

STATUE

Craft with stone

MONK



STONE

Hire an assistant

After you complete this, transfer two materials from the floor to your workplace.

STONE

2

PILLAR

Craft with stone

MONK



STONE

Hire an assistant

All sales of your most sold resource type are considered covered. (Choose one type if tied.)

STONE

2

FROG

Craft with stone

MONK



STONE

Hire an assistant

After you complete this, if you have the fewest works (or tied), take an extra turn after this one.

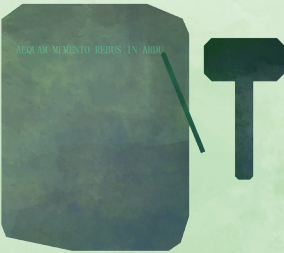
STONE

2

TABLET

Craft with stone

MONK



STONE

Hire an assistant

After you complete this, either **return** all cards on the floor, or restock the floor from the deck until it has a **STONE** and a **METAL**.

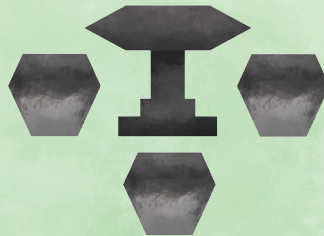
STONE

2

STOOL

Craft with stone

MONK



STONE

Hire an assistant

After you complete a **STONE**, **CLAY**, or **METAL** work, you may draw a card.

STONE

2

GO SET

Craft with stone

MONK



STONE

Hire an assistant

All your **STONE** works count as being in both wings.

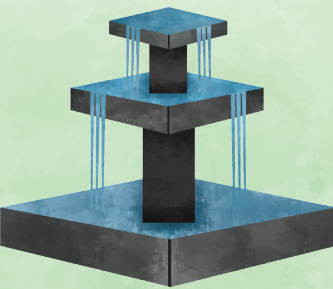
STONE

2

FOUNTAIN

Craft with stone

MONK



STONE

Hire an assistant

Before a **CLERK** task, you may reveal **MONK** cards from hand. Each one counts as a **CLERK** assistant this turn.

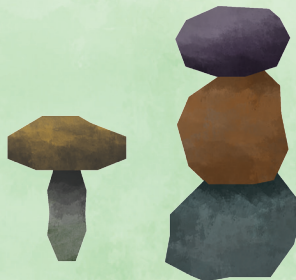
STONE

2

TOWER

Craft with stone

MONK



STONE

Hire an assistant

Opponents cannot use your **CLERK**, **MONK**, or **POTTER** tasks unless they reveal a matching card from their hand.

STONE

2

DAITORO

Craft with stone

MONK



STONE

Hire an assistant

In the morning, you may restock the floor from the top of the deck until there are three cards on the floor.

STONE

2



HANIWA



Collect a material
POTTER Craft with clay

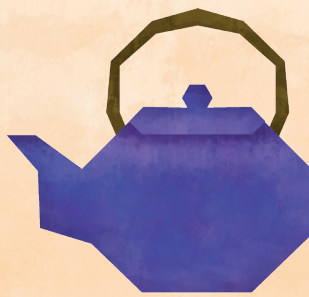
+3 points for each assistant of your most common assistant type.

CLAY

CLAY

3

TEAPOT



Collect a material
POTTER Craft with clay

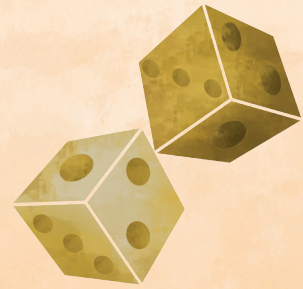
+3 points for each Workplace material of your most common Workplace material type.

CLAY

CLAY

3

DICE



Collect a material
POTTER Craft with clay

Before a **TAILOR** action, you may reveal the top card of the deck. If its value is equal to the number of cards in your hand, complete it for free.

CLAY

CLAY

3

BOWL



Collect a material
POTTER Craft with clay

In the morning, you may add the top card of the deck to your Workplace.

CLAY

CLAY

3

JAR



Collect a material
POTTER Craft with clay

After you complete this, choose a material type. All opponents transfer all cards of that type from their hands to your pickup area.

CLAY

CLAY

3

BRICK



Collect a material
POTTER Craft with clay

For your **SMITH** actions, treat all players' tasks as if they were in your hand to use as support.

CLAY

CLAY

3

FIGURINE



Collect a material
POTTER Craft with clay

Before using each opponent's task, you may reveal a matching card from your hand to gain one extra action for that task.

CLAY

CLAY

3

BANGLE



Collect a material
POTTER Craft with clay

Opponents get no help from their assistants on your tasks. All your **MONK** assistants are considered covered.

CLAY

CLAY

3

CUP



Collect a material
POTTER Craft with clay

After a **PRAYER** action, you may **return** this. If you do, end the game.

CLAY

CLAY

3

<p>FLUTE</p>  <p>SMITH Complete any work</p> <p>For your MONK or POTTER action, you may take an opponent's task or PAPER work instead of a card from the floor.</p> <p>METAL 3</p>	<p>SWORD</p>  <p>SMITHS Complete any work</p> <p>For your MONK or POTTER action, you may take an opponent's assistant or material, respectively, if they have more than you.</p> <p>METAL 3</p>	<p>SHURIKEN</p>  <p>SMITHS Complete any work</p> <p>After you complete this, take a work from an opponent that has more works than you.</p> <p>METAL 3</p>
<p>GONG</p>  <p>SMITH Complete any work</p> <p>After a PRAYER action, you may draw three cards. If you do, place this in your pickup area.</p> <p>METAL 3</p>	<p>PIN</p>  <p>SMITHS Complete any work</p> <p>In the morning, you may take a TAILOR action.</p> <p>METAL 3</p>	<p>COIN</p>  <p>SMITHS Complete any work</p> <p>Count all of the cards in your hand an extra time for sales interest at the end of the game.</p> <p>METAL 3</p>
<p>TURTLE</p>  <p>SMITHS Complete any work</p> <p>If you have a work of each type of material at any time, you win.</p> <p>METAL 3</p>	<p>BELL</p>  <p>SMITHS Complete any work</p> <p>For your CLERK action, you may sell the top card of the deck instead of a card from your workplace.</p> <p>METAL 3</p>	<p>CHOPSTICKS</p>  <p>SMITHS Complete any work</p> <p>In the morning, you may convert your task from last turn to a sale.</p> <p>METAL 3</p>