



v 11.1

Setup Reminders

With 2 Players all VP cards only have 8 put out. Including all split VP cards. 3-4 use all cards. 5 players 15 Provinces and all others, 6 players 18 Provinces and all others. Curses are **2 player: 10 3 player: 20 and 4 player: 30 5 player: 40 6 players: 50** With Dark Ages ONLY:

Use Shelters instead of Estates (One of each)

Spoils, Madmen, Mercenary and Shelters are not part of supply but kept handy as needed. They do not affect end game conditions.

If using **LOOTER** cards Use Ruins, shuffle all together and put out amounts like Curses, place face down with top card face up.

If using Knights: Shuffle Knights cards, place face down with top card face up. Do not get Trade Route tokens

If Using **Page** or **Peasant** cards also need the **(Upgrade)** cards which are not part of supply but kept handy as needed.

Game End

2-4 players: Supply of Provinces empty **OR** 3 supply piles empty

5 or 6 player: Supply of Provinces empty **OR** 4 supply piles empty

With Prosperity ONLY: **OR** if Colony supply is empty

Base Game

Intrigue Expansion

Seaside Expansion

Alchemy Expansion

Prosperity Expansion

Cornucopia Expansion

Hinterlands Expansion

Dark Ages Expansion

Guilds Expansion

Adventures Expansion

Promo expansions

Abandoned Mine - When you play this, you just get + 1 Coin. This is a Ruins; see Additional Rules for Dark Ages and Preparation.

Adventurer – If you have to shuffle in the middle, shuffle. Don't shuffle in the revealed cards as these cards do not go to the Discard pile until you have finished revealing cards. If you run out of cards after shuffling and still only have one Treasure, you get just that one Treasure.

Advisor - If there are not three cards in your deck, reveal what you can, then shuffle your discard pile into your deck to get the other cards. If there still are not enough, just reveal what you can. No matter how many you revealed, the player to your left chooses one for you to discard, and the remaining cards go into your hand.

Alchemist - When you play this, you draw two cards and may play an additional Action card this turn. In the Clean-up Phase, when you discard this, if you have at least one Potion card in play, you may put Alchemist on top of your deck. This is optional and happens before drawing your new hand. If you have no cards in your deck when you do this, Alchemist becomes the only card in your deck. If you have multiple Alchemists and a Potion, you can put any or all of the Alchemists on top of your deck. You don't have to have used the Potion to buy anything, you only need to have played it.

Alms: (Event) You can only buy this once per turn. When you do, if you have no Treasures in play, you gain a card costing up to 4 Coin. The gained card comes from the Supply and is put into your discard pile.

Altar - You trash a card from your hand if you can, and then gain a card whether or not you trashed one. The gained card comes from the Supply and is put into your discard pile.

Ambassador - First you choose and reveal a card from your hand. You may place up to 2 copies of that card from your hand back in the Supply. You may choose not to put any of them back in the Supply. Then the other players each gain a copy of it from the Supply. If the pile for the chosen card runs out, some players may not get one; cards are given out in turn order starting with the next player. If you have no other cards in hand when you play this, it does nothing.

Amulet: You choose something when you play it, and again at the start of your next turn; the choices may be the same or different.

Apothecary - You draw a card first. Then reveal the top four cards, put the Coppers and Potions into your hand, and put the rest back on top of your deck. If there aren't four cards left in your deck, reveal what you can and shuffle to get the rest. If there still aren't enough cards, just reveal what there is. Any cards that are not Copper and are not Potion go back on top of your deck in an order you choose. You cannot choose not to take all of the Coppers and Potions. If after revealing four cards there are no cards left in your deck, the cards you put back will become the only cards in your deck.

Apprentice - If you do not have any cards left in hand to trash, you do not draw any cards. If you trash a card costing 0 , such as Curse or Copper, you do not draw any cards. Otherwise you draw a card per cost of the card you trashed cost, and another two cards if it had a potion in its cost. For example, if you trash a Golem, which costs one potion and four gold , you draw 6 cards.

Armory - The card you gain comes from the Supply and is put on top of your deck.

Artificer: First you get +1 Card, +1 Action, and + 1 Coin. Then you discard any number of cards. You may choose not to discard any cards. Then you may gain a card costing exactly 1 Coin per card discarded. For example if you discarded two cards; you may gain a card costing 2 Coins; if you discard no cards, you may gain a card costing 0 Coin. The gained card

comes from the Supply and is put on top of your deck. You may choose not to gain a card, even if you discard cards.

 **Bag of Gold** - The Gold you gain comes from the Supply and is put on top of your deck. If your deck has no cards in it, it becomes the only card in your deck. If there are no golds left in the Supply, you do not gain one. This is a Prize; see the Additional Rules.

 **Baker** - When you play this, you draw a card, get +1 Action, and take a Coin token. In games using this card, each player starts the game with a Coin token. This includes games using the promo card Black Market in which Baker is in the Black Market deck.

 **Ball: (Event)** When you buy this, you take your -1 Coin token, which will cause you to get 1 Coin less the next time you get Coin; see the Tokens section. Then you gain 2 cards, each costing up to 4 Coin. They can be 2 copies of the same card, or 2 different cards.

 **Band of Misfits** - When you play this, you pick an Action card from the Supply that costs less than it, and treat this card as if it were the card you chose. Normally this will just mean that you follow the instructions on the card you picked. So, if you play Band of Misfits and Fortress is in the Supply, you could pick that and then you would draw a card and get +2 Actions, since that is what Fortress does when you play it. Band of Misfits also gets the chosen card's cost, name, and types. If you use Band of Misfits as a card that trashes itself, such as Death Cart, you will trash the Band of Misfits (at which point it will just be a Band of Misfits card in the trash). If you use Band of Misfits as a duration card (from Seaside), Band of Misfits will stay in play until next turn, just like the duration card would. If you use Band of Misfits as a Throne Room (from Dominion), King's Court (from Prosperity), or Procession, and use that effect to play a duration card, Band of Misfits will similarly stay in play. If you use Throne Room, King's Court, or Procession to play a Band of Misfits card multiple times, you only pick what to play it as the first time; the other times it is still copying the same card. For example, if you use Procession to play Band of Misfits twice and choose Fortress the first time, you will automatically replay it as Fortress, then trash the Band of Misfits, return it to your hand (it is a Fortress when it's trashed, and Fortress has a when-trashed ability that returns it to your hand), and gain an Action card costing exactly 6 Coin (1 Coin more than Band of Misfits, which has left play and so is no longer copying Fortress). If you use Band of Misfits as a card that does something during Clean-up, such as Hermit, it will do that thing during Clean-up. When you play Horn of Plenty (from Cornucopia), it counts Band of Misfits as whatever Band of Misfits was played as; for example if you play a Band of Misfits as a Fortress, and then play another Band of Misfits as a Scavenger, and then play Horn of Plenty, you will gain a card costing up to 3 Coin. Band of Misfits can only be played as a card that is visible in the Supply; it cannot be played as a card after its pile runs out, and cannot be played as a non-Supply card like Mercenary; it can be played as the top card of the Ruins pile, but no other Ruins, and can only be played as Sir Martin when that is the top card of the Knights pile.

 **Bandit Camp** - Draw a card before gaining a Spoils. The

Spoils comes from the Spoils pile, which is not part of the Supply, and is put into your discard pile. If there are no Spoils cards left, you do not get one.

 **Bank** - This is a Treasure worth a variable amount. When you play Bank, it is worth 1 gold per Treasure you have in play, counting itself. Remember, you choose what order to play Treasure cards. If you play Bank with no other Treasures in play, it is worth 1 gold. If you play two copies of Bank in a row, the one you play second will be worth 1 gold more than the first one. Bank produces money right when you play it; things that happen later in the turn will not change how much money you got from it.

 **Baron** - You are never obligated to discard an Estate, even if you have one in your hand. However, if you do not discard an Estate, you must gain an Estate (if there are any left); you cannot choose to just get +1 Buy from this card.

 **Bazaar** - You draw a card, get 2 more Actions to use, and get 1 more coin to spend this turn.

 **Beggar** - When you play this, you gain three Coppers from the Supply, putting them into your hand. If there are not three Coppers left, just gain as many as you can. When another player plays an Attack card, you may discard this from your hand. If you do, you gain two Silvers from the Supply, putting one on your deck and the other into your discard pile. If there is only one Silver left, put it on your deck; if there are no Silvers left, you do not gain any.

 **Black Market** allows you to Buy a card during the Action phase. You can use coins provided by other Action cards played earlier in the Action phase and you can also play Treasure cards from your hand to pay the cost of the bought card. The Treasure cards are played to the table in your play area, just as you would during the Buy phase. You may play more Treasure cards than are required for the purchase; the extra coins from Action cards and Treasure cards are available to use during your Buy phase. You may even play Treasure cards without Buying a card. You may not reuse coins already spent during a turn. A card bought during the Action phase does not count as a card bought in your Buy phase, so you do not need an action card giving you +1 Buy to still buy a card during your normal Buy phase. If you play Black Market and the Black Market deck is empty, you cannot buy a card but you still get +2 Coins. If you play Black Market and choose not to buy one of the three cards from the Black Market deck, you still get +2 Coins

 **Bishop** - See the Additional Rules section for rules on VP tokens. Trashing a card is optional for the other players but mandatory for you. If players care about the order things happen for this, you trash a card first, then each other player may trash a card, in turn order. Only the player who played Bishop can get VP tokens from it. Potions in costs is ignored, for example if you trash Golem (from Dominion: Alchemy), which costs 4 gold 1 potion, you get 3VP total (counting the 1 VP you always get from Bishop). If you have no cards left in hand to trash, you still get the 1 gold and 1 VP.

 **Bonfire: (Event)** This only trashes cards you have in play, not cards from your hand. You can trash zero, one, or two cards. If you trash Treasures with this, this does not remove the 1 Coin you got from playing those Treasures this turn. For example, with 5 Coppers in play and two Buys, you could pay 3 Coin for a Bonfire to trash two of the Coppers, then spend the other 2 Coin on a Peasant.

 **Border Village** - When you play this card you draw a card and can play two more Actions this turn. When you gain this, you also gain a card from the Supply that costs less than Border Village. Normally that would be a card costing up to 5, but if Border Village costs less than normal, such as due to Highway, then the card you gain will have a lower maximum cost. You only gain a card when you gain Border Village, not when you play it. You gain a card whether you gained a Border Village due to buying it, or gained it some other way.

 **Borrow: (Event)** You can only buy this once per turn. When you do, if your -1 Card token is not on your deck, you put it on your deck and get +1 Coin. The -1 Card token will cause you to draw one less card the next time you draw cards; see the Tokens section.

 **Bridge** - Costs are 1 coin lower for all purposes. For example, if you played Village, then Bridge, then Workshop, you could use Workshop to gain a Duchy (because Duchy now costs 4 coins due to the Bridge). Then if you played 3 coins, you could buy a Silver (for 2 coins) and an Estate (for 1 coin). Cards in players' decks are also affected. The effect is cumulative; if you Throne Room a Bridge, all cards will cost 2 coins less this turn. Costs never go below 0 coins. For this reason, if you play Bridge and then play Upgrade, you could trash a Copper (which still costs zero, even though you played Bridge) and gain a Pawn (which costs 1 after Bridge is played).

 **Bridge Troll:** This gives each other player his – 1 Coin token, which will cause those players to get 1 Coin less the next time they get Coin; see the Tokens section. It also gives you +1 Buy both on the turn you play it and on your next turn. While Bridge Troll is in play, on your turns only, cards cost 1 Coin less, but not less than 0 Coin. This applies to all cards everywhere, including cards in the Supply, cards in hand, and cards in Decks. For example if you have Bridge Troll in play and play Raze, trashing Estate, Estate will only cost 1 Coin, so you'll only look at one card rather than two. This is cumulative; if you have two Bridge Trolls in play from last turn and play another Bridge Troll this turn, all cards will cost 3 Coin less this turn (to a minimum of 0 Coin).

 **Bureaucrat** – If you have no cards left in your Deck when you play this card, the Silver you gain will become the only card in your Deck. Similarly, if another player has no cards in his Deck, the Victory card he puts on top will become the only card in his Deck.

 **Butcher** - First take two Coin tokens. Then you may trash a card from your hand and pay any number of Coin tokens (returning them to the pile). The number of Coin tokens you pay can be zero. Butcher itself is no longer in your hand and so cannot trash itself (though it can trash another copy of Butcher). If you trashed a card, you gain a card costing up to the cost of

the trashed card plus the number of Coin tokens you paid. For example, you could trash an Estate and pay six Coin tokens to gain a Province, or you could trash another Butcher and pay zero Coin tokens to gain a Duchy. You can pay the Coin tokens you just got. Paying Coin tokens for this ability does not get you coins to spend, it just changes what cards you can gain with this ability.

 **Cache** - This is like a treasure worth 3 gold. When you gain this card you also gain two Coppers from the Supply. If none are left, gain as many as you can. You gain the Coppers only when you gain Cache, not when you play it. You gain Coppers whether you gained Cache due to buying it, or gained it some other way.

 **Candlestick Maker** - You get +1 Action and +1 Buy, and take a Coin token.

 **Caravan** – Draw a card at the start of your next turn (not before); Caravan itself is discarded during the Clean-up phase of that subsequent turn.

 **Caravan Guard:** This gives you +1 Card and +1 Action when you play it, and then +1 Coin at the start of your next turn after that. This card has a Reaction ability that lets you play it when another player plays an Attack card. Playing this during another player's turn is similar to playing it during your own turn - you put Caravan Guard into play, get +1 Card and +1 Action, and will get +1 Coin at the start of your next turn - the very next turn you take. However getting +1 Action during someone else's turn does not do anything for you; it does not let you play other Action cards during that player's turn. Similarly if a token gives you +1 Coin or +1 Buy during another player's turn, that still does not let you buy cards during that player's turn (although +1 Coin can cancel the -1 Coin token given out by Bridge Troll). The +1 Action (or potential other +s) does not carry over to your next turn either. After reacting with a Caravan Guard, you can use another one, even one you just drew, and also can use other Reactions, even ones you just drew; you keep going until you have no more Reactions you wish to respond to the Attack with.

 **Cartographer** - When you play this card look at the top 4 cards of your deck. If there are fewer than 4, draw them, then shuffle your discards and draw the remainder. Take less if not enough cards are available. Discard any cards you look at - none, all four, or something in-between - and put the rest back on top of your deck in any order. Do not reveal the cards you put back.

 **Catacombs** - When you play this, you look at the top 3 cards of your deck, and either put all 3 into your hand, or discard all 3 and draw the next 3 cards. If you discard them and have to shuffle to draw 3 cards, you will shuffle in the cards you discarded and may end up drawing some of them. When you trash Catacombs, you gain a card costing less than it. This happens whether Catacombs is trashed on your turn or someone else's, and no matter who has the card that trashed it. The gained card comes from the Supply and is put into your discard pile.

 **Cellar** – You can't discard Cellar to itself, since it isn't in your hand any longer when you resolve it. You choose what cards to discard and discard them all at once. You only draw cards after you have discarded. If you have to shuffle to do the drawing, the discarded cards will end up shuffled into your new Deck.

 **Champion: (Upgrade)** Champion stays in play for the rest of the game once played. For the rest of the game, it provides you with an additional +1 Action each time you play an Action, which means you will always be able to play all of your Actions; and it protects you from all further Attacks played (whether you want the protection or not). Champion only protects you from Attacks played after it; for example it does not stop a previously played Swamp Hag from giving you Curses that turn.

 **Chancellor** – You must resolve the Chancellor (decide whether or not to discard your Deck by flipping it into your Discard pile) before doing other things on your turn, like deciding what to buy or playing another Action card. You may not look through your Deck as you discard it.

 **Chapel** – You can't trash the Chapel itself since it isn't in your hand when you resolve it. You could trash a different Chapel card if that card were in your hand.

 **City** - You draw a card and can play two more Actions no matter what. If there is just one empty pile in the Supply, you also draw another card. If there are two or more empty piles, you both draw another card, and get 1 gold to spend and an extra Buy to use in the Buy phase. There are no further bonuses if three or more piles are empty. This only checks how many piles are empty when you play it; if piles become empty later in the turn, you do not go back and get the bonuses. If a pile stops being empty due to cards being returned to it, such as with the Dominion: Seaside card Ambassador, Cities played after that will not count that pile as empty. An empty trash pile does not count for this.

 **Coin of the Realm:** This is a Treasure worth 0 Coin. You play it in your Buy phase, like other Treasures. When you play it, it goes on your Tavern mat. It produces 1 Coin that turn but is no longer in play. It stays on the mat until you call it. You can call it after resolving playing an Action card, for +2 Actions (which will let you play further Action cards). Move the Coin of the Realm into play when you call it, but it does not give you 1 Coin that turn, it just gives +2 Actions. It is discarded that turn with your other cards in play.

 **Colony** - This is not a Kingdom card. You do not use it every game; see the Preparation section. It is a Victory card worth 10 VP.

 **Conspirator** – You evaluate whether or not Conspirator gives you +1 Card and +1 Action when you play it. If later in the turn you play more Action cards, you do not go back and reevaluate a Conspirator played earlier. For the purposes of counting actions, if you Throne Room an Action, that's one Action for the Throne Room, one for the selected Action played the first time, and one for the selected Action played the second time. For example, if you play Throne Room on Conspirator, the first Conspirator will be your second Action, and won't give you +1 Card or +1 Action, but the second Conspirator will be your

third Action, and you will get +1 Card and +1 Action for that second Conspirator. Action - Victory cards are Actions.

 **Contraband** - This is a Treasure worth 3 gold, like Gold. When you play it, you get +1 Buy, the player to your left names a card, and you cannot buy the named card this turn. This does not stop you from gaining the card in ways other than buying it (such as via Hoard). He does not have to name a card in the Supply. If you play multiple Contrabands in one turn, the player to your left names a card each time; if he names different cards, you cannot buy any of the named cards this turn. You can play Treasures in any order, and you resolve this ability right when you play it, before playing any further Treasure cards. Note that once you buy a card in the Buy phase, you cannot play more Treasures. The number of cards left in a player's hand is public information; you can ask whenever you want to know it (for example, when that player plays Contraband).

 **Coppersmith** - This just changes how much money you get when playing Copper. The effect is cumulative; if you use Throne Room on Coppersmith, each Copper that you play that turn will produce 3 coins.

