








































 <p>When opening a business, pay 1 less gold.</p> <p>1 </p> <p>Barbarians</p> <p>1  / 2 </p> <p>0.10</p>	 <p>When opened: You may play an event as a free action.</p> <p>1 </p> <p>Barbarians</p> <p>0  / 0 </p> <p>0.10</p>	 <p>EOTA (end of the age): draw 3 cards from the discard pile. Choose one to add to demand. Put the rest on the bottom of the discard pile.</p> <p>1 </p> <p>Barbarians</p> <p>0  / 0 </p> <p>0.10</p>
 <p>AAA (as an action): replace the bottom demand card with one in your hand. Obsolete after I.</p> <p>1 </p> <p>Barbarians</p> <p>0  / 0 </p> <p>0.10</p>	 <p>If you trigger an event with food demand, gain 1g.</p> <p>1 </p> <p>Barbarians</p> <p>1  / 1 </p> <p>0.10</p>	 <p>If you played an event as your action, you may play another event.</p> <p>1 </p> <p>Barbarians</p> <p>1  / 1 </p> <p>0.10</p>
 <p>If the demand pile's size is at least two more than the player count, this contract is worth 2g. Otherwise, 1g.</p> <p>1.5 </p> <p>Fertility</p> <p>0  / 0 </p> <p>0.10</p>	 <p>Once per turn, you may examine the top card of the draw deck.</p> <p>1 </p> <p>Fertility</p> <p>0  / 0 </p> <p>0.10</p>	 <p>AAA (as an action): discard a card from your hand.</p> <p>1 </p> <p>Fertility</p> <p>0  / 0 </p> <p>0.10</p>
 <p>If there's no food in the demand pile, +1 population.</p> <p>0 </p>	 <p>If there's no food in the demand pile, +1 population.</p> <p>0 </p>	 <p>If there's no food in the demand pile, +1 population.</p> <p>0 </p>