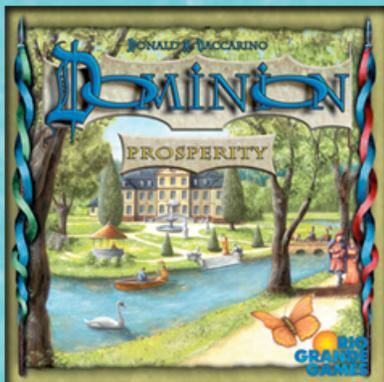
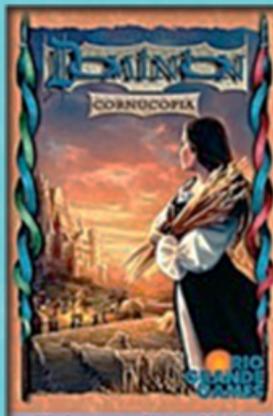




DOMINION

COMPLETE ANNOTATED RULES



THE STORY OF DOMINION

CHAPTER 1: DOMINION

You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion! In all directions lie fiefs, freeholds, and feodums. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.

But wait! It must be something in the air; several other monarchs have had the exact same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way. To do this you will hire minions, construct buildings, spruce up your castle, and fill your treasury. Your parents wouldn't be proud, but your grandparents, on your mother's side, would be delighted.

CHAPTER 2: INTRIGUE

Something's afoot. The steward smiles at you like he has a secret, or like he thinks you have a secret, or like you think he thinks you have a secret. There are secret plots brewing, you're sure of it. At the very least, there are yours. A passing servant murmurs, "The eggs are on the plate." You frantically search your codebook for the translation before realizing he means that breakfast is ready. Excellent. Everything is going according to plan.

CHAPTER 3: SEASIDE

All you ask is a tall ship and a star to steer her by. And someone who knows how to steer ships using stars. You finally got some of those rivers you'd wanted, and they led to the sea. These are dangerous, pirate-infested waters, and you cautiously send rat-infested ships across them, to establish lucrative trade at far-off merchant-infested ports. First, you will take over some islands, as a foothold. The natives seem friendly enough, crying their peace cries, and giving you spears and poison darts before you are even close enough to accept them properly. When you finally reach those ports you will conquer them, and from there you will look for more rivers. One day, all the rivers will be yours.

CHAPTER 4: ALCHEMY

There are strange things going on in your basement laboratories. They keep calling up for more barrels of quicksilver, or bits of your hair. It's all in the name of progress. They're looking for a way to turn lead into gold, or at least into something better than lead. That lead had just been too good of a bargain to pass up; you didn't think where you would put all the lead or what you will do with the lead. Well that will all be sorted out. They're also looking for a universal solvent. If they manage that one, you will take whatever they use to hold it in and build a castle out of it. A castle that can't be dissolved! Now that's progress.

CHAPTER 5: PROSPERITY

Ah, money. There's nothing like the sound of coins clinking in your hands. You vastly prefer it to the sound of coins clinking in someone else's hands, or the sound of coins just sitting there in a pile that no-one can quite reach without getting up. Getting up, that's all behind you now. Life has been good to you. Just ten years ago, you were tilling your own fields in a simple straw hat. Today, your kingdom stretches from sea to sea, and your straw hat is the largest the world has ever known. You also have the world's smallest dog, and a life-size statue of yourself made out of baklava. Sure, money can't buy happiness, but it can buy envy, anger, and also this kind of blank feeling. You still have problems - troublesome neighbors that must be conquered. But this time, you'll conquer them in style.

THE STORY OF DOMINION

CHAPTER 6: CORNUCOPIA

Autumn. It seemed like the summer would never end, but that fortune teller was right. It's over. Autumn, the time of the harvest. Agriculture has advanced significantly in recent years, ever since the discovery of the maxim, "leaves of three, let it be." Autumn, a time of celebration. The peasants have spent a hard week scything hay in the fields, but tonight the festivities begin, starting with a sumptuous banquet of roast hay. Then, the annual nose-stealing competition. Then you have two jesters, one who always lies, one who always tells the truth, both hilariously. Then, they fight to the death! This celebration will truly have something for everyone.

CHAPTER 7: HINTERLANDS

The world is big and your kingdom small. Small when compared to the world, that is; it's moderate-sized when compared to other kingdoms. But in a big world like this one – big when compared to smaller worlds anyway, if such things exist; it's moderate-sized when compared to worlds of roughly the same size, and a little small when compared to worlds just a little larger – well, to make a long story short – short when compared to longer stories anyway – it is time to stretch your borders. You've heard of far-off places – exotic countries, where they have pancakes but not waffles, where the people wear the wrong number of shirts, and don't even have a word for the look two people give each other when they each hope that the other will do something that they both want done but which neither of them wants to do. It is to these lands that you now turn your gaze.

CHAPTER 8: DARK AGES

Times have been hard. To save on money, you've moved out of your old castle, and into a luxurious ravine. You didn't like that castle anyway; it was always getting looted, and never at a reasonable hour. And if it wasn't barbarians it was the plague, or sometimes both would come at once, and there wouldn't be enough chairs. The ravine is great; you get lots of sun, and you can just drop garbage wherever you want. In your free time you've taken up begging. Begging is brilliant conceptually, but tricky in practice, since no-one has any money. You beg twigs from the villagers, and they beg them back, but no-one really seems to come out ahead. That's just how life is sometimes. You're quietly conquering people, minding your own business, when suddenly there's a plague, or barbarians, or everyone's illiterate, and it's all you can do to cling to some wreckage as the storm passes through. Still, you are sure that, as always, you will triumph over this adversity, or at least do slightly better than everyone else.

CHAPTER 9: GUILDS

Jobs, everyone's worried about jobs. Whatever happened to tilling the fields in obscurity? The economy is just a trick, like stealing someone's nose, but lately people seem to have seen through it, like when you realize someone hasn't really stolen your nose. So now everyone's joining a guild, learning a craft, and working on a masterpiece - a painting so beautiful it blinds you, or a cheese grater so amazing that you never eat cheese again. The only people left tilling the fields are the ones doing it ironically. The guilds cover everything - ironic tilling, butchering, baking, candlestick making, shoemaking, cheesemaking, cheese destruction. Your advisor is convinced that somehow, control of the stonecutters is key to world domination. Very well. You will have stone handled so expertly that the world trembles before you.

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FOREWORD

The decision to compile all the *Dominion* rules together into one document was long considered before actually attempted. *Dominion* is a basic game with fairly self-explanatory rules, but the sheer abundance of FAQs that can come up with certain card interactions necessitated the creation of something like this document. After the release of *Dominion: Prosperity* and cards such as King's Court, it became clear that nothing short of a Complete Annotated Rulebook would satisfy the public. Following the example of Matthew Harper, creator of the *Carcassonne* Complete Annotated Rules, of which I have been a contributor and editor, I set about merging everything ever released by Donald X. Vaccarino regarding *Dominion* into one rulebook.

In this you will find all set descriptions and component lists, all official rules, all cards in alphabetical order with FAQ descriptions, all secret histories, all publication information, and three fully hot-linked indexes of all cards according to illustrator, type, and name. Finally, an overarching hot-linked index can be found on the last page, encompassing all rules and other details not directly related to cards.

INTRODUCTION

Dominion is a game like few others. It and its expansions were developed concurrently and only separated later when Donald X. Vaccarino had deemed the game ready for publication. That division is still happening today. As evidenced by his secret history posts on BoardGameGeek, Donald has worked hard to make sure each card is balanced and has a purpose to the overall theme and style of the game. In addition, he's made sure that the cards fit with those around it within each expansion. With a few possible exceptions—mostly concerning promotional cards—Donald has finished his game as originally conceived in the late Spring of 2013: *Dominion* and its eight expansions—five large and three small. Surely promotional cards have been hinted at for the future and Donald fully expects a sixth large expansion to come in the not-so-distant future, but the game has reached its apex even while it continues to do well.

Dominion was released to the public in 2008 by Rio Grande Games as one of their few homegrown games. Unlike most EuroGames, *Dominion* was designed and published by Americans. Still, it achieved its greatest fame in European circles as evidenced by it being awarded the Spiel des Jahres (Game of the Year) award in 2009. In recognition, a special promotional card, Stash, was released the following year with the Spiel des Jahres logo emblazoned on the reverse instead of the usual blue *Dominion* logo. In 2011, *Dominion* became Rio Grande Games' chosen game for celebrating important EuroGaming anniversaries. The Walled Village card was released in celebration of *Carcassonne*'s tenth anniversary, with Governor coming soon after celebrating *Puerto Rico*'s. *Dominion* continues to be one of the most popular games on BoardGameGeek with both *Dominion* and the stand-alone expansion *Dominion: Intrigue* sitting high in the board game rankings. In spite of fierce competition within the deck-building genre, *Dominion* has retained its high standards and has become a piece of board gaming history, unprecedented and setting the standard for all that has followed.

A NOTE ON FOOTNOTES

Footnotes in rules sections 1, 2, and 3, as well as the sub-section "Game Concepts", are mostly derived from the "Complete and All-Encompassing Dominion FAQ" by Nick "PunchBall" Knutsen. Portions of that document are also scattered throughout those sections when appropriate. Footnotes in sections 4, 5, and 6 are from Donald X. Vaccarino's "Secret History of Dominion" series of forum posts at BoardGameGeek. An addendum to the Secret Histories is found in section 8.

DOMINION**Release Information:**

Internationale Spieltage, Essen, Germany
October 23-26, 2008

500 Cards:

- ★ 130 *basic Treasure cards*
 - * 60 of Copper
 - * 40 of Silver
 - * 30 of Gold
- ★ 48 *basic Victory cards*
 - * 24 of Estate
 - * 12 of Duchy
 - * 12 of Province
- ★ 252 *Kingdom cards*
 - * 10 each of Cellar, Chapel, Chancellor, Village, Woodcutter, Feast, Militia, Moneylender, Remodel, Smithy, Spy, Thief, Throne Room, Council Room, Festival, Laboratory, Library, Market, Mine, Witch, Adventurer, Moat, Bureaucrat, Workshop
 - * 12 of Gardens
- ★ 30 *Curse cards*
- ★ 32 *Randomizer (placeholder) cards* (one of each Basic and Kingdom card)
- ★ 7 *blank cards* (to create your own Kingdom cards)
- ★ 1 *Trash pile card* (used to mark the Trash pile)

**500 Cards:**

- ★ 130 *basic Treasure cards*
 - * 60 of Copper
 - * 40 of Silver
 - * 30 of Gold
- ★ 48 *basic Victory cards*
 - * 24 of Estate
 - * 12 of Duchy
 - * 12 of Province
- ★ 258 *Kingdom cards*
 - * 10 each of Baron, Bridge, Conspirator, Coppersmith, Courtyard, Ironworks, Masquerade, Mining Village, Minion, Pawn, Saboteur, Scout, Secret Chamber, Shanty Town, Steward, Swindler, Torturer, Trading Post, Tribute, Upgrade, Wishing Well
 - * 12 each of Duke, Great Hall, Harem, Nobles
- ★ 30 *Curse cards*
- ★ 26 *Randomizer (placeholder) cards* (one of each Kingdom card and one blank)
- ★ 7 *blank cards* (to create your own Kingdom cards)
- ★ 1 *Trash pile card* (used to mark the Trash pile)

**BOARDGAMEGEEK SPRING 2009 PROMOTIONAL CARDS****Release Information:**

Spielfest, Vienna, Austria
November 28-30, 2008
"Schwarzmarkt", Spielbox 2/09, Germany
February 2009

**22 Cards:**

- ★ 20 *Kingdom cards*
 - * 10 each of Black Market, Envoy
- ★ 2 *Randomizer (placeholder) cards* (one of each Kingdom card)

**DOMINION: INTRIGUE****Release Information:**

Origins Game Fair, Columbus, Ohio, USA
June 25-29, 2009

Background and Theme:

Intrigue is the 1st addition to *Dominion*. It adds 25 new Kingdom cards to *Dominion*. There are victory cards that do some new things for you, underlings that give you a choice as to what they do, and a variety of other people and places. These cards can be played with the cards from the basic game or on their own. The rules include how to play a game with up to 6 players. By combining the money and victory cards with those in the basic game, players will have sufficient cards to play with more than 4 players.

DOMINION: SEASIDE**Release Information:**

Internationale Spieltage, Essen, Germany
October 22-25, 2009

Background and Theme:

This is the 2nd addition to *Dominion*. It adds 26 new Kingdom cards to *Dominion*. Its central theme is your next turn; there are cards that do something this turn and next, cards that set up your next turn, and other ways to step outside of the bounds of a normal turn.

300 Cards:

- ★ 262 *Kingdom cards*
 - * 10 each of Embargo, Native Village, Pearl Diver, Haven, Lighthouse, Fishing Village, Ambassador, Lookout, Smugglers, Warehouse, Cutpurse, Navigator, Pirate Ship, Salvager, Sea Hag, Treasure Map, Caravan, Bazaar, Explorer, Ghost Ship, Treasury, Merchant Ship, Outpost, Tactician, Wharf
 - * 12 of Island
- ★ 27 *Randomizer (placeholder) cards* (one of each Kingdom card and one blank)
- ★ 11 *blank cards* (to create your own Kingdom cards)
- ★ 18 *player mats* (3 for each player)
- ★ 15 *Embargo tokens*
- ★ 25 *Coins*



BOARDGAMEGEEK SPRING 2010 PROMOTIONAL CARDS

Release Information:

February 2010

11 Cards:

- ★ 10 Kingdom cards
 - * 10 of Stash
- ★ 1 Randomizer (placeholder) cards (one of Stash)



Goons, Grand Market, Hoard, King's Court, Loan, Mint, Monument, Mountebank, Peddler, Quarry, Rabble, Royal Seal, Talisman, Trade Route, Vault, Venture, Watchtower, Worker's Village

- ★ 25 Randomizer (placeholder) cards (one of each Kingdom card)
- ★ 1 blank card (to create your own Kingdom cards)
- ★ 9 player mats
 - * 8 Victory point mats
 - * 1 Trade Route mat
- ★ 8 Coins
- ★ 16 1-Victory point tokens
- ★ 15 5-Victory point tokens

DOMINION: ALCHEMY

Release Information:

Alan Moon's Gathering of Friends, Columbus, Ohio, USA
April 2-11, 2010

Background and Theme:

This is the 3rd addition to *Dominion*. It adds 12 new Kingdom cards to *Dominion*, plus a new resource: Potions.

150 Cards:

- ★ 16 basic Treasure cards
 - * 16 of Potion
- ★ 122 Kingdom cards
 - * 10 each of Alchemist, Apothecary, Apprentice, Familiar, Golem, Herbalist, Philosopher's Stone, Possession, Scrying Pool, Transmute, University
 - * 12 of Vineyard
- ★ 12 Randomizer (placeholder) cards (one of each Kingdom card)



DOMINION: CORNUCOPIA

Release Information:

Alan Moon's Gathering of Friends, Niagara Falls, New York, USA
April 15-24, 2011

Background and Theme:

This is the 5th addition to the game of *Dominion*. It adds 13 new Kingdom cards to *Dominion*, plus 5 unique cards. The central theme is variety; there are cards that reward you for having a variety of cards in your deck, in your hand, and in play, as well cards that help you get that variety.

150 Cards:

- ★ 132 Kingdom cards
 - * 10 each of Farming Village, Fortune Teller, Hamlet, Harvest, Horn of Plenty, Horse Traders, Hunting Party, Jester, Menagerie, Remake, Tournament, Young Witch
 - * 12 of Fairgrounds
- ★ 5 Prize cards
 - * 1 each of Bag of Gold, Diadem, Followers, Princess, Trusty Steed
- ★ 13 Randomizer (placeholder) cards (one of each Kingdom card)



DOMINION: PROSPERITY

Release Information:

GenCon Gaming Convention, Indianapolis, Indiana, USA
August 5-8, 2010

Background and Theme:

This is the 4th addition to the game of *Dominion*. It adds 25 new Kingdom cards to *Dominion*, plus 2 new Basic cards that let players keep building up past Gold and Province. The central theme is wealth: there are treasures with abilities, cards that interact with treasures, and powerful expensive cards.

300 Cards:

- ★ 12 basic Treasure cards
 - * 12 of Platinum
- ★ 12 basic Victory cards
 - * 12 of Colony
- ★ 250 Kingdom cards
 - * 10 each of Bank, Bishop, City, Contraband, Counting House, Expand, Forge,



BOARDGAMEGEEK SPRING 2011 PROMOTIONAL CARD

Release Information:

Origins Game Fair, Columbus, Ohio, USA
June 22-26, 2011

11 Cards:

- ★ 10 Kingdom cards
 - * 10 of Walled Village
- ★ 1 Randomizer (placeholder) cards (one of Walled Village)



DOMINION: HINTERLANDS**Release Information:**

Internationale Spieltag, Essen, Germany
October 20-23, 2011

Background and Theme:

This is the 6th addition to the game of *Dominion*. It adds 26 new Kingdom cards to *Dominion*. The central theme is cards that do something immediately when you buy them or gain them.

300 Cards:

- ★ 266 Kingdom cards
 - * 10 each of Border Village, Cache, Cartographer, Crossroads, Develop, Duchess, Embassy, Haggler, Highway, Ill-Gotten Gains, Inn, Jack of All Trades, Fool's Gold, Mandarin, Margrave, Noble Brigand, Nomad Camp, Oasis, Oracle, Scheme, Spice Merchant, Stables, Trader
 - * 12 each of Farmland, Silk Road, Tunnel
- ★ 27 Randomizer (placeholder) cards (one of each Kingdom card and one blank)
- ★ 7 blank cards (to create your own Kingdom cards)

**BOARDGAMEGEEK FALL 2011****PROMOTIONAL CARD****Release Information:**

Internationale Spieltag, Essen, Germany
October 20-23, 2011

11 Cards:

- ★ 10 Kingdom cards
 - * 10 of Governor
- ★ 1 Randomizer (placeholder) cards (one of Governor)

**DOMINION: BASE CARDS****Release Information:**

Origins Game Fair, Columbus, Ohio, USA
May 30-June 3, 2012

Background:

This is a set of 250 cards: all the basic Victory, Treasure, and Curse cards from the *Dominion* games and its expansions. It does not include any Victory or Treasure cards that are Kingdom cards. All cards bear new graphics and are compatible with *Dominion* and all its extensions. These cards can be used to replace the basic cards from *Dominion* or *Dominion: Intrigue* or they can be used with the expansions that contain no basic cards. The set also includes a new Trash card, also with new graphics.

Note: There is no official expansion icon for this set. The expansion icon at right is used throughout this booklet in an unofficial capacity.

250 Cards:

- ★ 158 basic Treasure cards
 - * 60 of Copper
 - * 40 of Silver
 - * 30 of Gold
 - * 12 of Platinum
 - * 16 of Potion
- ★ 60 basic Victory cards
 - * 24 of Estate
 - * 12 of Duchy
 - * 12 of Province
 - * 12 of Colony
- ★ 30 Curse cards
- ★ 1 Trash card (used to mark the Trash pile)
- ★ 1 blank card (to create your own Kingdom cards)

**DOMINION: DARK AGES****Release Information:**

GenCon Gaming Convention, Indianapolis, Indiana, USA
August 16-19, 2012

Background and Theme:

This is the 7th addition to the game of *Dominion*. It adds 35 new Kingdom cards to *Dominion*, plus new bad cards you give to other players (Ruins), new cards to replace starting Estates (Shelters), and cards you can only get via specific other cards. The central themes are the trash and upgrading. There are cards that do something when trashed, cards that care about the trash, cards that upgrade themselves, and ways to upgrade other cards.