 **Council Room** – The other players must draw a card whether they want to or not. All players should shuffle as necessary.

 **Count** - This card gives you two separate choices: first you either discard 2 cards, put a card from your hand on top of your deck, or gain a Copper; after resolving that, you either get + 3 Coin, trash your hand, or gain a Duchy. For example, you might choose to discard 2 cards, then gain a Duchy. Gained cards come from the Supply and are put into your discard pile. You can choose an option even if you cannot do it. If you trash multiple cards that do something when trashed at once, trash them all, then choose an order to resolve the things that happen due to them being trashed.

 **Counterfeit** - This is a Treasure worth 1 Coin. You play it in your Buy phase, like other Treasures. When you play it, you also get +1 Buy, and you may play an additional Treasure card from your hand twice. If you choose to do that, you trash that Treasure. You still get any coins that Treasure gave you from playing it, despite trashing it. If you use Counterfeit to play Spoils twice, you will get + 6 Coin , (in addition to the 1 Coin, from Counterfeit) and return Spoils to the Spoils pile; you will be unable to trash it. If you use Counterfeit to play a Treasure that does something special when you play it, you will do that thing twice. Cards with two types, one of which is Treasure (such as Harem from Intrigue) are Treasures and so can be played via Counterfeit.

 **Counting House** - This card lets you look through your discard pile, something you normally are not allowed to do. You only get to look through your discard pile when you play this. You do not have to show the other players your entire discard pile, just the Coppers you take out. After you take out the Coppers, you can leave the cards in your discard pile in any order.

 **Courtyard** - You draw cards and add them to your hand before putting one back. The card you put on top of your deck

can be any card in your new hand and doesn't have to be one of the 3 you just drew.

 **Crossroads** - First reveal your hand and draw a card for each Victory card revealed, if any. The revealed cards all stay in your hand. Cards with two types, one of which is Victory, are Victory cards. Then, if this is the first time you played a Crossroads, +3 Actions. Subsequent Crossroads played this turn give you cards but not Actions. Using a card like Throne Room gives you cards each time, but +3 Actions only once.

 **Cultist** - When you play this, you draw two cards, then each other player gains a Ruins. These come from the Ruins pile in the Supply, and are put into discard piles. Go in turn order starting to your left; each player takes the top Ruins, revealing the next one each time. If the Ruins pile runs out, players stop gaining them at that point. After giving out Ruins, you may play another Cultist from your hand. It can be one you just drew from playing Cultist, or one you already had in your hand. Playing a Cultist this way does not use up any extra Actions you were allowed to play due to cards like Fortress - the original Cultist uses up one Action and that is it. When you trash a Cultist of yours, you draw three cards. This happens whether or not it is your turn, and whether or not the card that causes Cultist to be trashed was yours. If you trash a Cultist while revealing cards, such as to a Knight attack, you do not draw the revealed cards that are about to be discarded.

 **Cutpurse** - Other players must discard one and only one Copper. If they do not have a Copper, they must reveal their hand for all players to see.

 **Death Cart** - When you play Death Cart, you get +5 Coin, and either trash an Action card from your hand, or trash the Death Cart. If you have no Action card in your hand, you will have to trash the Death Cart, but you can trash the Death Cart whether or not you have an Action card in hand. A card with multiple types, one of which is Action, is an Action card. When you gain a Death Cart, either from buying it or from gaining it some other way, you also gain 2 Ruins. You just take the top 2, whatever they are. If there are not enough Ruins left, take as many as you can. The Ruins come from the Supply and are put into your discard pile. The other players get to see which ones you got. The player gaining Death Cart is the one who gains Ruins; if Possession (from Alchemy) is used to make another player buy Death Cart, the player actually gaining the Death Cart (the one who played Possession) gains the Ruins. If you use Trader (from Hinterlands) to take a Silver instead of a Death Cart, you do not gain any Ruins. It doesn't matter whose turn it is; if you use Ambassador (from Seaside) to give Death Carts to each other player, those players also gain Ruins. Passing cards with Masquerade (from Intrigue) does not count as gaining them.

 **Develop** - First trash a card from your hand, if you have any cards in hand. You cannot use Develop itself as it is no longer in your hand. If you trashed a card, gain 2 cards, one costing exactly 1 more, one costing exactly 1 less than the trashed card. The gained cards come from the Supply; gain them in either order. If there is no card in the Supply at one of the costs, still gain the other card if you can. Put the gained cards on top of your deck (not your discard pile) If you trash a Copper, which

costs 0 coins, you will try and fail to get a card costing -1 coins. It may be possible to gain a card costing 1 coin depending on other cards in play.

 **Diadem** - This is a Treasure worth 2, like Silver. You play it in your Buy phase, like other Treasures. When you play it, you get an extra +1 per unused Action you have. This means Actions, not Action cards. So for example if you play Farming Village (which gives you +2 Actions), then Diadem, Diadem will give you an extra +2, for total of 4. If you play no Action cards at all on your turn, you will have one unused Action, so you will get 3 total from Diadem. This is a Prize; see the Additional Rules.

 **Disciple: (Upgrade)** Playing an Action card from your hand is optional. If you do play one, you play it twice, then gain a copy of it if possible; gaining the copy is not optional once you have played it. The copy comes from the Supply and is put into your discard pile; if the Action is a non-Supply card, such as Fugitive, you can play it twice, but do not gain a copy of it. This does not use up any extra Actions you were allowed to play due to cards like Port - Disciple itself uses up one Action and that is it. You cannot play any other cards in between resolving the Discipled Action card multiple times, unless that Action card specifically tells you to (such as Disciple itself does). If you Disciple a card that gives you +1 Action, such as Artificer, you will end up with 2 Actions to use afterwards, rather than the one you would have left if you just played two Artificers. If you use Disciple on a Duration card, Disciple will stay in play until the Duration card is discarded.

 **Distant Lands**: This is a Victory card. Use 8 for games with 2 players, or 12 for games with 3 or more players. This is also an Action card; when you play it, you put it on your Tavern mat. It will stay there the rest of the game; there is no way to call it. At the end of the game, Distant Lands is worth 4 VP if it is on your mat, or 0 if it is not. It counts as part of your deck either way (for example it can contribute to how many VP a Gardens is worth).

 **Doctor** - When you play this, you name a card, reveal the top three cards of your deck, trash each of those cards that has that name, and put the other cards back on your deck in any order. You do not have to name a card being used this game. If there are fewer than three cards left in your deck, reveal the remaining cards, and shuffle your discard pile (which does not include those cards) to get the remainder needed to reveal. If there are still not enough cards, just reveal as many as you can. When you buy this, for each extra 1 Coin you pay over the cost, you look at the top card of your deck, and either trash it, discard it, or put it back on top. If there are no cards left in your deck, shuffle your discard pile into your deck (including any cards already discarded to this overpay ability this turn), and if there still are no cards in it, you do not look at one. If you overpay more than 1 Coin, you may do different things for each card you look at, and you will look at the same card again if you put it back on top. For example if you bought Doctor for 7 Coin, you would look at the top card four times; you might end up first trashing a Copper, then discarding a Province, then putting a Silver back on top, then putting that Silver back on top again.

 **Duchess** - When you play this card you get +2 coins, and each player, including you, looks at the top card of his own deck and either discards it or puts it back on top, his choice. Any

player with no cards in his deck shuffles his discard pile first; any player who still has no cards to look at does not look at one. When a player gains a Duchy in a game with Duchess in the Supply that player may also gain a Duchess from the Supply. This works whether the player gained a Duchy due to buying one, or gained it some other way. Duchess does not interact in any special way with the promotional card Black Market. (i.e. If Duchess is in the Black Market nothing special happens).

♠ **Duke** - This does nothing until the end of the game, at which time it's worth 1VP per Duchy you have. This counts all of your cards - your Discard pile and hand are part of your Deck at that point. During set-up, place 12 Dukes in the Supply for a 3- or 4-player game and 8 in the Supply for a 2-player game.

🏰 **Dungeon:** When you play this, you get +1 Action, draw 2 cards, and discard 2 cards; then at the start of your next turn, you again draw 2 cards and discard 2 cards.

👤 **Duplicate:** When you play this, you put it on your Tavern mat. It stays on your mat until you call it. You can call it when gaining a card costing up to 6 Coin and gain another copy of that card. The gained card comes from the Supply and is put into your discard pile; Duplicate cannot gain non-supply cards such as Teacher. Duplicate can be called during other players' turns when you gain cards; for example, another player might buy Messenger and choose to have each player gain an Estate, and you could Duplicate that Estate. You can call multiple Duplicates to gain multiple copies of the same card. Duplicate is discarded during the Clean-up of the turn you call it, whether or not it is your turn.

🚫 **Embargo** - You can pick any pile in the supply. If multiple Embargo cards are used to put Embargo tokens on the same pile, a player gains a Curse card for every Embargo token when they buy a card from that pile. You do not gain a Curse card if you gain a card from an Embargoed pile without buying it (for example, if you gain a card with Smugglers). If you Throne Room an Embargo, you place two Embargo tokens and they do not have to go on the same Supply pile. If you run out of Embargo tokens, use a suitable replacement to mark Embargoed piles. If there are no Curses left, Embargo tokens do nothing.

🐎 **Embassy** - When you play this card you draw 5 cards, then discard 3 cards. The cards you discard can be ones that were in your hand and/or ones you just drew. You discard 3 cards if able, even if you were unable to draw the full 5 cards (due to not having enough cards in your deck and discard pile) If you do not have 3 cards to discard, you discard as many as you can. When you gain this card each other player gains a Silver. Players only gain Silvers when you gain this, not when you play it. The Silvers come from the Supply. They gain Silvers whether you gained Embassy due to buying it, or gained it some other way. Gaining Silvers is not optional for them. If there are not enough Silvers left to go around, deal them out in turn order, starting with the player to the left of the player who gained Embassy.

👤 **Envoy** - If you do not have 5 cards in your deck, reveal as many as you can and shuffle your discard pile to reveal the rest. The player to your left then chooses one of the revealed cards for you to discard and then you draw the rest. If you do not have

enough cards left to reveal 5 cards, even after shuffling, reveal as many as you can. The opponent to your left still discards one card before you draw the rest.

📦 **Expand** - This is not in your hand after you play it, so you cannot trash it as the card trashed. The card you gain can cost up to 3 gold more than the trashed card, but it can also cost any smaller amount, even less than the cost of the trashed card. You can trash a card and gain a copy of the same card. If you have no card in hand to trash, you do not gain a card. The card you gain comes from the Supply and is put into your discard pile.

🗺 **Expedition: (Event)** This increases the number of cards you draw in Cleanup of the same turn. It is cumulative. Normally you draw 5 cards; after an Expedition you would draw 7, after two Expeditions you would draw 9, and so on. It only applies for the turn you buy it. If you play Outpost (from Seaside), getting an extra turn with only 3 cards, and also buy Expedition, you add the 2 extra cards onto the base of 3 cards, for 5 cards total.

🗺 **Explorer** - You don't have to reveal a Province if you have one. If you do reveal one you gain a Gold, otherwise you gain a Silver. The gained card comes from the supply and is put into your hand; it can be spent the same turn.

🌿 **Fairgrounds** - At the end of the game, this is worth 2 VP per 5 differently named cards in your deck, rounded down. So if you have 0-4 different cards, it is worth 0 VP ; if you have 5-9, it is worth 2 VP ; if you have 10-14, it is worth 4 VP ; if you have 15-19, it is worth 6 VP; and so on. By default there are only 17 differently named cards available in a game, but sometimes there may be more cards, such as via Young Witch's setup rule, or due to Tournament. Use 8 Fairgrounds in a game with 2 players, and 12 for a game with 3 or more players.

👤 **Familiar** - If there aren't enough Curses left to go around when you play Familiar, you deal them out in turn order, starting with the player to your left. If you play Familiar with no Curses remaining, you will still get +1 Card and +1 Action. A player gaining a Curse puts it face-up into his Discard pile.

🌿 **Farming Village** - Reveal cards from the top of your deck until you reveal a Treasure or Action card. If you run out of cards before finding one, shuffle your discard pile (but not the revealed cards), and keep revealing cards. If you still cannot find one, just discard all of the revealed cards. If you do find a Treasure or Action card, put it into your hand, and discard the rest of the revealed cards. A card with multiple types, one of which is Treasure or Action (for example Diadem, a Treasure - Prize), is a Treasure or Action and so will be drawn by this. You do not choose Treasure or Action – you stop on the first card matching either type.

🐎 **Farmland** - This is a Victory card, not an action card. It is worth 2 VP at the end of the game. When you buy this card you trash a card from your hand if able, and if you did, you gain a card from the supply costing exactly 2 more than the trashed card if able. If there are no cards left in your hand to trash, you do not trash or gain a card, and if you trashed a card but there are no cards in the supply costing exactly 2 more than it, you do

not gain a card. This ability only functions when you buy Farmland, not when you gain it some other way.

 **Feast** – The gained card goes into your Discard pile. It has to be a card from the Supply. You cannot use coins from Treasures or previous Actions (like the Market) to increase the cost of the card that you gain. If you use Throne Room on Feast, you will gain two cards, even though you can only trash Feast once. Gaining the card isn't contingent on trashing Feast; they're just two things that the card tries to make you do.

 **Feodum** - This is a Victory card. Play with 8 for games with 2 players, or 12 cards for games with 3 or more players. At the end of the game, each Feodum is worth 1VP for every 3 Silvers in your deck, rounded down. For example, if you have 11 Silvers, your Feodums are worth 3 VP each. If a Feodum is trashed, you gain 3 Silvers. The Silvers come from the Supply and are put into your discard pile. If there are not enough Silvers left, gain as many as you can.

 **Ferry: (Event)** When you buy this, you move your -2 Coin cost token to any Action Supply pile. This token makes cards from that pile cost less, but not less than 0 Coin, on your turns.

 **Festival** – If you are playing multiple Festivals, keep a careful count of your Actions. Say how many you have left out loud; this trick works every time (i.e. "I'm playing the Festival and now have two Actions remaining. I play a Market and have two Actions remaining. I play another Festival and now have three Actions remaining....").

 **Fishing Village** - You get a coin to spend and 2 more Actions to use this turn. At the start of your next turn you get a coin and only one more Action. This means you will be able to play 2 Actions total on your next turn (counting your normal Action). Leave this in front of you until the Clean-up phase of your next turn.

 **Followers** - Do the things in the order listed. You draw 2 cards; then you gain an Estate from the Supply, putting it into your discard pile; then each other player gains a Curse from the Supply, putting it into his discard pile; then each other player discards down to 3 cards in hand. A player with 3 or fewer cards in hand does not discard any cards. If there are no Estates left, you do not gain one. If there are not enough Curses left, deal out the remaining Curses in turn order. This is a Prize; see the Additional Rules.

 **Fool's Gold** - This is both a Treasure and a Reaction. It can be played in your Buy phase like other treasures. When you play this card it is worth 1 coin the first time you play it this turn, and otherwise is worth 4 coins each subsequent time. If you play 3 Fool's Gold you will get $1+4+4 = 9$ coins. When another player gains a Province you may trash Fool's Gold from your hand; if you do, you gain a Gold from the Supply, putting it on top of your deck rather than into your discard pile. If there are no cards in your deck, the Gold becomes the only card in your deck. If there are no Gold cards left in the Supply, do not gain one, but you can still trash Fool's Gold. This Reaction is only usable when another player gains a Province, not you. It is usable whether a Province was gained due to being bought, or gained some other way.

 **Forager** - Trash a card from your hand if you can. Whether or not you can, you still get + 1 Coin per differently named Treasure in the trash, plus +1 Action and +1 Buy. Multiple copies of the same Treasure card do not increase how much you get. For example, if the trash has four Coppers, a Counterfeit, and six Estates, you get + 2 Coin. Cards with multiple types, one of which is Treasure (such as Harem from Intrigue), are Treasures.

 **Forge** - "Any number" includes zero. If you trash no cards, you have to gain a card costing 0 gold if you can. This is different from how cards like Expand work if you do not trash anything, because Forge looks at the total, not at any one card's cost. If there is no card at the required cost, you do not gain a card. The card you gain comes from the Supply and is put into your discard pile. Potion symbols (on cards from Dominion: Alchemy) are not added, and the card you gain cannot have a potion symbol in its cost.

 **Fortune Teller** - Each other player reveals cards from the top of his deck until he reveals a Victory or Curse card. If he runs out of cards before finding one, he shuffles his discard pile (but not the revealed cards), and keeps revealing cards. If he still cannot find one, he just discards all of the revealed cards. If he does find one, he puts the Victory or Curse card on top of his deck, and discards the other revealed cards. If his deck has no other cards in it, it becomes the only card in his deck. A card with multiple types, one of which is Victory (such as Nobles from Dominion: Intrigue), is a Victory card. You do not choose Victory or Curse - they stop on the first card that matches either type.

 **Fortress** - When you play this, you draw a card and get +2 Actions. If this is trashed, you take it from the trash and put it into your hand. This happens no matter whose turn it is when Fortress is trashed. It is not optional. You still trashed Fortress, even though you get it back; for example if you play Death Cart and choose to trash Fortress, the "if you do" on Death Cart is true, you did trash an Action, so you do not trash Death Cart.

 **Fugitive: (Upgrade)** When you play this, you draw 2 cards, get +1 Action, and then discard a card from your hand. The discarded card does not have to be one of the cards just drawn.

 **Gardens** – This Kingdom card is a Victory card, not an Action card. It does nothing until the end of the game, when it is worth 1 victory point per 10 cards in your Deck (counting all of your cards – your Discard pile and hand are part of your Deck at that point). Round down; if you have 39 cards, Gardens is worth 3 victory points. During set-up, place 12 Gardens in the Supply for a 3 or 4 player game and 8 in the Supply for a 2 player game.

 **Gear:** You may set aside zero, one, or two cards from your hand. Put them face down under the Gear; you may look at them. They do not have to be cards you drew with Gear. If you set aside zero cards, Gear will be discarded the same turn you played it; if you set aside one or two cards, you put them into your hand at the start of your next turn, and Gear is discarded at the end of that turn.

 **Ghost Ship** - The other players choose which cards they put on their decks and in what order. This has no effect on another player who already has only 3 cards in hand. A player with no cards left in their deck does not shuffle; the cards put back become the only cards in their deck.

