



When opening a business, pay 1 less gold.

You may examine the future event deck.

You may examine the current event deck.

Barbarians Scribe

1

2

Philosopher

0.8

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

Barbarians

0

1

Guide

0

1

0.8

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

Barbarians



0

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.

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

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

Warrior

0

1

Trapper

0.8

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

Barbarians

0

1

Thug

1

2

0.8

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

Barbarians



0

You decide military ties when choosing a starting player.

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

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

Fertility Court

0

1

Witch

0.8

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

Fertility

1

2

Skinner

0

1

0.8

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

Fertility



0