500 Cards:

- ★ 18 basic Shelter cards
 - * 6 each of Hovel, Necropolis, Overgrown Estate
- ★ 50 basic Ruins cards
 - * 10 each of Abandoned Mine, Ruined Library, Ruined Market, Ruined Village, Survivors
- ★ 362 Kingdom cards
 - * 1 each of Dame Anna, Dame Josephine, Dame Molly, Dame Natalie, Dame Sylvia, Sir Bailey, Sir Destry, Sir Martin, Sir Michael, Sir Vander
 - * 10 each of Altar, Armory, Band of Misfits, Bandit Camp, Beggar, Catacombs, Count, Counterfeit, Cultist, Death Cart, Forager, Fortress, Graverobber, Hermit, Hovel, Hunting Grounds, Ironmonger, Junk Dealer, Marauder, Market Square, Mystic, Pillage, Poor House, Procession, Rebuild, Rogue, Sage, Scavenger, Squire, Storeroom, Urchin, Vagrant, Wandering Minstrel
 - * 12 of Feodum
 - * 20 of Rats
- ★ 35 Randomizer (placeholder) cards (one of each Kingdom card)
- ★ 15 Spoils cards
- ★ 10 Madman cards
- ★ 10 Mercenary cards



DOMINION: GUILDS**Release Information:**

Origins Game Fair, Columbus, Ohio, USA
June 12-16, 2013

Background and Theme:

This is the 8th addition to the game of Dominion. It adds 13 new Kingdom cards to Dominion. It has coin tokens that you can save to spend later, and cards you can get more out of by paying extra for them.

150 Cards:

- ★ 130 Kingdom cards
 - * 10 each of Advisor, Baker, Butcher, Candlestick Maker, Doctor, Herald, Journeyman, Masterpiece, Merchant Guild, Plaza, Soothsayer, Stonemason, Taxman
- ★ 25 Coin tokens
- ★ 7 blank cards (to create your own Kingdom cards)
- ★ 13 Randomizer (placeholder) cards (one of each Kingdom card)

**TOTAL CARD COUNT**

Including every card officially released by Rio Grande Games for *Dominion*.

Basic Shelter Cards:		18
— Hovel:	6	
— Necropolis:	6	
— Overgrown Estate:	6	
Basic Ruins Cards:		50
— Abandoned Mine	10	
— Ruined Library:	10	
— Ruined Market:	10	
— Ruined Village:	10	
— Survivors:	10	
Basic Victory Cards:		168
— Colony:	24	
— Province:	36	
— Duchy:	36	
— Estate:	72	
Basic Treasure Cards:		446
— Platinum:	24	
— Gold:	90	
— Silver:	120	
— Copper:	180	
— Potion:	32	
Basic Curse Cards:		90
Kingdom Cards:		2,084
— 1 of Each Type:	10	
— 10 of Each Type:	1,910	
— 12 of Each Type:	144	
— 20 of Each Type:	20	
Non-Supply Cards:		43
— Trash:	3	
— Prize:	5	
— Spoils:	15	
— Madman:	10	
— Mercenary:	10	
Randomizer Cards:		212
Blank Cards:		44
— Kingdom:	41	
— Randomizer:	3	
<hr/> TOTAL CARDS:		3,155

SECTION 1: PREPARATION

Players will not use all of the cards in every game. Other than the players' starting Decks, the other cards used in a game of *Dominion* are called the Supply. These cards are all placed face-up in the middle of the table where all players can reach them. The randomizer card (the card with a different back) can be placed face-down at the bottom of each pile in order to help identify when the pile is empty, or when a pile becomes empty, an unused card can be placed face-down in the space to remind players that a pile of cards from the Supply is depleted. The Trash pile card is also placed near the Supply.

Place the Copper, Silver and Gold cards, Estate, Duchy, and Province cards, Curse cards, and the Trash card in every game (players may place them in any arrangement that is convenient for them). The card types (Action, Treasure, Victory, Curse, Reaction, and Attack) for each card are listed at the bottom of the card. If a card lists more than one card type, then for all purposes it counts as both types. For example, Great Hall is both an Action card and a Victory card at all times.

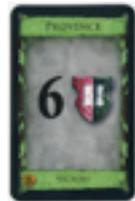
Treasure Cards

Copper, Silver, and Gold cards are the basic Treasure cards, and they are available in every game. After each player takes 7 Copper cards, place the remaining Copper cards and all of the Silver cards and Gold cards in face-up piles in the Supply. The Treasure cards from *Dominion* and *Dominion: Intrigue* can be combined, since these cards are intended to be in abundant enough supply to not run out.¹ If playing with 5 or more players, the Treasure cards **must** be combined. (If a type of Treasure card does run out, that becomes an empty pile in the Supply, which can be important for game ending conditions.)



Victory Cards

Estate, Duchy, and Province cards are the basic Victory cards, and they are available in every game. After each player takes 3 Estate cards, place 12 each of the Estate, Duchy, and Province cards in face-up piles in the Supply in a 3 or 4 player game. For a 5-player game, use 15 Province cards. For a 6-player game, use 18 Province cards. In a 2 player game, place only 8 of each Victory card in the Supply. The Victory cards are scaled based on the number of players and unused Victory cards are returned to the box.



Curse Cards

The Curse cards are also available in every game. Place 10 Curse cards in the Supply for a 2 player game, 20 Curse cards for 3 players, 30 Curse cards for 4 players, 40 Curse cards for 5 players, and 50 Curse cards for 6 players.² The Curse cards are scaled based on the number of players and any unused Curse cards are returned to the box. Curse cards are used most often with specific Action cards (e.g. Witch). If a player buys a Curse card (0 cost), it goes in his own discard pile, like any other gained card. This, of course, will not often occur.



The Trash Card

The Trash card marks the place where players place cards trashed in the game. The Trash pile is not considered a Supply pile.

¹ The sizes of the treasure piles are fixed at the start of the game. If one of those piles runs out, it's empty, that matters for the end condition and City, just like any other empty pile. But how big you make the pile at the start is up to you, which is to say, you can make it the number of cards in the base set, or you can add more copies (from *Intrigue* or *Base Cards*) if you have them. You don't have to add your extra Coppers/Silvers/Golds (and Platins/Potions for people with *Base Cards*), but you can.

² A 7-player game is possible with two basic card sets. Use 21 Province cards and all 60 Curse cards.

Kingdom Cards

Now that the basic Victory cards (Estates, Duchies, and Provinces), basic Treasure cards (Copper, Silver, Gold), Curse cards, and the Trash card are on the table, the players select 10 Kingdom cards and place 10 of each in face-up piles on the table.

Exception: Kingdom Victory card piles (e.g. Gardens) have the same number as the Victory card piles (12 for a game with 3 or more players and 8 for a 2-player game). The Kingdom card pile for Rats always uses 20 cards rather than 10.

Place 10 sets of the different Kingdom cards next to the Treasure, Victory, Curse, and Trash cards to start each game. Thus, each game can have a different set of 10 cards.

Players may choose the 10 Kingdom cards in any way that the players agree on. For example, you can use the Randomizer cards (one of each card with a different back) to randomly select 10 Kingdom cards to play with. Another option is to randomly choose 5 Kingdom cards from one set and 5 Kingdom cards from another set to play with. Finally, there are some recommended sets of 10 Kingdom cards at the end of the rules that highlight specific strategies and showcase some of the possibilities with the new cards. Any Kingdom cards not chosen for the game are set aside, as they will not be used in the game.

Note: You can play *Dominion* using any number of Kingdom cards from *Alchemy*, but we especially recommend playing with 3 to 5 *Alchemy* cards at once.



Special Setups

Platinum and Colony Cards (from Prosperity)

If only Kingdom cards from *Prosperity* are being used this game, then the Platinum and Colony piles are added to the Basic cards in the Supply for the game. If a mix of Kingdom cards from *Prosperity* and other sets are being used, then the inclusion of Platinum and Colony in the Supply should be determined randomly, based on the proportion of *Prosperity* and non-*Prosperity* cards in use. For example, choose a random Kingdom card being used – such as the first card dealt out from the Randomizer deck – and if it is from *Prosperity*, add Platinum and Colony to the Supply. Platinum and Colony are not Kingdom cards; when those are included, there are 10 Kingdom cards, plus Copper, Silver, Gold, Platinum, Estate, Duchy, Province, Colony, and Curse, in the Supply. Use 8 Colonies for a 2-player game, or 12 Colonies for a game with 3 or more players.

Shelter Cards (from Dark Ages)

If only Kingdom cards from *Dominion: Dark Ages* are being used this game, the Shelter cards replace starting Estates—each player's starting deck is seven Coppers, a Hovel, a Necropolis, and an Overgrown Estate. If a mix of Kingdom cards from *Dominion: Dark Ages* and other sets is being used, then the use of Shelters should be determined randomly based on the proportion of *Dark Ages* cards in use. For example, choose a random Kingdom card being used—such as the last card dealt from the Randomizer deck—and if it is from *Dark Ages*, use Shelters in place of starting Estates. Do not use the same card to choose whether or not to use Shelters as you use to choose whether or not to use Platinum and Colony (from *Dominion: Prosperity*). Using Shelters does not change the Estate Supply pile; it still contains 8 Estates for 2 players and 12 Estates for 3 or more players.

Potion Cards (from Alchemy)

After you choose 10 Kingdom cards for the Supply, if any of them have a Potion in the cost, add the Potion pile to the Supply. Also add the Potion pile if you are using the promotional card Black Market, and the Black Market deck includes at least one card with a Potion in the cost. If you don't have any cards with a Potion in the cost in the Supply or in the Black Market deck, do not use the Potion pile in this game.

When you have a Potion pile, put all 16 Potions in it, no matter how many players there are. In games using this pile, if the pile becomes empty, that will count towards the game ending condition, like any other Supply pile.



Black Market Deck

If you are playing with the Black Market Kingdom card, you must create a Black Market deck before starting the game. The Black Market deck is made up of Kingdom cards that are not in the Supply of the current game. The players should agree before the game which cards will be used to create the Black Market deck (for example, you could agree to use one of every Kingdom card you own that is not a part of the Supply). It is recommended that the Black Market deck contain at least 15 Kingdom cards, with no duplicates. All players can see which cards are placed in the Black Market deck before the game begins. If any card requires a special setup (such as a Bane Pile for Young Witch or a Prize Pile for Tournament), also complete that setup.

Take one of each selected Kingdom card, shuffle them together, and place the deck face down on the table where all players can reach it. This deck is not a Supply pile and if it is emptied, it does not count towards the end game conditions.

Bane Pile (from Cornucopia)

In games using Young Witch, choose an additional Kingdom card costing 2 or 3 Coin, put its pile into the Supply, and mark its pile with the Young Witch randomizer card (underneath it, sideways). This is the "Bane" pile referred to by Young Witch; cards that start the game in this pile are "Bane cards." You may choose the card any way you like; if you are using randomizers to choose your 10 cards, you can reveal cards from the randomizer deck until finding one costing 2 or 3 Coin, and use that one. If you are also using the card Trade Route (from *Dominion: Prosperity*) and the Bane pile is a Victory card pile, that pile gets a Coin token, like other Victory card piles; similarly, if Trade Route itself is the Bane pile, all Victory card piles get tokens as normal. If you are using the promotional card Black Market, and Young Witch is in the Black Market deck, put out a Bane pile for Young Witch.

Prize Pile (from Cornucopia)

In games using Tournament, set the 5 Prize cards out as a pile near the Supply piles. They are not part of the Supply.

Ruins Pile (from Dark Ages)

If any Kingdom card has the type Looter (e.g. Cultist, Death Cart, and Marauder), add the Ruins pile to this game. Shuffle the Ruins cards, then count 10 per player after the first: 10 for two players, 20 for three players, 30 for four players, 40 for five players, and 50 for six players. Put the pile face down with the top card face up. Return any remaining Ruins cards to the box as they are not used in this game.

Knights Pile (from Dark Ages)

If the Knights Kingdom card pile is being used, shuffle the Knights before the game, and place the pile face down with the top card face up. The pile does not get a token for Trade Route (from *Dominion: Prosperity*), even if the top Knight is a Victory card.

Madman Pile (from Dark Ages)

In games using Hermit, set the 10 Madman cards out as a pile near the Supply piles. They are not part of the Supply.

Mercenary Pile (from Dark Ages)

In games using Urchin, set the 10 Mercenary cards out as a pile near the Supply piles. They are not part of the Supply.

Spoils Pile (from Dark Ages)

In games using Bandit Camp, Marauder, or Pillage, set the 15 Spoils cards out as a pile near the Supply piles. They are not part of the Supply.

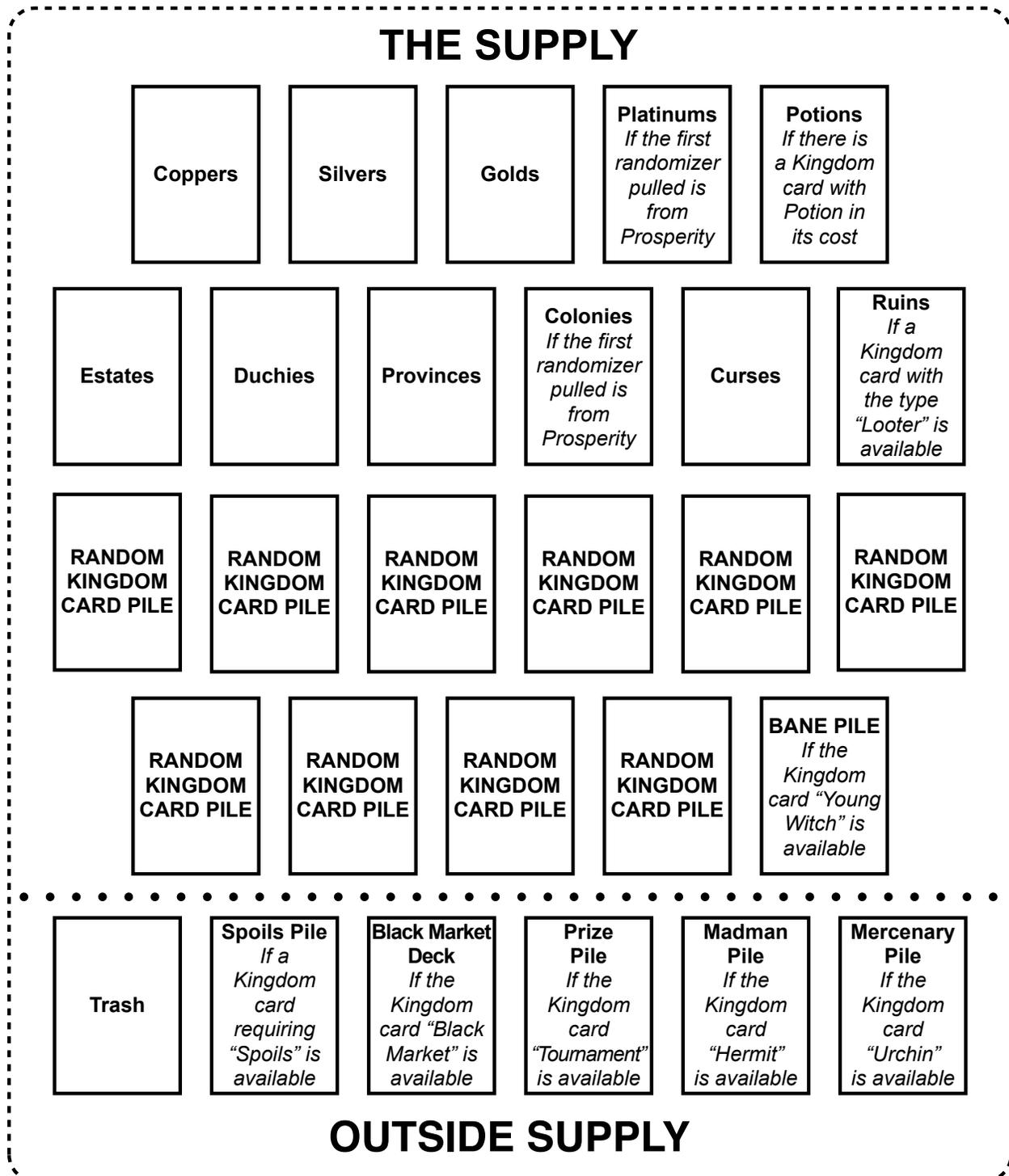
Coin Tokens (from Guilds)

If Baker is being used this game, each player starts the game with a single coin token. Otherwise, each player starts with no coin tokens.

Standard Game Set-up

Game set-ups will vary between each game depending on the Kingdom cards chosen. The following chart showcases the most extreme set-up situation, in which 22 Supply piles and 5 non-Supply piles are arranged. The arrangement below is a suggestion; the cards can be arranged in any order and the recommended ranking of the Kingdom cards is from lowest cost to highest cost.

In the case of an extreme set-up using the maximum number of supply and non-supply piles, the Kingdom cards would have to be (according to the standard rules) three cards from *Dominion: Alchemy*, a card from *Dominion: Prosperity*, Black Market, Tournament, Young Witch, Hermit, Marauder, and Urchin. An additional card costing at 2 or 3 Coins would be required to establish the Bane Pile for Young Witch.



Player Mats, Coin Tokens, and Victory Tokens (from *Seaside, Prosperity & Guilds*)

Mats are used in the game only when playing with their corresponding Kingdom cards. Place player mats not being used in the game back in the box.



Place Coin and Victory tokens in the Supply when playing with Kingdom cards that require them. Otherwise, return these components to the box. Coin and Victory tokens are not component-limited; players may use a substitute if they run out.

Randomizer Cards

There is one Randomizer card for each Kingdom card available in the game and they are distinguishable from the normal cards by the dark blue color of their backs.³ These cards can be used to help in the selection of Kingdom Cards (see Kingdom Cards), be placed at the bottom of empty piles (see Preparation), be used for the Black Market deck (see Black Market), be used as placeholders in the game box(es), or be passed to players who cannot easily read the available Kingdom cards in a game.

Note: The Kingdom card Stash has a red backing rather than the normal Kingdom cards back, but it is *not* a Randomizer card. Stash does, however, include a Randomizer card with the normal dark blue backing.