 **Giant**: At the start of the game, place your Journey token (the one with the boot) face up. When you play this, you turn the Journey token over. Then, if it is face down, you get +1 Coin and nothing more happens. If it is face up, you get +5 Coin and the attack part happens. The attack resolves in turn order, starting with the player to your left. The player reveals the top card of his deck, and either trashes it if it costs from 3 Coin to 6 Coin, or discards it and gains a Curse otherwise. Cards with Potion in the cost (from Alchemy) do not cost from 3 Coin to 6 Coin. Cards with an asterisk or + by the cost that cost from 3 Coin to 6 Coin (such as Teacher, or Masterpiece from Guilds) do get trashed. Players can respond to Giant being played with Reactions that respond to Attacks (such as Caravan Guard), even if Giant will only be producing +1 Coin this time.

 **Golem** - Reveal cards from the top of your deck, one at a time, until you have revealed two Action cards that are not Golem. If you run out of cards before revealing two non-Golem Actions, shuffle your discard pile (but not the revealed cards) and continue. If you run out and have no discard pile left either, you just get the Actions you found. Discard all of the revealed cards except for the non-Golem Actions you found. If you did not find any, you're done. If you found one, play it. If you found two, play them both, in either order. You cannot choose not to play one of them. These Action cards are not in your hand and so are unaffected by things that look for cards in your hand. For example, if one of them is Throne Room (from Dominion), you cannot use it on the other one.

 **Goons** - See the Additional Rules section for rules on VP tokens. You get 1 VP for each card you buy, but do not get a VP for gaining a card some other way. Multiple copies of Goons are cumulative; if you have two Goons in play and buy a Silver, you get 2 VP. However if you King's Court a Goons, despite having played the card 3 times, there is still only one copy of it in play, so buying Silver would only get you 1VP.

 **Governor** - You always get +1 Action. Then you either draw three cards and each other player draws a card; or you gain a Gold and each other player gains a Silver; or you may trash a card from your hand and gain a card costing exactly \$2 more and each other player may trash a card from his hand and gain a card costing exactly \$1 more. Go in turn order, starting with yourself; this may matter if piles are low. The gained cards come from the Supply and are put into discard piles; if there are none left, those cards are not gained. For example if you choose the second option and there is only one Silver in the Supply, the player to your left gets it and no-one else gets one. For the third option, you only gain a card if you trashed a card, and only if there is a card available in the Supply with the exact cost required. If you do trash a card, you must gain a card if you can. You cannot trash a Governor you played to itself, as it is no longer in your hand when you play it (though you can trash another copy of Governor from your hand).

 **Grand Market** - You do not have to play all of the Treasures in your hand in your Buy phase. Coppers in your hand do not stop you from buying Grand Market - only Coppers in play do. Coppers that were in play earlier in the turn but are not anymore also don't stop you; if you have 11 Coppers in play and 2 Buys, you could buy a Mint, trash all of your played Treasures, and then buy a Grand Market. You can gain Grand Market other ways – for example with Expand - whether or not you have Coppers in play. Treasures other than Copper do not prevent you from buying Grand Market, even if they are worth 1 gold (such as Loan).

 **Graverobber** - You choose either option, then do as much of it as you can; you can choose an option even if you will not be able to do it. You can look through the trash at any time. If you choose to gain a card from the trash, the other players get to see what it is, and it goes on top of your deck. If there were no cards in your deck, it becomes the only card in your deck. If there is no card in the trash costing from 3 Coin to 6 Coin, you will fail to gain one. Cards with Potion in the cost (from Alchemy) do not cost from 3 Coin to 6 Coin. If you choose to trash an Action card from your hand, the card you gain comes from the Supply and is put into your discard pile.

 **Great Hall** - This is both an Action card and a Victory card. When you play it, you draw a card and may play another Action. At the end of the game, it's worth 1 VP, like an Estate. During set-up, place 12 Great Halls in the Supply for a 3- or 4-player game and 8 in the Supply for a 2-player game.

 **Guide**: When you play this, you get +1 Card and +1 Action, and put it on your Tavern mat. It stays on your mat until you call it at the start of one of your turns. If multiple things can happen at the start of your turn, you can do them in any order. When you call Guide, it moves from the mat into play, and you discard your hand, then draw 5 cards. You discard it that turn with your other cards in play.

 **Haggler** - When you play this card you get +2 coins. While it is in play, whenever you buy a card, you gain a cheaper card that is not a Victory card. For example, you could buy a Province and gain a Gold via Haggler. Gaining a card is NOT optional. The gained card comes from the Supply and is put into your discard pile. Haggler only gives you an extra card when you buy a card, not when you gain a card some other way (such as with Haggler itself). If there is no cheaper card available in the Supply (e.g. if you buy a Copper), you do not gain a card. Using a card that lets you play a card several times (like Throne Room) Haggler does NOT gain you two or more cards per card bought, as there is still only one copy of Haggler in play. However, the bonus is cumulative: if you have three Haggles in play, you will gain three more cards for each card you buy. Cards with two types, one of which is Victory, are Victory cards and so cannot be gained with Haggler.

 **Hamlet** - First draw a card, and get +1 Action. Then you may either discard one card to get another +1 Action; or you may discard one card to get +1 Buy; or you may discard two cards and get both +1 Action and +1 Buy; or you may discard no cards at all. You only get the extra +1 Action or +1 Buy if you actually discarded a card for it. You cannot discard multiple cards to get multiple +Actions or multiple +Buys.

♣ **Harem** - This is both a Treasure card and a Victory card. You can play it for 2 coins, just like a Silver card. At the end of the game, it's worth 2 VP. During set-up, place 12 Harems in the Supply for a 3- or 4 player game and 8 in the Supply for a 2player game.

♣ **Harvest** - Reveal the top 4 cards of your deck. If there are not enough cards, reveal what you can, shuffle your discard pile, and reveal the rest. If there still are not 4 cards total to reveal, just reveal what you can. You discard the revealed cards, and get +1 per differently named card revealed. For example if you revealed Copper, Silver, Copper, Estate, that would be +3.

♣ **Haunted Woods**: Playing this sets up two effects for the future: you will draw 3 cards at the start of your next turn; and until then, other players will put the rest of their hand on their deck whenever they buy a card. A player may not have any cards left in hand when buying a card; typically cards left in hand will include Victory cards, Curses, and unplayed Actions. A player may intentionally avoid playing Treasures and Actions in order to take advantage of having to put his hand on his deck. Players who do not buy any cards can discard their hand normally. Buying Events is not buying cards and so does not trigger this. If you play Haunted Woods and then take an extra turn immediately, such as with Mission or Outpost (from Seaside), you will draw the 3 cards at the start of that turn and discard Haunted Woods that turn, and other players will never be affected by it. If you want to use a Reaction card like Moat against Haunted Woods, you have to use it right when Haunted Woods is played.

♣ **Haven** - First draw a card; then choose a card from your hand and set it aside, face down. Put the set aside card on the Haven, to remind you what it's for. Other players don't get to see what you put down. You have to set aside a card; it's not optional. Haven and the card stay there until the start of your next turn, at which point you put the set aside card into your hand. Haven itself is discarded during the Clean-up phase of that subsequent turn.

♣ **Herald** - When you play this, first draw a card and get +1 Action, then reveal the top card of your deck. If it is an Action card, play it; this is not optional. Playing the Action card does not "use up" one of your Action plays for the turn. Cards with multiple types, one of which is Action (such as Great Hall from Dominion: Intrigue), are Action cards. If Herald plays a Duration card (from Dominion: Seaside), the Herald is still discarded normally at end of turn, as it is not needed to track anything. When you buy this, you put one card from your discard pile on top of your deck for each extra 1 Coin you pay over the cost. For example, if you buy Herald for 6 Coin, you will put two cards from your discard pile on top of your deck. This card lets you look through your discard pile; normally you cannot. You cannot look through your discard pile first to see how much you want to overpay, and once you overpay you must put the appropriate number of cards on top of your deck if possible. If you overpay enough to put more cards on your deck than there are cards in your discard pile, you just put all of your discard pile onto your deck. You may not look through your discard pile if you buy Herald without overpaying for it. When you put multiple cards on

your deck due to overpaying for a Herald, put them on your deck in any order.

♣ **Herbalist** - When you play this, you get an extra coin to spend this turn, and may buy an additional card in your Buy phase. When you discard this from play (usually during Cleanup), you may choose a Treasure card you have in play, and put that card on your deck. If you have no cards in your deck, that Treasure will become the only card in your deck. You choose what order to discard cards during Clean-up; so, for example, if you have Herbalist, Potion, and Alchemist in play, you could choose to discard Alchemist first, putting it on top of your deck, then discard Herbalist, and put Potion on top of your deck. If you have multiple Herbalists in play, each one will let you put another Treasure from play onto your deck when you discard it.

♣ **Hermit** - When you play this, look through your discard pile, and then you may choose to trash a card that is not a Treasure, from either your hand or your discard pile. You do not have to trash a card and cannot trash Treasures. A card with multiple types, one of which is Treasure (such as Harem from Intrigue), is a Treasure. After trashing or not, you gain a card costing up to 3 Coin. The card you gain comes from the Supply and is put into your discard pile. Gaining a card is mandatory if it is possible. Then, when you discard Hermit from play - normally, in Clean-up, after playing it in your Action phase - if you did not buy any cards this turn, you trash Hermit and gain a Madman. The Madman comes from the Madman pile, which is not in the Supply, and is put into your discard pile. It does not matter whether or not you gained cards other ways, only whether or not you bought a card. If there are no Madman cards left, you do not gain one. If Hermit is not discarded from play during Clean-up - for example, if you put it on your deck with Scheme (from Hinterlands) - then the ability that trashes it will not trigger.

♣ **Hero: (Upgrade)** The Treasure comes from the Supply and is put into your discard pile. It can be any Treasure being used that game.

♣ **Highway** - This makes all cards cheaper (to a minimum of 0 coins) as long as it is in play. When it leaves play it stops making cards cheaper. This applies to cards everywhere - cards in the Supply, cards in hand, cards in Decks. For example, if you played Highway, then Develop, trashing a Copper you could gain an Estate as Estate would cost 1 while Copper would still cost 0. Using a card that lets you play a card several times (like Throne Room) on Highway will NOT make cards cost 2 less as there is still only one copy of Highway in play. The bonus is cumulative; if you have three Highways in play, all cards cost 3 less (to a minimum of 0)

♣ **Hireling**: After playing this, you draw an extra card at the start of each of your turns for the rest of the game. Hireling stays in play for the rest of the game to track this. If you use Disciple (or a similar card, like Throne Room) to play Hireling twice, you will draw two extra cards each turn, and Disciple will also stay in play for the rest of the game.

♣ **Hoard** - This is a Treasure worth 2 gold, like Silver. When you buy a Victory card with this in play, you gain a Gold card from the Supply, putting it into your discard pile. If there are no Golds

left, you do not get one. If you have multiple Hoards in play, you will gain multiple Golds from buying a single Victory card. If you buy multiple Victory cards, you will get Gold for each one. So for example if you had two Hoards in play and no other money, with +1 Buy, you could buy two Estates and gain four Golds. Victory cards include cards that are other types as well, such as Nobles and Harem in Dominion: Intrigue. You gain a Gold even if you use Watchtower to immediately trash the Victory card you gained. Victory cards gained other than by buying them do not get you Gold

🍷 **Horn of Plenty** - This is a Treasure worth 0 gold. You play it in your Buy phase, like other Treasures. It does not produce any coins to spend. However, when you play it, you gain a card costing up to 1 gold per differently named card you have in play. This includes itself, other played Treasures, played Actions, and any Duration cards (from Dominion: Seaside) played on your previous turn. It only counts cards currently in play, not ones that were in play but left; for example if you played a Feast (from Dominion) this turn, you will have trashed it, so it will not count for Horn of Plenty. The card you gain must come from the Supply, and is put into your discard pile. If it is a Victory card, trash Horn of Plenty. Cards with multiple types, one of which is Victory (such as Nobles from Dominion: Intrigue) are Victory cards. You do not have to play Horn of Plenty in your Buy phase, and you choose the order that you play Treasures. You do not trash Horn of Plenty if you gain a Victory card some other way while it's in play (such as by buying one).

🐎 **Horse Traders** - When you play this, you get +1 Buy and +3 gold, and discard 2 cards from your hand. If you do not have enough cards to discard, just discard what you can; you still get the +1 Buy and +3 gold. When another player plays an Attack card, before that card does anything, you may reveal this from your hand. If you do, you set it aside, and at the start of your next turn, you return it to your hand and draw a card. While it is set aside, it is not in play or in your hand, and cannot be further revealed to Attacks. Therefore it will only work on one Attack per round of turns. You can reveal it for an Attack and still play it on your next turn. You can reveal multiple Horse Traders to a single Attack. For example, if another player plays Followers, you could reveal and set aside two Horse Traders from your hand, then gain a Curse but discard no cards, as you would only have three cards in hand at that point. Then on your next turn you would pick up the two Horse Traders and also draw two cards.

🏠 **Hovel** - This is a Shelter; see Preparation. It is never in the Supply. When you buy a Victory card, if Hovel is in your hand, you may trash the Hovel. A card with multiple types, one of which is Victory, is a Victory card. You do not get anything for trashing Hovel; you just get to get rid of it.

🎯 **Hunting Grounds** - When you play this, draw 4 cards. If this is trashed, you either gain a Duchy or 3 Estates, your choice. These cards come from the Supply and are put into your discard pile. If you choose the 3 Estates and there are not 3 left, just gain as many as you can.

🎯 **Hunting Party** - First you draw a card and get +1 Action. Then you reveal your hand, and reveal cards from your deck until revealing one that is not a duplicate of one in your hand. A

card is not a duplicate of one in your hand if it does not have the same name as any cards in your hand. If you run out of cards while revealing cards, shuffle your discard pile (but not the revealed cards) and keep revealing cards. If you still do not find one, just discard all of the cards revealed from your deck. If you do find a card not matching any cards in your hand, put it into your hand and discard the other cards revealed from your deck.

🐺 **Ill-gotten Gains** - This is a Treasure worth 2 gold. When you play this card you may gain a Copper. The gained Copper comes from the supply and goes into your hand. If there is none you do not gain one. When you gain this card each other player gains a curse from the Supply. If there aren't enough deal them in turn order. Ill-gotten gains is not an Attack and gaining it is not playing an Attack - this means that cards like Moat do not work against it.

👤 **Inheritance: (Event)** You can only buy this once per game. When you do, set aside a non-Victory Action card from the Supply that costs up to 4 Coin, and put your Estate token on it (the one depicting a house). This is not gaining a card, and does not count for things that care about gaining, such as Treasure Hunter; however at the end of the game, include the card in your deck when scoring. For the rest of the game, all of your Estates have the abilities and types of the set aside card. For example if you set aside a Port, then your Estates are Action - Victory cards, that can be played for +1 Card +2 Actions. This also changes Estates you buy or otherwise gain during the game; if you used Inheritance on a Port and then later bought an Estate, that Estate would come with a Port, just as buying a Port gains you a Port. This only affects your own Estates, not Estates of other players. An Estate is yours if either it started in your deck, or you gained it or bought it, or you were passed it with Masquerade (from Intrigue). An Estate stops being yours if you trash it, return it to the Supply, pass it with Masquerade, or are stopped from gaining it due to Possession (from Alchemy) or Trader (from Hinterlands). There are no limits on the set aside card other than being a non-Victory Action from the Supply costing up to 4 Coin; it may be a Duration card, a Reaction card, and so on. It does not have to continue costing up to 4 Coin, it only has to cost up to when set aside. Your Estates are still worth 1 VP when scoring at the end of the game. Your Estates only copy abilities and types; they do not copy cost, name, or what pile they are from (thus they don't trigger tokens like +1 Action on the copied pile, and are not the Bane for Young Witch from Cornucopia even if the copied pile is the Bane). Starting Estates come from the Estates pile.

🏠 **Inn** - When you play this card you draw 2 cards, get 2 actions, then discard 2 cards (even if you didn't have 2 cards to discard) When you gain this you look through your discard pile, choose any number of Action cards from it (even 0 if you don't want any) and shuffle them into your deck. Cards with one type as Action count as Action cards for this. You do this 'gain' function whether you purchased it or gained it some other way.

🔨 **Ironmonger** - First you draw a card, then you reveal the top card of your deck, then you either discard that card or put it back on top of your deck. Then you get bonuses based on the types of the card you revealed. A card with 2 types gives you both bonuses; for example, if you revealed Harem (from Intrigue), you would both draw a card and get + 1 Coin.

 **Ironworks** - The card you gain must be from the Supply and is put into your discard pile. You get a bonus depending on what type of card you gained. A card with 2 types gives you both bonuses; if you use Ironworks to gain a Great Hall, you will then draw a card (because Great Hall is a Victory card) and may play another Action (because Great Hall is an Action card). Costs of cards are affected by Bridge.

 **Island** – When you first take this card, take an Island player mat. Island is both an Action card and a Victory card. In a 3- or 4-player game, use 12 Islands. Use 8 Islands in a 2-player game. Island and the card set aside with it are set aside face up on the Island player mat provided. They should not be shuffled back into your deck when you shuffle your discard pile. They are returned to your deck at the end of the game in order to calculate total victory points. Island is worth 2 VP. If you have no other cards in hand when you play Island, just set Island aside by itself. If you Throne Room an Island, set aside the Island and a card from your hand, then set aside another card from your hand. You may look through the cards on your Island playing mat (they are face up) and other players may ask to see what you have there as well.

 **Jack of All Trades** - This card does 4 separate things in the order listed; you do all of them but the last one is optional. 1. Gain a Silver from the supply, putting it into your discard pile. If there are none you do not gain anything. 2. Look at the top card of your deck (shuffle if necessary) and discard it or put it back on top. If no cards left at all then don't do this. 3. Draw cards until you have 5 in hand. If you have 5 or more do not draw any cards. If there aren't enough to draw, draw what you can. 4. You may trash a card from your hand that is not a Treasure card. Cards of two types, one of which is Treasure is considered a Treasure card that cannot be trashed.

