



0

Serf**1 Labor**

2

Catacombs**Draw 1**

Discard any number of cards, draw that many cards.



1

Apprentice**2 Labor**

0

Plague Rat

Gain a plague rat.
Trash up to two cards, neither of which can be a Plague Rat. If you trash at least one card **Draw 2**.



1

1

Wandering Shepherd**2 Labor**Look at the top card of your deck.
Discard it or return it to the top of your deck.

2

Wage labor

Wage Labor costs **1** to play.
7 Labor



1

2

1

Merchant

Choose a resource type. Until end of turn, you may exchange two of the chosen resource for **1**.



1

1

Parish Priest**1 Draw**

Trash up to two cards from your hand.



1

1

1

Wizard

Draw 2
Target player discards one card, to a minimum hand size of three.



Village Market

1 Draw
3 Labor
Gain one Serf.



Child Labor

Serfs provide **3 Labor** instead of **1** this turn.
Trash all Serfs played this turn.



Merchant Ship

When you play Merchant Ship, place **4** under it.
1 Defence
Owner wins: **4**
Others win: **4** from Merchant Ship



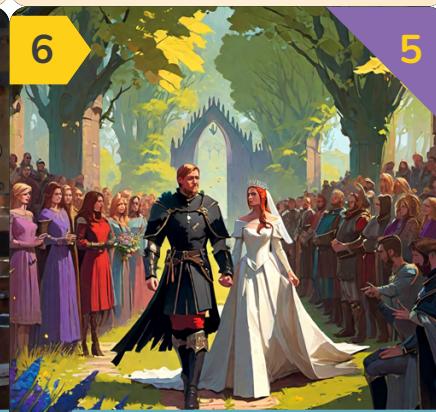
Raiding Ship

Draw 1
1 Defense
Win: take **5** from target opponent's stores.



Master Artisan

4 Labor



Royal Wedding

Choose a card from your deck, and place it into your hand.



Spring Festival

1: Spend any number of **Labor** Draw that many card.



Tournament

Win: **3 Draw**