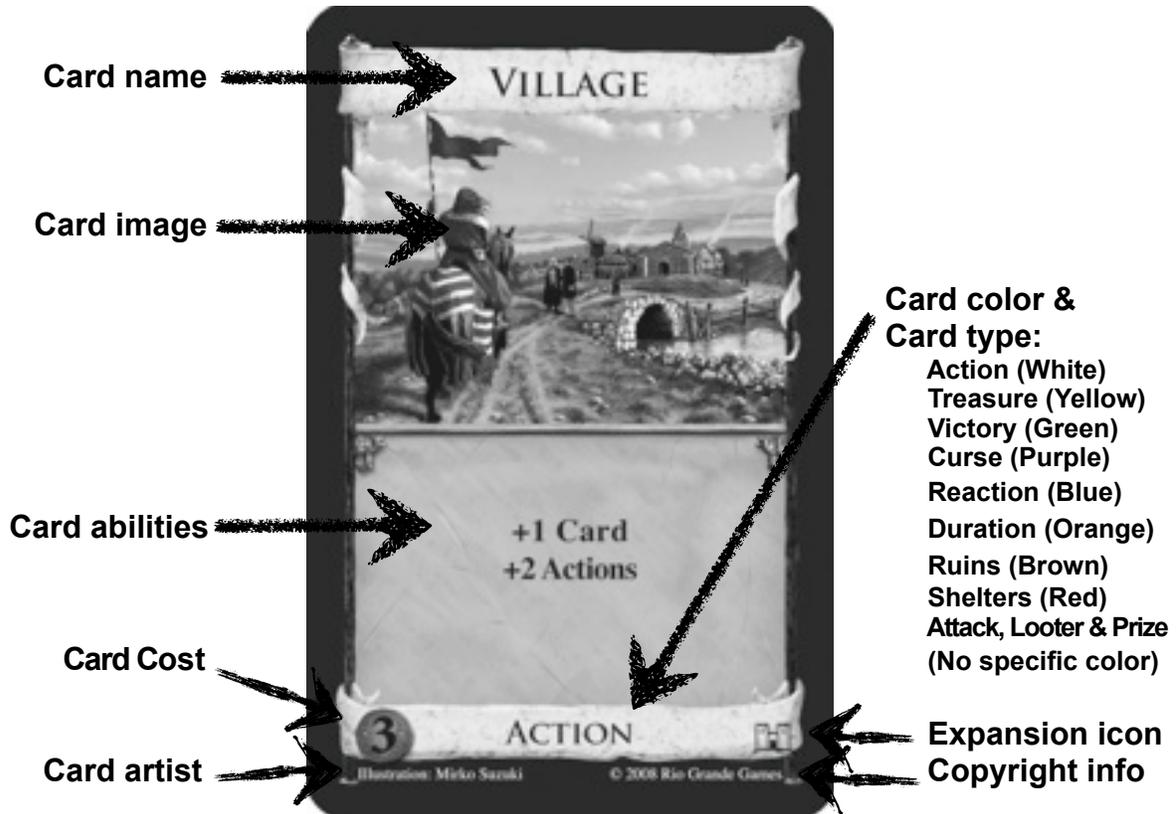
Starting Decks

Each player takes 7 Copper cards and 3 Estate cards (or 3 Shelter cards), shuffles his 10 cards, and places them face-down in his player area (the area before him on the table) to form his Deck.

Starting Hand

Each player draws 5 cards from his Deck as his starting hand.

³ In addition, the original *Dominion* included Randomizer cards for all Basic cards. These should not be mixed in with the Randomizers.

SECTION 2: READING A CARD**Card Name**

Written at the top of each card. “Differently named” cards refers to cards with different names. “Naming a card” also refers to this name. “Duplicate cards” and a “copy of a card” are cards with the same name. Treasure cards have their coin worth inscribed in both upper corners of the card flanking the card name. The Knight and Ruins piles contain differently named cards.

Card Image

A large image that comprises roughly 40% of the card, specifically the majority of the top-half. Basic Treasure, Victory, and Curse cards from *Dominion* and *Dominion: Intrigue* do not have card images. Basic Treasure, Victory, and Curse cards from *Dominion: Base Cards* only have full card images.

Card Abilities

Here is written the various abilities of the card depending on its type. Treasure cards have their coin value inscribed within a large golden coin in the center of the card. Victory and Curse cards have their victory point value inscribed within a large shield in the center of the card. All other symbols and text found in the abilities section came into effect when the card is played or when otherwise stated.

Card Cost

A card's cost is in the lower left corner of every card, even Non-Supply cards and Shelters which cannot be purchased. The cost pictured is the card's cost in Treasure and coins when purchased during the Buy Phase or as the result of an Action (such as Black Market).

Card Artist

Most *Dominion* cards have an illustrator named at the bottom-left of the card. This is the illustrator of the card image found in the top portion of the card, not the illustrator of the borders and standard artwork found on every card. The standard frame artwork on every card and the generic Treasure and Victory point icons were illustrated by Matthias Catrein.

Card Colors & Card Types

A card's type (e.g. Action, Treasure, Victory) is written on the bottom of the card and are often evident from the border coloring of the card. Cards with a mixed type are always both types. Thus, an Action card is a card that has the type "Action", regardless of whether it also has the type "Victory." Actions that also have the type Reaction are blue, not white and blue. All cards of the type Duration are Actions but are not orange and white. Frame color and card type text denotes the basic card types:

Action (White) — Played during the Action phase.

Attack (No specific color) — Always paired with another type. The type has no special meaning but other cards may reference it.

Curse (Purple) — Deducts victory points at the end of the game.

Duration (Orange) — Always paired with the Action type and is played during the Action phase. They have special rules regarding when they are discarded and often stay in play for an extra turn. Unique to *Dominion: Seaside*.

Knight (No specific color) — Always paired with another type. The type has no special meaning but other cards may reference it. Unique to *Dominion: Dark Ages*.

Looter (No specific color) — Always paired with another type. The type has no special meaning but other cards may reference it. Unique to *Dominion: Dark Ages*.

Prize (No specific color) — Always paired with another type. Cannot be purchased but must be won using the card Tournament. Unique to *Dominion: Cornucopia*.

Reaction (Blue) — Always paired with another type. Often usable during another player's turn, each specific card describes how and when it can be used.

Ruins (Brown) — Always paired with another type. Only used in games with Looter cards. Unique to *Dominion: Dark Ages*.

Shelters (Red) — Always paired with another type. Are never in the Supply and cannot be purchased. Can replace starting Estates in decks using *Dark Ages* cards. Unique to *Dominion: Dark Ages*.

Treasure (Yellow) — Played during the Buy phase.

Victory (Green) — Worth victory points at the end of the game.

Expansion Icons

Every expansion and promotional card, including the original *Dominion* game, includes an expansion icon to help sort cards back into their appropriate boxes. The Icons are as follows:

	Dominion		Dominion: Intrigue		Dominion: Black Market
	Dominion: Envoy		Dominion: Seaside		Dominion: Alchemy
	Dominion: Stash		Dominion: Prosperity		Dominion: Cornucopia
	Dominion: Walled Village		Dominion: Hinterlands		Dominion: Governor
	Dominion: Base Cards		Dominion: Dark Ages		Dominion: Guilds

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SECTION 3: PLAYING THE GAME

This is a game of building a deck of cards. The deck is your Dominion. It contains your resources, victory points, and the things you can do. It starts out a small sad collection of Coppers and Estates (or Shelters), but you hope by the end of the game it will be brimming with Gold, Provinces, and the inhabitants and structures of your castle and kingdom.

The player with the most victory points in his Deck at game end wins. Remember, however, that during the game, the basic Victory cards have little or no value, so players must find the right balance among the three kinds of cards to be successful.

Starting Player

Randomly determine the starting player. When playing multiple games, the starting player is the player to the left of the winner of the last game. If there was a tie in the previous game, randomly choose the starting player from the players that didn't win. Players take turns in clockwise order.

Turn Overview

Each turn has four phases (A, B, and C) in the order shown:

- A) **Action Phase** – The player may play an Action.
- B) **Buy Phase** – The player may buy a card.
- C) **Clean-up Phase** – The player must discard both played and unplayed cards (except Duration cards). The player then draws five new cards to create a new hand.

After a player completes all three phases, his turn ends.



A) Action Phase

In the Action phase, the player may play one Action card if he has one. Action cards are the Kingdom cards that say "Action" at the bottom of the card. Since players do not start the game with any Action cards in their initial Decks of 10 cards, a player will not have any Actions to play during his first 2 turns. Normally, a player may play only one Action card, but this number may be modified by the Action cards that the player plays. Playing an Action card is optional, even if the player has an action card, he need not play it. Action cards will allow players to do extra things during their turns.

To play an Action, the player takes an Action card from his hand and lays it face-up in his play area. He announces which card he is playing and follows the instructions written on that card from top to bottom.⁴ Do this even if the card can't be moved to the play area. The player may still play an Action card even if he is not able to do everything the Action card tells him to do; but **the player must do as**

⁴ "Do A and B" means "do A, then do B." A and B are two effects that happen after each other. Similarly "gain A and B" means "gain A, then gain B." Examples: "Set this and another card aside" (Island), "he gains a Curse and a Copper" (Mountebank), "gains a Curse and discards down to 3 cards in hand" (Followers).

much as he can.⁵ Furthermore, the player must fully resolve an Action card before playing another one (if he is able to play another Action card).⁶ Detailed information about card abilities can be found in Sections 5-7. Any Action cards played remain in the player's play area until the Clean-up phase of the turn unless otherwise indicated on the card.

The Action phase ends when the player cannot or chooses not to play any more Action cards. Generally, a player can only play Action cards during the Action phase of his turn. However, Reaction cards are an exception to this rule as they can be used at other times.

As some action cards offer a player additional actions, a player may be able and choose to play several action cards in a turn. Players can play their action cards left to right in their play areas. In this way, they can easily keep track of what and how many extra things they may do. The player will discard these cards in the clean-up phase (see below), and should not be discarded prior to this.

Steps for Playing an Action:

- 1 – The card is announced and placed in the play area
- 2 – Other players may use Reaction cards in response
- 3 – The played card is resolved

B) Buy Phase

In the Buy phase, the player can **gain** one card from the Supply by paying its cost. Any card that is in the Supply may be purchased (Treasure, Victory, Kingdom, and even Curse cards). The player may not purchase cards from the Trash pile or a non-Supply pile. Normally, a player may buy only one card, but he may buy more if he played certain cards earlier in his Action phase.

The cost of a card is in its lower left corner. A player may play his Treasure cards in any order, and may choose not to play some (or even all) of the Treasure cards he has in his hand. Remember to also add to their value the coins provided by Action cards played this turn. During the Buy phase, **a player must play all of the Treasures he wishes to play before he buys any cards, even if he has +Buys**; he cannot play more Treasures after Buying a card. The player may then gain any card in the Supply of equal or lesser value. He takes the purchased card from its Supply pile and places it face-up on his Discard pile. He may not use the ability of the card when it is gained, unless the card says otherwise.

If the player has multiple Buys, he combines Treasure cards and any coins available from Action cards to pay for all of the purchases. For example, if Tyler has +1 Buy and 6 coins provided by two Gold cards, he can buy a Cellar costing 2, placing it face-up in his Discard pile. Then, he can buy a Smithy with the remaining 4 coins and place that face-up in his Discard pile. If he wants to use all 6 coins to buy one card, he can buy a Copper (for free) with his second Buy or not buy a second card.

⁵ You may trigger an ability (such as playing a card) even though you're not able to carry out all the instructions. Likewise, if there's a choice between several options, you can pick any option, even one you're not able to carry out fully. But when the ability is giving you a non-optional instruction, you must do as much of it as you can. (For instance, draw as many cards as you can even though you can't draw the full amount instructed to; or gain the cards you can even though you can't gain all the cards instructed to).

Abilities that produce things like Actions, Buys and coins do this immediately, and the amount produced doesn't change if the card is moved somewhere else (like to the Trash or to discard) or other conditions are changed. The same goes for abilities that do something based on certain conditions (e.g. playing a City, which lets you draw a number of cards), and abilities that set up later abilities.

Effects contingent on other effects don't happen if you didn't do the first effect. For instance, if you're not able to trash two cards with Trading Post, you don't get a Silver, because the instruction says "if you do". Feast's second instruction, on the other hand, is not contingent on the first. So even if you can't trash Feast (because it's already trashed), you gain a card.

If an effect refers to a card that isn't defined, then that effect can't be carried out. For instance, if you're not able to trash a card with Remodel or Upgrade, then you can't gain a card. A "gained card" that wasn't gained after all (due to a when-would-gain ability like Trader's or Possession's), is similarly not defined.

⁶ Some abilities on certain cards aren't triggered when you play it; these are always found beneath a dividing line. The ability above the line happens when you play the card, the other ability happens at other times. For instance, Reaction cards have an ability that only apply to reacting with the card. Alchemist lets you do something when you discard it from play. Embargo says what happens when a player buys a card from a certain Supply pile. Goons has an ability that resolves when the card is in play and you buy a card. Throne Room and King's Court let you play an Action card multiple times. Only the ability that happens when you play the card (i.e., above the dividing line) happens multiple times.

Players do not have to use any or all of their Buys. A card costing 0 coins can be bought even when no coins were produced nor Treasure cards revealed.

The Treasure cards remain in the play area until the Clean-up phase. Treasure cards will be used multiple times during the game. Although they are discarded during the Clean-up phase, the player will draw them again as his Discard pile is shuffled into a new Deck. Thus, Treasure cards are a source of income, not a resource that is used up when played. When played, Coppers are worth 1 coin, Silvers are worth 2 coins, and Golds are worth 3 coins.

Steps for Buying a Card:

- 1 – The card is bought.
- 2 – Effects resulting from a “when you buy” ability occur
- 3 – Effects resulting from a “when you would gain” ability occur
- 4 – The card is gained and placed in the discard pile (or where instructed in the card abilities)
- 5 – Effects resulting from “when you gain” ability occur

C) Clean-up Phase

All cards gained this turn should already be in the player’s Discard pile. The player places any cards that are in his play area (Action cards that have been played in the Action phase as well as Treasure cards that have been played in the Buy phase) and any cards remaining in his hand onto his Discard pile. Although the player need not show the cards remaining in his hand to his opponents, since he places the cards in the Discard pile face-up, his opponents will always be able to see the top-most card of his Discard pile.

After clean-up, the player draws a new hand of 5 cards from his Deck. Each card is added to his hand as he draws it, and he may look at it before drawing another card. If there are not enough cards in his Deck, he draws as many as he can, shuffles his Discard pile to form a new face-down Deck, and then draws the rest of his new hand.

Once the player has drawn a new hand of 5 cards, that player’s turn is over. Play passes clockwise and the next player starts his turn. To speed play, players may begin their turns while previous players are completing their Clean-up phase. When someone plays an Attack card, the players must complete their Clean-up phase in order to properly resolve the Attack.

Game End

The game ends at the end of any player’s turn when **either**:

- 1) The Supply pile of Province or Colony (if playing with *Prosperity*) Victory cards is empty, **or**
- 2) Any 3 Supply piles are empty (4 Supply piles for 5 or 6 players)

Any extra turns, either from Outpost or Possession, are not played. All cards in players’ discard piles, hands, playing areas, and player mats are collected into their decks prior to determining final scores.

Each player counts up his victory points on the cards in his entire deck and the victory points tokens on his player mat (if playing with *Prosperity*).

The player with the most victory points wins. If the highest scores are tied at the end of the game, the tied player who has had the fewest turns wins the game (any extra turns during the game are not counted). If the tied players have had the same number of turns, they rejoice in their shared victory.

SECTION 4: ADDITIONAL RULES

Drawing & Shuffling

Each player has his own Dominion, which he builds from cards in the Supply. During the game, a player's cards are usually in three parts: his Deck (which he draws cards from), his hand, and his Discard pile. The player draws cards from his own Deck and discards cards to his own Discard pile. At any point in the game, if a player has to do anything regarding his Deck (draw, reveal, set aside, look at, or trash cards), and he needs more cards than are remaining in his Deck, he must do as many as he can and then shuffle his face-up Discard pile to form a new face-down Deck. Then, he does the things with the remaining number of cards from his newly shuffled Deck. If a player's Deck is empty, he does not shuffle his Discard pile until he needs to do something with cards from his Deck and cannot.

A player places cards he buys or otherwise acquires during the game on his Discard pile unless he is specifically directed to place them elsewhere.

At the end of a player's turn, he places all the cards he played and those still in his hand on his Discard pile.

Counting Cards

A player is allowed to count how many cards are left in his Deck, but not in his Discard pile. A player may not look through his Deck or his Discard pile. A player may look through the Trash pile, and players may count the number of cards left in any pile in the Supply. Players may look at face-up set-aside cards of any player. Players may count face-down set-aside cards (both their own and those of other players).⁷

Resolving Cards

If an ability of a card affects multiple players, and the order matters, resolve that ability for each affected player in turn order, starting with the player whose turn it is.

When two things happen to a player at the same time, that player picks the order to do them. For example, if a player plays Haggler and then buys Farmland, that player chooses whether to resolve Haggler's "when you buy" before or after Farmland's "when you buy". All the abilities must be resolved, even if the condition that triggered an ability changes before that ability is resolved. However, an effect cannot be carried out if it refers to a card that is not defined, nor can a card be moved if it is not where it is expected to be.

When two things happen to different players at the same time, they happen in turn order, starting with the player whose turn it is. For example, when a player gains Embassy, first the player to that player's left gains a Silver, then the next player, etc.

Losing Track of a Card

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 + 1 Coin 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

⁷ If an ability allows a player to count the cards in their discard pile, he may also look through it, and vice versa.

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.⁸

Actions Alter Rules

During each turn, a player is allowed 1 Action and 1 Buy, but may be entitled to more based on Action cards played. The instructions written on all the action cards alter the rules of the game by, for example, allowing the player to draw more cards from his Deck, play more Action cards in the Action phase, use more coins for the Buy phase, Buy extra cards in the Buy phase, and so on.

Combination Treasure Cards

Some Treasure cards have special abilities. They are in the Supply if selected as one of the 10 Kingdom cards for the game; they are not part of the Basic Supply. They are just like normal Treasures, but have special abilities. They are played during the Buy phase like normal Treasures and are affected by cards that refer to Treasures.



Some cards are both Treasure cards and another type as well (Harem, Fool's Gold). These cards are both types for all purposes. Harem can be spent like a normal Treasure. When a card refers to a type of card, it means any card having that type; so, for example, Adventurer will find Harems as well as other Treasure cards; Mine can be used to trade in Silver for a Harem.

Combination Victory Cards

Some cards are both Victory cards and another type as well (Great Hall, Harem, Nobles). These cards are both types for all purposes. Great Hall and Nobles can be played like normal Actions; Harem can be spent like a normal Treasure. At the end of the game, all three contribute to your score. When a card refers to a type of card, it means any card having that type; so, for example, Scout will find Great Hall as well as other Victory cards.



Reaction Cards

Reaction cards have an ability that you may resolve if certain conditions are met, as described on the card. The Reaction ability is most often resolved by revealing the card. A Reaction to another player playing a card occurs after the card is placed in the play area but before any of the card instructions are resolved. Players may reveal multiple Reaction cards in response to a single event. You can react with a Reaction card even when it's not your turn. Resolving the Reaction ability does not count as playing the card.⁹ Triggering a Reaction means you immediately resolve it. If the event that grants you the option of triggering the Reaction also triggers other abilities (including other Reactions), you must resolve each ability separately. Each Reaction card is revealed and resolved before another Reaction card is revealed. The second Reaction card can be one that was not initially in hand when the first Reaction card was played. For example, a player could reveal Secret Chamber in response to an Attack card and draw a Moat. After the player has completely resolved the Secret Chamber, he can still reveal the Moat in response to the same Attack card. Reaction cards are resolved in turn order starting with the player to the left of the current player. A player may reveal the



⁸ Here are some additional examples:

Example 1: When you play Throne Room on Mining Village, and trash the Mining Village the first time Throne Room plays it, then when Throne Room plays it the second time, the Mining Village should normally be placed in the play area. But Throne Room expects it to already be in the play area. Since it's not there, Throne Room has lost track of it and can't move it. Therefore it stays in the trash (which means it can't be trashed again when played this time).