 **Jester** - Each player with no cards in his deck shuffles his discard pile in order to get a card to discard. If he still has no cards, he does not discard one. For each player who discarded a card, if it is a Victory card, he gains a Curse, and otherwise, you choose: either that player gains a copy of the card, or you do. The gained copies and Curses come from the Supply and are put into the discard piles of the players who gain them. If a card is revealed for which there are no copies in the Supply, no one gains a copy of it. This Attack hits other players in turn order, which can matter when some piles are low. A card with multiple types, one of which is Victory (such as Nobles from Dominion: Intrigue) is a Victory card.

 **Journeyman** - This draws you three cards that are not a particular card. First name a card. It does not have to be a card being used this game. Then reveal cards from the top of your deck until you have revealed three cards that are not the named card. If you run out of cards without finding three, shuffle your discard pile into your deck and continue. If you still cannot find three, stop. Put the cards you found that were not the named card into your hand and discard the rest.

 **Junk Dealer** - You have to trash a card from your hand if you can. You draw before trashing.

 **King's Court** - This is similar to Throne Room (from Dominion), but plays the Action three times rather than twice. You pick another Action card in your hand, play it, play it again, and play it a third time. This does not use up any extra Actions you were allowed to play due to cards like Worker's Village - King's Court itself uses up one Action and that is it. You cannot play any other cards in between resolving the King's Court-ed Action card multiple times, unless that Action card specifically tells you to (such as King's Court itself does). If you King's Court a King's Court, you will play three different Actions after that, playing each one of them three times - do not play one Action nine times. If you King's Court a card that gives you +1 Action, such as Grand Market, you will end up with 3 Actions left afterwards, not the 1 Action you would have if you just played three Grand Markets.

 **Knights** - This is a pile in which each card is different. There is the same basic ability on each card, but also another ability unique to that card in the pile, and they all have different names. Shuffle the Knights pile before playing with it, keeping it face down except for the top one, which is the only card that can be gained from the pile. See Additional Rules for Dark Ages and Preparation. Follow the rules on Knights in order from top to bottom; Sir Michael causes players to discard before it trashes cards. The ability they have in common is that each other player reveals the top 2 cards of his deck, trashes one of them that he chooses that costs from 3 Coin to 6 Coin, and discards the rest; then, if a Knight was trashed, you trash the Knight you played that caused this trashing. Resolve this ability in turn order, starting with the player to your left. Cards with Potion in the cost (from Alchemy) do not cost from 3 Coin to 6 Coin. The player losing a card only gets a choice if both cards revealed cost from 3 Coin to 6 Coin; if they both do and one is a Knight but the player picks the other card, that will not cause the played Knight to be trashed. When Sir Martin is the top card of the pile, it can be gained with an Armory and so on. If Sir Vander is trashed, you gain a Gold; this happens whether it is trashed on your turn or someone else's. The player who had Sir Vander is the one who gains the Gold, regardless of who played the card that trashed it. The Gold from Sir Vander, and the card gained for Dame Natalie, comes from the Supply and is put into your discard pile. When playing Dame Anna, you may choose to trash zero, one, or two cards from your hand. Dame Josephine is also a Victory card, worth 2 VP at the end of the game. The Knight pile is not a Victory pile though, and does not get a counter for Trade Route (from Prosperity) even if Dame Josephine starts on top. If you choose to use the Knights with Black Market (a promotional card), put a Knight directly into the Black Market deck, rather than using the randomizer card. Sir Martin only costs 4 Coin, though the other Knights all cost 5 Coin.

 **Laboratory** – Draw two cards. You may play another Action card during your Action phase.

 **Library** – If you have to shuffle in the middle, the set-aside cards are not shuffled into the new Deck. They will be discarded when you have finished drawing cards. If you run out of cards even after shuffling, you just get however many there were. You are not obligated to set aside Actions – you just have the option to do so. If you have 7 or more cards in hand after you play the Library, you don't draw any cards.

 **Lighthouse** - You get an action and a coin this turn, but only a coin next turn. Attack cards played by other players don't affect you, even if you want them to. You could reveal Secret Chamber in order to draw 2 cards and put 2 cards from your hand back on top of your deck when an Attack card is played, and you will still not suffer from the Attack card. You do still gain the benefits (like + Cards) of Attack cards you play on your turn. Lighthouse is discarded during the Clean-up phase of your next turn.

 **Loan** - This is a Treasure worth 1 gold, like Copper. When you play it, you reveal cards from the top of your deck until revealing a Treasure card, and then you decide whether to trash that card or discard it. Then you discard all of the other revealed cards. If you run out of cards before revealing a Treasure, shuffle your discard pile (but not the revealed cards) to get more; if you still do not find a Treasure, just discard all of the revealed cards. Remember that you can play Treasures in any order in the Buy phase and can choose not to play some of your Treasures if you want.

 **Lookout** – If you do not have 3 cards to look at from the top of your deck, look at as many as you can and then shuffle your discard pile to look at the remaining cards. You should look at all 3 cards before deciding which card to trash, which card to discard, and which card to put back on top of your deck. If the 3 cards you look at are the last 3 cards in your deck, the card you put back on top of your deck will be the only card left in your deck. If you have less than 3 cards to look at, even after shuffling, then you must follow the instructions on the card in order. If you only have one card to look at, you must trash it. If you have 2 cards to look at, you must trash one and discard one.

 **Lost Arts: (Event)** When you buy this, you move your +1 Action token to any Action Supply pile. This token gives you +1 Action whenever you play a card from that pile.

 **Lost City:** When you gain this, each other player draws a card. This applies whether you bought it or gained it some other way

 **Madman** - This card is not in the Supply; it can only be obtained via Hermit. When you play it, you get +2 Actions, return it to the Madman pile if you can (this is not optional), and if you did return it, you draw a card per card in your hand. For example if you had three cards in hand after playing Madman, you would draw three cards. Normally, nothing will prevent you from returning Madman to the Madman pile, but you may fail to due to playing Madman twice via Procession, Throne Room (from Dominion), or King's Court (from Prosperity). So, for example, if you Procession a Madman, you will get +2 Actions, return Madman to the Madman pile, draw a card per card in your hand, get another +2 Actions, fail to return Madman and so not draw cards the second time, fail to trash Madman, and then gain an Action card costing exactly 1 Coin if you can.

 **Magpie:** If the top card of your deck is a Treasure, it goes into your hand. If the card is not a Treasure, leave it on top of your deck. If the card is an Action card or Victory card, you gain a Magpie; once the Magpie pile is empty, revealing an Action or Victory card will not get you anything. If you reveal a Harem

(from Intrigue), you both put it into your hand and gain a Magpie, since it is both a Treasure and a Victory card.

 **Mandarin** - When you play this card you get +3 coins, and put a card from your hand onto the top of your deck (it may then be the entire deck if no deck was available). If you have no cards left, don't put anything on your deck. When you gain this put all of your Treasures from play on top of your deck in any order. You do not have to show the order to other players You must put ALL of your Treasures on top; you cannot leave some out. You only put Treasures in play (i.e. used to purchase cards) on your deck, not those unplayed in your hand.

 **Masterpiece** - This is a Treasure worth 1 Coin, like Copper. When you buy it, you gain a Silver for each extra 1 Coin you pay over the cost. For example, if you buy a Masterpiece for 6 Coin, you gain three Silvers.

 **Marauder** - First you gain a Spoils. It comes from the Spoils pile, which is not part of the Supply, and is put into your discard pile. If there are no Spoils cards left, you do not get one. Then each other player gains a Ruins. These come from the Ruins pile in the Supply, and are put into discard piles. Go in turn order starting to your left; each player takes the top Ruins, revealing the next one each time. If the Ruins pile runs out, players stop gaining them at that point.

 **Margrave** - You draw +3 cards and get +1 Buy. Each other player draws a card, then discards down to 3 cards. Drawing a card is not optional for them. A player who has 3 or fewer cards after drawing does not discard.

 **Market** – Draw a card. You may play another Action card during your Action phase. During your Buy phase, you may buy an additional card from the supply, and add one coin to the total value of the Treasure cards played.

 **Market Square** - When you play this, you draw a card and get +1 Action and +1 Buy. When one of your cards is trashed, you may discard Market Square from your hand. If you do, you gain a Gold. The Gold comes from the Supply and is put into your discard pile. If there is no Gold left in the Supply, you do not gain one. You may discard multiple Market Squares when a single card of yours is trashed.

 **Masquerade** - First you draw 2 cards. Next, each player (all at the same time) chooses a card from his hand and places it face down on the table between him and the player to his left. The player to the left then puts that card into his hand. Cards are passed simultaneously, so you may not look at the card you are receiving until you have chosen a card to pass. Finally, you may trash a card from your hand. Only the player who played Masquerade may trash a card. This is not an Attack and cannot be responded to with Moat or Secret Chamber.

 **Menagerie** - If there are any two or more cards in your hand with the same name, you only draw one card; if there are no matches, you draw three cards. Only the card names matter for this; Copper and Silver are different cards for example, despite both being Treasures. If you have no cards in hand at all after playing Menagerie, then you have no matching cards, and so get +3 Cards.

 **Mercenary** - This card is not in the Supply; it can only be obtained via Urchin. When you play it, you may trash 2 cards from your hand. If you do, you draw two cards, get +2 Coin, and each other player discards down to 3 cards in hand. Players who already have 3 or fewer cards in hand do nothing. Players responding to this Attack with cards like Beggar must choose to do so before you decide whether or not to trash 2 cards from your hand. If you play this with only one card in hand, you may choose to trash that card, but then will fail the "if you do" and will not draw cards and so on. If the cards you trash do things when trashed, first trash them both, then choose what order to resolve the things they do when trashed.

 **Merchant Guild** - When you play this, you get +1 Buy and +1 Coin. While this is in play, any time you buy a card you also take a Coin token. Remember that you may only spend Coin tokens prior to buying cards, so you will not be able to immediately spend that Coin token. This ability is cumulative; if you have two Merchant Guilds in play, each card you buy will get you two Coin tokens. However if you play a Merchant Guild multiple times but only have one in play, such as with Throne Room (from Dominion) or King's Court (from Dominion: Prosperity), you will only get one Coin token when you buy a card.

 **Merchant Ship** - You get 2 coins to spend this turn, and 2 more on your next turn. Leave this in front of you until the Clean-up phase of your next turn.

 **Messenger**: When you play this, you get +1 Buy, +2 Coin, and may optionally put your deck into your discard pile. This is not discarding cards and does not trigger Tunnel (from Hinterlands). When you buy Messenger, if it is the first thing you bought that turn (card or Event), you gain a card costing up to 4 Coin from the Supply, putting it into your discard pile, and then each other player in turn order also gains a copy of that card. If the Supply runs out of copies of the card, further players do not get anything.

 **Militia** – The attacked players discard cards until they have only 3 cards in hand. Players who had 3 or fewer cards in hand when Militia was played do not discard any cards.

 **Mine** – Generally, you can trash a Copper card and gain a Silver, or trash a Silver card and gain a Gold. However, you could also trash a Treasure to gain the same Treasure or a cheaper one. The gained card goes in your hand; thus, you can spend it the same turn. If you don't have a Treasure card in your hand to trash, you can't gain anything.

 **Mining Village** - You must decide whether to trash Mining Village or not before moving on to other actions or other phases. You get a card and +2 Actions, whether you choose to trash it or not. If you trash it you also get +2 Coins. If you Throne Room a Mining Village, you cannot trash Mining Village twice. You will get +1 Card, +2 Actions, and +2 Coins the first time you play it and trash it and when you play it the second time with the Throne Room you get +1 Card and +2 Actions but cannot trash it again.

 **Minion** - You get +1 Action whichever option you choose. The options are +2 coins, or everything after that - discarding, drawing 4 cards, and other players discarding and drawing. A player who Moats this neither discards nor draws. Other players are only affected by this if they have 5 or more cards in hand. Other players can use Secret Chamber when you play Minion even if they do not have 5 or more cards in hand.

 **Mint** - When you buy this, you trash all of your Treasure cards in play. You do not trash Treasure cards in your hand or elsewhere; just the ones in play, if any. If you buy multiple cards in a turn, trash your Treasures right when you buy Mint; you still have any leftover coins they produced for spending on something else. Remember you do not have to play all of the Treasures from your hand each turn (just all the ones you want producing money for you). You do not get additional chances to play Treasure cards between buys in the Buy phase; first you play Treasures, then you buy cards. When you play Mint, you reveal a Treasure card from your hand and gain a copy of it from the Supply. The gained card goes into your discard pile. The revealed card stays in your hand. The Treasure card can also have other types, like Harem (from Dominion: Intrigue). If you buy a Mint and use Watchtower to put it on top of your deck or trash it, you still trash all of your Treasures from play. However, if you buy a Mint with Royal Seal in play, the Royal Seal will be gone before you can use it to put Mint on your deck.

 **Miser**: You may choose to put a Copper from your hand on your mat even if you have no Coppers in hand; nothing will happen. You may also choose to get +1 Coin per Copper on your mat if there are no Coppers on your mat; nothing will happen. Putting a Copper from your hand on your mat is not trashing it; Coppers on your mat are not in play, but count as part of your deck when scoring at the end.

 **Mission: (Event)** You can only buy this once per turn. When you do, if the previous turn was not yours - if it was another player's turn before this turn - you take another turn after this turn ends. The extra turn is completely normal except that you cannot buy cards during it. You can still buy Events, and play cards, and gain cards in ways other than buying them (such as gaining a Silver from Amulet), and exchange Travellers. Buying Mission during a turn granted by Mission will not give you another turn, because the previous turn was yours.

 **Moat** – An Attack card is one that says "Attack" on the bottom line (usually, "Action - Attack"). When someone else plays an Attack card, you may reveal the Moat by showing it from your hand to the other players and then returning it to your hand (before the Attack card resolves). You are then unaffected by that Attack card. You won't gain a Curse because of a Witch or reveal a card to a Spy, and so on. It's just like you aren't in the game for purposes of resolving that Attack. Moat doesn't stop anything an Attack does to other players or to the player of the Attack; for example, if everyone else Moats a Witch, the person who played it still gets to draw 2 cards. Moat can also be played on your turn as an Action to draw 2 cards.

 **Moneylender** – If you do not have a Copper in your hand to trash, you don't get the +3 coins to spend in the Buy phase.

 **Monument** - See the Additional Rules section for rules on VP tokens.

 **Mountebank** - This hits the other players in turn order when that matters (such as when the Curse or Copper pile is low). Each of the other players in turn chooses whether or not to discard a Curse card from his hand, and if he does not, gains a Curse and a Copper from the Supply, putting them into his discard pile. If either the Curse or Copper pile is empty, he still gains the other one. If both are empty, he does not gain either, but can still discard a Curse if he wants to. A player using Moat (from Dominion) on this may not discard a Curse, and doesn't gain a Curse or Copper – you cannot Moat just part of the attack. A player using Watchtower on this can use it just to trash the Curse, just to trash the Copper, or to trash both.

 **Mystic** - You get +1 Action and +2 Coin. Then name a card ("Copper," for example - not "Treasure") and reveal the top card of your deck; if you named the same card you revealed, put the revealed card into your hand. If you do not name the right card, put the revealed card back on top. You do not need to name a card being used this game. Names need to match exactly for you to get the card; for example Sir Destry and Sir Martin do not match. You do not need to name a card available in the Supply.

 **Native Village** - When you first gain one of these, take a Native Village player mat to put cards from this on. When you play Native Village, either take all of the set aside cards from your Native Village player mat and put them into your hand, or set aside the top card of your deck face down (shuffling first if needed) on the Native Village player mat. You may choose either option even if you have no cards on your mat or no cards in your deck. You may look at the cards on your Native Village player mat at any time. At the end of the game, any cards still on your mat return to your deck for scoring. Native Village itself does not get set aside; it goes to your discard pile during the Clean-up phase.

 **Navigator** - You discard all 5 cards or none of them. If you don't discard them, put them back in any order. If there aren't 5 cards left in your deck, look at as many as you can, then shuffle your discard pile (not including the cards you are currently looking at), and look at the rest. If there still aren't 5, you just look at however many are left, and put them back or discard them.

 **Necropolis** - This is a Shelter; see Preparation. It is never in the Supply. It is an Action card; when you play it, you get +2 Actions.

 **Noble Brigand** - When you play this card you get +1 coin. When you play or buy this card each other player reveals the top 2 cards from their deck, trashes a Silver or Gold revealed (you choose which if both) and discards the rest. Each player that did not reveal ANY Treasure card gains a Copper from the Supply. Finally, you gain ALL of the Silvers and Golds trashed this way. This cannot trash any Treasures other than Silver or Gold. When playing this card it is an attack and others may respond to it as usual (such as with Moat or Secret Chamber, etc) However, when buying this card, it is not "playing an Attack card" and thus response cards cannot be played.

 **Nobles** - This is both an Action card and a Victory card. When you play it, you choose either to draw 3 cards or to get 2 more Actions to use; you cannot mix and match. At the end of the game, this is worth 2VP. During set-up, place 12 Nobles in the Supply for a 3- or 4-player game and 8 in the Supply for a 2player game.

 **Nomad Camp** - When you gain this card put it on top of your deck. It will be the only card in your deck if none were left in your deck. Put it on top whether you bought it or gained it in some other way. When you play this card you get +1 Buy and +2 coins.

 **Oasis** - You draw before discarding and may discard the card you drew. If you are unable to draw a card (none in deck or discards) you must still discard 1 card.

 **Oracle** - Each player (including you) reveals the top 2 cards. You (active player) decides for yourself and each player whether the 2 cards are put back on top or discarded. If the 2 cards are put back on top, the owner of the cards determines which order to put them back secretly (order does not need to be revealed) Then, you (active player) draws 2 cards. So if you put back the cards you revealed, you will draw them.

 **Outpost** - The extra turn is completely normal except that your starting hand for it is only 3 cards. This means that you only drew 3 cards instead of 5 cards during the Clean-up phase of the turn when you played Outpost. Leave Outpost in front of you until the end of the extra turn. If you play Outpost as well as a "Now and at the start of your next turn" card, such as Merchant Ship, the turn from Outpost will be that next turn, so you'll get those coins then. If you manage to play Outpost twice in one turn, you will still only get one extra turn. If you play Outpost during an extra turn, it won't give you another turn.

