

























	<p>°When contracted, pay the contract from the treasury. °Obsoleted by axes or swords.</p> <p>0  / 0 </p>	<p>1 </p> 	<p>1 </p> <p>°When opened, you may discard this and open a business from your hand.</p> <p>0  / 0 </p>		<p>1 </p> <p>°When you play an event, place it face-down.</p> <p>1  / 2 </p>
<p>Discovery</p>	<p>Players providing the most science (not zero): Draw a card then discard.</p> <p>0  <small>0.17</small></p>	<p>Barbarians</p>	<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0  <small>0.17</small></p>	<p>Barbarians</p>	<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0  <small>0.17</small></p>
	<p>1 </p> <p>°On your turn, you may peek at one face-down business.</p> <p>0  / 0 </p>		<p>1 </p> <p>°You may discard a card as a free action.</p> <p>1  / 1 </p>		<p>1 </p> <p>°On your turn, pay this contract from the treasury if it's unpaid. °Obsoleted by axes or swords.</p> <p>0  / 0 </p>
<p>Mentor</p>	<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0 <small>0.17</small></p>	<p>Barbarians</p>	<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0 <small>0.17</small></p>	<p>Barbarians</p>	<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0 <small>0.17</small></p>
	<p>1 </p> <p>°If you resolve an event with food demand, gain 1 gold.</p> <p>0 / 0 </p>		<p>1 </p> <p>°Your draw limit is increased by 1.</p> <p>1 / 1 </p>		<p>1 </p> <p>°Once per turn, you may examine the top card of the draw deck.</p> <p>0 / 0 </p>
<p>Trapper</p>	<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0 <small>0.17</small></p>	<p>Barbarians</p>	<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0 <small>0.17</small></p>	<p>Barbarians</p>	<p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> <p>0 <small>0.17</small></p>