DOMINION *QUICK BOOK*

The Lost Track Rule!

In rare circumstances an effect may try to move a card that is not where that effect expects the card to be. In those cases the card does not move - the effect has "lost track" of the card. Losing track of a card prevents it from being moved, but does **not** stop anything else from happening.

For example, if you Procession a Madman, Procession first puts Madman in play; then you resolve Madman, getting +2 Actions and drawing cards and returning Madman to the Madman pile; then Procession fails to put Madman into play again, because Procession expects to find Madman in play, but it is not there, it's in the Madman pile; then you resolve Madman again, only getting +2 Actions this time, since it says "if you do" before the card-drawing, and you did not actually return it to the Madman pile this time; then Procession fails to trash Madman since Procession again expects to find Madman in play and it is not there; and then you gain an Action costing if you can.

Cards do not lose track of cards that they move, only cards that other cards move. For example when Procession puts Madman into play, that does not cause Procession to lose track of Madman; it is Madman moving itself that causes Procession to lose track of it. Things lose track of a card if something moves it, if it is the top card of a deck and gets covered up, or if it is the top card of a discard pile and gets covered up.

Card	Card Notes
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.
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.
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.
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) coins, such as Curse or Copper, you do not draw any cards. Otherwise you draw a card per coin the card you trashed cost, and another two cards if it had in its cost. For example, if you trash a Golem, which costs and 4 coins, you draw 6 cards.
Armory	The card you gain comes from the Supply and is put on top of your deck.

Card	Card Notes
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.
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 Coins (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 Coins . 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 coin 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 coin. If you play two copies of Bank in a row, the one you play second will be worth 1 coin 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.
Bishop	See the Additional Rules section for rules on 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 tokens from it. in costs is ignored, for example if you trash Golem (from Dominion: Alchemy), which costs and 4 coins, you get 3 total (counting the 1 you always get from Bishop). If you have no cards left in hand to trash, you still get the +1 coin and +1 .

Card	Card Notes
Black Market	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 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. Players decide ahead of time which cards are to be included in the Black Market deck. It is recommended that at least 15 non-duplicate cards are included. For ease of setup, Eric House Rule is to simply use the Randomizer Deck as the Black Market Deck and any card drawn during play that matches a deck in the Supply is immediately replaced (with the Supply-duplicate card removed). With this method any bought card needs to be located from the out of play decks and the randomizer is removed from the Black Market Deck, or optionally the "bought" randomizer can remains in the Black Market Deck resulting in the small possibility of multiple duplicate cards purchased from the Black Market Deck. If you play the Black Market and you can not or do not wish to buy one of the 3 cards from the Black Market deck you still get the +2 coins.
Border Village	When you play this, 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 will be a card costing up to 5, but if Border Village costs less than normal, such as due to Highway, then the card you will 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 Border Village due to buying it, or gained it some other way.
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).
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.
Cache	This is a Treasure worth 3, like Gold. When you gain it, you also gain two Coppers from the Supply. If there are not two Coppers left, just gain as many as you can. You gain Coppers when you gain Cache whether you gained Cache due to buying it, or gained it some other way.
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.
Cartographer	You draw a card first, then look at the top 4 cards of your deck. If there are fewer than 4 cards left in your deck, look at the remaining cards, and shuffle your discard pile (which does not include those cards) to get to the remainder needed to look at. If there are still not enough cards, just look at as many as you can. Discard any number of the cards you looked at - none, all four, or something in-between - and put the rest back on top of your deck. You 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.

Card	Card Notes
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.
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 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.
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 .
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	his is a Treasure worth +3 coins, 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 Coins , 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.

Card	Card Notes
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 Coins , (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 you 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 play a Crossroads this turn, you get +3 Actions. Subsequent Crossroads this turn will give you cards but not Actions. Using a card that lets you play a card several times (like Throne Room) on Crossroads, you will play Crossroads multiple times, getting +3 Actions the first time, but not the others.
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 Coins, 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. Develop itself is no longer in your hand and so cannot trash itself (but it can trash another copy).If you trashed a card, gain two cards, one costing exactly 1 more than the trashed card, and one costing exactly 1 less. 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, you still gain the other card if you can. Put the gained cards on top of your deck rather than into your discard pile. If you trash a card with Develop, which costs 0, you will try and fail to gain a card costing -1 (and you also must try to gain a card costing 1).