Example 2: You Develop a card costing 4 coins into an Inn (and another card costing 3). The Inn is gained to the top of your deck, and you have a Watchtower in your hand. You can now resolve Inn's when-gain ability and Watchtower's Reaction ability in any order. If you do Inn's first, the Inn is shuffled into your deck. Watchtower has now lost track of the Inn (it's expected to be on top of your deck), so you can't reveal Watchtower to move the Inn to the top of your deck.

A card that becomes unviewable (either because it's covered by another card or is face-down, and you're not allowed to look at it) is considered to be lost track of. But see the entry on Watchtower below.

Note: A card that has been lost track of can still be played; it just can't be moved.

⁹ Some Reaction cards are also Action cards. The Action ability is triggered when playing the card as normal, and is separate from the Reaction ability.

same Reaction card several times in the same event. He may do so before and after resolving other abilities (such as other Reactions) that happen on his turn at the same time.

Bane Pile (from *Cornucopia*)

Young Witch adds an extra Kingdom card pile to the game. This extra pile is just like the other piles; if it is empty that counts for the game end condition, the cards in it can be bought and can be gained directly via cards like Horn of Plenty, etc. It is part of the Supply.

Duration Cards (from *Seaside*)

Duration cards are orange, and say "Duration" on the bottom line, i.e. "Action – Duration." A Duration card does something after your turn. Leave the card in front of you until the Clean-up Phase of the last turn in which it does something (discard it before drawing for the following turn). So if the card says "Now and on your next turn," discard it during the Clean-up phase of your next turn.¹⁰



If you play or modify a Duration card with another card, that other card also stays in your play area until it is no longer doing anything. For example if you play Throne Room on Merchant Ship, both cards stay in play until the Clean-up phase of your next turn. The Throne Room stays in play to remind you that you are getting the effect of Merchant Ship twice on that next turn. If you play a Throne Room on a Throne Room, and play that Throne Room on a Duration and then on another Duration, only the second Throne Room stays in play since that was the card that directly played the two Durations.¹¹

If multiple cards resolve at the same time on your turn (for example, Duration cards that do something "at the start of your next turn"), you choose what order to resolve them. A card that affects multiple players during your turn still resolves in player order, affecting you first if it affects all players and then proceeding clockwise.

In order to keep track of which Duration cards are discarded during the current Clean-up phase and which Duration cards remain in play, place Duration cards in a separate row above the other Actions and Treasures played. When a Duration card has its last effect, move it to the row of cards that will be played and discarded during the current turn.

Potions (from *Alchemy*)

Potion is a new basic Treasure card. It costs 4 Coins, and when played produces a Potion rather than coins. A Potion has no equivalent in coins. To buy a card with a Potion in the cost, a player needs a Potion card.

Buying cards using a Potion works just like buying cards with coins. If a player has a Potion card and 4 Coins, he could buy a card costing a Potion and 4 Coins, or a card costing 4 Coins, and so on. If he has a Potion and 5 Coins and an extra Buy, he could buy a card costing a Potion and a card costing 5 Coins, or a card costing a Potion and 2 Coins and a card costing 3 Coins, and so on. He could not buy two cards costing a Potion and 2 Coins, because he has only one Potion. He needs a Potion per card he wants to buy that has a Potion in the cost.

Some cards refer to how much a card costs. Generally, adding a Potion to a cost gives a player a higher cost: A Potion and 3 Coins is more than 3 Coins. More specifically:

- References to cards costing "up to" some cost only include a Potion if a Potion is in the given cost. If a Potion is in the cost, a player can drop the Potion and it is still "up to," but a player cannot add a Potion if it is not there.
- If a card only costs a Potion (Vineyard, Transmute), the number of coins in that card's cost is 0.

¹⁰ Most Durations set up an ability to happen after your current turn. If that doesn't happen when you play the card (such as a Tactician played when you're unable to discard any cards) it doesn't stay in play beyond the current turn.

¹¹ If you play a Throne Room on a Tactician, you can't discard any cards the second time, so the Throne Room gets discarded in Clean-up this turn, since it's not modifying the Tactician after this. However, if you play a Throne Room on an Outpost, or play two Outposts, leave both cards in play, since both plays cause you to draw only 3 cards in Clean-up (and drawing a new hand comes after discarding, so Outpost effects aren't resolved yet), and furthermore you're given an extra turn both times. (The number of consecutive turns is only checked when the extra turn ability is resolved.)

Example: When a player uses University to Gain an action card costing up to 5 Coins, the player may not gain a card with a Potion in the cost. A card costing a Potion and 3 Coin does not cost 5 Coins or less. It is just like Buying a card – if a player just has 5 Coins, he cannot buy a card with a Potion in the cost. However if a player uses Remodel to trash a card costing a Potion and 4 Coins, he could gain a card costing a Potion and 4 Coins or a card costing 4 Coins, as those are both "up to" a Potion and 4 Coins.

- Adding coins to a cost doesn't affect a Potion being in the cost or not. If a Potion was in the cost, it still is; if it wasn't, it still isn't. Same with subtracting coins from a cost.

Example: Remodel allows a player to gain a card costing up to 2 Coins more than the trashed card. Trashing a card that costs 2 Coins would not let the player gain a card costing a Potion and 4 Coins using Remodel. However, a player could use Remodel to trash a card costing a Potion and 2 Coins to gain a card costing a Potion and 4 Coins. A player could also trash a card costing a Potion and 2 Coins to gain a card costing 4 Coins (with no Potion). Bridge makes cards cost 1 Coin less this turn. This lowers the cost of a card costing a Potion and 4 Coins to a Potion and 3 Coins. It does nothing to the cost of a card costing just a Potion.

- References to cards costing some number of coins "or more" include cards with or without a Potion in the cost.

Example: Since Saboteur trashes a card costing at least 3 Coin, it could trash a card with a Potion in the cost. A card costing 5 Coin costs at least 3 Coin. A card costing a Potion and 4 Coin also costs 3 Coin or more. A card costing a Potion and 2 Coin does not cost "3 Coin or more" because it does not have at least 3 Coin in the cost.

- References to a cost range in coins does not include cards with a Potion in the cost.

Example: A card that refers to cards costing "from 3 Coin to 6 Coin" would mean cards costing exactly 3 Coin, 4 Coin, 5 Coin, or 6 Coin. No cards published so far use this phrasing, but if one does in a later expansion, the range will not include cards with a Potion in the cost.

- Cards which convert a cost into a number do not do anything with a Potion.

Example: Salvager trashes a card, and produces an amount of coins equal to the cost of the card. If a player trashes a card costing a Potion and 3 Coin, he will just get 3 Coin.

- Cards which check if two costs are the same include a Potion if it is there.

Example: Swindler trashes a card, and has the player who lost it gain a card with the same cost. If a player trashes a card costing a Potion and 3 Coin with Swindler, that player will gain a card costing exactly a Potion and 3 Coin.

Non-Supply Cards

Five cards piles—Black Market, Madman, Mercenary, Prizes, and Spoils—and the three Shelter cards are never part of the Supply. Keep these cards handy for when they are needed. These cards cannot be bought, and cannot be gained by cards that gain cards from the Supply, such as Armory (from *Dark Ages*). They cannot be returned to the Supply with Ambassador (from *Seaside*). They can end up in the trash if something trashes them. When using Black Market, do not put non-Supply cards in the Black Market deck. These piles being empty does not count towards the end-game condition for the game, or towards the count of empty piles for City (from *Prosperity*). Non-Supply cards cannot be bought, but have a cost of 0 Coin, which matters for cards like Remake.

Ruins & Knights (from *Dark Ages*)

The Ruins pile has a mix of five different Ruins, and the Knights pile has ten different Knights. These piles should be shuffled separately before each game that uses them, as explained under *Section 1: Preparation*. The only card that may be bought or gained or chosen from one of these piles 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 (from *Dominion: Seaside*), turn over the current top card and the returned card goes on top, turned face-up. Ruins cards with different names, and Knights with different names, count as differently named cards for cards that care about this. For example, if Tribute (from *Dominion: Intrigue*) reveals two different Ruins cards, it will give + 4 Actions. When Contraband (from *Dominion: Prosperity*) is played, a player can name a Ruins or Knight, but that only stops that specific Ruins or Knight from being bought. However an Embargo token (from *Dominion: Seaside*) placed on the Ruins or Knight 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 game-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 (from *Prosperity*), you only gain another Ruined Market if that is the top Ruins under the one you bought; if you use Ambassador (from *Seaside*) to return Sir Martin to the Supply, the next player will gain that Sir Martin, but the player after that will not gain a card, as the next Knight will not be Sir Martin.

Throne Room (from *Dominion*) & King's Court (from *Prosperity*)

Two unique cards to the game, Throne Room allows a player to replicate another Action's ability once while King's Court allows a player to do it twice. The additional uses of the Action card does not use up any extra Actions a player may have. An Action must be completely resolved the first time before playing it additional times, and each replication must be resolved completely before moving to additional replications or to another Action card or phase.¹² If a player uses Throne Room on a Throne Room, he plays an Action and repeats it, and then plays another Action and repeats that. Likewise, if a player uses King's Court on a King's Court or Throne Room, the player must use three different Action cards to repeat. The player does not resolve a single Action four times. As when playing any normal Action cards, all effects are cumulative when using Throne Room or King's Court. Count the number of bonuses out loud to remember. A player cannot play any other Actions before resolving the repeated Action of a Throne Room or the second repeated Action of a King's Court.

Coin Tokens (from *Guilds*)

Some cards give players Coin tokens. Coin tokens always come from the supply of tokens, not from another player. In a player's Buy Phase, before buying any cards, that player may spend any number of Coin tokens; each Coin token spent gives that player +1 Coin. Spent tokens are returned to the supply of tokens. Abilities that give players Coin tokens cannot be used to put them on Pirate Ship mats or the Trade Route mat. They can only be spent in a Buy Phase; they cannot be spent when buying a card via the promotional card Black Market.

Common Terms

"**+X Card(s)**" – The player immediately draws X number of cards from his Deck. If there are not enough cards in his Deck, he draws as many as he can, shuffles the Discard pile to form a new Deck, and then draws the rest. If he still does not have enough cards left after forming a new Deck, he just draws as many as he can.

"**+X Action(s)**" – The player may play X number of additional Actions this turn. +X Action(s) adds to the number of Actions that can be played in the Action phase. It does not mean play another Action immediately. The instructions on the current Action card must be completed before playing any additional Actions. The player must complete all of his Actions before he moves on to the Buy phase of his turn. If a card gives the player more than one additional Action, he may keep track of the number of Actions he has remaining out loud.

"**+X Coin**" – The player has X number of additional coins to spend in the Buy phase. The player does not take additional Treasure cards for these coins.

"**+1 Buy(s)**" – The player may buy an additional card from the Supply during the Buy phase of his turn. +1 Buy adds to a player's potential Buys, it does not allow the player to buy a card during the Action phase.

"**+X Victory**" - The player takes X Victory tokens. He takes them from the pile of unused tokens, not from another player. When a player first takes Victory tokens, he takes a player mat to put them on. Victory tokens are not private; anyone can count them. There are 1 and 5 tokens; players make change as needed. At the end of the game, players add the Victory points they have from tokens to their regular score. If the tokens run out, use something else to track any further tokens;

¹² Some cards, when you play them, set up an ability to happen later (like Scheme, Possession, and Duration cards). When played with Throne Room or King's Court they set up that ability multiple times.

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players are not limited by the number of tokens available. Victory tokens are used by Bishop, Goons, and Monument.

“Costs X coins less” – Abilities that give discounts apply to all cards in the game (Supply, players’ cards, Trash, etc.) though the discount is limited to what is specified by the ability. The value of a card can never be reduced below 0 coins.

“Choose” – Some cards give a player a choice between two or more options. The player may pick any choice offered, even if he cannot do what it tells him to do, but once he makes a choice, he must complete as much of it as he can. Specific examples of this rule are given in the descriptions for cards later in the rules.

Some cards allow you to choose to generate coins for the turn. When several choice cards are played in one turn and some of them generate coins, you may want to indicate this somehow in order to remember how many additional coins you have to spend during the Buy phase. For example, you can push the cards that made money up slightly from the line of cards you play.

“Current player” – The current player is the player whose turn it is to play an Action, buy a card, and clean-up. Between turns, the player who last had a turn is considered to be the current player.

“Differently Named” and “Duplicate” – “Differently named” cards are simply cards with different names (like the Prizes) - they aren't copies of the same card. “Duplicate” cards are cards that have the same name – two copies of the same card.

“Discard” – Unless otherwise specified, discarded cards are from the player’s hand. When a player discards a card, he places the discarded card face-up onto his Discard pile. When discarding several cards at once, the player need not show all cards he is discarding to his opponents, but player may need to show how many cards he is discarding (for example, when playing Cellar). When a player discards cards from play, he may discard them in any order. The top card of a player’s Discard pile is always visible.

“Gain” – When a player gains a card, he takes the gained card (usually from the Supply) and puts it onto his Discard pile (unless the card says to put it elsewhere). The player does not get to use the card when he gains it.

When an Action card allows a player to gain a card costing up to a certain value, he may not add coins from his hand or other action cards to gain a higher-valued card. When instructed to gain an unnamed card from the Supply, you must choose an available card. For instance, when instructed to gain a card costing up to 3 coins, you must choose an available card as long as there is one of that cost (0 to 3 coins).

When a card is gained to a location other than a discard pile, it does not “visit” the discard pile—it goes directly to where it was gained. For example, Armory gains cards directly to the top of a deck.

When gaining from a pile of differently named cards (Knights, Ruins) only the top card can be gained. After gaining it, turn the new top card face up.

When gaining from the Trash, all players can see the gained card.

“In play” – Action cards and Treasure cards played face-up in a player’s play area are in play until they are moved somewhere else—usually until they are discarded during a Clean-up phase. Only played cards are in play; set aside cards, trashed cards, cards in the Supply, and cards in hands, decks, and discard piles are not in play. In play cards are cumulative unless otherwise stated. Reaction abilities like Moat’s do not put those cards into play.

“Look at” – When a card tells a player to look at another card or cards, the player does not show them to other players. This does not count as the cards moving anywhere; the cards are still in the same place when you are looking at them. However, when resolving an instruction to look at cards from your deck, the cards are set aside face-down until you’ve finished looking at all the cards.

“Overpay” – Some cards can be “overpaid” for. The costs for these cards have a “+” next to the coin symbol. A player may pay any additional amount for such a card, and then gets an effect based on how much extra was paid. Potions (from *Dominion: Alchemy*) may be used in overpaid amounts if desired, although this is not always meaningful. A player may choose not to overpay, even if she has extra coins, but cannot choose to overpay 0 Coin; to overpay, a player has to actually pay more than the cost. The coins used to overpay are gone after spending them to overpay; they cannot be then used to buy something else. Overpaying happens when a card is paid for, which is before it is gained. Players can only overpay for a card when buying it, not when gaining it some other way. The “+” is just a reminder; a card with “+” in the cost still has its normal cost for all purposes. For example if a player plays Haggler (from *Dominion: Hinterlands*), then buys a Masterpiece, overpaying, Haggler will still gain her a card costing less than 3 Coins, the cost of Masterpiece. Similarly, Masterpiece could be the Bane card for Young Witch (from *Dominion: Cornucopia*), since it costs 3 Coins. Reducing the costs of cards via cards like Bridge (from *Dominion: Intrigue*) or Highway (from *Dominion: Hinterlands*) does not interact with overpay; for example, if you play five Bridges and have 5 Coins total to spend, Herald would cost 0 Coin, but if you bought one the most you could overpay for it would still be 5 Coins.

“Pass” – When a player passes a card to another player, he places that card face down on the table between himself and the other player. The receiving player then takes the card from the table and puts it in his hand. A passed card is not revealed to the other players. A passed card is not considered to be trashed or discarded by the player passing it and it is not considered to be gained by the player receiving it.

“Play” – Playing an Action card means both to put it face-up into the play area, and then to follow the instructions on it. If the card cannot be moved into the play area, the instructions on it are still followed.

“Return to the Supply” – Only a card that has a Supply pile (even if empty) can be returned to the Supply. When returning to a pile of differently named cards (Knights, Ruins), first turn the top card face down, then return the card to the top, face up.

“Reveal” – When a player reveals a card, he shows a card to all players and then returns it to wherever it came from (unless instructed specifically to put it elsewhere). This does not count as the cards moving anywhere; the cards are still in the same place when you are revealing them. However, when resolving an instruction to reveal cards from your deck, the cards are set aside until you’ve finished revealing all of the cards. If the player is required to reveal cards from the top of his Deck, and he does not have enough cards, he shuffles in order to reveal the required number of cards. If after shuffling there are still not enough cards, the player does not shuffle again.

“Set Aside” – When a player sets aside a card, he places it face-up on the table (unless otherwise indicated) without following any instructions on the card. This card is not in play. An Action that requires a player to set aside cards will instruct him on what to do with these cards.

“Supply” – The Supply refers to the specific cards that you may purchase throughout the game during the Buy Phase. It includes all Basic Treasure cards, all Basic Victory cards, Curse cards, the ten (10) piles of Kingdom cards, and the Bane pile (if playing with Young Witch). It does not include the Black Market deck, the Prize cards, Spoils, Mercenary, Madman, or the cards in the Trash pile.

“Trash” – When a player trashes a card, he places it face-up in the Trash pile, not his Discard pile. Trashed cards are not returned to the Supply and are not available for purchase unless another card specifically allows it.¹³ When one instruction tells you to trash several cards, they are trashed all at once, before resolving any triggered abilities.

“Up to X coins” – This includes a cost of 0 coins.

¹³ Any card that gets trashed goes to the trash pile, including Copper etc.

“When” – An ability that happens “when” an event occurs (such as when you gain a card), always happens *after* the event has occurred (you must have already gained the card before the ability happens).

“When would” – An ability that happens “when” an event “would” occur (such as when you would gain a card), happens before the event actually occurs (before you gain the card). Note, however, that this ability can only happen if the event would have otherwise occurred, i.e. if the event would have occurred if no when-would abilities had interfered (so you cannot, for instance, trigger a when-would-gain ability when “trying” to gain a card that’s not available in Supply).

“When you gain” and “When you buy” – “When you buy” only happens when you buy a card, but “when you gain” happens both when you gain a card directly, such as with Border Village, and when you gain a card that you bought. When you buy a card, you first buy it, then gain it: so for example if you buy Noble Brigand and have Trader in your hand, you first resolve what the Noble Brigand does when you buy it, and then can choose to use Trader’s “when you gain” ability. You can sometimes buy a card without gaining it, such as by using Trader to gain Silver instead, or due to the *Dominion: Alchemy* card Possession. You also sometimes gain cards when it is not your turn. The player that “when you buy” things happen for is the player who paid for the card, and the player that “when you gain” things happen for is the player who actually gained the card. “When you gain this” happens directly after you gain the card: the card will be in your discard pile already (or wherever else it was put) when you resolve that ability.

