














































<div>  </div> <div> <p>Selling a business is a free action.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div>	<div>  </div> <div> <p>When you play an event, place it face-down.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div>	<div>  </div> <div></div> <div> <p>2 </p> </div> <div> <p>Barbarians</p> </div>
<div> <p>0  / 0 </p> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div> <div>  </div>	<div> <p>1  / 2 </p> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div> <div>  </div>	<div> <p>1  / 2 </p> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div> <div>  </div>
<div>  </div> <div></div> <div> <p>2 </p> </div> <div> <p>Barbarians</p> </div>	<div>  </div> <div> <p>On your turn, pay this contract from the treasury if it's unpaid. Obsoleted by axes and swords.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div>	<div>  </div> <div> <p>If you resolve an event with food demand, gain 1 gold.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div>
<div> <p>1  / 2 </p> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div> <div>  </div>	<div> <p>0  / 0 </p> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div> <div>  </div>	<div> <p>0  / 0 </p> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div> <div>  </div>
<div>  </div> <div> <p>Your draw limit is increased by 1.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div>	<div>  </div> <div> <p>Once per turn, you may examine the top card of the draw deck.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div>	<div>  </div> <div> <p>Before you trigger an event as your action, draw a card.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div>
<div> <p>1  / 2 </p> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div> <div>  </div>	<div> <p>0  / 0 </p> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div> <div>  </div>	<div> <p>1  / 1 </p> </div> <div> <p>Treasury -1 gold for each demand card in excess of contracted weapons.</p> </div> <div> <p>0.15</p> </div> <div>  </div>