



When opening a business, pay 1 less gold.

You may examine the future event deck.

You may examine the current event deck.

Scribe

1

2

Philosopher

0

1

Guide

0

1

Barbarians

Treasury -1g for each barbarian in the demand pile.

Barbarians

Treasury -1g for each barbarian in the demand pile.

Barbarians

Treasury -1g for each barbarian in the demand pile.



0

1



AAA (as an action): If there are any barbarians in the demand pile, you may swap one with a non-barbarian card from your hand.



0

1



0

1

You may play events after the current event pile is empty. Resolve the bottom future event instead.

Warrior

0

1

Trapper

0

1

Thug

0

2

Barbarians

Treasury -1g for each barbarian in the demand pile.

Barbarians

Treasury -1g for each barbarian in the demand pile.

Barbarians

Treasury -1g for each barbarian in the demand pile.



0

1



You decide military ties when choosing a starting player.



0

1



0

1

AAA (as an action): You may discard a card from your hand.

Court

0

1

Prophet

1

2

Skinner

0

1

Fertility

If there's no food in the demand pile, +1 population.

Fertility

If there's no food in the demand pile, +1 population.

Fertility

If there's no food in the demand pile, +1 population.



0



0



0