














































<div>  </div> <div> EOTA (end of the age): earn 1g from a player who does not produce food. </div> <div> 1  </div>	<div>  </div> <div> Gain 1g whenever “Barbarians” events resolve. Obsoleted by swords. </div> <div> 1  </div>	<div>  </div> <div> Once per turn, you may examine the top card of the draw deck. </div> <div> 1  </div>
<div> Early Trade </div> <div> Baker </div> <div> 0  / 0  </div> <div> 0.13 </div> <div> Players providing hides: +1g </div> <div>  </div>	<div> Early Trade </div> <div> Thug </div> <div> 0  / 0  </div> <div> 0.13 </div> <div> Players providing hides: +1g </div> <div>  </div>	<div> Early Trade </div> <div> Prophet </div> <div> 0  / 0  </div> <div> 0.13 </div> <div> Players providing hides: +1g </div> <div>  </div>
<div>  </div> <div> EOTA (end of the age): gain 1g for each hides you provide. </div> <div> 1  </div>	<div>  </div> <div> EOTA (end of the age): draw a card. You may develop once per turn as a free action. </div> <div> 2  </div>	<div>  </div> <div> When the treasury runs out of money, gain 2g. </div> <div> 2  </div>
<div> Early Trade </div> <div> Hunter </div> <div> 1  / 1  </div> <div> 0.13 </div> <div> Players providing hides: +1g </div> <div>  </div>	<div> Invention </div> <div> Quarry </div> <div> 2  / 3  </div> <div> 0.13 </div> <div> Players providing the most science (not zero): draw a card for each science you provide. </div> <div>  </div>	<div> Invention </div> <div> Bank </div> <div> 1  / 2  </div> <div> 0.13 </div> <div> Players providing the most science (not zero): draw a card for each science you provide. </div> <div>  </div>
<div>  </div> <div> Your draw limit is increased by 1. Obsoleted by rifles. </div> <div> 3  </div>	<div>  </div> <div> When you start a business, you may discard Lodge, return Lodge’s contract card to demand, and open the business immediately. </div> <div> 2  </div>	<div>  </div> <div> When you trigger an event, gain 1g. Obsoleted by rifles. </div> <div> 2  </div>
<div> Barbarians </div> <div> Armory </div> <div> 1  / 2  </div> <div> 0.13 </div> <div> Treasury -1g for each demand card in excess of contracted weapons. </div> <div>  </div>	<div> Barbarians </div> <div> Lodge </div> <div> 2  / 3  </div> <div> 0.13 </div> <div> Treasury -1g for each demand card in excess of contracted weapons. </div> <div>  </div>	<div> Fertility </div> <div> Tower </div> <div> 1  / 2  </div> <div> 0.13 </div> <div> If there’s no food in the demand pile, +1 population. </div> <div>  </div>