 **Overgrown Estate** - This is a Shelter; see Preparation. It is never in the Supply. It is a Victory card despite being worth 0 VP. If this is trashed, you draw a card, right then, even in the middle of resolving another card. For example, if you use Altar to trash Overgrown Estate, you first draw a card, then gain a card costing up to 5 Coin. This card does not give you a way to trash itself, it merely does something if you manage to trash it.

 **Page: (Traveller)**. When you play Page, you get +1 Card and +1 Action. When you discard it from play, you may return it to its pile and take a Treasure Hunter, putting it into your discard pile.

 **Pathfinding: (Event)** When you buy this, you move your +1 Card token to any Action Supply pile. This token gives you +1 Card whenever you play a card from that pile.

 **Pawn** - First pick any 2 of the 4 options. You cannot pick the same option twice. After picking both, do both, in either order. You may not choose to draw a card, look at the card drawn, and then make your second choice.

 **Pearl Diver** – Draw a card before you look at the bottom card of your deck. If placing the card on top of your deck, be sure not to look at the next card on the bottom of your deck while moving the card. If you have no cards left when it's time to look at the bottom, you shuffle first.

 **Peasant: (Traveller)** When you play Peasant, you get +1 Buy and +1 Coin. When you discard it from play, you may return it to its pile and take a Soldier, putting it into your discard pile.

 **Peddler** - Most of the time, this costs 8 gold. During Buy phases, this costs 2 gold less per Action card you have in play. This cost applies to all Peddler cards, including ones in hands and decks. It never costs less than 0 gold. If you play King's Court on Worker's Village, for example, that is just two Action cards you have in play, even though you played the Worker's Village three times. Buying cards using the promotional card Black Market is something that does not happen during a Buy phase, so Peddler still costs 8 gold then.

 **Philosopher's Stone** - This is a Treasure card. It is a Kingdom card; it will only be in games where it is randomly dealt out as one of the 10 Kingdom cards, or otherwise selected to be one of them. It is played during your Buy phase, like other Treasure cards. When you play it, count the number of cards in your deck and discard pile combined, divide by 5, and round down. That is how many coins this produces for you. Once played, the amount of coins you get does not change even if the number of cards changes later in the turn. The next time you play it, count again. If you play multiple copies, obviously the number will be the same for all of them. It does not matter what order your discard pile is in, but the order your deck is in matters. Do not change that order while counting! You will get to look through your discard pile as you count it. You only count your deck and discard pile, not your hand or cards in play or set aside cards. You cannot play more Treasures after buying something in your buy phase; so for example you cannot buy a card, then play Philosopher's Stone, then buy another card.

 **Pilgrimage: (Event)** At the start of the game, place your Journey token (the one with the boot) face up. You can only buy this once per turn. When you do, turn your Journey token over. Then if it is face down, nothing more happens. If it is face up, choose up to 3 cards you have in play with different names and gain a copy of each. The copies you gain come from the Supply and are put into your discard pile. So, every other time you buy this, you will gain up to 3 cards. It does not matter what turned over the Journey token; you could turn it face down with Ranger, then face up with Pilgrimage.

 **Pillage** - First trash Pillage. Then each other player with 5 or more cards in hand reveals his hand and discards a card of your choice. This happens in turn order, starting with the player to your left. Then you gain two Spoils cards. The two Spoils cards come from the Spoils pile, which is not part of the Supply, and are put into your discard pile. If there are no Spoils cards left, you do not get one; if there is only one, you just get one.

 **Pirate Ship** – When you first take this card, take a Pirate Ship player mat. If you use the Pirate Ship to trash treasures, a player with just one card left reveals that last card and then shuffles to get the other card to reveal (without including the revealed card); a player with no cards left shuffles to get both of them. A player who still doesn't have two cards to reveal after shuffling just reveals what he can. Each player trashes one Treasure card at most, of the attacker's choice from the two

revealed cards. As long as you trashed at least one Treasure card in this way, place a Coin token on your Pirate Ship player mat. You can't get more than one Coin token each time you play Pirate Ship, no matter how many treasures it trashes. If you choose not to try to trash treasures from the other players, the Pirate Ship is worth one coin for each Coin token on your Pirate Ship player mat. The Coin tokens are cumulative, so after you have used your Pirate Ships to trash coins 3 times (and you trash at least one Treasure card each time), any Pirate Ship you play could be worth 3 coins. Pirate Ship is an Action-Attack and players can reveal Secret Chamber even if you choose to use Pirate Ship for the coin value.

 **Plan: (Event)** When you buy this, you move your Trashing token (the one depicting a tombstone) to any Action Supply pile. This token will let you trash a card from your hand when buying a card from that pile; see the Tokens section.

 **Platinum** - This is not a Kingdom card. You do not use it every game; see the Preparation section. It is a Treasure worth 5 gold.

 **Plaza** - First you draw a card and get +2 Actions; then you may discard a Treasure. You can discard the card you drew if it is a Treasure. If you discarded a Treasure card, you take a Coin token. Cards with multiple types, one of which is Treasure (such as Harem from Dominion: Intrigue), are Treasures.

 **Poor House** - First you get +4 Coin. Then you reveal your hand, and lose 1 Coin per Treasure card in it. You can lose more than 4 Coin this way, but the amount of coins you have available to spend can never go below 0 Coin. Cards with two types, one of which is Treasure (such as Harem from Intrigue) are Treasure cards.

 **Port:** When you buy a Port, you gain another Port. If you gain a Port some other way, you do not get an extra Port. There are 12 Ports in the pile; use all 12.

 **Possession** - You are not taking a turn with the deck of the player to your left; that player is taking a turn, with you making the decisions and gaining the cards. This is a crucial difference to keep in mind when considering card interactions – the “you” in all cards still refers to the player being Possessed, not the player doing the Possessing. Possession has several pieces to it:

- You can see the Possessed player's cards for the entire turn, which means you will see his next hand during Clean-up. You will also see any cards he is entitled to see due to card rules; for example, you can look at cards he has set aside with Native Village (from Seaside). You can count any cards he can count.
- You make all decisions for the Possessed player, including what cards to play, decisions those cards provide, and what cards to buy.
- Any cards the Possessed player would have gained in any way, you gain instead; this includes cards bought, as well as cards gained due to Actions. The cards you gain this way go to your discard pile, even if they would have gone to that player's hand or the top of his deck or somewhere else. You only gain cards he would have; you do not gain tokens he would have (for example from the Dominion: Seaside card Pirate Ship).
- During the Possessed turn, whenever one of that player's cards is trashed, set it aside, and that player puts it into his

discard pile at the end of the turn, after Clean-up. This counts as the card being trashed, so, for example, you could trash a Mining Village (from Dominion: Intrigue) and get the two gold. Getting those cards back at end of turn does not count as those cards being gained (so for example, you won't get them). Other players' cards that are trashed during that turn are not returned. - Cards passed with Masquerade (from Dominion: Intrigue) are not being gained or trashed, and so are passed normally. Cards returned to the Supply with Ambassador (from Dominion: Seaside) are also not being trashed, and so return to the Supply normally.

- If you make another player play an Attack via Possession, that Attack will hit you like it would normally. If you want to use a Reaction in response to that Attack (such as Secret Chamber from Dominion: Intrigue), you would be the one revealing the Reaction, not the player being Possessed.

- Possession causes an extra turn to be played, like the card Outpost does (from Dominion: Seaside). The extra turn happens only after this turn is completely over you will have discarded everything and drawn your next hand. Outpost only prevents itself from giving a player two consecutive turns, it does not prevent other cards or the rules from doing so. So, for example, if you play Possession in a two-player game, then after the Possession turn, that player still gets his normal turn. If he played Outpost during that turn though, it would not give him an extra turn. If you play both Outpost and Possession in the same turn, the Outpost turn happens first. If you make someone play Outpost during a turn in which you Possessed them, that player will get the extra turn and make decisions during it and so forth, not you; if you make someone play Possession during a turn in which you Possessed them, that will make that player Possess the player to his left, rather than you getting to Possess anyone further. Possession turns (and other extra turns) do not count for the tiebreaker. Once the game ends, no further turns are played, including extra turns from Possession and Outpost.

- Unlike Outpost, Possession is not a Duration card. It is discarded in the Clean-up phase of the turn you played it. - Possession is cumulative; if you play it twice in one turn, there will be two extra turns after this one.

🧪 **Potion** - This is a basic Treasure card. It costs 4 gold and produces a potion.

It is not a Kingdom card; see the Preparation rules.

👑 **Prince**: You play the same cheap action every turn for the rest of the game. The turn you play Prince, you set it aside with an Action from your hand costing \$4 or less; then every turn after that you play the Action at the start of the turn, and then set it aside again when you discard it from play. If you don't discard the Action then you stop playing it with Prince; Prince at that point is just set aside doing nothing for the rest of the game. That will happen for example if the Action is a Feast or Mining Village and it is trashed, or if it's a duration card and so it stayed in play, or if it's a Madman and was returned to its pile, or if it's an Island and was set aside, or if it's a card you put back on your deck with Scheme.. The set aside Action technically goes back and forth from being in play to being set aside each turn, but in practice it's easier to leave it sitting on the Prince and just announce resolving it each turn.

Prince has to be set aside to do anything; using Throne Room on Prince won't let you set aside two cards. The Action card you

set aside has to cost \$4 at the time you play Prince, but can normally cost more; for example you could play a Highway, then use Prince on a Laboratory. You do not play the set aside Action the turn you first set it aside with Prince. Playing the card each turn doesn't use up your normal Action play, and is mandatory; setting aside the Action when you discard it from play is also mandatory, you only fail to do it if the card isn't in play at that point. At the end of the game, Prince and the set aside card are returned to your deck before scoring. When you have multiple effects to resolve at the start of the turn - such as multiple Princes and certain duration cards from Seaside - resolve them in any order, and that order may vary from turn to turn; choose one to resolve, resolve it, then move on to another one, until they are all resolved. Cards which cost \$0* such as Mercenary and the Cornucopia Prizes can be set aside with a Prince, as can cards from Guilds that cost \$2+ or \$3+ or \$4+. Cards with a Potion in the cost cannot be set aside with Prince. Prince plays its Action on extra turns from Outpost and Possession. The Action card that Prince plays is in play after it's played each turn, so it will count for things like Peddler; Prince however remains set aside.

👑 **Princess** - This makes all cards cheaper (to a minimum of 0 gold) as long as it is in play. When it leaves play, it stops making cards cheaper. This applies to cards everywhere - cards in the Supply, cards in hand, cards in decks. For example if you played Princess, then Remake, trashing a Copper, you could gain a Silver, as Silver would cost 1 gold while Copper would still cost 0 gold. Using Throne Room (from Dominion) on Princess will not make cards cost 4 gold less, as there is still only one copy of Princess in play. This is a Prize; see the Additional Rules.

♠️ **Procession** - Playing an Action card from your hand is optional. If you do play one, you then play it a second time, then trash it, then gain an Action card costing exactly 1 Coin more than it (even if somehow you failed to trash it). Gaining a card is not optional once you choose to play an Action card, but will fail to happen if no card in the Supply costs the exact amount needed. If something happens due to trashing the card - for example drawing 3 cards due to trashing a Cultist - that will resolve before you gain a card. The gained card comes from the Supply and is put into your discard pile. This does not use up any extra Actions you were allowed to play due to cards like Fortress - Procession itself uses up one Action and that is it. You cannot play any other cards in between resolving the Procession-ed Action card multiple times, unless that Action card specifically tells you to (such as Procession itself does). If you Procession a Procession, you will play one Action twice, trash it, gain an Action card costing 1 Coin more, then play another Action twice, trash it, gain an Action card costing 1 Coin more, then trash the Procession and gain an Action costing 1 Coin more than it. If you Procession a card that gives you +1 Action, such as Vagrant, you will end up with 2 Actions to use afterwards, rather than the one you would have left if you just played two Vagrants. If you use Procession on a Duration card (from Seaside), Procession will stay out until your next turn and the Duration card will have its effect twice on your next turn, even though the Duration card is trashed.

🪨 **Quarry** - This is a Treasure worth 1 gold, like Copper. While it is in play, Action cards cost 2 gold less, to a minimum of 0 gold. It is cumulative; if you play two Quarries during your Buy phase,

then King's Court will only cost 3 gold, rather than the usual 7 gold. It affects the costs of cards that are Actions plus another type, such as Nobles (an Action - Victory card in Dominion: Intrigue). It is also cumulative with other effects that modify costs; if you play Worker's Village in your Action phase, then two Quarries in your Buy phase, Peddler will cost 2 gold. It affects the costs of cards everywhere, such as cards in players' hands.

 **Quest: (Event)** You may either discard an Attack to gain a Gold, or discard two Curses to gain a Gold, or discard any 6 cards to gain a Gold. The gained Gold is put into your discard pile. You may choose to discard 6 cards despite not having enough cards in hand; you will discard everything and not gain a Gold. You may choose to discard two Curses despite only having one; you will discard that Curse and not gain a Gold.

 **Rabble** - The other players shuffle if necessary to get 3 cards to reveal, and just reveal what they can if they still have fewer than 3 cards. They discard revealed Treasures and Actions and put the rest back on top in whatever order they want. Cards with more than one type match all of their types; for example if a player reveals Nobles from Dominion: Intrigue, it is an Action - Victory card, which means it is an Action, so he discards it.

 **Raid: (Event)** This Event is like an Attack, but buying it is not playing an Attack, and so cannot be responded to with cards like Moat and Caravan Guard. When you buy this, you gain a Silver for each Silver you have in play; for example, with four Silvers in play, you would gain four Silvers. The Silvers go to your discard pile; if there aren't enough left, just take what is left. Then each other player puts his -1 Card token on top of his deck, which will cause those players to draw one less card the next time they draw cards.

 **Ranger:** At the start of the game, place your Journey token (the one with the boot) face up. When you play this, you get +1 Buy, and turn the token over. Then if it is face down, nothing more happens. If it is face up, you draw 5 cards. So, every other time you play a Ranger, you will draw 5 cards. It does not matter what turned over the Journey token; you could turn it face down with Giant, then face up with Ranger.

 **Ratcatcher:** When you play this, you get +1 Card and +1 Action, and put it on your Tavern mat. It stays on your mat until you call it at the start of one of your turns. If multiple things can happen at the start of your turn, you can do them in any order. When you call Ratcatcher, you move it from the mat into play, and you trash a card from your hand. Ratcatcher is discarded that turn with your other cards in play.

 **Rats** - Follow the instructions in order. First draw a card; then gain a Rats from the Supply, putting it into your discard pile; then trash a card from your hand that is not a Rats card. If there are no Rats cards left, you do not gain one. If you have no cards in your hand other than Rats, reveal your hand and you do not trash a card. If Rats is trashed, you draw a card. This happens whether it is your turn or another player's, and regardless of which player has the card that trashed Rats. There are 20 copies of Rats, rather than the usual 10; the pile starts with all 20, regardless of the number of players.

 **Raze:** If you trash a card costing 0 Coin with this, you do not get any cards. If you trash a card costing 1 Coin or more, you look at a number of cards from the top of your deck equal to the cost in 1 Coin of the trashed card, take one into your hand, and discard the rest. For example if you trash an Estate, you look at the top two cards of your deck, put one into your hand, and discard the other one. You can trash the Raze itself; normally it costs 2 Coin, so you would look at two cards. Costs may be affected by cards like Bridge Troll. Raze is unaffected by the -1 Card token; if it is on top of your deck, replace it after resolving Raze.

 **Rebuild** - You can name any card, whether or not it is being used this game or is a Victory card. Then reveal cards from your deck until you reveal a Victory card that is not what you named. If you run out of cards, shuffle your discard pile and continue, without shuffling in the revealed cards. If you run out of cards with no cards left in your discard pile, stop there, discard everything, and nothing more happens. If you did find a Victory card that was not what you named, you discard the other revealed cards, trash the Victory card, and gain a Victory card costing up to 3 Coin more than the trashed card. The card you gain comes from the Supply and is put into your discard pile.

 **Relic:** This is a Treasure worth 2 Coin. You play it in your Buy phase, like other Treasures. When you play it, you also make each other player put his -1 Card token on his deck, which will cause those players to draw one less card the next time they draw cards; see the Tokens section. Relic is an Attack despite not being an Action; it can be blocked with Moat and responded to with Caravan Guard and so on. A player responding to Relic with Caravan Guard first plays Caravan Guard, including drawing a card, and then puts his -1 Card token on his deck.

 **Remake** - Trash a card from your hand, and gain a card costing exactly 1 gold more than it; then trash another card from your hand, and gain a card costing exactly 1 gold more than that card. If you have no cards in hand, you do not trash anything or gain anything; if you have only one card in hand, trash it and gain a card costing 1 gold more than it. Gained cards come from the Supply and are put into your discard pile. If there is no card at the exact cost needed, you do not gain a card for that trashed card. For example you could use Remake to trash an Estate, gaining a Silver, then trash a Copper, gaining nothing.

 **Remodel** - You cannot trash the Remodel as it isn't in your hand when you resolve it (you can trash a different Remodel card from your hand). If you do not have a card to trash, you cannot gain a card from the Remodel. The gained card goes in your Discard pile. You can only gain cards from the Supply. The gained card need not cost exactly 2 coins more than the trashed card; it can cost that much or any amount less. You cannot use coins from Treasures or previous Actions (like the Market) to increase the cost of the card you gain. You can trash a card to gain a copy of the same card.

 **Rogue** - If there is a card in the trash costing from 3 Coin to 6 Coin, you have to gain one of them; it is not optional. You can look through the trash at any time. The other players get to see what card you took. The gained card goes into your discard pile. Cards with Potion in the cost (from Alchemy) do not cost from 3

Coin to 6 Coin. If there was no card in the trash costing from 3 Coin to 6 Coin, you instead have each other player reveal the top 2 cards of his deck, trash one of them of his choice that costs from 3 Coin to 6 Coin (if possible), and discard the rest. Go in turn order, starting with the player to your left.

 **Royal Carriage:** When you play this, you get +1 Action and put it on your Tavern mat. It stays on your mat until you call it, directly after resolving a played Action card that is still in play. Royal Carriage cannot respond to Actions that are no longer in play, such as a Reserve card that was put on the Tavern mat, or a card that trashed itself (like a Raze used to trash itself). When called, Royal Carriage causes you to replay the card you just played. You can call multiple Royal Carriages to replay the same Action multiple times (provided the Action is still in play). You completely resolve the Action before deciding whether or not to use Royal Carriage on it. If you use Royal Carriage to replay a Duration card, Royal Carriage will stay in play until the Duration card is discarded from play, to track the fact that the Duration card has been played twice.