Card	Card Notes
Diadem	This is a Treasure worth +2 coins, like Silver. You play it in your Buy phase, like other Treasures. When you play it, you get an extra + 1 coin 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 coins for total. If you play no Action cards at all on your turn, you will have one unused Action, so you will get +3 coins total from Diadem. This is a Prize; see the Additional Rules.
Duchess	When you play this gain +2, 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 get to look at one. When a player gains a Duchy, that player may also gain a Duchess from the Supply. This works whether the Duchy was gained due to buying one, or gained a Duchy some other way. Duchess does not interact in any special way with the Black Market.
Duke	This does nothing until the end of the game, at which time it's worth 1 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.
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, you draw five cards, then discard three cards. The cards you discard can be ones that were in your hand and/or ones you just drew. You discard three cards if able, even if you were unable to draw the full five cards (due to not having enough cards in your deck and discard pile). If you do not have three cards to discard, you discard as many as you can. When you gain this, each other player gains a Silver. Players only gain Silvers when you gain this, not when you play this.They gain Silvers whether you gained Embassy due to buying it or if you gain it through some other way. Gaining Silvers is not optional for them. The Silvers come from the Supply. 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 to 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 coins 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.
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 per 5 differently named cards in your deck, rounded down. So if you have 0-4 different cards, it is worth 0 ; if you have 5-9, it is worth 2 ; if you have 10-14, it is worth 4 ; if you have 15-19, it is worth 6 ; 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.

Card	Card Notes
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. It is worth 2 victory points at the end of the game. When you buy it, 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 the Supply costing exactly 2 more than the trashed card, you do not gain a card. This ability only functions when you buy, Farmland, not when you gain it in some other way. During set-up, put all 12 Farmlands in the Supply for a game with 3 or more players, but only 8 in the Supply for a 2-player game.
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 1 for every 3 Silvers in your deck, rounded down. For example, if you have 11 Silvers, your Feodums are worth 3 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.
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 you Buy phase like other Treasures. When you play it, it is worth 1 if this was the first time you played Fool's Gold this turn, otherwise it is worth 4. Fool's Gold is also a Reaction. 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. If there are no Gold cards left in the Supply, you do not gain one, but 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 Coins . Cards with multiple types, one of which is Treasure (such as Harem from Intrigue), are Treasures.

Card	Card Notes
Forge	"Any number" includes zero. If you trash no cards, you have to gain a card costing 0 coins 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. symbols (on cards from Dominion: Alchemy) are not added, and the card you gain cannot have a symbol in its cost.
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.
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.
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.
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 tokens. You get 1 for each card you buy, but do not get a 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 . 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 1 .
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 Coin (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 Coins to 6 Coins , you will fail to gain one. Cards with in the cost (from Alchemy) do not cost from 3 Coins to 6 Coins. 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.

Card	Card Notes
Great Hall	his 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 , 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.
Haggler	When you play this, you get +2 coins. While this 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) on Haggler does not gain you two or more cards per card bought, as there is still only one copy of Haggler in play. The bonus is cumulative: if you have three Hagglers in play, you will gain three more cards for each card you buy. Card with two types, one of which is aVictory, 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 . During set-up, place 12 Harems in the Supply for a 3- or 4-player game and 8 in the Supply for a 2-player 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 + per differently named card revealed. For example if you revealed Copper, Silver, Copper, Estate, that would be + 3 Coins.
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.
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 Clean-up), 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 Coins. 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.

Card	Card Notes
Highway	This makes all cards cheaper (to a minimum of 0) 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).
Hoard	This is a Treasure worth , 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 Coins. 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 Coin 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 Coins 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 Coins. 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.

