## Hunger for Wisdom

### Cards in your hand:

- Frederich, Sage of the Hills
- Peter, Sage of the Forest
- Walther, Sage of the Gold Field

The stacks contain the following cards:

<p><b>Event cards:</b></p> <ul style="list-style-type: none"><li>● <b>Council of the Sages</b> (2x)</li><li>● <b>Famine</b> (2x)</li></ul> <p><b>Action cards:</b></p> <ul style="list-style-type: none"><li>● <b>Age of Enlightenment</b> (2x)</li><li>● <b>Doctor</b> (2x)</li><li>● <b>Great Foresight</b> (2x)</li><li>● <b>Mendicants</b></li><li>● <b>Merchant</b></li><li>● <b>Merchant Caravan</b> (2x)</li><li>● <b>Power of the Groves</b></li><li>● <b>Scout</b></li><li>● <b>Wise Compensation</b> (2x)</li><li>● <b>Wise Protection</b></li></ul> <p><b>Region expansions:</b></p> <ul style="list-style-type: none"><li>● <b>Barbara, Sage of the Fields</b></li><li>● <b>Michaela, Sage of the Pasture</b></li><li>● <b>Piet, Sage of the Mountains</b></li><li>● <b>Principal Sage Woman</b></li><li>● <b>Thieves' Hideout</b></li></ul>	<p><b>Settlement/city expansions:</b></p> <ul style="list-style-type: none"><li>● <b>Grain Mill</b></li><li>● <b>Grove of Freedom</b></li><li>● <b>Grove of Great Foresight</b></li><li>● <b>Grove of Vigilance</b></li></ul> <p><b>City expansions:</b></p> <ul style="list-style-type: none"><li>● <b>Academy of Sages</b> (2x)</li><li>● <b>Bath House</b></li><li>● <b>Cole, Paladin of the Sages</b></li><li>● <b>Granary</b></li><li>● <b>Robert, Herald of the Sages</b></li></ul> <p><b>Road complements:</b></p> <ul style="list-style-type: none"><li>● <b>Small Market Town</b></li></ul> <p><b>Marker cards:</b></p> <ul style="list-style-type: none"><li>● <b>Manifesto of Humane Conduct</b></li></ul>
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### How to play the deck:

This deck places emphasis on controlling the events via the sages and affecting the opponent via Famines.

Change the default starting regions so that the fields region and the gold field are on the left or right side and the mountains region is adjacent to the fields region. Build your first road between the fields region and the gold field, and when building your first settlement, choose the fields region and the gold field via the Scout, making sure that they have the same production number. Place the Principal Sage Woman adjacent to one of the two new regions or adjacent to a region where the opponent has also placed a sage, which allows you to receive a resource from this region when the "Council of the Sages" event occurs even though you can't build one of your specialized sages there. The first two cities are built via Wise Compensation. To do so, you must allow your opponent to take the lead or let him build his cities first. If he takes the lead by means of the trade advantage, you can get 2 resources from him via the Mendicants – if possible, take grain. You can also use the Thieves' Hideout for this purpose. As soon as possible, build the Grain Mill between the two fields regions. It shouldn't be a problem to find the Grain Mill via the Grove of Freedom. Until you build the Granary, always retain at least 1 grain, in case a Famine occurs. Once the Granary is built, you

can also use your grain to obtain a resource you lack from your opponent if he has no grain. However, you should only use the grain if a Famine is not imminent.

The deck only contains the strength points from Cole and Robert, meaning that you can't obtain the strength advantage until relatively late in the game - provided that the opponent doesn't have more than 4 strength points. If the opponent has built a Church or Marie the Shieldmaiden, don't build the two heroes until the victory points they provide allow you to win the game, because otherwise you might lose the heroes.

Due to the fact that it only has 2 commerce points, the deck also gives little attention to the trade advantage, and without skill points it often happens that the Celebration is only beneficial for the opponent. However, you can ward off the events "Celebration" and "Trade" via the Grove of Vigilance. Do this whenever you could lose important resources and the event card you reveal instead of the voided event is not causing major damage. The Great Foresight card allows you to quickly find out the order of the event cards in the stack, and you should remove event cards that either are harmful or only benefit your opponent.

Without the strength advantage, when rotating the Manifesto to level 3 you only need a total of 3 settlements you upgraded to cities. However, a fourth settlement improves your chance of victory, particularly if your opponent has 4 or 5 settlements. The resources you receive via the Age of Enlightenment card could be used for the third city.

In the following list, all cards are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p><b>Basic cards:</b></p> <ul style="list-style-type: none"> <li>● <b>Grain Mill</b></li> <li>● <b>Merchant Caravan (2x)</b></li> <li>● <b>Scout</b></li> </ul> <p><b>The Era of Merchant Princes:</b></p> <ul style="list-style-type: none"> <li>● <b>Mendicants</b></li> </ul> <p><b>The Era of Progress:</b></p> <ul style="list-style-type: none"> <li>● <b>Bath House</b></li> <li>● <b>Doctor (2x)</b></li> </ul> <p><b>The Era of Gold:</b></p> <ul style="list-style-type: none"> <li>● <b>Merchant</b></li> </ul> <p><b>The Era of Prosperity:</b></p> <ul style="list-style-type: none"> <li>● <b>Small Market Town</b></li> <li>● <b>Thieves' Hideout</b></li> </ul>	<p><b>The Era of Sages:</b></p> <ul style="list-style-type: none"> <li>● <b>Academy of Sages (2x)</b></li> <li>● <b>Age of Enlightenment (2x)</b></li> <li>● <b>Barbara, Sage of the Fields</b></li> <li>● <b>Cole, Paladin of the Sages</b></li> <li>● <b>Frederich, Sage of the Hills</b></li> <li>● <b>Granary</b></li> <li>● <b>Great Foresight (2x)</b></li> <li>● <b>Grove of Freedom</b></li> <li>● <b>Grove of Vigilance</b></li> <li>● <b>Grove of Great Foresight</b></li> <li>● <b>Michaela, Sage of the Pasture</b></li> <li>● <b>Peter, Sage of the Forest</b></li> <li>● <b>Piet, Sage of the Mountains</b></li> <li>● <b>Power of the Groves</b></li> <li>● <b>Principal Sage Woman</b></li> <li>● <b>Robert, Herald of the Sages</b></li> <li>● <b>Walther, Sage of the Gold Field</b></li> <li>● <b>Wise Protection</b></li> <li>● <b>Wise Compensation (2x)</b></li> </ul>
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### Variations:

One possibility is to include other strategies that offer advantages when the events "Celebration" and "Trade" occur. To this end, you can use the other standard decks as models. In this case, you normally have to do without some of the sages. Building 2 sages is often sufficient. The Famine/Granary combination can also be replaced with something else.

Therefore, after the first few games you should do your own experiments to find a deck that matches your personal style.