





































<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> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons.</p> </div> <div> <p>1  / 2 </p> </div> <div> <p>Smuggler</p> </div>	<div>  </div> <div> <p>°On your turn, you may peek at one face-down business.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div> <div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Investigator</p> </div>	<div>  </div> <div> <p>°Obsolete by axes or swords.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div> <div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Warrior</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>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Trapper</p> </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> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons.</p> </div> <div> <p>1  / 1 </p> </div> <div> <p>Tailor</p> </div>	<div>  </div> <div> <p>°You may discard a card as a free action.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div> <div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Cook</p> </div>
<div>  </div> <div> <p>°Obsolete by axes or swords.</p> </div> <div> <p>1 </p> </div> <div> <p>Barbarians</p> </div> <div> <p>Pay all unpaid weapon contracts from the treasury. Treasury -1 gold for each demand icon in excess of contracted weapons.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Warrior</p> </div>	<div>  </div> <div> <p>°EOA (end of age): earn 1 gold from a player who does not provide happiness.</p> </div> <div> <p>1 </p> </div> <div> <p>Fertility</p> </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>1  / 1 </p> </div> <div> <p>Healer</p> </div>	<div>  </div> <div> <p>°When closed, pay another contract from the treasury.</p> </div> <div> <p>1 </p> </div> <div> <p>Fertility</p> </div> <div> <p>May play directly to demand pile. If there's no other food in the demand pile, +1 population.</p> </div> <div> <p>0  / 0 </p> </div> <div> <p>Councilor</p> </div>