Card	Card Notes
Ill-Gotten Gains	This is a Treasure worth 1, like Copper. When you play it, you may gain a Copper. The gained Copper comes from the Supply and is put into your hand; you can immediately play it. If there is no Copper left in the Supply, you do not gain one. When you gain Ill-Gotten Gains, each other player gains a Curse. This happens whether you gain Ill-Gotten Gains due to buying it, or you gain it some other way. The Curses come from the Supply and go into discard piles. If there are not enough Curses left to go around, deal them out in turn order, starting with the player to the left. Ill-Gotten Gains is not an Attack, and gaining it is not playing an Attack; cards like Moat do not work against it.
Inn	When you play this, you draw 2 cards, get +2 Actions, then discard 2 cards. The cards you discard can be ones that were in your hand and/or ones you just drew. You discard cards if able, even if you were unable to draw 2 cards. When you gain this, you look through your discard pile (something normally not allowed), and shuffle any number of Action cards into your deck (leaving the rest of your discard alone). You do not have to shuffle any Action cards into your deck. You can shuffle the in you just gained into your deck. Cards that are two types, one of which is an Action, are Action cards. You must reveal the Action cards that you choose to shuffle into your deck. It does not matter what order you leave your discard pile in afterwards. This ability functions if you gain Inn due to buying it, or gain Inn 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 . 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 four separate things in the order listed; you do all of them (the last one is optional). First, you gain a Silver from the Supply, putting it into your discard pile. Second, look at the top card of your deck, and either discard it or put it back on top. If there are no cards left in your deck, shuffle (including your new Silver). Third, draw cards until you have at least five cards in hand. If you already have five or more cards in your hand, you do not draw any cards. If there are not enough cards left to draw between your deck and discard pile, just draw what you can. Fourth, you **may** trash a card from your hand that is not a Treasure card. Cards with two types, one of which is a Treasure, are Treasures.
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.
Junk Dealer	You have to trash a card from your hand if you can. You draw before trashing.

Card	Card Notes
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 Courted 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 -you 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.
Knight	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. 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 to 6 Coins 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 in the cost (from Alchemy) do not cost from 3 to 6 Coins . The player losing a card only gets a choice if both cards revealed cost from 3 to 6 Coins; 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.
Knights (some more specifics)	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 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 Coins , though the other Knights all cost 5 Coins .
Knights (some specifics)	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.
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 Coin, 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.

Card	Card Notes
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.
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.
Mandarin	When you play this, you get +3, and put a card from your hand on top of your deck, If you have no cards left in hand, you do not put a card on top of your deck. If there are no cards left in your deck, the card you put on top becomes the only card in your deck. When you gain this, you put all of your Treasures from play on top of your deck in any order. You do not have to show this order to the other players. You have to put all of your Treasures from play on top ; you cannot leave some out. Unplayed Treasures (which are still in your hand) are are discarded as normal during clean-up. This does not stop you from having the coins you got from playing those Treasures; for example if you have +1 Buy and play 4 Golds to buy a Mandarin, you put the Golds on top of your deck and still have 2 left to spend. Mandarin puts your played Treasures on your deck whether you gained it due to buying it or gained some other way, although normally you will only have Treasures in play in you Buy phase.
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 in hand. Drawing a card is not optional for them. A player who only has 3 cards or fewer 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.

Card	Card Notes
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 Coins , 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 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.
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	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.
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.
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  tokens.

Card	Card Notes
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 Coins. 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, you get +1. When you play this and also when you buy it, each other player reveals the top two cards of the deck, trashes a Silver or Gold he revealed, that you choose, and discards the rest. Each of those players that did not reveal a Treasure at all gains a Copper from the Supply, putting it into his discard pile. Finally, you gain all of the Silvers and Golds trashed this way. This cannot trash any Treasures except Silver or Gold. Gaining a Noble Brigand without buying it does not cause this ability to happen. Noble Brigand is an Attack card, and when you play it, players can use cards like Moat or Secret Chamber in response. However, buying a Noble Brigand is not “playing an Attack card,”and so cards like Moat cannot respond to it.
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 2 . During set-up, place 12 Nobles in the Supply for a 3- or 4-player game and 8 in the Supply for a 2-player game.
Oasis	You draw before discarding. You can discard the card you drew. If you are unable to draw a card (due to having no cards in your deck, and none in your discard pile to shuffle), you still discard a card if able.
Oracle	First, each player, including you, reveals the top two cards of his deck, and either discards both of them or puts both of them back in an order he chooses, and without needing to reveal that order. Then, you draw two 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.

