



The Adventurer is an Action Card. It is considered a terminal card, meaning you don't gain action points after you use it. It lets you pick up cards from your deck until you reveal two treasure cards, which are your currency. This card is very expensive to buy, and is really difficult to use because chances are you won't make more money from this, you'll just make less than the cost. If you run out of cards in the deck and only have 1 treasure, you only get the 1 treasure.



The Smithy card is another action card, and is also terminal. Does not provide another action point. All this one does is allow you to draw 3 cards, which can be useful.



The Lurker card is an action card, but is not a terminal action card. It grants you +1 action. You can either trash an action card, or grab an action card from the trash. This can allow some interesting interactions, like having two lurkers to pull an action card from your supply.



This is the silver treasure card. It costs 3 and provides 2 currency. A typical game has about 40 of these in the supply.



Colony is a victory card. It costs 11, being the most expensive cost. These cards grant the player victory points, and you must have the most at the end of the game to win. Having these in your deck at the end is how you win.