















































<div>  </div> <p>°When closed, draw 1.</p> <div> 0  / 0  </div>	<div>  </div> <p>°When you play an event, place it face-down.</p> <div> 1  </div> <div> 1  / 2  </div>	<div>  </div> <p>°You may peek at opponents' face-down businesses.</p> <div> 0  / 0  </div>
<div>  </div> <p>Pay unpaid weapon contracts. Treasury loses 1 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <div> 1  </div>	<div>  </div> <p>Pay unpaid weapon contracts. Treasury loses 1 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <div> 1  </div>	<div>  </div> <p>Pay unpaid weapon contracts. Treasury loses 1 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <div> 1  </div>
<div>  </div> <p>°Obsoleted by axes or swords.</p> <div> 0  / 0  </div>	<div>  </div> <p>°If you resolve an event with food demand, gain 1 gold.</p> <div> 0  / 0  </div>	<div>  </div> <p>°Your draw limit is increased by 1.</p> <div> 1  / 1  </div>
<div>  </div> <p>Pay unpaid weapon contracts. Treasury loses 1 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <div> 1  </div>	<div>  </div> <p>Pay unpaid weapon contracts. Treasury loses 1 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <div> 1  </div>	<div>  </div> <p>Pay unpaid weapon contracts. Treasury loses 1 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <div> 1  </div>
<div>  </div> <p>°You may discard a card as a free action.</p> <div> 0  / 0  </div>	<div>  </div> <p>°When closed, you may place this on any unopened business as a development card.</p> <div> 0  / 0  </div>	<div>  </div> <p>°Once after drawing at the end of your turn, you may return the drawn card to the bottom of the deck and draw another.</p> <div> 1  / 2  </div>
<div>  </div> <p>Pay unpaid weapon contracts. Treasury loses 1 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <div> 1  </div>	<div>  </div> <p>Pay unpaid weapon contracts. Treasury loses 1 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <div> 1  </div>	<div>  </div> <p>Pay unpaid weapon contracts. Treasury loses 1 gold per player, reduced by 1 per contracted weapon icon. Discard the bottom demand card.</p> <div> 1  </div>