



When discarding development cards, you may pay treasury 1g to add one to the demand pile.

AAA (as an action): gain 2g from Farm. When farm is opened, place 10g on it.

If you trigger an event with food demand, gain 2g.

Powerbroker

Early Trade



Hut Builder

Early Trade



Bakery

Early Trade



1 gold coin

2 gold coin

Farm

Early Trade



Hut Builder

Early Trade



Tinkerer

Bandits



1 gold coin

2 gold coin

Trapper

Early Trade



Astrologer

Early Trade



Witch

Bandits



0 gold coin

1 gold coin

0

1 gold coin

0 gold coin

1 gold coin

0

1 gold coin

0 gold coin

1 gold coin

0

Players providing hides: +1g

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When sold, draw 2.

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EOTR (end of the round): earn 1g from a player who does not produce food.

On your turn, you may replace a happiness demand card with a card from your hand.

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

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Weakest player(s) -1g for each barbarian in the demand pile.

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