 **Royal Seal** - This is a Treasure worth 2 gold, like Silver. If you gain multiple cards with this in play, this applies to each of them - you could put any or all of them on top of your deck. If you use this ability and there are no cards left in your deck, you do not shuffle; the card you gained becomes the only card in your deck. Royal Seal applies to all cards you gain while it is in play, whether bought or gained other ways. If you play the Dominion: Alchemy card Possession, and during the extra turn you have the possessed player play Royal Seal, he cannot put the card on his deck - he is not gaining the card, you are.

 **Ruined Library** - When you play this, you draw a card. This is a Ruins; see Additional Rules for Dark Ages and Preparation.

 **Ruined Market** - When you play this, you just get +1 Buy. This is a Ruins; see Additional Rules for Dark Ages and Preparation.

 **Ruined Village** - When you play this, you just get +1 Action. This is a Ruins; see Additional Rules from Dark Ages and Preparation.

 **Saboteur** - Each other player turns over the top cards of his deck until he reveals one costing 3 coins or more. If a player needs to shuffle to continue revealing cards, he does not shuffle in the already revealed cards. If he goes through all of his cards without finding a card costing 3 coins or more, he just discards everything revealed and is done. If he does find a card costing 3 coins or more, he trashes it, and then may choose to gain a card costing at most 2 coins less than the trashed card. For example, if he trashed a card costing 5 coins, he may gain a card costing up to 3 coins. The gained card must be from the Supply and is put into his discard pile, as are his revealed cards. Costs of cards are affected by Bridge.

 **Salvager** - If you have at least one card in your hand, then you must trash one. If you don't have a card in hand left to trash, you get no coins, but still get the +1 Buy.

 **Sage** - If you run out of cards while revealing cards, shuffle your discard pile (not including the revealed cards) and

continue. If you run out of cards to reveal and have no cards in your discard pile, stop there; discard everything revealed, and you do not get a card. If you find a card costing 3 Coin or more, put that one into your hand and discard the rest. For example you might reveal Copper, then Copper, then Curse, then Province; Province costs 8 Coin, so you would stop there, put Province in your hand, and discard the two Coppers and the Curse.

 **Save: (Event)** You can only buy this once per turn. When you do, you get +1 Buy (letting you buy another Event or a card afterwards), set aside a card from your hand face down (the other players do not get to see it), and put it into your hand at the end of the turn, after drawing your hand for the next turn. For example you might set aside an unplayed Copper, and then after drawing your 5 cards for next turn, add the Copper to your hand.

 **Scavenger** - Putting your deck into your discard pile is optional, but putting a card from your discard pile on top of your deck is not; you do it unless there are no cards in your discard pile. Putting your deck into your discard pile will not trigger Tunnel (from Hinterlands). If your deck has no cards in it, such as from putting them into your discard pile, then the card you put on top of your deck will be the only card in your deck.

 **Scheme** - When you play this card draw 1 card and get +1 Action. Then, during cleanup, any single Action card in play that can normally be discarded may be placed back on top of your deck instead. Action cards in play that are not normally discarded (such as Duration cards from Dominion: Seaside) may not be put back on top of your deck.

 **Scout** - If there are fewer than 4 cards left in your deck, reveal all the cards in your deck, shuffle your discard pile (which does not include currently revealed cards), and then reveal the remainder needed. Action - Victory cards are Victory cards. Curse cards are not Victory cards. Take all revealed Victory cards into your hand; you cannot choose to leave some on top. You do not have to reveal the order that you put cards back in.

 **Scouting Party: (Event)** When you buy this you get +1 Buy (letting you buy another Event or a card afterwards). Then look at the top 5 cards of your deck, discarding 3 and putting the rest on top of your deck in any order. If there are fewer than 5 cards even after shuffling, you still discard 3 of them; if there are only 3 cards left between your deck and discard pile, all 3 will be discarded. Scouting Party is unaffected by the -1 Card token; if it is on top of your deck, replace it after resolving Scouting Party.

 **Scrying Pool** - First you reveal the top card of each player's deck, and either have them discard it or have them put it back. If people care about the order, go clockwise, starting with yourself. You make a separate decision for each player. After you finish making those decisions, reveal cards from the top of your deck until you reveal a card that isn't an Action card. If you run out of cards without revealing a non-Action card, shuffle your discard pile and keep going. If you have no discard pile left either, stop there. Put all of the revealed Action cards into your hand, plus that first non-Action you revealed. If the very first card you revealed was not an Action, that card goes into your hand.

Cards with multiple types, one of which is Action, are Actions. The only cards that go into your hand are the ones revealed as part of revealing cards until finding a non-Action; you do not get discarded cards from the first part of what Scrying Pool did, or Cards from other players' decks.

 **Sea Hag** - A player with no cards left in his deck shuffles first in order to get a card to discard. If he still has no cards, he doesn't discard one. A player discarding his last card to this has the gained Curse become the only card in his deck. If there aren't enough Curses left to go around, deal them out in turn order, starting with the player to the left of the player who played Sea Hag.

 **Seaway: (Event)** When you buy this, first you gain an Action card costing up to 4 Coin. The Action card comes from the Supply and is put into your discard pile. Then move your +1 Buy token to the pile the Action card came from. The token gives you +1 Buy when playing a card from that pile; see the Tokens section. It only matters how much the card costs that you gain; the cost is not checked later. For example you can play Bridge Troll, then use Seaway to gain a Bridge Troll (currently costing 4 Coin due to its own effect), and the token will stay there even when Bridge Troll costs 5 Coin later. You can use Seaway to gain Sir Martin (from Dark Ages) when he's on top of the Knights pile; then your +1 Buy token will be on the Knights pile, even though any remaining Knights will cost 5 Coin. You cannot use Seaway on an empty pile just to move the +1 Buy token; you have to pick a card you can gain.

 **Secret Chamber** - When you play this as an Action on your turn, you first discard any number of cards from your hand, then get 1 coin per card you discarded. You may choose to discard zero cards, but then you will get zero additional coins. The other ability does nothing at that time as it is only used as a Reaction. When someone else plays an Attack card, you may reveal Secret Chamber from your hand. If you do, first you draw 2 cards, then you put any 2 cards from your hand on top of your deck (in any order). The cards you put back do not have to be the ones you drew. You can put Secret Chamber itself on top of your deck; it's still in your hand when you reveal it. Revealing Secret Chamber happens prior to resolving what an Attack does to you. For example, if another player plays Thief, you can reveal Secret Chamber, draw 2 cards, put 2 back, and then you resolve getting hit by the Thief. You can reveal Secret Chamber whenever another player plays an Attack card, even if that Attack would not affect you. Also, you can reveal more than one Reaction card in response to an Attack. For example, after revealing the Secret Chamber in response to an Attack and resolving the effect of the Secret Chamber, you can still reveal a Moat to avoid the Attack completely.

 **Shanty Town** - You get 2 more Actions to use no matter what else happens. Then you must reveal your hand. If you have no Action cards in hand, you draw 2 cards. If the first card you draw is an Action card, you still draw the second card. Action – Victory cards are Action cards.

 **Silk Road** - This is a Victory card, not an Action card. It does nothing until the end of the game. It is worth 1 VP per every 4 Victory cards in your deck (counting all of your cards), rounded down. Silk Roads count themselves in this Victory card

total. Example: If you have 11 Victory cards at game end, each Silk Road is worth 2 VP. Cards with multiple types, one of which is Victory, are counted by Silk Road.

 **Smugglers** - This looks at the most recent turn of the player to your right, even if you've taken multiple turns in a row. If that player gained no cards, or nothing costing 6 or less, then Smugglers does nothing. If that player gained multiple cards costing 6 or less, you choose which one to gain a copy of. Gained cards must come from the supply. They can be any card gained, whether bought or otherwise gained; you can even gain a card that the previous player gained with Smugglers. If the previous player gained a card via Black Market, you will not be able to gain a copy of it, as there are no copies of it in the supply. This is not an Attack; Lighthouse and Moat can't stop it.

 **Smithy** – Draw three cards.

 **Spice Merchant** - You may trash a Treasure from your hand. If you do, choose one: +2 cards, +1 Action OR +2 coins, +1 Buy

 **Soldier: (Upgrade)** This gives +2 Coin, and then an additional +1 Coin per other Attack card you have in play. Then each other player with 4 or more cards in hand discards a card. So for example if you play Soldier, then another Soldier, and have an opponent with 5 cards in hand, you will get +2 Coin and that opponent will discard a card, then you will get +2 Coin and an extra +1 Coin while that opponent discards again. Soldier only cares about Attack cards in play, not Attack cards played that turn; for example using Disciple on Soldier will not produce an extra +1Coin, because there is no other Attack card in play. Duration Attacks played on the previous turn are Attack cards in play and so do count for Soldier.

 **Soothsayer** - The Gold and Curses come from the Supply and go into discard piles. If there is no Gold left, you do not gain one. If there are not enough Curses left to go around, deal them out in turn order, starting with the player to your left. Each player who gained a Curse draws a card. This is not optional. A player who did not gain a Curse, whether due to the Curses running out or due to some other reason, does not draw a card. A player who uses Watchtower (from Dominion: Prosperity) to trash the Curse did gain a Curse and so draws a card; a player who uses Trader (from Dominion: Hinterlands) to gain a Silver instead did not gain a Curse and so does not draw a card.

 **Spoils** - This is never in the Supply; it can only be obtained via Bandit Camp, Marauder, and Pillage. When you play Spoils, you get +3 Coin to spend this turn, and return that copy of Spoils to its pile. You are not forced to play Treasures in your hand.

 **Spy** – Spy causes all players, including the one who played it, to reveal the top card of their Deck. Note that you draw your card for playing Spy before any cards are revealed. Anyone who does not have any cards left in their Deck shuffles in order to have something to reveal. Anyone who still has no cards to reveal doesn't reveal one. If players care about the order in which things happen for this, you do yourself first, then each other player in turn order. Revealed cards that aren't discarded are returned to the top of their players' Decks.

♠ **Squire** - When you play this, you get +1 Coin, and your choice of either +2 Actions, +2 Buys, or gaining a Silver. The Silver comes from the Supply and is put into your discard pile. If Squire is trashed somehow, you gain an Attack card; the Attack card comes from the Supply and is put into your discard pile. You can gain any Attack card available in the Supply, but if no Attack card is available, you do not gain one.

🐎 **Stables** - You may discard a Treasure from your hand. If you do, get +3 cards, +1 Action. The treasure you discarded goes into the discard pile. Thus, if you need to shuffle to draw +3, the treasure discarded will be shuffled in.

🗑️ **Stash** - Stash is a Treasure that produces 2 coins when played, like Silver. Whenever you shuffle your deck, you can choose where in your deck each copy of Stash that you have goes. You can't look at the fronts of the other cards in your deck to see where to put it; Stash itself has a different card back, so that's how you'll know where it is. If you have multiple copies of Stash, you can clump them together or spread them out or whatever you want. Since Stash has a different card back, you will also know if it's in a player's hand, or set aside for someone's Haven (from Dominion: Seaside), and so on.

♠ **Steward** - If you choose to trash 2 cards and have 2 or more cards in your hand after playing the Steward, then you must trash exactly 2 cards. You may choose to trash 2 cards, even if you only have 1 card left in your hand after playing the Steward; just trash the remaining card in your hand. You cannot mix and match - you either draw 2 cards, get 2 coins, or trash 2 cards.

🗑️ **Stonemason** - When you play this, trash a card from your hand, and gain two cards, each costing less than the card you trashed. Trashing a card is not optional. If you do not have any cards left in your hand to trash, you do not gain any cards. The two cards you gain can be different or the same. For example you could trash a Gold to gain a Duchy and a Silver. Gaining cards is not optional if you trashed a card. The gained cards come from the Supply and are put into your discard pile; if there are no cheaper cards in the Supply (for example if you trash a Copper), you do not gain any. If there is only one card in the Supply cheaper than the trashed card, you gain that one. The cards you gain are gained one at a time; this may matter with cards that do something when gained, such as Inn from Dominion: Hinterlands. When you buy this, you may choose to overpay for it. If you do, you gain two Action cards each costing exactly the amount you overpaid. The Action cards can be different or the same. For example, if you buy Stonemason for 6 Coin, you could gain two Heralds. The Action cards come from the Supply and are put into your discard pile. If there are no cards with the appropriate cost in the Supply, you do not gain one. Overpaying with a Potion (from Dominion: Alchemy) will let you gain cards with Potion in the cost. Cards with multiple types, one of which is Action (such as Great Hall from Dominion: Intrigue), are Action cards. If you choose not to overpay, you will not gain any cards from that ability; it is not possible to use it to gain Action cards costing 0 Coin.

♠ **Storeroom** - Discard any number of cards from your hand, and draw as many cards as you discarded. Then, discard any

number of cards - which could include cards you just drew - and you get +1 Coin per card you discarded that time.

🗑️ **Storyteller** - This lets you play Treasures in your Action phase. They go into play and produce Coin, just like Treasures played in the Buy phase. Then Storyteller turns all of your Coin into +Cards; for each 1 Coin you have you lose the 1 Coin and get +1 Card. For example if you had 4 Coin, you lose the 4 Coin and draw 4 cards. This makes you lose all you Coin have so far that turn, including the Coin you get from playing the Treasures, the +1 Coin Storyteller gives you directly, and any Coin you made earlier in the turn. You can track that the Treasures have been "spent" by putting them under the Storyteller. Potions, produced by Potions from Alchemy, is Coin not and so is not lost and does not get you any cards.

♠ **Survivors** - You either discard both cards, or put both cards back on top; you cannot just discard one card. This is a Ruins; see Additional Rules for Dark Ages and Preparation.

🦋 **Swamp Hag** - Playing this sets up two effects for the future: you will get +3 Coin at the start of your next turn; and until then, other players will gain a Curse whenever they buy a Card. Players who buy multiple cards will gain a Curse per card bought; players who do not buy any cards will not get any Curses. This is cumulative; if you play two Swamp Hags, and the player after you plays one, then the player after that will get three Curses with any card bought. This does not affect cards gained other ways, only bought cards. Buying Events is not buying cards and so does not trigger this. If you play Swamp Hag and then take an extra turn immediately, such as with Mission or Outpost (from Seaside), you will get +3 Coin at the start of that turn and discard Swamp Hag that turn, and other players will never be affected by it. If you want to use a Reaction card like Moat against Swamp Hag, you have to use it right when Swamp Hag is played.

♠ **Swindler** - A player with no cards left in his Deck shuffles first; a player who still has no cards does not trash a card or gain a card. If the order matters (such as when piles are running low), resolve Swindler in turn order starting with the player to your left. Gained cards go to discard piles. If a player trashes a 0-cost card such as Copper, you may choose to give him Curse (if there are any left). You can give a player another copy of the same card he trashed. The gained cards have to be ones from the Supply, and you have to pick a card that's left if you can (you cannot pick an empty pile). If there are no cards in the Supply with the same cost as a given player's trashed card, no card is gained by that player. A player who Moats this does not reveal a card from his deck, and so neither trashes a card nor gains a card.

🗑️ **Tactician** - You wait until the start of your next turn to draw the 5 extra cards; you don't draw them at the end of the turn you played Tactician. Tactician stays out in front of you until the Clean-up phase of your next turn. Because you must discard at least one card in order to gain the bonuses from Tactician, it is not possible to Throne Room a Tactician to get + 10 cards, +2 Buys, and + 2 Actions. You will have to discard all of your cards with the first Tactician and you will not have cards left in your hand to trigger the card drawing or the extra Buy or the extra Action when you play Tactician for the second time.

 **Talisman** - This is a Treasure worth 1 gold like Copper. Each time you buy a non-Victory card costing 4 gold or less with this in play, you gain another copy of the bought card. If there are no copies left, you do not gain one. The gained card comes from the Supply and goes into your discard pile. If you have multiple Talismans, you gain an additional copy for each one; if you buy multiple cards for 4 gold or less, Talisman applies to each one. For example if you have two Talismans, four Coppers, and two Buys, you could buy Silver and Trade Route, gaining two more Silvers and two more Trade Routes. Talisman only affects buying cards; it does not work on cards gained other ways, such as with Expand. A card is a Victory card if Victory is any of its types; for example Great Hall from Dominion: Intrigue is an Action - Victory card, so it is a Victory card. Talisman only cares about the cost of the card when you buy it, not its normal cost; so for example it can get you a Peddler if you have played two Actions this turn, thus lowering Peddler's cost to 4 gold, or can get you a Grand Market if you played Quarry.

 **Taxman** - You may trash a Treasure card from your hand. This is optional. Cards with multiple types, one of which is Treasure (like Harem from Dominion: Intrigue), are Treasures. If you do trash a Treasure, each other player with at least five cards in hand discards a copy of it from her hand if she can, or reveals a hand with no copies of it, and you gain a Treasure costing up to 3 Coin more than the trashed Treasure, putting it on top of your deck. If there are no cards in your deck, it becomes the only card in your deck. You do not have to gain a more expensive Treasure; you may gain a Treasure with the same cost, or a cheaper Treasure. You have to gain a card if you trashed one though, if possible. The gained Treasure comes from the Supply.

 **Teacher: (Upgrade)** When you play this, put it on your Tavern mat. It stays on your mat until you call it at the start of one of your turns. If multiple things can happen at the start of your turn, you can do them in any order. When you call Teacher, it moves from the play, and you choose your +1 Action, +1 Card, +1 Buy, or +1 Coin token, and move it to an Action Supply pile that you have no tokens on. The token on the pile means that every time you play a card from that pile, you will get the corresponding bonus - if you put your +1 Action token on a pile, you will get an extra +1 Action when playing a card from that pile. See the Tokens section. This cannot put a token on a pile you have tokens on, including the tokens Teacher places as well as your -2 Coin cost token and Trashing token. This can put a token on a pile that other players have tokens on. Other things can put tokens on a pile you put a token on with Teacher; it is just Teacher itself that cannot put a token on a pile you have a token on. It is okay if the pile has a token that does not belong to you or anyone, such as an Embargo token (from Seaside) or coin token for Trade Route (from Prosperity). It is okay if you have an Estate token on a card set aside from that pile.

