
































































<div>  </div> <div> <p>Gain 1g whenever “Barbarians” events resolve. Obsolete after I.</p> </div> <div> <div>1 </div> <div>0  / 0 </div> </div> <div>Thug</div>	<div>  </div> <div> <p>AAA (as an action): gain 2g from Farm. When farm is opened, place 8g on it. When discarded, discard the gold.</p> </div> <div> <div>1 </div> <div>1  / 2 </div> </div> <div>Farmer</div>	<div>  </div> <div> <p>If you trigger an event with food demand, gain 1g.</p> </div> <div> <div>1 </div> <div>1  / 1 </div> </div> <div>Trapper</div>
<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0  / 0 </div> <div>0.10</div> </div> <div>Early Trade</div>	<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0  / 0 </div> <div>0.10</div> </div> <div>Early Trade</div>	<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0  / 0 </div> <div>0.10</div> </div> <div>Early Trade</div>
<div>  </div> <div> <p>Selling a business is a free action.</p> </div> <div> <div>1 </div> <div>0  / 0 </div> </div> <div>Hut Builder</div>	<div>  </div> <div> <p>Selling a business is a free action.</p> </div> <div> <div>1 </div> <div>0  / 0 </div> </div> <div>Hut Builder</div>	<div>  </div> <div> <p>When sold, draw 2.</p> </div> <div> <div>1 </div> <div>0  / 0 </div> </div> <div>Astrologer</div>
<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0  / 0 </div> <div>0.10</div> </div> <div>Early Trade</div>	<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0  / 0 </div> <div>0.10</div> </div> <div>Early Trade</div>	<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0  / 0 </div> <div>0.10</div> </div> <div>Early Trade</div>
<div>  </div> <div> <p>EOTA (end of the age): earn 1g from a player who does not produce food.</p> </div> <div> <div>1 </div> <div>0  / 0 </div> </div> <div>Baker</div>	<div>  </div> <div> <p>You may examine the current event deck.</p> </div> <div> <div>1 </div> <div>0  / 0 </div> </div> <div>Seer</div>	<div>  </div> <div> <p>You may examine the future event deck.</p> </div> <div> <div>1 </div> <div>0  / 0 </div> </div> <div>Philosopher</div>
<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0  / 0 </div> <div>0.10</div> </div> <div>Early Trade</div>	<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0  / 0 </div> <div>0.10</div> </div> <div>Early Trade</div>	<div>  </div> <div> <p>Players providing hides: +1g</p> </div> <div> <div>0  / 0 </div> <div>0.10</div> </div> <div>Early Trade</div>