Card	Card Notes
Overgrown Estate	This is a Shelter; see Preparation. It is never in the Supply. It is a Victory card despite being worth 0 . 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 Coins. This card does not give you a way to trash itself, it merely does something if you manage to trash it.
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.
Peddler	Most of the time, this costs 8 Coins. During Buy phases, this costs 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 coins. 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 coins 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.
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.
Platinum	This is not a Kingdom card. You do not use it every game; see the Preparation section. It is a Treasure worth 5 coins.
Poor House	First you get + 4 Coins. Then you reveal your hand, and lose 1 Coin per Treasure card in it. You can lose more than this way, but the amount of coins you have available to spend can never go below . Cards with two types, one of which is Treasure (such as Harem from Intrigue) are Treasure cards.

Card	Card Notes
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 +2 Coins.
Possession (part 2)	• 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 coins and produces . It is not a Kingdom card; see the Preparation rules.

Card	Card Notes
Princess	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 Princess, then Remake, trashing a Copper, you could gain a Silver, as Silver would cost 1 Coin while Copper would still cost 0 Coins. Using Throne Room (from Dominion) on Princess will not make cards cost 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 I 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 Coin, like Copper. While it is in play, Action cards cost 2 Coins less, to a minimum of 0 Coins. It is cumulative; if you play two Quarries during your Buy phase, then King's Court will only cost 3 Coins, rather than the usual 7 Coins. 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 Coins. It affects the costs of cards everywhere, such as cards in players' hands.
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.
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.
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 Coins more than the trashed card. The card you gain comes from the Supply and is put into your discard pile.
Remake	Trash a card from your hand, and gain a card costing exactly 1 Coin more than it; then trash another card from your hand, and gain a card costing exactly 1 Coin 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 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.

Ruins

The Ruins pile has a mix of five different Ruins that should be shuffled before each game. The only card that may be bought or gained or chosen is the card on top. Players cannot look through the piles, only at the top card; the players turn the top card over any time it is face down. If a card is returned to one of these piles with Ambassador, turn over the current top card and the returned card goes on top, turned face-up. Ruins cards with different names count as differently named cards for cards that care about this. For example if Tribute reveals two different Ruins cards, it will give +4 Actions. When Contraband is played, a player can name a Ruins, but that only stops that specific Ruins from being bought. However an Embargo token (from Seaside) placed on the pile will affect any cards bought from it. Players can buy Ruins even though they normally will not wish to. Ruins cards are Actions; they may be played in the Action phase, and count as Actions for things that refer to Action cards, such as Procession. The Ruins pile, when used, is in the Supply, and **if it is empty that counts towards the normal end condition.** Cards that try to get specific cards from the Supply fail to get a Ruins or Knight if the correct one is not the top one. For example if you buy a Ruined Market with Talisman, you only gain another Ruined Market if that is the top Ruins under the one you bought.

Card	Card Notes
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 to 6 Coins, 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  in the cost (from Alchemy) do not cost from 3 to 6 Coins. If there was no card in the trash costing from 3 to 6 Coins , 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 to 6 Coins (if possible), and discard the rest. Go in turn order, starting with the player to your left.
Royal Seal	This is a Treasure worth 2 Coins, 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.

Card	Card Notes
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 Coins 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 Coins, so you would stop there, put Province in your hand, and discard the two Coppers and the Curse.
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.
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, you draw a card, get +1 Action, and set up an effect to happen later in the turn, at the start of Clean-up. At that time, you may optionally choose an Action card you have in play. If you discard that Action card from play this turn, as you normally do, you will put it on top of your deck. This happens before you draw cards for next turn. The Action card you choose can be Scheme itself, or any other Action card you have in play, which might have been played before or after you played Scheme. If the Action card is not discarded during Clean-up, for example sue to being a Duration card that was played this turn, then it does not get put 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.
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.

Card	Card Notes
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, when it is worth 1 victory point for every 4 Victory cards in your deck. Silk Roads count themselves. Round down; if you have 11 Victory cards, Silk Road is worth 2 Victory points. During set-up, put all 12 Silk Roads in the Supply for 3 or more players, but only 8 in the Supply for a 2-player game. Cards with multiple types, one of which is a Victory, are victory cards so are counted by the Silk Road.
Smithy	Draw three cards.
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.
Spice Merchant	You may trash a Treasure card from your hand. This is optional, If you did discard one, you get +3 Cards and +1 Action. You draw after discarding, so if you have to shuffle to get the 3 cards, you will end up shuffling in the card you discarded.
Spoils	This is never in the Supply; it can only be obtained via Bandit Camp, Marauder, and Pillage. When you play Spoils, you get + to spend this turn, and return that copy of Spoils to its pile. You are not forced to play Treasures in your hand. “One-Shot Gold”
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 card from your hand. This is optional. If you did discard one, you get +3 Cards and +1 Action. You draw after discarding, so if you have to shuffle to get the 3 cards, you will end up shuffling in the card you discarded.

