

POEM

CLERK
Sell a material



PAPER

After you complete a **PAPER** work, you may **return** it. If you do, complete the top card of the deck for free.

PAPER

1

PINWHEEL

CLERK
Sell a material



PAPER

At night, you may **return** a card from your hand. If you do, you may draw a card.

PAPER

1

SCROLL

CLERK
Sell a material



PAPER

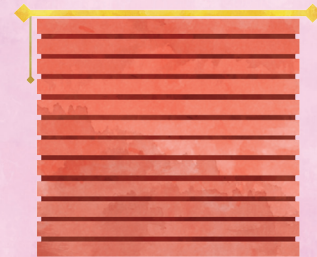
+3 Points

PAPER

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CURTAIN

CLERK
Sell a material



PAPER

Opponents cannot use your **TAILOR** or **SMITH** tasks unless they reveal a matching card from their hand.

PAPER

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CRANE

CLERK
Sell a material



PAPER

You may **return** **PAPER** from your workplace to support completion of any type of work.

PAPER

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FAN

CLERK
Sell a material



PAPER

Before a **TAILOR** action, you may reveal the top three cards of the deck. If you do, **return** two of them and put the third back on top of.

PAPER

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LAMPSHADE

CLERK
Sell a material



PAPER

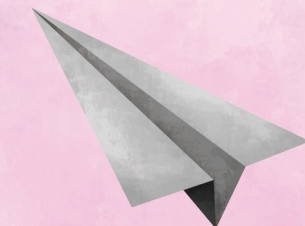
You win **CLAY** and **METAL** sales ties.

PAPER

1

PLANE

CLERK
Sell a material



PAPER

After a **POTTER** action, if you collected a material, you may move one of your works from one wing to the other.

PAPER

1

STRAW

CLERK
Sell a material



PAPER

CLOTH and **CLAY** works each require one less support to complete with a **SMITH** action.

PAPER

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