“When you trash” – Many cards do something “when you trash” that card. These abilities function no matter whose turn the card is trashed on. The player that a “when you trash this” ability functions for is the player that had that card, regardless of whose card trashed the card. These abilities happen directly after the card is put into the trash, and can function in the middle of resolving effects for an Action card; for example, if a player plays Graverobber and uses it to trash a Cultist, he first draws three cards for trashing Cultist, then continues with resolving Graverobber and gains a card costing up to 8 Coins. Cards can sometimes leave a player’s deck without being trashed, such as by being returned to the Supply with Ambassador (from *Seaside*) or passed to another player with Masquerade (from *Intrigue*). When two or more cards are trashed at the same time, as with Count, first trash them all, then pick an order to resolve things that happen due to trashing them. A “when you trash” ability is not itself a way to trash a card; some other card will be needed to actually trash the card and make the ability happen.

Non-Errata Cards

Mine, Moneylender, Throne Room, and Graverobber have card texts with a common flaw: they do not follow the usual *Dominion* maxim of “keeping you honest”. When playing one of these cards, you’re only allowed to *not* do the instruction if you don’t have a Treasure/Copper/Action/Action (respectively) in your hand. The cards should either have told you to reveal your hand to confirm this, or should have been optional (“You may...”). Like all cards they are nevertheless to be played as written, so players either have to trust each other not to make mistakes or cheat, or have an impartial judge look at the players’ hands.

SECTION 5: TOURNAMENT RULES¹⁴

Tournament Overview

1. The tournament comprises 4 preliminary rounds, a pre-final round, and a final game. All players play four preliminary rounds in which they get the opportunity to face all other participants.
2. As a general rule, all games should be three-player games unless the total number of players dictates otherwise. In this case, one (or more) four-player games should be formed per round. All rounds should start at the exact same time.
3. At the beginning of each round, the Kingdom cards to be used for that round are announced. All tables will use the same assortment of Kingdom cards.
4. All players are expected to participate in all sessions until they are eliminated. No player shall voluntarily withdraw at any time during the tournament.

Preliminary Rounds

1. Players should be seated according to a pre-determined fixture plan which ensures balanced starting positions as far as possible.
2. Each round, players earn tournament points as follows:
 - 1st Place: 5 points
 - 2nd Place: 3 points
 - 3rd Place: 1 point

If there are four-player games:

- 1st Place: 5 points
- 2nd Place: 3 points
- 3rd Place: 2 points
- 4th Place: 1 point

Ties are broken by the tied player who has had the fewest turns. If the tied players have had the same number of turns, the total number of points in contention are added and evenly divided among the tied players.

3. At the end of the 4th round, the best 9 players by tournament points will go on to play in the pre-final round.
4. If players in contention for the final rounds are tied in tournament points, then the player with the highest victory point percentage total wins. To determine this, the percentage shares of victory points obtained in all of his or her games are added up for each player. If there were any four-player games, the victory point pool of the three- player games is raised by the average of points obtained at that table.
5. If there still is a tie, the number of victories of all tied players will be compared; the player with the most victories will break the tie. If tied players have the same number of victories, their numbers of 2nd place finishes and 3rd place finishes will be compared until the tie can be broken.

Pre-Final Round

1. Players will be seated according to their ranking after round 4 in the preliminary games.
 - Group 1: Players 1, 4, 7
 - Group 2: Players 2, 5, 8
 - Group 3: Players 3, 6, 9
2. Ranking also determines starting positions. The best player goes first, etc.

¹⁴ Adapted from the official 2011 World Master Tournament Rules available from <http://www.spielezentrum.de/Turniere/Dominion/Dominion2011/DOM11-Down/Dominion%20WM%20Rules.pdf>.

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3. If players are tied in final victory points, then the player with the better tournament standing after the preliminary rounds will break the tie.
4. The three winners of these games will move on to the final round of the tournament.

Final Round

The three remaining players play one final game. If players are tied in victory points, then the player with the highest victory point percentage total wins (including the pre-final round results). The player emerging victorious will be the *Dominion* Champion!

Tournament Policies

1. General Rule: Have Fun!
2. All players are advised to clearly show their Play Area, Discard Pile, and Deck.
3. All games should use placeholder cards at the bottom of each deck to easily indicate when a set of cards is depleted.
4. To ensure progression on schedule, all players are encouraged to play at a moderate pace.

Suggested Cardsets

Note: Each round should take approximately one (1) hour.

Preliminary Rounds

Round 1: *Dominion* and *Alchemy* (5 *Dominion* / 5 *Alchemy* cards)

Round 2: *Dominion: Intrigue* and *Guilds* (5 *Intrigue* / 5 *Guilds* cards)

Round 3: *Dominion: Seaside* and *Cornucopia* (5 *Seaside* / 5 *Cornucopia* cards)

Round 4: *Dominion: Prosperity* (5 *Dominion* / 5 *Prosperity* cards with Platinum and Colony)

Pre-Final Round

Round 5: *Dominion: Hinterlands* (5 *Dominion* / 5 *Hinterlands*)

Final Round

Round 6: *Dominion: Dark Ages* (5 *Dominion* / 5 *Dark Ages* with Shelters)

SECTION 6: BASIC CARDS**Abandoned Mine — ACTION-RUINS**¹⁵ 

Cost: 0
Text: + 1 Coin

Description: When you play this, you just get +1 Coin. This is a Ruins; see *Section 1: Preparation*.

Illustrator: Claus Stefan

Colony — VICTORY¹⁶  

Cost: 11
Value: 10 Victory Points

Description: This is a basic Victory card. It is a Victory card worth 10 Victory Points. You do not use it every game. It is not a Kingdom card; see *Section 1: Preparation*.

Original Illustrator: Matthias Catrein
Base Cards Illustrator: Martin Hoffmann

Copper — TREASURE¹⁷   

Cost: 0
Value: 1 Coin

Description: This is a basic Treasure card. It is a Treasure card worth 1 Coin. You use it every game. It is not a Kingdom card; see the *Section 1: Preparation*.

Original Illustrator: Matthias Catrein
Base Cards Illustrator: Ryan Laukat

Curse — CURSE¹⁸   

Cost: 0
Value: -1 Victory Point

Description: This is a basic Curse card. It is a Curse card worth -1 Victory Point. You use it every game. It is not a Kingdom card; see *Section 1: Preparation*.

Original Illustrator: Matthias Catrein
Base Cards Illustrator: Claus Stefan

¹⁵ Back when, the main set had Confusion - a blank card - and an attack that gave it out. Confusion just wasn't worth the 30 or 50 extra cards it required. It plays so much like Curse. When I decided to make Dark Ages 500 cards, I of course thought of Confusion. Confusion still wasn't worth doing though. But what about more interesting penalty cards? They wouldn't need to be all the same even. And well there they are, the Ruins. It was always those five. Some people argued that Ruined Village was more funny than worth printing; it's easily the worst one, and in a multiplayer game someone just randomly got handed it while someone else got Abandoned Mine. But I thought that wasn't so bad, and felt that it was important that it be very easy to learn the Ruins. Four are +1's and then there's Survivors. Bam.

I needed a rule for putting out the pile, and so put "Looter" on the bottom of the relevant kingdom cards. It seemed like it would be confusing if the Ruins pile wasn't in the Supply, so it is; that meant the top card had to be visible, so that for example if I name it for Contraband we know that that's what you'd be buying (and you can't). This means you have to carefully deal them out in turn order and well that was as good as it got.

¹⁶ (Oldest version early 2007) \$11; Colony. 8 VP. At the time, Province was worth 5 VP. (Dec 2008) \$11; Colony. 9 VP. Adjusted since Province was now worth 6 VP. I went for 9 instead of 10 because I wanted to make sure going for Provinces was still viable in Colony games. (Nov 2009) \$11; Colony. Now worth 10 VP! Valerie and Dale really wanted it to be worth 10 VP. 1 - 3 - 6 - 10! Except, the 1 and 3 there really don't mean much. For a while I said, sure, maybe 9 VP isn't the right value, but you know, it sure has seemed good in testing so far. And it had. It had seemed just fine. I finally tested it at 10 VP anyway though. And well, it usually didn't make a difference in who won, and it made counting scores easier, and it looks prettier. And attacks and rush strategies already push you away from Colony; it's fine if some games you really don't want to stop at Provinces. So 10 VP it is.

¹⁷ These cards are unchanged from day one. You could argue that the actions got tweaked to fit the treasures. The treasure pile sizes changed to match different estimates for the total set size, and ended up generous on all counts. In development the issue of the names for these came up - is it simpler if it's Copper Mine rather than Copper? In the end you can see that Copper won out. It just makes it a lot easier to name action cards if the treasures are treasures rather than mines.

¹⁸ Originally this was a "Token" (you know, on the bottom line). There were both Curse and Confusion cards, and I wanted a name that didn't suggest a penalty, since who knows, maybe I would eventually make a non-penalty card like that. And I felt like maybe I would want to refer to these cards, so they needed a category. But with just Curse, and no need to refer to the cards, the name "Token" just looked weird. "Curse" was the easy out. It isn't a Victory card because that would cause some poor card interactions eventually.

Pre-development, you could get Curses from the trash. Also treasures. I forgot all about that when doing that BGN interview; this is another change Valerie and Dale made. They changed it to, once trashed, gone forever. My original thought was, I would have an infinite pile of Silvers if I could, but it's a physical game so what can you do. Getting them from the trash stretched out the Supply just slightly. But it's simpler not to, nice to have those piles count towards the end condition, and man getting hit 10 times with Witch (the maximum if there's no Moat) is plenty.

The total number of Curses also changed. For a while there were 45. You could really get Cursed bad. Also you didn't always vary the pile size with the number of players. That's there of course to stop Witch from getting ridiculous with 2 players (or from being negligible with 4, if you fix it for 2).

Duchy — VICTORY¹⁷ 

Cost: 5
Value: 3 Victory Points

Description: This is a basic Victory card. It is a Victory card worth 3 Victory Points. You use it every game. It is not a Kingdom card; see *Section 1: Preparation*.

Original *Illustrator:* Matthias Catrein
Base Cards *Illustrator:* Martin Hoffmann

Estate — VICTORY¹⁷ 

Cost: 2
Value: 1 Victory Point

Description: This is a basic Victory card. It is a Victory card worth 1 Victory Point. You use it every game. It is not a Kingdom card; see *Section 1: Preparation*.

Original *Illustrator:* Matthias Catrein
Base Cards *Illustrator:* Martin Hoffmann

Gold — TREASURE¹⁷ 

Cost: 6
Value: 3 Coins

Description: This is a basic Treasure card. It is a Treasure card worth 3 Coin. You use it every game. It is not a Kingdom card; see *Section 1: Preparation*.

Original *Illustrator:* Matthias Catrein
Base Cards *Illustrator:* Ryan Laukat

Hovel — REACTION-SHELTER¹⁹ 

Cost: 1
Text: When you buy a Victory card, you may trash this from your hand.

Description: This is a Shelter; see *Section 1: 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.

Illustrator: Eric J. Carter

Necropolis — ACTION-SHELTER¹⁹ 

Cost: 1
Text: + 2 Actions

Description: This is a Shelter; see *Section 1: Preparation*. It is an Action card; when you play it, you get +2 Actions.

Illustrator: Brian Brinlee

Overgrown Estate — VICTORY-SHELTER¹⁹ 

Cost: 1
Value: 0
Text: When you trash this, + 1 Card.

Description: This is a Shelter; see *Section 1: Preparation*. It is never in the Supply. It is a Victory card despite being worth 0 Victory Points. 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.

Illustrator: Martin Hoffmann

¹⁹ Tom Lehmann suggested replacing starting Estates with something else, to make the environment feel more Dark Ages-y. I thought this was a great idea. Ruins obv. doesn't work, because some people would make out, unless we picked specific ones. And Curse isn't very interesting. But I could just make up three new cards, which is what I did. Necropolis shakes up early turns, since you can stomach more in the way of terminal actions; Overgrown Estate gives you a little prize if you crack it open eventually; and Hovel tempts you into buying a victory card when you might not have.

Hovel is the only one that changed. Originally it was an action you could trash by discarding your hand. It turned out that trashing it turn 1-2 usually seemed like the correct play, even if you drew it with four Coppers. So that was no good. Hovel as printed has nice flavor going for it; you move out of your old Hovel and into a nice Duchy.

Potion — TREASURE²⁰ 

Cost: 4
Value: 1 Potion

Description: This is a basic Treasure card. It costs 4 Coin and produces 1 Potion. You do not use it every game. It is not a Kingdom card; see *Section 1: Preparation.* and *Section 4: Additional Rules.*

Original *Illustrator:* Matthias Catrein
Base Cards *Illustrator:* Claus Stefan

Platinum — TREASURE²¹ 

Cost: 9
Value: 5 Coins

Description: This is a basic Treasure card. It is a Treasure worth 5 Coin. You do not use it every game. It is not a Kingdom card; see *Section 1: Preparation.*

Original *Illustrator:* Matthias Catrein
Base Cards *Illustrator:* Ryan Laukat

Province — VICTORY²² 

Cost: 8
Value: 6 Victory Points

Description: This is a basic Victory card. It is a Victory card worth 6 Victory Points. You use it every game. It is not a Kingdom card; see *Section 1: Preparation.*

Original *Illustrator:* Matthias Catrein
Base Cards *Illustrator:* Martin Hoffmann

Ruined Library — ACTION-RUINS¹⁵ 

Cost: 0
Text: + 1 Card

Description: When you play this, you draw a card. This is a Ruins; see *Section 1: Preparation.*

Illustrator: Harald Lieske

Ruined Market — ACTION-RUINS¹⁵ 

Cost: 0
Text: + 1 Buy

Description: When you play this, you just get +1 Buy. This is a Ruins; see *Section 1: Preparation.*

Illustrator: Mercel-André Casasola Merkle

Ruined Village — ACTION-RUINS¹⁶ 

Cost: 0
Text: + 1 Action

Description: When you play this, you just get +1 Action. This is a Ruins; see *Section 1: Preparation.*

Illustrator: Doris Matthäus

Silver — TREASURE¹⁷ 

Cost: 3
Value: 2 Coins

Description: This is a basic Treasure card. It is a Treasure card worth 2 Coin. You use it every game. It is not a Kingdom card; see *Section 1: Preparation.*

Original *Illustrator:* Matthias Catrein
Base Cards *Illustrator:* Ryan Laukat

Survivors — ACTION-RUINS¹⁵ 

Cost: 0
Text: Look at the top 2 cards of your deck. Discard them or put them back in any order.

Description: You either discard both cards, or put both cards back on top; you cannot just discard one card. This is a Ruins; see *Section 1: Preparation*

Illustrator: Alex Drummond

²⁰ This is the same card as ever. I put it at \$4 because none of the cards that are always out cost \$4. Originally the pile was 12 cards. There was room for 16 so there are 16. Twelve is probably enough, but it's nice to have a few extras just in case.

²¹ (Oldest version early 2007) \$9; Platinum. As printed! The only such card in the set. One down, 26 to go. So... \$5? What happened to \$4? The card never made \$4. \$4 is not enough. You have to get to \$11 for Colonies; that doesn't just happen. I bet that \$5 surprised a lot of people.

²² As mentioned in the BGN article, we changed this from 5 VP to 6 VP during development, as part of the fix to the Duchy rush. The Duchy rush was, you buy nothing but Silver and Duchies. At the time the game ended when any Victory pile ran out. If one person went for the Duchy rush you could beat them, but if two people did, you had to join them. My friends found this strategy, but it didn't seem like a problem. It was a boring strategy, so the only reason to play it was if you thought it would win for you. It wouldn't though; it would win for someone at random, since we would all follow suit. You could make the game suck but that's it. So we never did it.

Well would you believe, being able to make the game suck is not so hot. Furthermore, if you're a new player, the Duchy rush may elevate your chance of winning from zero to even. So it was in fact a problem. An anonymous playtester realized this, Valerie and Dale raised the alarm, and in the end, Province changed from 5 VP to 6 VP and the end condition changed from "any empty victory pile" (the end condition we were using at the time, but not the original one, which was "any empty pile") to the one you know. We tried ideas that Valerie or Dale came up with, but in the end happened to go with something that I suggested (which is why I didn't count this when I mentioned Thief as the only card they changed). These two changes were easily the most important changes during development.

SECTION 7: KINGDOM CARDS

Abandoned Mine – See Basic Card Descriptions.

Adventurer — ACTION²³ 

Cost: 6

Text: Reveal cards from your deck until you reveal 2 Treasure cards. Put those Treasure cards into your hand and discard the other revealed cards.

Description: 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.

Illustrator: Ryan Laukat

Advisor — ACTION²⁴ 

Cost: 4

Text: +1 Action

Reveal the top 3 cards of your deck. The player to your left chooses one of them. Discard that card. Put the other cards into your hand.

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

Illustrator: Alayna Lemmer

Alchemist — ACTION²⁵ 

Cost: 3+P

Text: +2 Cards

+1 Action

When you discard this from play, if you have a Potion in play, you may put this on top of your deck.

Description: 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.

Illustrator: Simon (Samuelsson) Jannerland

Altar — ACTION²⁶ 

Cost: 6

Text: Trash a card from your hand. Gain a card costing up to 5 Coins.

Description: 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.

Illustrator: Matthias Catrein

²³ For a while the main set did not have an action costing 6. I thought it would be good if it did. At some point we decided to go with 25 Kingdom cards (it was 25, then 20, then 25 again), so there was space for a 6, and I went looking through the expansions for the most appropriate one - something interesting but not too weird that wasn't too tied to its expansion. I took Adventurer from the 7th expansion. I don't know how many expansions *Dominion* will actually get, all printed and everything, but my friends were insatiable, so I cranked out a lot of cards.

²⁴ Envoy was an *Intrigue* outtake. If it hadn't been used as a promo, I would have eventually fixed it up. One day I decided, what's stopping me? The key thing was to give it +1 Action, so that you didn't just say, lol here are some actions you can't play. I originally made Advisor for *Dark Ages*, but moved it here because it seemed to fit with the emphasis on decisions this set has.

²⁵ This replaced another unrelated card late in the going. I tried a card that just increased your hand size for the rest of the game, but that would have required a playmat, and the set couldn't have any. This is the next best thing, and more interesting due to the Potion requirement. I tried a few variations that also attacked, but Scrying Pool ended up being the wordy extra attack I needed. As we shall see!

²⁶ This is identical to the original version from 2007 except for name. Originally it was Foundry, then Tinker. I called it Altar so you could sacrifice Cultists to it. No, don't thank me; it's what I'm here for.

Ambassador — ACTION-ATTACK²⁷ **Cost:** 3**Text:** Reveal a card from your hand. Return up to 2 copies of it from your hand to the Supply. Then each other player gains a copy of it.

Description: 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.

Illustrator: Alexander Jung

Apothecary — ACTION²⁸ **Cost:** 2+P**Text:** +1 Card

+1 Action

Reveal the top 4 cards of your deck. Put the revealed Coppers and Potions into your hand. Put the other cards back on top of your deck in any order.

Description: 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.

Illustrator: Ryan Laukat

Apprentice — ACTION²⁹ **Cost:** 5**Text:** +1 Action

Trash a card from your hand.

+1 Card per Coin it costs

+2 Cards if it has a potion in its cost.

Description: If you do not have any cards left in hand to trash, you do not draw any cards. If you trash a card costing 0 Coin, such as Curse or Copper, you do not draw any cards. Otherwise you draw a card per Treasure the card you trashed cost, and another two cards if it had Potion in its cost. For example, if you trash a Golem, which costs 4 Coin and 1 Potion, you draw 6 cards.