Card	Card Notes
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.
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.
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.
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 Coin like Copper. Each time you buy a non-Victory card costing 4 Coins 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 Coins 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 Coins, or can get you a Grand Market if you played Quarry.
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.

Card	Card Notes
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 Coin. 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 + Coin; 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 Coin; 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 Route	You get an additional Buy to use in your Buy phase. You get + 1 Coin 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 Coin 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 Coins. 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.
Trader	When you play this , trash a card from your hand, and if you did, gain a number of Silvers equal to the cost of that card in coins. The Silvers come from the Supply and are put into your discard pile. You only gain Silvers if you trashed a card with a value of 1 or more. If you trash a Silver you will gain three Silvers for it normally. If costs are different, such as due to playing Highway, then Trader will give you a different number of Silvers, based on the current cost of the card trashed. If you trash a card with a Potion in the cost you do not gain anything for the Potion part of the cost.

Card	Card Notes
Trader (part 2)	Trader is also a Reaction. When you gain a card, whether due to buying it or gaining it in some other way, you may reveal Trader from your hand to instead gain a Silver from the Supply. If you do this, you gain a Silver, not the card you would have gained; if something would have happened due to gaining the other card, it does not happen, because you did not gain it. However if something happens when you buy a card, that will still happen if you replace gaining the Silver for gaining the other card, because you still bought the other card. For example, if you buy Farmland, trash a card from your hand, and gain one costing 2 more, then reveal Trader to gain a Silver rather than Farmland. If the card you were going to gain was not going to your discard pile, then the Silver still goes to your discard pile; if the card you were going to gain would not come from the Supply, the Silver still comes from the Supply.
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.
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.
Treasure Map	You can play this without another Treasure Map 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.
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.

Card	Card Notes
Tunnel	This is both a Victory card and a Reaction. At the end of the game, Tunnel is worth 2 victory points. Tunnel's Reaction ability functions when you discard it. You cannot simply choose to discard it; something has to let you or make you discard it. This ability functions whether you discard Tunnel on your own turn or on someone else's. It functions if Tunnel is discarded from your hand or from your deck, or when set aside (such as due to Cartographer). If Tunnel would normally not necessarily be revealed (such as when discarding multiple cards due to Cartographer), you have to reveal it to get the Gold. This ability does not function if cards are put into your discard pile without being discarded, such as when you buy a card, when you gain a card directly, when your entire deck is put into your discard pile (such as with Chancellor, or after being Possessed and having your trashed cards returned to your discard pile). It also does not function during Clean-up, when you normally discard all of your played and unplayed cards. The key thing to look for is a card actually telling you to "discard" cards. The Gold you gain comes from the Supply and is put into your discard pile.
University	Gaining an Action card is optional. If you choose to gain one, it comes from the Supply, must cost no more than , 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 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 Coin, 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.

Card	Card Notes
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.
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 you 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.
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.
Watchtower (part 2)	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.
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.

Sets of 10

Dominion Base

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 & 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

Intrigue

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

Cornucopia & 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 & 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

Alchemy & 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 & 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

Seaside

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

Prosperity

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 & 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 & 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

Sets of 10

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

Hinterlands

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 & 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 & 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 & Alchemy

Schemes and Dreams: Apothecary, Apprentice, Herbalist, Philosopher's Stone, Transmute/ Duchess, Fool's Golf, Ill-gotten Gains, Jack of all Trades, Scheme

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

Hinterlands & Prosperity

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

Treasure Trove: Bank, Monument, Expand, Hoard, Mint, Watchtower/Cache, Develop, Fool's Gold, Ill-Gotten Gains, Mandarin

Hinterlands & Cornucopia

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

Traveling Circus: Fairgrounds, Farming Village, Hunting Party, Jester, Menagerie/ Border Village, Embassy, Fool's Gold, Nomad Camp, Oasis

Dark Ages

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 & 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 & 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 & 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 & 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 & 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 & 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 & 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