 **Thief** – A player with just one card left reveals that last card and then shuffles to get the other card to reveal (without including the revealed card); a player with no cards left shuffles to get both of them. A player who still doesn't have two cards to reveal after shuffling just reveals what he can. Each player trashes one Treasure card at most, of the attacker's choice from

the two revealed cards, and then you gain any of the trashed cards that you want. You can only take Treasures just trashed—not ones trashed on previous turns. You can take none of them, all of them, or anything in between. Put the Treasures you decided to gain into your Discard pile. The ones you choose not to gain stay in the Trash pile.

 **Throne Room** – You pick another Action card in your hand, play it, and play it again. The second use of the Action card doesn't use up any extra Actions you have. You completely resolve playing the Action the first time before playing it the second time. If you Throne Room a Throne Room, you play an Action, doing it twice, and then play another Action and do it twice; you do not resolve an Action four times. If you Throne Room a card that gives you +1 Action, such as Market, you will end up with 2 Actions left afterwards, which is tricky, because if you'd just played Market twice you'd only have 1 Action left afterwards. Remember to count the number of Actions you have remaining out loud to keep from getting confused! You cannot play any other Actions in between playing the Throne Roomed Action twice.

 **Torturer** - Each other player chooses which option to suffer and then suffers it. A player can choose to gain a Curse even when there are no Curses left, in which case he doesn't gain one; and a player can choose to discard 2 cards even if he has no cards in hand or one card in hand (if he has one card, he discards that single card). Gained Curses go to the players' hands rather than their discard piles. If there aren't enough Curses left for everybody, deal them around in turn order starting with the player to your left. When the order matters (such as with very few Curses left), each player makes his decision of which fate to suffer in turn order.

 **Tournament** - First you get +1 Action. Then each player, including you, may reveal a Province card from his hand. Then, if you revealed a Province, discard that card, and you gain a Prize of your choice, or a Duchy, putting whatever card you took on top of your deck. If there were no cards in your deck, it becomes the only card in your deck. There are five Prizes, set out at the start of the game; see Preparation. You can only take a Prize from the Prize pile. You can take any Prize from the Prize pile; you do not have to take the top one. You can take a Duchy instead, whether or not the Prizes have run out. You can opt to take a Duchy even if the Duchy pile is empty, or a Prize even if no Prizes are left; in these cases you gain nothing. After gaining your card or not, if no other player revealed a Province, you draw a card and get +1 gold. So this card will play out one of four ways:

- 1) if you do not reveal a Province and no-one else does either, you will get +1 Action +1 Card + 1 gold;
- 2) if you reveal a Province and no one else does, you will gain a Prize or a Duchy and draw it, as well as get +1 Action +1 gold ;
- 3) if you reveal a Province and so does someone else, you will get +1 Action and gain a Prize or a Duchy, which will be on top of your deck;
- 4) if you do not reveal a Province but someone else does, you will just get +1 Action. When you gain a Prize, take whichever remaining Prize you want. You can look through the Prizes that players have not gained yet whenever you want.

 **Trade: (Event)** You may trash zero, one, or two cards from your hand. For each card you actually trashed, you gain a Silver, putting it into your discard pile.

 **Trader** - When you play this card you must Trash a card from your hand, then you gain a number of Silvers from the Supply equal to the cost of the trashed card. If there are not enough Silvers, gain all you can. Trashing a card costing 0 gets you 0 Silvers. You can trash a Silver to get 3 Silvers. If costs are different due to Highway, etc, then Trader will give you a different number of Silvers. If you trash a card with a Potion (from Alchemy) you do not get anything from the Potion. When played as a Reaction to gaining a card when you gain a card, due to buying it or to gaining it some other way, you may reveal Trader to get a Silver from the Supply instead. If something would have happened due to gaining the other card, it doesn't happen because you did not gain it. Ex: If you Buy IllGotten Gains but use Trader to gain Silver instead, no one gains a Curse. However, if something happens when you Buy a card, that will still happen if you replace gaining with the Silver instead. Ex: If you Buy Farmland, trash a card from your hand and gain one costing 2 more, then use Trader to gain Silver instead of Farmland. Silvers you gain always come from the Supply and go to your Discard regardless of where the original card gained came from or would have gone. If there are no Silvers left, you can still reveal Trader to gain a 'Silver' (and you get nothing instead)

 **Trade Route** - You get an additional Buy to use in your Buy phase. You get + 1 gold per token on the Trade Route mat. Then you trash a card from your hand. If you have no cards left in hand, you do not trash one. The amount you get from Trade Route is the same as + 1 gold per Victory card pile that a card has been gained from this game. If Victory cards have been gained from outside the Supply piles, for example using the promotional card Black Market, then this does not count those. Put a coin token on each Victory card pile at the start of the game. When a card is gained from a Victory card pile, move its token onto the Trade Route mat. So for example if this game includes the Dominion: Intrigue card Harem, and so far Harem and Duchy have been bought, but no-one has bought (or otherwise gained) Estate or Province or Colony, then Trade Route makes 2 gold. It does not matter who gained the cards or how they gained them. You do not get any extra money if a pile has had multiple cards gained from it or is empty; all that matters is if at least one card has been gained from it. It does not matter if cards have been returned to a pile, such as with Ambassador from Dominion: Seaside; Trade Route only cares if a card was ever gained from the pile this game. If you are using Black Market and Trade Route is in the Black Market deck, put tokens on Victory card piles at the start of the game.

 **Trading Post** - If you have 2 or more cards, you must trash exactly 2 cards and gain a Silver card. The gained Silver card goes into your hand and can be spent the same turn. If the Silver pile is empty, you do not gain a Silver card (but still trash cards if possible). If you only have one card left in your hand and you play Trading Post, you trash the one remaining card but you do not gain a Silver. If you have no cards left when you play this, nothing happens.

 **Training: (Event)** When you buy this, you move your +1

Coin token to any Action Supply pile. This token gives you +1 Coin whenever you play a card from that pile; see the Tokens section

 **Transmogrify:** When you play this, you get +1 Action and put it on your Tavern mat. It stays on your mat until you call it, at the start of one of your turns. If multiple things can happen at the start of your turn, you can do them in any order. When you call Transmogrify, it moves from the mat into play, and you trash a card from your hand, then gain a card costing up to 1 Coin more than the trashed card. The gained card comes from the Supply and is put into your hand; if you had no cards to trash, you do not gain one. Transmogrify is discarded that turn with your other cards in play. You may trash a card to gain a card costing 1 Coin more, or the same amount, or less; you may trash a card to gain a copy of the same card.

 **Transmute** - If you have no cards left in hand to trash, you do not get anything. If you trash a Curse to this, you do not get anything – Curse is not an Action card or Victory card or Treasure card. If you trash a card with more than one type, you get each applicable thing. For example, if you trash an Action/Victory card (such as Nobles, from Dominion: Intrigue), you gain both a Duchy and a Gold. Gained cards come from the Supply and go to your discard pile. If there are no appropriate cards left to gain, you don't gain those cards.

 **Travelling Fair: (Event)** When you buy this, you get +2 Buys (letting you buy more Events or cards afterwards). Then for the rest of the turn, whenever you gain a card, you may put it on your deck. This works on cards you buy, as well as cards gained other ways, such as gaining cards with Ball. It does not work on Travellers exchanged for other cards; exchanging is not gaining. Putting the card on your deck is optional each time you gain a card that turn; you could put some on top and let the others go to your discard pile.

 **Treasure Hunter: (Upgrade)** This counts all cards gained, not just bought cards. For example if the player to your right played Amulet, gaining a Silver, then bought a Duchy, you would gain two Silvers. The gained Silvers are put into your discard pile.

 **Treasure Map** - You can play this without another Treasure Ma in your hand; if you do, you trash this and gain nothing. You have to actually trash two copies of Treasure Map to gain the Golds; so for example if you Throne Room a Treasure Map, with two more Treasure Maps in hand, then the first time Treasure Map resolves you trash it and another one and gain 4 Golds, and the second time it resolves you trash your other Treasure Map but gain nothing (since you didn't actually trash the played Treasure Map that time). If there aren't enough Gold cards left, just gain what you can. The gained Golds go on top of your Deck. If your deck was empty they become the only cards in it.

 **Treasure Trove:** This is a Treasure worth 2 Coin. You play it in your Buy phase, like other Treasures. When you play it, you gain a Copper and a Gold from the Supply, putting them into your discard pile. If one of those piles is empty, you still gain the other card.

 **Treasury** – If you buy multiple cards and at least one of them is a Victory card, then none of your Treasuries can be put on top of your deck. If you played multiple Treasuries and did not buy a Victory card this turn, then you can put any or all of the played Treasuries on top of your deck. If you forget and discard a Treasury to your discard pile, then essentially you have chosen not to use the optional ability. You may not dig through your discard pile to retrieve it later. Gaining a Victory card without buying it, such as with Smugglers, does not stop you from putting Treasury on top of your deck.

 **Tribute** - If the player after you has fewer than 2 cards left in his deck, he reveals all the cards in his deck, shuffles his discard pile (which does not include currently revealed cards), and then reveals the remainder needed. The player then discards the revealed cards. If the player after you does not have enough cards to reveal 2, he reveals what he can. You get bonuses for the types of cards revealed, counting only the different cards. A card with 2 types gives you both bonuses. So if the player to your left reveals Copper and Harem, you get +4 coins and +2 cards; if he reveals 2 Silvers, you just get +2 coins. Curse produces no bonus.

 **Trusty Steed** - First choose any two of the four options; then do those options in the order listed. So if you choose both +2 Cards, and the last option, you will draw cards before you gain the Silvers and put your deck into your discard pile. The last option both gains you Silvers and puts your deck into your discard pile. The Silvers come from the Supply; if there are fewer than four left, just gain as many as you can. You do not get to look through your deck as you put it into your discard pile. This is a Prize; see the Additional Rules.

 **Tunnel** - Reaction that when you discard Tunnel you may gain a Gold. You cannot 'choose' to just discard it - something has to let you or make you discard it. This ability functions whether you discard Tunnel on your own turn (such as due to Oasis) or on someone else's turn (such as with Malgrave). It functions if Tunnel is discarded from your hand (such as due to Oasis) or from your deck, or when set aside (such as due to Cartographer). If it would not normally be revealed you must reveal it when discarding to get the Gold. You are not required to get the Gold, whether the card was revealed normally or not. Situations where this Reaction doesn't work: If put into the discard pile without being discarded (such as when you Buy it). When you gain a card directly (ex: Border Village). When your deck is put into your discard pile (ex: Chancellor). With Possession (from Alchemy) where Trashed cards are returned to you. During Clean-up when you normally discard all of your played and unplayed cards.

 **University** - Gaining an Action card is optional. If you choose to gain one, it comes from the Supply, must cost no more than 5 gold, and goes to your discard pile. Cards with multiple types, one of which is Action, are Actions and can be gained this way. Cards with potion in their cost can't be gained by this.

 **Upgrade** - Draw a card first. Then, you must trash a card from your hand and gain a card costing exactly 1 coin more than the trashed card. The gained card has to be a card in the Supply, and it goes into your discard pile. If there are no cards available for that cost, you do not get one (you still trashed a

card though). If you do not have a card in your hand to trash, you neither trash nor gain a card. Card costs are affected by Bridge. Since Bridge affects the costs of the card you trash and the card you gain, in most cases the Bridge will have no net effect. But since cards cannot go below zero in cost, a Bridge played before an Upgrade would allow you to trash a Copper (cost of zero, even with the Bridge) and gain an Estate (cost of 1 as a result of the Bridge).

 **Urchin** - When you play this, you draw a card and get +1 Action, then each other player discards down to 4 cards in hand. Players who already have 4 or fewer cards in hand do not do anything. While Urchin is in play, when you play another Attack card, before resolving it, you may trash the Urchin. If you do, you gain a Mercenary. The Mercenary comes from the Mercenary pile, which is not in the Supply, and is put into your discard pile. If there are no Mercenaries left you do not gain one. If you play the same Urchin twice in one turn, such as via Procession, that does not let you trash it for a Mercenary. If you play two different Urchins however, playing the second one will let you trash the first one.

 **Vagrant** - You draw a card before revealing your top card. If the top card of your deck is a Curse, Ruins, Shelter, or Victory card, it goes into your hand; otherwise it goes back on top. A card with multiple types goes into your hand if at least one of the types is Curse, Ruins, Shelter, or Victory.

 **Vault** - "Any number" includes zero. You draw cards first; you can discard the cards you just drew. Each other player chooses whether or not to discard 2 cards, then discards 2 cards if he chose to, then draws a card if he did discard 2 cards. If one of the other players has just one card, he can choose to discard it, but will not draw a card. Another player who discards but then has no cards left to draw shuffles in the discards before drawing.

 **Venture** - This is a Treasure card worth 1 gold, like Copper. When you play it, you reveal cards from your deck until revealing a Treasure card. If you run out of cards before revealing a Treasure, shuffle your discard pile (but not the revealed cards) to get more; if you still do not find a Treasure, just discard all of the revealed cards. If you do find a Treasure, discard the other cards and play the Treasure. If that Treasure does something when played, do that something. For example if Venture finds you another Venture, you reveal cards again. Remember that you choose what order to play Treasure cards; for example if you have both Venture and Loan in hand, you can play either one first.

 **Village** – If you're playing multiple Villages, keep a careful count of your Actions. Say how many you have left out loud; this trick works every time.

 **Vineyard** - This Kingdom card is a Victory card, not an Action card. It does nothing until the end of the game, when it is worth 1 victory point per 3 Action cards in your Deck (counting all of your cards - your Discard pile and hand are part of your Deck at that point). Round down; if you have 11 Action cards, Vineyard is worth 3 victory points. During set-up, put all 12 Vineyards in the Supply for a game with 3 or more players, but only 8 in the Supply for a 2-player game. Cards with multiple

types, one of which is Action, are Actions and so are counted by Vineyard.

★ **Walled Village** - When you play this, you draw a card and can play two more Actions this turn. At the start of your Cleanup phase, before discarding anything and before drawing for next turn, if you have a Walled Village in play and no more than two Action cards in play (counting the Walled Village), you may put the Walled Village on top of your deck. If the only cards you have in play are two Walled Villages, you may put either or both of them on top of your deck. Walled Village has to be in play to be put on top of your deck. Walled Village only checks how many Action cards are in play when its ability resolves; Action cards you played earlier this turn but which are no longer in play (such as Feast from Dominion) are not counted, while Action cards still in play from previous turns (duration cards from Dominion: Seaside) are counted, as are Action cards that are in play now but may leave play after resolving Walled Village (such as Treasury from Dominion: Seaside).

♣ **Wandering Minstrel** - First draw a card, then reveal the top 3 cards of your deck, shuffling your discard pile if there are not enough cards in your deck. If there still are not enough after shuffling, just reveal what you can. Put the revealed Action cards on top of your deck in any order, and discard the other cards. A card with multiple types, one of which is Action, is an Action card. If you didn't reveal any Action cards, no cards will be put on top.

🏠 **Warehouse** – If you do not have 3 cards to draw in your deck, draw as many as you can, shuffle your discard pile, and draw the remaining cards. If you are still not able to draw 3 cards, draw as many as you can. You will still need to discard 3 cards if you can, even if you couldn't draw 3. You may discard any combination of cards that you just drew with the Warehouse or cards that were previously in your hand.

♠ **Warrior: (Upgrade)** Each player, in turn order, discards the appropriate number of cards from the top of his deck, trashing the ones costing 3 Coin or 4 Coin. If Warrior is your only Traveller in play, each other player will only discard and potentially trash one card. If you, for example, have a Peasant, a Fugitive, and the Warrior in play, each other player would discard and potentially trash three cards. Cards are only trashed if they cost exactly 3 Coin or exactly 4 Coin. Cards with Potion in the cost (from Alchemy) do not cost exactly 3 Coin or 4 Coin. Cards with an asterisk in the cost (such as Warrior) or + in the cost (such as Masterpiece from Guilds) may be trashed by Warrior (if costing 3 Coin or 4 Coin). Champion and Teacher are not Travellers.

🏰 **Watchtower** - When you play this, you draw cards one at a time until you have 6 cards in hand. If you have 6 or more cards in hand already, you do not draw any cards. When you gain a card, even on someone else's turn, you may reveal Watchtower from your hand, to either trash the gained card or put it on top of your deck. You may reveal Watchtower each time you gain a card; for example if another player plays Mountebank, you may use Watchtower to trash both the Curse and Copper, or to trash the Curse and put the Copper on top of your deck, or just to trash the Curse, and so on. You still did gain whatever card you gained; you just immediately trash it. So if Mountebank gives

you a Curse and you trash it, the Curse pile will go down by one as the Curse gets moved to the trash pile. You may reveal Watchtower on your own turn as well, for example when buying a card, or gaining a card via something like Expand. If you use Watchtower to put a card on your deck but have no cards left in your deck, you do not shuffle; the gained card becomes the only card in your deck. Revealing Watchtower does not take it out of your hand; you could reveal Watchtower on multiple opponents' turns and still have it on your turn to draw up to 6 with. When cards are gained during a Possession turn (from Dominion: Alchemy), the player who played Possession is the one who can use Watchtower, not the player who is being possessed. If a gained card is going somewhere other than to your discard pile, such as a card gained with Mine (from Dominion), you can still use Watchtower to trash it or put it on your deck.

🚢 **Wharf** - You draw 2 cards and get an extra Buy this turn, and then draw 2 more cards and get another extra Buy at the start of your next turn. You don't draw your extra 2 cards for next turn until that turn actually starts. Leave this in front of you until the Clean-up phase of your next turn.

🍷 **Wine Merchant:** When you play this, you get +1 Buy and +1 Coin, and put it on your Tavern mat. It stays on your mat until the end of one of your Buy phases in which you have 2 Coin or more that you didn't spend. At that point you can discard Wine Merchant from your mat. If you have multiple Wine Merchants on your mat, you don't need 2 Coin per Wine Merchant, just 2 Coin total.

🔮 **Wishing Well** - First you draw your card. Then name a card ("Copper," for example - not "Treasure") and reveal the top card of your deck; if you named the same card you revealed, put the revealed card in your hand. If you do not name the right card, you put the revealed card back on top.