Illustrator: Martin Hoffmann

Armory — ACTION³⁰ **Cost:** 4**Text:** Gain a card costing up to 4 Coins, putting it on top of your deck.

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

Illustrator: Marcel-André Casasola Merkle

Bag of Gold – See Prize Card Descriptions.

²⁷ Originally this had you pass cards directly to the other players (or they took them from the Supply if you didn't have enough). It was simpler to have them go to the Supply first. That version also let you get rid of one card per player, but that was too much in 4-player games, so now it only lets you get rid of two cards at once.

Ambassador is one of the oldest cards in the set. Five cards remain pretty recognizable from the earliest version of this expansion - Ambassador, Haven, Merchant Ship, Outpost, and Wharf. Cutpurse and Sea Hag have related cards but changed more significantly.

²⁸ The original version of this had you discard the other cards, rather than put them on your deck. Some people really disliked that. Seeing their good cards go by. This version not only solved that problem, it's better all around.

²⁹ This started out in another set, without the potion part. It seemed like a good fit for this set, so I moved it here, first at \$3+P. At that cost it was slow to get going, and eventually I put it back at \$5. The potion part makes it seem less sad when you are playing an *Alchemy*-heavy game, and also answers the question "what does it do with potion costs" right on the card.

³⁰ The lone survivor (here) from the failed small expansion with a top-of-your-deck theme. It's a straightforward card that never changed.

Baker — ACTION³¹ 

Cost: 5
Text: +1 Card
 +1 Action
 Take a Coin token.

Setup: Each player takes a Coin token.

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

Illustrator: Lynell Ingram

Band of Misfits — ACTION³² 

Cost: 5
Text: Play this as if it were an Action card in the Supply costing less than it that you choose. This is that card until it leaves play.

Description: 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.

Illustrator: RC Torres

³¹ Originally it didn't have the setup part. It was just a very basic coin token card. When I thought of the setup thing, I realized that whatever card I put it on might sometimes not be bought, such that that starting coin token was all the card did. I decided that was okay though, and to just put the ability on something simple and likely to be bought.

³² This has the same base functionality as it originally did in 2007; only the exact wording and what happens in the confusing cases has changed. For a while this left the set, because I didn't think I could get a good enough wording, but finally I decided to go for it. If you use it as Feast you trash it; if you use it as a duration card it stays out. Okay?

Bandit Camp — ACTION³³ 

Cost: 5
Text: + 1 Card
 + 2 Actions
 Gain a Spoils from the Spoils pile.

Description: 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.

Illustrator: RC Torres

Bank — TREASURE³⁴ 

Cost: 7
Text: When you play this, it's worth 1 Coin per Treasure card you have in play (counting this).

Description: 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 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.

Illustrator: Jason Snair

Baron — ACTION³⁵ 

Cost: 4
Text: +1 Buy
 You may discard an Estate card. If you do, +4 Coins. Otherwise, gain an Estate card.

Description: 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.

Illustrator: Ryan Laukat

Bazaar — ACTION³⁶ 

Cost: 5
Text: +1 Card
 +2 Actions
 +1 Coin

Description: You draw a card, get 2 more Actions to use, and get 1 more coin to spend this turn.

Illustrator: Martin Hoffmann

³³ I started out trying "+1 card, +1 action, gain a Silver." It was a very basic card I hadn't done yet. It was kind of weak. I tried it with the Fool's Gold reaction on the bottom. Then the set needed another village, so I changed it to "+1 card, +2 actions, gain a Silver." At that point people would complain that gaining Silver was at cross-purposes to having a village - the Silver reduces your chance of drawing your actions together. I thought it was fine though; some people won't see that, and if you are a more serious player who does see that, well, does it stop you from buying the card? I think not. And anyway some of the cards have to be simple.

When I was looking for things to do with Spoils, I saw this card, and thought hey, try changing that Silver to Spoils. And that worked out, and somehow people stopped complaining. The one-shot Gold does not water down your village-ing capabilities as much as the Silver did.

³⁴ (June 2009) \$7; Bank. As printed. I stole this from *Alchemy*, to replace Treasure4. I wanted something else really simple and classic-seeming. It had been a good fit for *Alchemy*, since it counts Potions even if you don't end up spending them. *Alchemy* was years off though, years I say, and *Prosperity* needed a card now. Then when *Alchemy* got bumped up, I couldn't steal this card back, because it required a little more of the *Prosperity* rules than I was comfortable with putting out ahead of *Prosperity*.

³⁵ Going into development, the set had 20 kingdom cards. One day Jay said it would be better for him if it had 25. You know, stuff is cheaper at larger volumes. Having 25 kingdom cards was fine by me, so 25 it was. So I had to add five cards.

This is one of them! I looked through the ideas file for stuff that fit the themes, and picked this as a supplement to the victory-cards-that-do-something-else theme.

³⁶ A vanilla card. It was in a later set, and I moved it here to have another Village. We accidentally got two illustrations for Market; this card has the one that isn't on Market.

Beggar — ACTION-REACTION³⁷ **Cost:** 2**Text:** Gain 3 Coppers, putting them into your hand.

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When another player plays an Attack card, you may discard this. If you do, gain two Silvers putting one on top of your deck.

Description: 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.

Illustrator: Garrett DeChellis**Bishop — ACTION³⁸** **Cost:** 4**Text:** +1 Coin

+1 Victory Point token

Trash a card from your hand. + Victory Point tokens equal to half its cost in coins, rounded down. Each other player may trash a card from his hand.

Description: See the Additional Rules section for rules on Victory Point 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 Victory Point tokens from it. Potion in costs is ignored; for example if you trash Golem (from *Dominion: Alchemy*), which costs 4 Coin and 1 Potion, you get 3 Victory Point tokens total (counting the 1 Victory Point token you always get from Bishop). If you have no cards left in hand to trash, you still get the 1 Coin and 1 Victory Point token.

Illustrator: Rom

³⁷ I had the reaction on the original card, with "gain a Silver" as the top. Long ago I had had a straight "gain a Silver" action for \$2, and it wasn't good enough, but it seemed like a reaction might prop it up sufficiently. Then it got "+\$1" for good measure. And well the card was fine, if not exciting. Then I decided to change Squire, as told in its story, and it took the cheap Silver-gaining, leaving me to replace the top here. Three Coppers seemed flavorful and interesting.

³⁸ (June 2010) \$4; Bishop. Replaced Attack4. I felt like, Attack4 was one of the cards adding the least to the set. There was extra time. Why not replace it? At the same time I wanted more cards that used the VP tokens, so they'd seem less gratuitous. I tried a few different cards in this slot and liked Bishop the best.

Black Market — ACTION³⁹ **Cost:** 3**Text:** +2 Coins

Reveal the top 3 cards of the Black Market deck. You may buy one of them immediately. Put the unbought cards on the bottom of the Black Market deck in any order.

(Before the game, make a Black Market deck out of one copy of each Kingdom card not in the Supply.)

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

If you play Black Market and the Black Market deck is empty, you cannot buy a card but you still get +2 Coin. If you play Black Market and choose not to buy one of the three cards from the Black Market deck, you still get +2 Coin.

Illustrator: Franz Vohwinkel

Border Village — ACTION⁴⁰ **Cost:** 6**Text:** +1 Card

+2 Actions

When you gain this, gain a card costing less than this.

Description: 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 Coin, but if Border Village costs less than normal, such as due to Highway, then the card you gain will have a lower maximum cost. You only gain a card when you gain Border Village, not when you play it. You gain a card whether you gained Border Village due to buying it, or gained it some other way.

Illustrator: Kurt Miller

³⁹ This started in *Seaside*. *Seaside* involves your next turn; Black Market reaches into the next game. It was adored by some players - a star of the set - and seemed harmless to everyone else. It left the set though, due to the combination of rules wackiness, and the cumbersome set-up. I have never had to do that set-up—I don't have separate randomizer cards, because why print 11 cards each time I change something when 10 will do. I use one card from each pile for the randomizer, putting it into the pile to play and returning one to the randomizer after the game. So Black Market had no set-up at all for me—I already had a pile of unused cards with the proper back right there. But we included a separate randomizer deck in the main set. So there was this set-up. So, wackiness, set-up, it left the set.

Then we needed a promo, Dale said why not Black Market, and I was eager to have it exist after all. Ultimately it's not a great choice for a promo. It still has the set-up and still has the wackiness, only now you don't have a rulebook telling you how it works, you have a slip of paper you lose and then the internet. I'm still glad it exists though, it's a fun card.

⁴⁰ From when *Hinterlands* was first its own set. Originally it cost \$5. I made it better by charging more. There's a trick you can't usually do.

Bridge — ACTION⁴¹ **Cost:** 4**Text:** +1 Buy
+1 Coin

All cards (including cards in players' hands) cost 1 Coin less this turn, but not less than 0 Coin.

Description: 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).

Illustrator: Harald Lieske**Bureaucrat — ACTION-ATTACK**⁴² **Cost:** 4**Text:** Gain a Silver card; put it on top of your deck. Each other player reveals a Victory card from his hand and puts it on his deck (or reveals a hand with no Victory cards).

Description: 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.

Illustrator: Matthias Catrein

⁴¹ I tried something like this in the murky past for the main set, and decided it was too strong. I had a weaker version that I later tried on Woodcutter (it only made the 2nd copy of a card that you bought in the same turn cheaper), but decided that was too confusing for the main set. A while later I had just stolen a card from the 6th set for the main set, and needed a replacement. This idea sounded like it might not be trouble after all, and in fact it wasn't. I then stole this from that set for this one when I needed another + Buy card.

Bridge makes all cards cheaper, not just ones in the Supply. This was to prevent problems in weird situations. I am not sure the kind of thing you'd need to get those problems will ever happen, but I knew that this way of doing it meant I was safe. This also allows some unusual combos to work.

⁴² Okay there's a long story here.

For a long time the main set had an attack that read "trash the top card of each other player's deck." As related in the BGN interview, it had 3 big problems: 1) adds way too much randomness, 2) can result in everyone stuck with a 5-card deck, 3) is otherwise weak. When it left during development, I tried replacing it with an expansion card called Militia: "Each other player reveals their top card. If no-one revealed Copper, trash those cards. Otherwise, gain a Silver card." This fixed the weird-game-state problem of the previous card, and was less random, but still could make for some really unfun moments. Also it had a weird interaction with Moat, the way Moat worked at the time. It made you need to resolve the attack in slo-mo. Anyway it was no good. We quickly playtested a bunch of variations on Militia and the previous card, before I realized we could go with a discard-based attack instead, and that would make Valerie a lot happier - she hated the Militia variants.

The main set already had a discard-based attack. I had started with a 3rd expansion card, Bureaucracy: "+2 coins. Each other player puts a card from his hand on top of his deck." I like how it looked on paper, but in multiples it just wrecked you. So it turns out there's a basic problem with discard-based attacks in *Dominion*. Consider "each other player discards a card." If that gets played once against you in a round, it tends to do nothing at all. Twice and it ranges from mildly annoying to annoying. Three times and it's devastating. It just nukes your turn. Now, you can get the effect three times by say having each opponent in a 4-player game play it once. You don't even need Villages and Throne Rooms. This effect naturally ranges from incredibly weak to incredibly broken.

There are solutions of course. My first solution was to go with "each other player discards down to 3 cards." That card, with +2 coins, made it into the set with the name Bureaucracy.

Now that I needed an attack to replace Militia, I took Bureaucracy a different direction. I kept the Silver-gaining of Militia, but had it go on top of your deck to make it more interesting, and went with a discard effect that only hit Victory cards, as another way to limit how devastating the discard can be. I used the "on top of your deck" part of the original Bureaucracy to make it more different from the card then called Bureaucracy. We already had art commissioned for a card called Militia, so this card was called Militia.

The original Bureaucracy had a flavor justification – putting a card back is like, you know, red tape. Bureaucracy. Slowing you down. So at this point the titles of the two cards were reversed. So we swapped them. Then, the other attacks were all guys, so Bureaucracy became Bureaucrat.

Butcher — ACTION⁴³ **Cost:** 5**Text:** Take 2 Coin tokens. You may trash a card from your hand and then pay any number of Coin tokens. If you did trash a card, gain a card with a cost of up to the cost of the trashed card plus the number of Coin tokens you paid.

Description: First take two Coin tokens. Then you may trash a card from your hand and pay any number of Coin tokens (returning them to the pile). The number of Coin tokens you pay can be zero. Butcher itself is no longer in your hand and so cannot trash itself (though it can trash another copy of Butcher). If you trashed a card, you gain a card costing up to the cost of the trashed card plus the number of Coin tokens you paid. For example, you could trash an Estate and pay six Coin tokens to gain a Province, or you could trash another Butcher and pay zero Coin tokens to gain a Duchy. You can pay the Coin tokens you just got. Paying Coin tokens for this ability does not get you coins to spend, it just changes what cards you can gain with this ability.

Illustrator: Lynell Ingram

Cache — TREASURE⁴⁴ **Cost:** 5**Text:** 3 Coins

When you gain this, gain two Coppers.

Description: This is a treasure worth 3 Coin, 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 only gain Coppers when you gain Cache, not when you play it. You gain Coppers whether you gained Cache due to buying it, or gained it some other way.

Illustrator: RC Torres

Candlestick Maker — ACTION⁴⁵ **Cost:** 2**Text:** +1 Action

+1 Buy

Take a Coin token.

Description: You get +1 Action and +1 Buy, and take a Coin token.

Illustrator: Kelli Stakenas

Caravan — ACTION-DURATION⁴⁶ **Cost:** 4**Text:** +1 Card

+1 Action

At the start of your next turn, +1 Card.

Description: 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.

Illustrator: Marcel-André Casasola Merkle

⁴³ I wanted some other way to use coin tokens if I could get one. Butcher lets you spend them as part of a Remodel. It also gives you coin tokens, so it won't be sad when there are no other coin tokens around. For a while I considered making a simpler version of this, but ended up going with the full-on tricky version. The wording is convoluted, and not even technically correct - it says "plus the number of coin tokens," which never confuses anyone, but it should convert the units - "plus \$1 per coin token." It ended up with this phrasing because a phrasing that said "per coin token" got read by some people as gaining you a card per coin token spent, rather than adding them to the cost.

⁴⁴ One of the oldest cards in the set, dating back to the 2006 version, and I never changed it.

⁴⁵ For *Alchemy* I wanted a single \$2, with a +Buy, and tried "+1 Action +1 Buy +\$1." Some people preferred this to Herbalist, but some people felt like, hey what does this have to do with Potions. And I could make that card later. So I put Herbalist in *Alchemy*. I next tried the card out in *Hinterlands*, with "when you gain this, +1 Buy." As recounted in that secret history, some people thought it was hilarious that two Highways let you just buy out the pile, but some people abhorred it. I couldn't tell you why, I thought it was hilarious. But the card was just not sufficiently hilarious to live with the hate. I bumped the card out again. Then it seemed like a great fit for Guilds, where the +\$1 could become a more exciting "take a Coin token." And here it is.

⁴⁶ A card from pre-development but after Jay had picked up the game. For a long time you actually set a card aside when playing it, and then drew that card next turn. That way was a little more flavorful, but the published version is slightly simpler.

Cartographer — ACTION⁴⁷ 

Cost: 5
Text: +1 Card
 +1 Actions
 Look at the top 4 cards of your deck.
 Discard any number of them. Put the rest back on top in any order.

Description: 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 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 in any order. If there were no cards left in your deck, these become the only cards in your deck. You do not reveal the cards you put back.

Illustrator: Mark Poole

Catacombs — ACTION⁴⁸ 

Cost: 5
Text: Look at the top 3 cards of your deck. Choose one: Put them into your hand; or discard them and + 3 Cards.

When you trash this, gain a cheaper card.

Description: 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.

Illustrator: Marcel-André Casasola Merkle

Cellar — ACTION⁴⁹ 

Cost: 2
Text: +1 Action
 Discard any number of cards. +1 Card per card discarded.

Description: 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.

Illustrator: Matthias Catrein

Chancellor — ACTION⁵⁰ 

Cost: 3
Text: +2 Coins
 You may immediately put your deck into your discard pile.

Description: You must resolve the Chancellor (decide whether or not to put your deck in 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.

Illustrator: Matthias Catrein

Chapel — ACTION⁵¹ 

Cost: 2
Text: Trash up to 4 cards from your hand.

Description: 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.

Illustrator: Matthias Catrein

⁴⁷ This started in a later set. I moved it here because I wanted another \$5 that was conceptually simple. It never changed.

⁴⁸ This started out in *Hinterlands*. *Hinterlands* had plenty of card-drawing though, so I moved it here. It seemed like an okay candidate for a when-trashed ability, so I gave it one. It mirrors Border Village.

⁴⁹ The oldest version of this didn't give you +1 Action. It obviously needed it, got it early on, and survived unscathed since.

⁵⁰ When Valerie got her copy of the game at Origins 2007, she also got a copy of the first expansion as I had it then. So when cards left the main set, she knew all about those expansion cards, and on one occasion nominated this card to be swapped into the main set. I think she was looking for another +coins card, to provide another anti-Thief option. I really like having the card in the main set, as it's simple but subtle. New players are always like, huh? Why would I want to do that?

⁵¹ This started out "trash any number of cards" and went to the ever-so-slightly weaker "trash up to 4 cards." I tested a version with "trash up to 3 cards." It was horrible. Just, way slower than the current version, like you wouldn't believe.

City — ACTION⁵² **Cost:** 5**Text:** + 1 Card
+2 Actions

If there are one or more empty Supply piles, +1 Card. If there are two or more, +1 Coin and +1 Buy.

Description: You draw a card and can play two more Actions no matter what. If there is just one empty pile in the Supply, you also draw another card. If there are two or more empty piles, you both draw another card, and get 1 Coin 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.

Illustrator: Marco Morte**Colony** – See Basic Card Descriptions.**Conspirator — ACTION**⁵³ **Cost:** 4**Text:** +2 Coins

If you've played 3 or more Actions this turn (counting this): +1 Card, +1 Action.

Description: You evaluate whether or not Conspirator gives you +1 Card and +1 Action when you play it. Each Action played prior to playing Conspirator counts as a played Action, regardless of whether those Action cards are still in play. 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. Combination Action cards are Actions.

Illustrator: Matthias Catrein

⁵² (Dec 2008) \$5; City. As printed except for wording. The idea for this card came from the *Seaside* outtake that cared about the trash, and of course Trade Route. I needed cards in the set that interacted with other players but weren't attacks, so I could have fewer attacks overall (so that Colony would usually be reachable) but still have enough interaction. One thing to do is to look at shared data – the piles. Trade Route cares if a pile isn't full; this cares if a pile is empty. Those were just the two simplest things to check.

⁵³ This was the last card added to the set, replacing a horribly broken card.

The broken card had its admirers. Two of Valerie & Dale's playtesters wrote essays defending the card. But the card was often unplayable and then sometimes dominated. So some games it made worse by being a dead card, and some games it made worse by making other cards dead. Now what it did was cool, and it's fun to sometimes get turns where you make 50+ coins, which is how it got defended. It's fun to do something you don't often get to do. But it just didn't make sense to put out such a messed up card. I'll try to fix it up for a later set and well that's why I'm not telling you what it did. There was no time to fix it up when I came to my senses though. So instead it got replaced. With this card. I like it.

Contraband — TREASURE⁵⁴ *Cost:* 5*Value:* 3*Text:* +1 Buy

When you play this, the player to your left names a card. You can't buy that card this turn.

