





































<div>Alchemist</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           You may draw from age I.         </div>	<div>Shaman</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           When you trigger an event, you may skip evaluating it. It still goes to the demand pile.         </div>	<div>Cook</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           EOTA (end of the age): If this does not have a contract, take 1g from the supply.         </div>
<div>Alchemist</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           Players providing hides: +1g         </div>	<div>Shaman</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           Players providing hides: +1g         </div>	<div>Cook</div> <div>Early Trade</div> <div>0.13</div> <div>0 </div> <div>  </div> <div>           Players providing hides: +1g         </div>
<div>Thug</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           Gain 1g whenever "Barbarians" events resolve. Obsoleted by swords.         </div>	<div>Broker</div> <div>Early Trade</div> <div>0.13</div> <div>0 </div> <div>  </div> <div>           When you claim a contract, gain 1g.         </div>	<div>Trapper</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           If you trigger an event with food demand, gain 1g.         </div>
<div>Thug</div> <div>Early Trade</div> <div>0.13</div> <div>0 </div> <div>  </div> <div>           Players providing hides: +1g         </div>	<div>Broker</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           Players providing hides: +1g         </div>	<div>Trapper</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           Players providing hides: +1g         </div>
<div>Hut Builder</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           Selling a business is a free action.         </div>	<div>Hut Builder</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           Selling a business is a free action.         </div>	<div>Astrologer</div> <div>Early Trade</div> <div>0.13</div> <div>1 </div> <div>  </div> <div>           When sold, draw 2.         </div>
<div>Hut Builder</div> <div>Early Trade</div> <div>0.13</div> <div>0 </div> <div>  </div> <div>           Players providing hides: +1g         </div>	<div>Hut Builder</div> <div>Early Trade</div> <div>0.13</div> <div>0 </div> <div>  </div> <div>           Players providing hides: +1g         </div>	<div>Astrologer</div> <div>Early Trade</div> <div>0.13</div> <div>0 </div> <div>  </div> <div>           Players providing hides: +1g         </div>