



Statues

Worth more points the more you have.



Coins

Awards extra Silver.



Weapons

Allow you to steal cards from opponents.



Manuscripts

Allow you to take extra turns.



Jewelry

Allow you to hire assistants.



Relics

Modifies points at game's end.



Curses & Blessings

Various effects.



China Sets

Worth various amounts in sets and multiples.



General Card

Used to describe undefined cards.



Victory Points

Number displayed is the value in points.



Lose Victory Points

Causes you to lose victory points.



Star Cards

Collecting the most cards with Stars on them awards extra points at game end.



Gain Silver

Awards Silver.



Lose Silver

Cause you to lose Silver.



No Cost

Action does not cost a Silver.



Extra Turn

Allows you to take an additional turn.



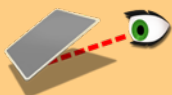
Lose Locked

Cause you to lose a locked card.

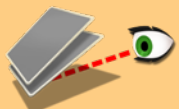


Assistant Card

Affects one of your hired assistants.



Peek Under 1
Peek under a face down card.



Peek Under 2
Peek under 2 face down cards.



No Peeking
No longer able to peek under cards.



Artifact Collection
Receive 1 VP per different color ARTIFACT card



Swap 2
Swap 2 face down Temple cards.



Steal a card
Steal a card from an opponent.



Steal 2 cards
Steal 2 face up cards in total.



Double China
2 of 1 type of China cards.



Triple China
3 of 1 type of China cards.



With a Coffin
Worth more points when you have a Coffin card.



With a Silver Cross
Worth more points when you have a Cross card.



With a Mummy
Worth more points when you have a Mummy card.



With a Vampire
Worth more points when you have a Vampire card.



Curse
Refers to Curse cards.



Blessing
Refers to Blessing cards.



Face down
Cards are put face down in the deck before shuffling. All other cards are left face up.

Set of China
1 of each type of China cards.