Description: This is a Treasure worth 3 Coin, 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).

Illustrator: RC Torres

Copper – See Basic Card Descriptions.

Coppersmith — ACTION⁵⁵ *Cost:* 4*Text:* Copper produces an extra +1 Coin this turn.

Description: 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.

Illustrator: Claus Stefan

Council Room — ACTION⁵⁶ *Cost:* 5*Text:* +4 Cards

+1 Buy

Each other player draws a card.

Description: The other players must draw a card whether they want to or not. All players should shuffle as necessary.

Illustrator: Matthias Catrein

Count — ACTION⁵⁷ *Cost:* 5*Text:* Choose one: Discard 2 cards; or put a card from your hand on top of your deck; or gain a Copper. Choose one: +3 Coins; or trash your hand; or gain a Duchy.

Description: 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.

Illustrator: Dennis Lohausen

⁵⁴ (March 2009) \$5; Contraband. This is functionally the same as the final card, but worded a little differently.

⁵⁵ One of the times when I took something out and needed to replace it, I tried specifically to think of a new way to build up your money. This was the result. Double your Coppers! There are several directions to go with Coppersmith, but it's one of the trickier cards in the set. Those Coppersmith decks don't just build themselves.

⁵⁶ Originally the 4th expansion had a "non-attack player interaction" sub-theme. It was easily the best expansion, and it became clear that I should split that sucker up. The main set got this card.

⁵⁷ The premise was a card with two choose one's, one bad and one good. The bad ones were easy. The good ones initially had "+2 Cards +2 Actions," then "trash up to 4 cards from your hand," in place of "trash your hand," and the card had a dividing line and a "you can't buy this unless you have an action in play" restriction. This was a way to stop you from getting it turn one, and was kind of nice otherwise. It was just way too much text though. So I made the Chapel a little harder to use, moved the bad choice to before the good choice so it would only trash 3 cards normally (or 4 and you gain a Copper), and there you have it.

Counterfeit — TREASURE⁵⁸ **Cost:** 5**Value:** 1**Text:** +1 Buy

When you play this, you may play a Treasure from your hand twice. If you do, trash that Treasure.

Description: 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.

Illustrator: Ryan Laukat

Counting House — ACTION⁵⁹ **Cost:** 5

Text: Look through your discard pile, reveal any number of Copper cards from it, and put them into your hand.

Description: 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.

Illustrator: Matthias Catrein

Courtyard — ACTION⁶⁰ **Cost:** 2**Text:** +3 Cards

Put a card from your hand on top of your deck.

Description: 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.

Illustrator: Harald Lieske

⁵⁸ I tried out a Throne for treasures in *Prosperity*. It seemed like a classic thing, but it wasn't as popular as I'd hoped, so I dropped it. I rescued it here by having it trash the treasure you Throne, which makes it double as a way to get rid of Coppers, and hey I threw in +\$1 and +1 Buy for good measure. Theory of dominionstrategy.com suggested the name.

⁵⁹ (Dec 2008) \$5; Counting House. As printed, except that in the end it got a better wording. This version was "Look through your discard pile and put all Copper cards from it into your hand." My wife came up with this card. Her version got you back all of the Silvers, which was crazy. Women!

⁶⁰ Almost all of the *Dominion* cards, from the main set and all of the hypothetical expansions, were designed by me. Which is just the way I like it. This one was not though. In the early days of *Dominion*, one of my friends printed/cut/sleeved his own copy, and along the way he added like a dozen cards. I played with them and liked a few that I hadn't thought of yet, and well this is one of them. I had previously tried "+1 Action, +2 Cards, put two cards from your hand on top of your deck," but nixed that for causing too much AP. This card does cause a little AP, but is much better.

Crossroads — ACTION⁶¹ 🐎**Cost:** 2**Text:** Reveal your hand. +1 Card per Victory card revealed. If this is the first time you played a Crossroads this turn, +3 Actions.

Description: 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 played 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 from *Dominion*) on Crossroads, you will play Crossroads multiple times, getting +3 Actions the first time but not the others.

Illustrator: Matthias Catrein**Cultist — ACTION-ATTACK-LOOTER**⁶² 🗡️**Cost:** 5**Text:** +2 Cards

Each other player gains a Ruins. You may play a Cultist from your hand.

When you trash this, +3 Cards

Description: 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.

Illustrator: Jason Slavin**Curse** – See Basic Card Descriptions.

⁶¹ The first version was +1 Action, +1 Card per Victory card in hand. It looked crazy but wasn't very good. Then for a long time it was, +1 Card per Victory card in hand, +1 Action per Action card in hand (you revealed a second time, so ones you drew counted). People were sad to see this go, but I could not justify having a card that meant you sometimes had no clue how many Actions you had and no way to figure it out either. Then it gave +2 Actions, but that version was too strong. Giving you +3 Actions just the first time is cute, and means you can't go too nuts without other cards helping.

⁶² Attacks need to produce resources of some sort; I know from Saboteur and Sea Hag that people don't like it when they don't (yes the Knights don't all, but most do). And well I have gone through all of the simple options. So Cultist had a tricky problem to solve: it had to have resources I'd already given out, and not be too powerful, but not look too weak. Initially it gave +2 Cards and said "each other player gains a Ruins. If he can't, he gains a Curse." It could potentially give out 20 bad cards to each opponent. It was like that for a while, but in the end I decided that getting Curses and Ruins at the same time was something to save for when it came up out of the randomizer, rather than something to build into one nightmare card.

I tried "Cultists cost \$1 less this turn," trying to play into the flavor, but that just never did anything. I gave it a sweet when-trashed ability, but some games you can't trash it; it still needed more than +2 Cards. Finally I thought of letting you play another Cultist.

Cutpurse — ACTION-ATTACK⁶³ *Cost:* 4*Text:* +2 Coins

Each other player discards a Copper card (or reveals a hand with no Copper).

Description: 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.*Illustrator:* Martin Hoffmann**Dame Anna** – See Knight.**Dame Josephine** – See Knight.**Dame Molly** – See Knight.**Dame Natalie** – See Knight.**Dame Sylvia** – See Knight.**Death Cart — ACTION-LOOTER**⁶⁴ *Cost:* 4*Text:* +5 Coins

You may trash an Action card from your hand. If you don't, trash this.

When you gain this, gain 2 Ruins.*Description:* 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.*Illustrator:* Marco Morte

⁶³ This started out as "Cards cost \$1 less this turn, then \$1 more until your next turn." That doesn't have the same timing as the other duration cards - it goes away at the end of the previous player's turn, rather than at the end of your turn. The developers didn't like that. I replaced it with "+\$2, name a treasure card, each other player discards it." That was quite strong. You don't have to discard Gold very many times before you're sick of it. I reined it in by having it only hit Copper. It's still quite annoying if multiples get played against you early on.

⁶⁴ This card exists to provide a way to give yourself Ruins. So that people don't just hate it, it gives you a use for the Ruins it comes with, a use so good that you almost feel like coming with Ruins is a plus. This has a when-gain ability, like those *Hinterlands* cards. My initial plan was to do these here and there in the sets after *Hinterlands*, back when *Hinterlands* was half of the 2nd expansion. That didn't work out, seeing as how *Hinterlands* is 6th, but well here's another when-gain card anyway.

Develop — ACTION⁶⁵ 🐎**Cost:** 3**Text:** Trash a card from your hand. Gain a card costing exactly 1 Coin more than it and a card costing exactly 1 Coin less than it, in either order, putting them on top of your deck.

Description: 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 (though it can trash other copies of Develop). If you trashed a card, gain two cards, one costing exactly 1 Coin more than the trashed card, and one costing exactly 1 Coin less than the trashed card. The gained cards come from the Supply; gain them in either order. If there is no card in the Supply at one of the costs, 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 Copper with Develop, which costs 0 Coin, you will try and fail to gain a card costing -1 Coin (and also try to gain a card costing 1 Coin).

Illustrator: Marco Morte**Diadem** – See Prize Card Descriptions.**Doctor — ACTION⁶⁶** 🧙**Cost:** 3+**Text:** Name a card. Reveal the top 3 cards of your deck. Trash the matches. Put the rest back on top in any order.

When you buy this, you may overpay for it. For each 1 Coin you overpaid, look at the top card of your deck; trash it, discard it, or put it back.

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

Illustrator: Lorraine Schleiter

⁶⁵ A card from late in the going. I had had other Remodels not work out, and didn't think Farmland was completely filling that slot. This seemed cute and worked immediately.

⁶⁶ Again as recounted in the *Hinterlands* secret history, I tried several "when gain" trashers for that set, and was not happy with any of them. The main problem was that you would buy the card just for the trashing, and end up with whatever other effect in your deck randomly. The solution was to make that other effect also trashing. Doctor gives you three options per card you see on the overpay in order to make sure you're as happy as possible with the outcome. The when-play part gets in the name-a-card thing I mentioned.

Duchess — ACTION⁶⁷ **Cost:** 2**Text:** +2 Coins

Each player (including you) looks at the top card of his deck, and discards it or puts it back.

In games using this, when you gain a Duchy, you may gain a Duchess.

Description: When you play this, you get +2 Coin, and each player, including you, looks at the top card of his own deck and either discards it or puts it back on top, his choice. Any player with no cards in his deck shuffles his discard pile first; any player who still has no cards to look at does not look at one. When a player gains a Duchy in a game with Duchess in the Supply, that player may also gain a Duchess from the Supply. This works whether the player gained a Duchy due to buying one, or gained a Duchy some other way. Duchess does not interact in any special way with the promotional card Black Market.

Illustrator: Alayna Lemmer

Duchy – See *Basic Card Descriptions*.

Duke — VICTORY⁶⁸ **Cost:** 5**Text:** Worth 1 Victory Point per Duchy you have.

Description: This does nothing until the end of the game, at which time it's worth 1 Victory Point 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.

Illustrator: Christof Tisch

Embargo — ACTION⁶⁹ **Cost:** 2**Text:** +2 Coins

Trash this card. Put an Embargo token on top of a Supply pile.

When a player buys a card, he gains a Curse card per Embargo token on that pile.

Description: 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.

Illustrator: Harald Lieske

⁶⁷ Free with any regularly priced Duchy! There was a card that gave you +1 Buy when you bought it, because, why not try that. You could buy out the pile if you lowered the cost enough. Some people thought this was hilarious but some people hated it, and it wasn't hilarious enough to justify being hated. Then I thought, well, what about a card that you can just take? "In games using this, at the start of your buy phase, you may gain a copy of this." But you don't want to have to make that decision every turn. So I went with, a card that was just free with a particular other card, one that was always out of course, and picked Duchy.

It had to be a cheap terminal action, to not get taken automatically. I had been wanting to get a friendly Spy into the set, because I wanted to add that small amount of additional interaction. So, +\$2, friendly Spy. As a terminal Action costing \$2, it's no hot ticket, but it's an interesting option on turn one with \$2, and then when you buy a Duchy, well hey, have I got a deal for you.

⁶⁸ Another card added when the set went to 25 cards. I picked this particular card for this set to round out the victory card theme. Baron makes Estates matter, Duke makes Duchies matter.

This card started its life in another set as a victory card worth one point per copy of it you had. That just varied way too much. You have to charge enough for it to be fair when you get a lot of them, and then it's horrible when you don't. The fix was to have it count another card. The other card had to be one that was always out, and Duchy was the obvious choice.

⁶⁹ This was originally "+1 Card, +1 Action, Choose an action or treasure pile, other players can't buy it until your next turn." This had the same non-standard timing deal that Cutpurse had. It also sometimes had a tracking issue. So I replaced it with a version that went on a pile and made you get Curses for buying that card. I like that it doesn't shut you out; you can still buy the card, you just have to decide if it's worth a Curse. And this way it can go on any pile. For a while the Embargo card itself went on the pile, but in the end we switched to tokens, which don't cover up the pile, and create fewer questions.

Embassy — ACTION⁷⁰ 

Cost: 5
Text: +5 Cards
 Discard 3 cards.

When you gain this, each other player gains a Silver.

Description: 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 gained it 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 the Embassy.

Illustrator: Marco Morte

Envoy — ACTION⁷¹ 

Cost: 4
Text: Reveal the top 5 cards of your deck. The player to your left chooses one for you to discard. Draw the rest.

Description: If you do not have 5 cards in your deck, reveal as many as you can and shuffle your discard pile to reveal the rest. The player to your left then chooses one of the revealed cards for you to discard and then you draw the rest. If you do not have enough cards left to reveal 5 cards, even after shuffling, reveal as many as you can. The opponent to your left still discards one card before you draw the rest.

Illustrator: Matthias Catrein

Estate – See Basic Card Descriptions.

Expand — ACTION⁷² 

Cost: 7
Text: Trash a card from your hand. Gain a card costing up to 3 Coins more than the trashed card.

Description: 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 Coin 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.

Illustrator: Ryan Laukat

⁷⁰ I had had "draw five discard three" in Prosperity a long time ago. It had been too strong, but it didn't seem like it needed much to make it acceptable, so a when-gain penalty was a good fit. Giving the other players a Silver doesn't matter much in the long run, but on turn one it's significant.

⁷¹ This started in *Intrigue*. It fit with the decisions theme; you give your opponent a decision. Often that amounts to just "discard the best card," and having your opponent pick just keeps you honest. Sometimes it's a real decision though. The mechanic seemed fine, but what the card did was, it was a terminal action that drew you cards. There was enough of that already between the main set and *Intrigue*. And the new part to Envoy was interesting, but didn't like give you a new deck to build or anything. In your deck, it was like a Smithy. So I took Envoy out, to perhaps try in a later expansion.

Then one day Jay said, he needed a promo, could I have it say by tomorrow. I didn't want to steal a card from a future set, and also, I wanted something with as much playtesting as possible. That basically meant an outtake from the main set or *Intrigue*. Envoy was easily the best option.

⁷² (June 2007) \$7; Expand. As printed.

Explorer — ACTION⁷³ **Cost:** 5**Text:** You may reveal a Province card from your hand. If you do, gain a Gold card, putting it into your hand. Otherwise, gain a Silver card, putting it into your hand.*Description:* 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.*Illustrator:* Dennis Lohausen**Fairgrounds — VICTORY⁷⁴** **Cost:** 6**Text:** Worth 2 Victory Points for every 5 differently named cards in your deck (round down).*Description:* At the end of the game, this is worth 2 Victory Points per 5 differently named cards in your deck, rounded down. So if you have 0-4 different cards, it is worth 0 Victory Point; if you have 5-9, it is worth 2 Victory Points; if you have 10-14, it is worth 4 Victory Points; if you have 15-19, it is worth 6 Victory Points; 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.*Illustrator:* Jessica Cox**Familiar — ACTION-ATTACK⁷⁵** **Cost:** 3+P**Text:** +1 Card

+1 Action

Each other player gains a Curse.

Description: 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.*Illustrator:* Alex Drummond**Farming Village — ACTION⁷⁶** **Cost:** 4**Text:** +2 Actions

Reveal cards from the top of your deck until you reveal an Action or Treasure card. Put that card into your hand and discard the other cards.

Description: Reveal cards from the top of your deck until you reveal an Action or Treasure 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.*Illustrator:* Garret DeChellis

⁷³ At first this did nothing unless you revealed a Victory card. If it was a Province you got Gold, otherwise Silver. That version wasn't good enough, and eventually I dropped the requirement - you get Silver even if you don't reveal anything.

⁷⁴ I wanted a victory card in the set, because I always do. My ideas list had two cards that seemed especially promising, and the other one fit the hand theme, but it didn't work out. So I put this one in, with no idea that it would end up defining the set. The first version cost \$6 and was worth 1 VP per 3 differently named cards in your deck. Then it cost \$5. Briefly there was, cost \$6, worth \$1 for every 2 differently named cards in your deck, other than Copper and Estate. John Vogel suggested the formula it actually has. There was some debate about what formula was perfect (especially with Tom Lehmann and Wei-Hwa Huang), but the important thing was, that you had sufficient incentive to collect everything.

⁷⁵ This started out at \$4+P. It seemed like it would be fine at \$3+P, so I lowered it. Then we tried a version where you picked a card and everyone else gained it. That would sometimes be political (as Wei-Hwa pointed out), where you picked a victory card to end the game and not everyone got one. So I changed it to "non-victory card." But then it was like, once the Curses ran out, you emptied however many piles you had to end the game. It was not something the card needed. So, back to the original.

⁷⁶ I had previously tried a card that drew you an action or treasure but did nothing else (just +1 Action), for \$2 in another set. It was fine but there was no room for it there in the end. I moved it here as a Village.

Farmland — VICTORY⁷⁷ 

Cost: 6
Text: 2 Victory Points

When you buy this, trash a card from your hand. Gain a card costing exactly 2 Coin more than the trashed card.

Description: This is a Victory card, not an Action 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 Coin more than the trashed card if able. If there are no cards left in your hand to trash, you do not trash or gain a card, and if you trashed a card but there are no cards in the Supply costing exactly 2 Coin more than the trashed card, you do not gain a card. This ability only functions when you buy Farmland, not when you gain it 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.

Illustrator: Eric J Carter

Feast — ACTION⁷⁸ 

Cost: 4
Text: Trash this card. Gain a card costing up to 5 Coins.

Description: 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.

Illustrator: Matthias Catrein

Feodum — VICTORY⁷⁹ 

Cost: 4
Text: Worth 1 Victory Point for every 3 Silvers in your deck (round down).

When you trash this, gain 3 Silvers.

Description: 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 Victory Point for every 3 Silvers in your deck, rounded down. For example, if you have 11 Silvers, your Feodums are worth 3 Victory Points 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.

Illustrator: Matthias Catrein

⁷⁷ Another very old card, from before I split *Seaside* and *Hinterlands*. Originally it triggered on gaining it. This can cause some confusing chaining - buy Farmland, trash a card costing \$4, gain a Farmland, trash another card costing \$4, gain a Farmland. I might have left it as when-gain anyway, just to have everything be when-gain (possibly also limiting what you could gain to non-Farmland), but Noble Brigand had to be when-buy, so there wasn't a sufficient benefit to having this be when-gain. So the less confusing when-buy prevailed.

⁷⁸ At one point the 1st expansion had a "one-shot" theme. I eventually realized that that was a bad theme because some players don't like those cards. They don't like how the card doesn't stay in their deck, or something. I'm not too clear on it but I know there are haters out there. So I split that theme up, with some of the cards going into limbo. One-shots are different enough that I think they're worth doing sometimes, and well some people like them fine. But I might not even do one per set. The main set got this one as it's the least offensive; you do get to hold onto the card you fetch with it.

⁷⁹ At last, the victory card that counts treasures that you've been waiting for. As explained in the preview, it only counts Silvers in order to be more different from Gardens and not just favor the kind of deck you already wanted. Making it a Silver piñata seemed cool and the card was just like that from the beginning.

Festival — ACTION⁸⁰ 

Cost: 5
Text: +2 Actions
 +1 Buy
 +2 Coins

Description: 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...").

Illustrator: Marcel-André Casasola Merkle

Fishing Village — ACTION-DURATION⁸¹ 

Cost: 3
Text: +2 Actions
 +1 Coin

At the start of your next turn:
 +1 Action
 +1 Coin

Description: 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.

Illustrator: Harald Lieske

Fool's Gold — TREASURE-REACTION⁸² 

Cost: 2
Text: If this is the first time you played a Fool's Gold this turn, this is worth 1 Coin, otherwise it's worth 4 Coins.