🧙 **Witch** – If there aren't enough Curses left to go around when you play the Witch, you deal them out in turn order – starting with the player after you. If you play Witch with no Curses remaining, you will still draw 2 cards. A player gaining a Curse puts it face-up into his Discard pile.

🔨 **Woodcutter** – During your Buy phase, you add two coins to the total value of the Treasure cards played, and you may buy an additional card from the Supply.

🏠 **Worker's Village** - You draw a card, can play two more Actions this turn, and can buy one more card in your Buy phase this turn.

🔧 **Workshop** – The card you gain is put into your Discard pile. It has to be a card from the Supply. You cannot use coins from Treasures or previous Actions (like the Market) to increase the cost of the card you may gain.

🧛 **Young Witch** - This card causes there to be an extra pile in the Supply, called the Bane pile; see Preparation. The extra pile is just like other Kingdom card piles – it can be bought, it can be gained via cards like Horn of Plenty, it counts for the end game condition. When you play Young Witch, after you draw 2 cards and discard 2 cards, each other player may reveal a Bane card from his hand; if he does not, he gains a Curse. This attack hits

other players in turn order, which matters when the Curse pile is low. Players may still respond to a Young Witch with Reaction cards like Horse Traders or Moat (from Dominion); those happen before Bane **cards** are revealed. If Secret Chamber (from Dominion: Intrigue) is the Bane card, first you can reveal it for its Reaction ability, and then, if it's still in your hand, you can reveal it to avoid getting a Curse.

RECOMMENDED CARD SETS:

DOMINION ONLY

First Game: Cellar, Market, Militia, Mine, Moat, Remodel, Smithy, Village, Woodcutter, Workshop.

Big Money: Adventurer, Bureaucrat, Chancellor, Chapel, Feast, Laboratory, Market, Mine, Moneylender, Throne Room

Interaction: Bureaucrat, Chancellor, Council Room, Festival, Library, Militia, Moat, Spy, Thief, Village

Size Distortion: Cellar, Chapel, Feast, Gardens, Laboratory, Thief, Village, Witch, Woodcutter, Workshop

Village Square: Bureaucrat, Cellar, Festival, Library, Market, Remodel, Smithy, Throne Room, Village, Woodcutter

INTRIGUE ONLY

Victory Dance: Bridge, Duke, Great Hall, Harem, Ironworks, Masquerade, Nobles, Pawn, Scout, Upgrade

Secret Schemes: Conspirator, Harem, Ironworks, Pawn, Saboteur, Shanty Town, Steward, Swindler, Trading Post, Tribute

Best Wishes: Coppersmith, Courtyard, Masquerade, Scout, Shanty Town, Steward, Torturer, Trading Post, Upgrade, Wishing Well

INTRIGUE AND DOMINION

Deconstruction: Bridge, Mining Village, Remodel, Saboteur, Secret Chamber, Spy, Swindler, Thief, Throne Room, Torturer

Hand Madness: Bureaucrat, Chancellor, Council Room, Courtyard, Mine, Militia, Minion, Nobles, Steward, Torturer

Underlings: Baron, Cellar, Festival, Library, Masquerade, Minion, Nobles, Pawn, Steward, Witch

SEASIDE ONLY:

High Seas: Bazaar, Caravan, Embargo, Explorer, Haven, Island, Lookout, Pirate Ship, Smugglers, Wharf

Buried Treasure: Ambassador, Cutpurse, Fishing Village, Lighthouse, Outpost, Pearl Diver, Tactician, Treasure Map, Warehouse, Wharf

Shipwrecks: Ghost Ship, Merchant Ship, Native Village, Navigator, Pearl Diver, Salvager, Sea Hag, Smugglers, Treasury, Warehouse

SEASIDE AND DOMINION:

Reach for Tomorrow: Adventurer, Cellar, Council Room, Cutpurse, Ghost Ship, Lookout, Sea Hag, Spy, Treasure Map, Village

Repetition: Caravan, Chancellor, Explorer, Festival, Militia, Outpost, Pearl Diver, Pirate Ship, Treasury, Workshop

Give and Take: Ambassador, Fishing Village, Haven, Island, Library, Market, Moneylender, Salvager, Smugglers, Witch

ALCHEMY AND DOMINION

Forbidden Arts: Apprentice, Familiar, Possession, University, Cellar, Council Room, Gardens, Laboratory, Thief, and Throne Room

Potion Mixers: Alchemist, Apothecary, Golem, Herbalist, Transmute, Cellar, Chancellor, Festival, Militia, and Smithy

Chemistry Lesson: Alchemist, Golem, Philosopher's Stone, University, Bureaucrat, Market, Moat, Remodel, Witch, and Woodcutter

ALCHEMY AND INTRIGUE

Servants: Golem, Possession, Scrying Pool, Transmute, Vineyard, Conspirator, Great Hall, Minion, Pawn, and Steward

Secret Research: Familiar, Herbalist, Philosopher's Stone, University, Bridge, Masquerade, Minion, Nobles, Shanty Town, and Torturer

Pools, Tools, and Fools: Apothecary, Apprentice, Golem, Scrying Pool, Baron, Coppersmith, Ironworks, Nobles, Trading Post, and Wishing Well

PROSPERITY ONLY:

Beginners: Bank, Counting House, Expand, Goons, Monument, Rabble, Royal Seal, Venture, Watchtower, Worker's Village

Friendly Interactive: Bishop, City, Contraband, Forge, Hoard, Peddler, Royal Seal, Trade Route, Vault, Worker's Village

Big Actions: City, Expand, Grand Market, King's Court, Loan, Mint, Quarry, Rabble, Talisman, Vault

PROSPERITY AND DOMINION:

Biggest Money: Bank, Grand Market, Mint, Royal Seal, Venture, Adventurer, Laboratory, Mine, Moneylender, Spy

The King's Army: Expand, Goons, King's Court, Rabble, Vault, Bureaucrat, Council Room, Moat, Spy, Village

The Good Life: Contraband, Counting House, Hoard, Monument, Mountebank, Bureaucrat, Cellar, Chancellor, Gardens, Village

PROSPERITY AND INTRIGUE

Paths to Victory: Bishop, Counting House, Goons, Monument, Peddler, Baron, Harem, Pawn, Shanty Town, Upgrade

All Along the Watchtower: Hoard, Talisman, Trade Route, Vault, Watchtower, Bridge, Great Hall, Mining Village, Pawn, Torturer

Lucky Seven: Bank, Expand, Forge, King's Court, Vault, Bridge, Coppersmith, Swindler, Tribute, Wishing Well

CORNUCOPIA AND DOMINION

Bounty of the Hunt: Harvest, Horn of Plenty, Hunting Party, Menagerie, Tournament, Cellar, Festival, Militia, Moneylender, Smithy

Bad Omens: Fortune Teller, Hamlet, Horn of Plenty, Jester, Remake, Adventurer, Bureaucrat, Laboratory, Spy, Throne Room

The Jester's Workshop: Fairgrounds, Farming Village, Horse Traders, Jester, Young Witch, Feast, Laboratory, Market, Remodel, Workshop; Bane: Chancellor

CORNUCOPIA AND INTRIGUE

Last Laughs: Farming Village, Harvest, Horse Traders, Hunting Party, Jester, Minion, Nobles, Pawn, Steward, Swindler

The Spice of Life: Fairgrounds, Horn of Plenty, Remake, Tournament, Young Witch, Coppersmith, Courtyard, Great Hall, Mining Village, Tribute; Bane: Wishing Well

Small Victories: Fortune Teller, Hamlet, Hunting Party, Remake, Tournament, Conspirator, Duke, Great Hall, Harem, Pawn

HINTERLANDS ONLY

Introduction: Cache, Crossroads, Develop, Haggler, Jack of All Trades, Margrave, Nomad Camp, Oasis, Spice Merchant, Stables

Fair Trades: Border Village, Cartographer, Develop, Duchess, Farmland, Ill-Gotten Gains, Noble Brigand, Silk Road, Stables, Trader

Bargains: Border Village, Cache, Duchess, Fool's Gold, Haggler, Highway, Nomad Camp, Scheme, Spice Merchant, Trader

Gambits: Cartographer, Crossroads, Embassy, Inn, Jack of All Trades, Mandarin, Nomad Camp, Oasis, Oracle, Tunnel

HINTERLANDS AND DOMINION

Highway Robbery: Cellar, Library, Moneylender, Throne Room, Workshop / Highway, Inn, Margrave, Noble Brigand, Oasis

Adventures Abroad: Adventurer, Chancellor, Festival, Laboratory, Remodel / Crossroads, Farmland, Fool's Gold, Oracle, Spice Merchant

HINTERLANDS AND INTRIGUE

Money for Nothing: Coppersmith, Great Hall, Pawn, Shanty Town, Torturer / Cache, Cartographer, Jack of All Trades, Silk Road, Tunnel

The Duke's Ball: Conspirator, Duke, Harem, Masquerade, Upgrade / Duchess, Haggler, Inn, Noble Brigand, Scheme

HINTERLANDS AND SEASIDE

Travelers: Cutpurse, Island, Lookout, Merchant Ship Warehouse / Cartographer, Crossroads, Farmland, Silk Road, Stables

Diplomacy: Ambassador, Bazaar, Caravan, Embargo, Smugglers / Embassy, Farmland, Ill-Gotten Gains, Noble Brigand, Trader

HINTERLANDS AND ALCHEMY

Schemes and Dreams: Apothecary, Apprentice, Herbalist, Philosopher's Stone, Transmute / Duchess, Fool's Gold, Ill-Gotten Gains, Jack of All Trades, Scheme

Wine Country: Apprentice, Familiar, Golem, University, Vineyard, Crossroads, Farmland, Haggler, Highway, Nomad Camp

HINTERLANDS AND PROSPERITY

Instant Gratification: Bishop, Expand, Hoard, Mint, Watchtower / Farmland, Haggler, Ill-Gotten Gains, Noble Brigand, Trader

Treasure Trove: Bank, Monument, Royal Seal, Trade Route, Venture / Cache, Develop, Fool's Gold, Ill-Gotten Gains, Mandarin

HINTERLANDS AND CORNUCOPIA

Blue Harvest: Hamlet, Horn of Plenty, Horse Traders, Jester, Tournament / Fool's Gold, Mandarin, Noble Brigand, Trader, Tunnel

Travelling Circus: Fairgrounds, Farming Village, Hunting Party, Jester, Menagerie / Border Village, Embassy, Fool's

Gold, Nomad Camp, Oasis

🏹 DARK AGES ALONE

Grim Parade: Armory, Band of Misfits, Catacombs, Cultist, Forager, Fortress, Knights, Market Square, Procession, Hunting Grounds

Playing Chess With Death : Bandit Camp, Graverobber, Junk Dealer, Mystic, Pillage, Rats, Sage, Scavenger, Storeroom, Vagrant

🏹 DARK AGES AND 🏰 DOMINION:

High and Low : Hermit, Hunting Grounds, Mystic, Poor House, Wandering Minstrel / Cellar, Moneylender, Throne Room, Witch, Workshop

Chivalry and Revelry: Altar, Knights, Rats, Scavenger, Squire / Festival, Gardens, Laboratory, Library, Remodel

🏹 DARK AGES AND 🕸 INTRIGUE

Prophecy: Armory, Ironmonger, Mystic, Rebuild, Vagrant / Baron, Conspirator, Great Hall, Nobles, Wishing Well

Invasion: Beggar, Marauder, Rogue, Squire, Urchin / Harem, Mining Village, Swindler, Torturer, Upgrade

🏹 DARK AGES AND 🌊 SEASIDE

Watery Graves: Count, Graverobber, Hermit, Scavenger, Urchin / Native Village, Pirate Ship, Salvager, Treasure Map, Treasury

Peasants: Death Cart, Feodum, Poor House, Urchin, Vagrant / Fishing Village, Haven, Island, Lookout, Warehouse

🏹 DARK AGES AND 🧪 ALCHEMY

Infestations: Armory, Cultist, Feodum, Market Square, Rats, Wandering Minstrel / Apprentice, Scrying Pool, Transmute, Vineyard

Lamentations: Beggar, Catacombs, Counterfeit, Forager, Ironmonger, Pillage / Apothecary, Golem, Herbalist, University

🏹 DARK AGES AND 🏠 PROSPERITY

One Man's Trash: Counterfeit, Forager, Graverobber, Market Square, Rogue / City, Grand Market, Monument, Talisman, Venture

Honor Among Thieves: Bandit Camp, Procession, Rebuild, Rogue, Squire / Forge, Hoard, Peddler, Quarry, Watchtower

🏹 DARK AGES AND 🍷 CORNUCOPIA

Dark Carnival: Band of Misfits, Cultist, Fortress, Hermit, Junk Dealer, Knights / Fairgrounds, Hamlet, Horn of Plenty, Menagerie

To the Victor: Bandit Camp, Counterfeit, Death Cart, Marauder, Pillage, Sage / Harvest, Hunting Party, Remake, Tournament

🏹 DARK AGES AND 🐾 HINTERLANDS

Far From Home: Beggar, Count, Feodum, Marauder, Wandering Minstrel / Cartographer, Develop, Embassy, Fool's Gold, Haggler

Expeditions: Altar, Catacombs, Ironmonger, Poor House, Storeroom / Crossroads, Farmland, Highway, Spice Merchant, Tunnel

🏹 GUILDS AND 🏰 DOMINION

Arts and Crafts: Stonemason, Advisor, Baker, Journeyman, Merchant Guild / Laboratory, Cellar, Workshop, Festival, Moneylender

Clean Living: Butcher, Baker, Candlestick Maker, Doctor, Soothsayer / Militia, Thief, Moneylender, Gardens, Village
Gilding the Lily: Plaza, Masterpiece, Candlestick Maker, Taxman, Herald / Library, Remodel, Adventurer, Market, Chancellor

🏹 GUILDS AND 🕸 INTRIGUE

Name That Card: Baker, Doctor, Plaza, Advisor, Masterpiece / Courtyard, Wishing Well, Harem, Tribute, Nobles

Tricks of the Trade: Stonemason, Herald, Soothsayer, Journeyman, Butcher / Great Hall, Nobles, Conspirator, Masquerade, Coppersmith

Decisions, Decisions: Merchant Guild, Candlestick Maker, Masterpiece, Taxman, Butcher / Bridge, Pawn, Mining Village, Upgrade, Duke

🏹 ADVENTURES ONLY:

Gentle Intro: Scouting Party / Amulet, Distant Lands, Dungeon, Duplicate, Giant, Hireling, Port, Ranger, Ratcatcher, Treasure Trove

Expert Intro: Mission, Plan / Caravan Guard, Coin of the Realm, Haunted Woods, Lost City, Magpie, Peasant, Raze, Swamp Hag, Transmogrify, Wine Merchant

🏹 ADVENTURES AND 🏰 DOMINION

Level Up: Training / Dungeon, Gear, Guide, Lost City, Miser / Market, Militia, Spy, Throne Room, Workshop

Son of Size Distortion: Bonfire, Raid / Amulet, Duplicate, Giant, Messenger, Treasure Trove / Bureaucrat, Gardens, Moneylender, Thief, Witch

🏹 ADVENTURES AND 🕸 INTRIGUE

Royalty Factory: Pilgrimage / Bridge Troll, Duplicate, Page, Raze, Royal Carriage / Conspirator, Harem, Nobles, Secret Chamber, Swindler

Masters of Finance: Ball, Borrow / Artificer, Distant Lands, Gear, Transmogrify, Wine Merchant / Bridge, Pawn, Shanty Town, Steward, Upgrade

ADVENTURES AND SEASIDE

Prince of Orange: Mission / Amulet, Dungeon, Haunted Woods, Page, Swamp Hag / Caravan, Fishing Village, Merchant Ship, Tactician, Treasure Map

Gifts and Mathoms: Expedition, Quest / Bridge Troll, Caravan Guard, Hireling, Lost City, Messenger / Ambassador, Embargo, Haven, Salvager, Smugglers

ADVENTURES AND PROPERITY (use Platinum / Colony):

Last Will and Monument: Inheritance / Coin of the Realm, Dungeon, Messenger, Relic, Treasure Trove / Bishop, Counting House, Monument, Rabble, Vault

Think Big: Ball, Ferry / Distant Lands, Giant, Hireling, Miser, Storyteller / Contraband, Expand, Hoard, King's Court, Peddler

ADVENTURE AND CORNUCOPIA:

The Hero's Return: Travelling Fair / Artificer, Miser, Page, Ranger, Relic / Fairgrounds, Farming Village, Horse Traders, Jester, Menagerie

Seacraft and Witchcraft: Ferry, Seaway / *Guide, Peasant, Storyteller, Swamp Hag, Transmogrify, Wine Merchant / Fortune Teller, Hamlet, Horn of Plenty, Tournament, Young Witch (*Guide is the Bane)

ADVENTURES AND HINDERLANDS

Traders and Raiders: Raid / Haunted Woods, Lost City, Page, Port, Wine Merchant / Develop, Farmland, Haggler, Spice Merchant, Trader

Journeys: Expedition, Inheritance / Bridge Troll, Distant Lands, Giant, Guide, Ranger / Cartographer, Crossroads, Highway, Inn, Silk Road

ADVENTURES AND DARK AGES (use Shelters):

Cemetery Polka: Alms / Amulet, Caravan Guard, Hireling, Peasant, Relic / Graverobber, Marauder, Procession, Rogue, Wandering Minstrel

Groovy Decay: Lost Arts, Pathfinding / Dungeon, Haunted Woods, Ratcatcher, Raze, Transmogrify / Cultist, Death Cart, Fortress, Knights, Rats

ADVENTURES AND GUILDS

Spendthrift: Lost Arts / Artificer, Gear, Magpie, Miser, Storyteller / Doctor, Masterpiece, Merchant Guild, Soothsayer, Stonemason

Queen of Tan: Pathfinding, Save / Coin of the Realm, Duplicate, Guide, Ratcatcher, Royal Carriage / Advisor, Butcher, Candlestick Maker, Herald, Journeyman

ADVENTURES AND ALCHEMY

Haste Potion: Plan / Magpie, Messenger, Port, Royal Carriage, Treasure Trove / Apprentice, Scrying Pool, Transmute, University, Vineyard

Cursecatchers: Save, Trade / Amulet, Bridge Troll, Caravan Guard, Peasant, Ratcatcher / Apothecary, Familiar, Golem, Herbalist, Philosopher's Stone

Compiled by Zackdale