























































<div>Thug</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0.12</div> <div>  <p>Gain 1g whenever “Barbarians” events resolve. Obsoleted by swords.</p> </div>	<div>Merchant</div> <div>Early Trade</div> <div>1  / 1 </div> <div>0.12</div> <div>  <p>When you claim a contract, gain 1g.</p> </div>	<div>Trapper</div> <div>Early Trade</div> <div>1  / 1 </div> <div>0.12</div> <div>  <p>If you trigger an event with food demand, gain 1g.</p> </div>
<div>Thug</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0</div> <div>  <p>Players providing hides: +1g</p> </div>	<div>Merchant</div> <div>Early Trade</div> <div>1  / 1 </div> <div>0</div> <div>  <p>Players providing hides: +1g</p> </div>	<div>Trapper</div> <div>Early Trade</div> <div>1  / 1 </div> <div>0</div> <div>  <p>Players providing hides: +1g</p> </div>
<div>Hut Builder</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0.12</div> <div>  <p>Selling a business is a free action.</p> </div>	<div>Hut Builder</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0.12</div> <div>  <p>Selling a business is a free action.</p> </div>	<div>Astrologer</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0.12</div> <div>  <p>When sold, draw 2.</p> </div>
<div>Hut Builder</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0</div> <div>  <p>Players providing hides: +1g</p> </div>	<div>Hut Builder</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0</div> <div>  <p>Players providing hides: +1g</p> </div>	<div>Astrologer</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0</div> <div>  <p>Players providing hides: +1g</p> </div>
<div>Baker</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0.12</div> <div>  <p>EOTA (end of the age): earn 1g from a player who does not produce food.</p> </div>	<div>Thug</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0.12</div> <div>  <p>Gain 1g whenever “Barbarians” events resolve. Obsoleted by swords.</p> </div>	<div>Prophet</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0.12</div> <div>  <p>Once per turn, you may examine the top card of the draw deck.</p> </div>
<div>Baker</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0</div> <div>  <p>Players providing hides: +1g</p> </div>	<div>Thug</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0</div> <div>  <p>Players providing hides: +1g</p> </div>	<div>Prophet</div> <div>Early Trade</div> <div>0  / 0 </div> <div>0</div> <div>  <p>Players providing hides: +1g</p> </div>