



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

1 🍌

Players providing hides:  
+1g



When sold, draw 2.

1 🍌

Players providing hides:  
+1g



If you played an event as your action and it didn't end the round, you may play another event.

2 🍌

Weakest players -1g for each barbarian in the demand pile.