When another player gains a Province, you may trash this from your hand. If you do, gain a Gold, putting it on your deck.

Description: This is both a Treasure and a Reaction. It can be played in your Buy phase like other Treasures. When you play it, it is worth 1 Coin if this is the first time you played a Fool's Gold this turn, and otherwise it is worth 4 Coin. So if you play three Fool's Golds in the same turn, the first is worth 1 Coin, the second is worth 4 Coin, and the third is worth 4 Coin. 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 rather than into your discard pile. If there are no cards in your deck, the Gold becomes the only card in your deck. If there are no Gold cards left in the Supply, 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.

Illustrator: Ryan Laukat

Followers – See Prize Card Descriptions.

⁸⁰ When the set went (back) up to 25 cards, it needed another Village-type card, and this was a simple one from the 6th expansion. It was originally called Circus. I think Dale suggested the name Festival. This is the only other name change that occurred during development (besides Bureaucrat / Militia). If I had it to do again, I might put a little more work into these names; a lot of them are fine - Thief steals treasures, Moat stops attacks, and while at first you figure, I guess the Thief can't swim, later you see the Moat art and realize it's not the kind of Moat that's swimmable - but some are odd - Feast is a big Workshop that only works once? See, you're talking shop at the feast. Names were just not an issue we looked at. Everything seemed fine because it had been called whatever for so long. It's the Raiders of the Lost Ark phenomenon. Raiders of the Lost Ark? Some thieves robbing a boat? But once you get used to it, it's Raiders, that movie. Anyway I have spent more time on expansion card names since.

⁸¹ This card was originally created for *Prosperity* before being moved to *Seaside*. (Early 2007) \$3; Fishing Village, as printed in *Seaside* except with +2 actions next turn instead of +1. At the time Duration cards weren't orange and didn't say Duration on them and had only a single sentence of rules to handle them. I figured any expansion could have one or two. When I decided I wasn't just going to put "next turn" stuff everywhere, it moved here. For most of its life it gave you +2 actions next turn (and was otherwise the same). This was a card the developers cited as too good, and I just nudged it down by dropping it to +1 action next turn. It makes it worse in the situations where it was at its best. It is still plenty popular as is.

⁸² The top started out as worth \$1 per copy you had, on a version of Ill-Gotten Gains. It needed a tortured wording to have it be that if you played three you got \$3 for each, since you play them one at a time. Bill Barksdale suggested having it be \$1 and then \$4, which was much simpler. It's stronger when you have just two, and weaker when you have more than three, but that all worked out. Meanwhile the bottom started on a card in a later set, and bopped around a little before ending up here. At one point the Gold didn't go on top of your deck, but it's so late, it has to go there.

Forager — ACTION⁸³ 

Cost: 3
Text: +1 Action
 +1 Buy
 Trash a card from your hand. +1 Coin per differently named Treasure in the trash.

Description: 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.

Illustrator: Eric J Carter

Fortress — ACTION⁸⁵ 

Cost: 4
Text: +1 Card
 +2 Actions

When you trash this, put it into your hand.

Description: 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 trash Fortress, even though you get it back; for example if you play Death Card and choose to trash Fortress, the "if you do" on Death Card is true, you did trash an Action, so you do not trash Death Card.

Illustrator: Marco Morte

Forge — ACTION⁸⁴ 

Cost: 7
Text: Trash any number of cards from your hand. Gain a card with cost exactly equal to the total cost in coins of the trashed cards.

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

Illustrator: Martin Hoffmann

⁸³ I wanted cards that cared about the trash. There were not a lot of reasonable things to do. If cards care too much, people end up spreading the trash out on the table, and well how big is your table anyway. This mechanic worked fine though. Taking a cue from Trade Route, it cares about the variety of treasures that are in the trash. This normally only goes up, but can go down due to cards that steal from the trash, and that's fun too. The card originally cost \$2, so that you could use it to buy two more of them right away, but that turned out to be too strong. An early version I don't remember says "Trash a card from your hand. +\$1 per different treasure in the trash, +1 Card per different victory card in the trash," with no +Action/+Buy.

⁸⁴ (Oldest version early 2007) \$5; Forge. No "in coins" clause. (June 2007) \$6; Forge. Just a cost change. (Dec 2008) \$7; Forge. (June 2010) \$7; Forge. Finally got "in coins" added to simplify *Alchemy* interactions.

⁸⁵ Originally this also went back to your hand if you revealed it from your deck. In the end that seemed way too wonky. Without that it ends up just being a village in games without ways to usefully trash it, but well it is pretty cool when you are trashing it. Or someone else is. For a long time the card was called Walled Village, but then I needed that name for the *Carcassonne* promo.

Fortune Teller — ACTION-ATTACK⁸⁶ **Cost:** 3**Text:** +2 Coins

Each other player reveals cards from the top of his deck until he reveals a Victory or Curse card. He puts it on top and discards the other revealed cards.

Description: 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.

Illustrator: Raven Mimura**Gardens — VICTORY⁸⁷** **Cost:** 4**Text:** Worth 1 Victory Point for every 10 cards in your deck (rounded down).

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

Illustrator: Matthias Catrein**Ghost Ship — ACTION-ATTACK⁸⁸** **Cost:** 5**Text:** +2 Cards

Each other player with 4 or more cards in hand puts cards from his hand on top of his deck until he has 3 cards in his hand.

Description: 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.

Illustrator: Matthias Catrein**Gold** – See Basic Card Descriptions.**Golem — ACTION⁸⁹** **Cost:** 4+P**Text:** Reveal cards from your deck until you reveal 2 Action cards other than Golem cards. Discard the other cards, then play the Action cards in either order.

Description: 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.

Illustrator: Franz Vohwinkel

⁸⁶ The first version also dug for an action for the top of your own deck. That was too strong. Also it had a dash in the title. And it didn't stop on Curses, but obv. a Fortune Teller should be able to predict that you'll be Cursed.

⁸⁷ Originally the main set had a different special victory card. I swapped this in, taking it from the 6th expansion, because this one was less narrow - there are more "tables" (sets of 10 kingdom cards) that make Gardens a viable strategy. At one point Valerie put this on a list of cards she thought could leave the main set, but I defended it and she didn't fight it.

⁸⁸ This used to say "3 or fewer," but that confused people. There probably was never going to be anything to make that "or fewer" matter anyway. I was just automatically accounting for who knows what.

⁸⁹ I tried several cards for this slot, but once I tried this one it didn't change. I considered having a Homunculus instead in this slot. Homunculi are specifically alchemy-related. But a Homunculus is a small guy, and I already had Familiar for that. I wanted a big guy, dumbly performing tasks.

Goons — ACTION-ATTACK⁹⁰ 

Cost: 6
Text: +1 Buy
 +2 Coins
 Each other player discards down to 3 cards in hand.

While this is in play, when you buy a card, +1 Victory Point token.

Description: See the Additional Rules section for rules on Victory Point tokens. You get 1 Victory Point token for each card you buy, but do not get a Victory Point token 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 Victory Point tokens. 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 Victory Point token.

Illustrator: Tu Pei-Shu

Governor — ACTION⁹¹ 

Cost: 5
Text: +1 Action

Choose one: you get the version in parentheses. Each player gets +1 (+3) cards; or each player gains a Silver (Gold); or each player may trash a card from his hand and gain a card costing exactly 1 Coin (2 Coins) more.

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

Illustrator: Harald Lieske

⁹⁰ (Nov 2009) \$5; Goons. "+\$2. Choose two: +1 Action; each other player discards down to 3 cards in hand; take a 1 VP token; gain a Silver. (The choices must be different.)" Okay so the set always needed a card with that art. It was leftover from *Intrigue* (it was for Pawn). I decided to call the art Goons, and then made a card to fit the name. It was popular. (June 2010) \$6; Goons. Now the card you know. The previous Goons had a few problems, as pointed out by Wei-Hwa Huang and Bill Barksdale. It was political – someone would play it ahead of you, and then you could pick the discard option or not based on how well that one player was doing (since no-one else would be discarding). With +1 Action making it easy on your deck, it got bought up by everyone, so that you were having to discard constantly. I tried several other versions with different options in different combinations. I tried another card that I thought would work for a while but was just too strong, and finally ended up in a weaker form in another set. Finally this one stuck. Again it squeezes in another use for those VP tokens.

⁹¹ So Jay wanted a Carcassonne-related promo for its anniversary and got Walled Village. Then he wanted another promo. The idea behind this promo was, that Stash had gone up at the BGG store paired with blanks, and well let's not do that again. So we needed another promo so it could be paired with Walled Village.

Jay initially thought, well, Power Grid was coming on its 10th anniversary too, or at least the original German version was (Funkenschlag), so how about something that tied in with Power Grid. He wanted it to be a green card of course. And we sat down and talked with Friedemann Friese about what could possibly be done. It wasn't sounding great. The flavor for Power Grid is not medieval, and then there wasn't an obvious mechanical thing to do that connected the games.

I said, are there any other games with anniversaries coming up? And Jay said, as a matter of fact. Puerto Rico was also having an anniversary. And well simulating Puerto Rico on a *Dominion* card was easy; the only issue was making the text fit, which I cleverly managed via "you get the version in parentheses." So while the previous promos were expansion outtakes, this one is a new card.

The first version of the card had +1 Card +1 Action, with the first option only giving you +2 Cards, i.e. it worked out the same as now if you wanted the cards, but gave you an extra card if you picked one of the other two things. The idea had been, that the bonus the other players get does not involve them spending a card or using an action, so it would be easier to balance the card if it also didn't cost you a card or an action. But the three options were not sufficiently balanced; the Remodel was especially crazy. So now you still get the same total number of cards if you pick cards, but you don't get a free card with your Gold or Remodel.

Grand Market — ACTION⁹² 

Cost: 6
 Text: +1 Card
 +1 Action
 +1 Buy
 +2 Coins

You can't buy this if you have any Copper in play.

Description: 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).

Illustrator: Marcel-André Casasola Merkle

Graverobber — ACTION⁹³ 

Cost: 5
 Text: Choose one: Gain a card from the trash costing 3 to 6 Coins, putting it on top of your deck; or trash an Action card from your hand and gain a card costing up to 3 Coins more than it.

Description: 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 to 6 Coins, you will fail to gain one. Cards with Potion in the cost (from Alchemy) do not cost from 3 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.

Illustrator: Julien Delval

Great Hall — ACTION-VICTORY⁹⁴ 

Cost: 3
 Text: +1 Card
 +1 Action

1 Victory Point

Description: This is both an Action card and a Victory card. When you play it, you draw a card and may play another Action. At the end of the game, it's worth 1 Victory Point, 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.

Illustrator: Julien Delval

⁹² (Oldest version early 2007) \$7; Grand Market. This version had no +Buy and no anti-Copper clause. Just, +1 Card, +1 Action, + \$2. People sure complained about it not having +1 Buy. "How is it a Grand Market?" they'd say. (Feb 2008) \$7; Grand Market. Now it had +1 Buy, but still no non-Copper clause. (Dec 2008) \$6; Grand Market. The printed version, except that it says "you can't spend any Copper when buying this" for the penalty – I still had those "when spending" phrasings.

⁹³ It's obvious that you could make a card that gets cards from the trash. What's not obvious is that it will end up looking like this. There was just a straight line that led from the idea to the final card though. It had to provide a way to get good cards into the trash, so that it wouldn't just stare at an empty trash, or a trash full of Coppers and Estates. So, it's a Remodel. Furthermore it's a Remodel that likes to trash actions that cost \$5, which is just the kind of thing you're happy getting from the trash. In games where Provinces end up trashed, such as via other Remodels, it's way too good to be able to gain them with Graverobbers, so you can't. It also can't get cheap cards, which was to stop you from getting Madman (a combo we first suffered through for a while). I later changed Madman to not go to the trash, but kept Graverobber at \$3 to \$6, because that makes things a little easier - you keep one pile of real trash and one pile of good trash - and it meant I could safely do other non-Supply \$0* cards in the future without worrying about Graverobber, if somehow that comes up.

⁹⁴ One of the oldest cards in the set. Originally it cost 3. One day I realized the Upgrade / Great Hall deck was just too ridiculous, and upped the price of both cards. Later on I realized that Upgrade had been the problem by itself, and returned Great Hall to its original cost. It's interesting how interesting it is for a card that does nothing.

Haggler — ACTION⁹⁵ 

Cost: 5
Text: +2 Coins

While this is in play, when you buy a card, gain a card costing less than it that is not a Victory card.

Description: When you play this, you get +2 Coin. 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 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 from *Dominion*) 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. Cards with two types, one of which is Victory, are Victory cards and so cannot be gained with Haggler.

Illustrator: Claus Stefan

Hamlet — ACTION⁹⁶ 

Cost: 2
Text: +1 Card
+1 Action

You may discard a card; if you do, +1 Action. You may discard a card; if you do, +1 Buy.

Description: 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.

Illustrator: Kurt Miller

Harem — TREASURE-VICTORY⁹⁷ 

Cost: 6
Text: 2 Coins
2 Victory Points

Description: 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 Victory Points. 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.

Illustrator: Maura Kalusky

⁹⁵ From when *Hinterlands* was first its own set. Originally it could gain you Victory cards. Buy Province, gain Duchy, you don't need to see that too many times. And hey you can still have that experience with Border Village as an intermediary. Also originally it triggered on gaining cards (other than via Haggler), not just buying them. So you would sometimes get what we called "Haggler explosions." Play Haggler, buy Border Village, gain a Lab via Haggler, gain a Lab for Border Village, gain a Silver for Haggler for that. Woosh, four cards. Combined with the original Farmland, you could go further. I enjoyed Haggler explosions, but they were too confusing, and the simpler version still gives you plenty of bang.

⁹⁶ A simple card from the hand theme days that survived unchanged.

⁹⁷ Another of the oldest cards. Originally there were just some cards. One day I decided, okay, these ones are the main set, these are the first expansion, these are the second expansion. Great Hall / Harem / Nobles date back to then. They could have been in the main set, but they seemed like a cool simple thing to save for the first expansion, and have been there since 2006.

I tried a few different mixes of victory points and coins before settling on two of each as the best version.

My version of Harem had no art - just a big 2 crown 2 coin. I used a crown for the victory point symbol you see. Anyway I liked that way of doing it and it seemed funny that Harem had no art. Just the card you want art for! I fully expected that the card name would get changed during development. Wouldn't someone complain that it was sexist, or un-European, or wait a minute, why does this make money? No-one complained though. Harem, there it is. We didn't specifically ask for cartoony art btw, that's just what came in.

Harvest — ACTION⁹⁸ 

Cost: 5
Text: Reveal the top 4 cards of your deck, then discard them. +1 Coin per differently named card revealed.

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

Illustrator: Alayna Lemmer

Haven — ACTION-DURATION⁹⁹ 

Cost: 2
Text: +1 Card
 +1 Action
 Set aside a card from your hand face down. At the start of your next turn, put it into your hand.

Description: 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.

Illustrator: Claus Stefan

Herald — ACTION¹⁰⁰ 

Cost: 4+
Text: +1 Card
 +1 Action
 Reveal the top card of your deck. If it is an Action, play it.

When you buy this, you may overpay for it. For each 1 Coin you overpaid, look through your discard pile and put a card from it on top of your deck.

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

Illustrator: Jessica Cox

⁹⁸ Once I had the variety theme, I had to make some cards that really highlighted it. I tried drawing cards until you hit a duplicate, and then I tried getting all the non-duplicates from your top 5 cards. Giving you \$ instead of the cards was what worked out.

⁹⁹ This left the set during development, as the developers didn't want there to be too many duration cards. They thought this was too close to Caravan, and I picked this to go as I thought Caravan contributed more. Late in development it turned out that we could fit 26 cards — I had thought that Native Village etc. would use cards for the playmats, but they have full-on playmats. This was the obvious choice to fill the last slot. It had been popular and had been tested and everything.

¹⁰⁰ The top is an old card, a less-crazy relative of Scrying Pool that I tried out long ago. The bottom was just something else I could do with overpay that would feel different. I tried it first on Duchess's top, then moved it to this card.

Herbalist — ACTION¹⁰¹ 

Cost: 2
Text +1 Buy
+1 Coin

When you discard this from play, you may put one of your Treasures from play on top of your deck.

Description: 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, a Potion, and Alchemist in play, you could choose to discard Alchemist first, putting it on top of your deck, then discard Herbalist, and put a 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.

Illustrator: Harald Lieske

Hermit — ACTION¹⁰² 

Cost: 3
Text: Look through your discard pile. You may trash a card from your discard pile or hand that is not a Treasure. Gain a card costing up to 3 Coins.

When you discard this from play, if you did not buy any cards this turn, trash this and gain a Madman from the Madman pile.

Description: 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.

Illustrator: Claus Stefan

¹⁰¹ This card was originally created for *Prosperity* before being moved to *Alchemy*. (March 2009) \$3; Herbalist. This version put a treasure on your deck each time you bought a card. The version in *Alchemy* matches Alchemist, which makes it a little simpler. People liked Herbalist, but the set had too many cheap cards that you didn't actually want on turn one, as Valerie reported, and this was one of them. One day I purged a few of those at once, including this. I temporarily moved it to another later set, then put it in *Alchemy*.

This set needed a \$2 with +1 buy, to help support potions, and it had one. Some people complained about it though, 1) for being boring, although man, you need some simple cards here and there, and 2) for being the only card in the set that had nothing to do with potions. So we tried out this one to replace it and it seemed fine. Some people preferred the old one though. People seemed about 50-50 on it. I was 50-50 on it. In the end I felt like this card would be more interesting in this set than in most sets, and the other card could just go anywhere.

¹⁰² I quickly tried four variations on the top before settling on what it has. The premise was to let you trash cards that weren't in your hand; it had to also hit them in your hand so you didn't curse your luck on drawing those opening Estates / Shelters too often. Some of the versions trashed cards from the Supply, a mechanic I'd first tried on a Seaside outtake, but it hadn't worked then and didn't work this time. And originally it trashed cards from your deck, but your discard pile gives you a similar selection faster.

I tried the bottom on another card that didn't survive, then put it here. Originally I thought I would have several cards that upgraded into specific non-Supply cards, but each one both requires 10 extra cards to handle it, and gives me a card with a ton of text on it. So there are only two. The premise originally came from thinking about Pirate Ship, at a point when it was too late to change it. I realized that I could have made it that Pirate Ship either attacked or upgraded, and it upgraded into a Retired Pirate that made money. This change wouldn't have addressed any problems, it was just a cute thing I could have done, if I'd thought of it in time and had been willing to give up a card slot for it. So after that I planned on one day doing such cards. "If you didn't buy anything" was an obvious simple trigger, and a nice fit for a Hermit. If he doesn't go into town often enough, he goes mad.

Highway — ACTION¹⁰³ 🐎

Cost: 5
 Text: +1 Card
 +1 Action

While this is in play, cards cost 1 Coin less, but not less than 0 Coin.

Description: This makes all cards cheaper (to a minimum of 0 Coin) 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 Coin while Copper would still cost 0 Coin. Using a card that lets you play a card several times (like Throne Room from *Dominion*) on Highway will not make cards cost 2 Coin 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 Coin less (to a minimum of 0 Coin).

Illustrator: Eric J Carter

Hoard — TREASURE¹⁰⁴ 🏠

Cost: 6
 Text: 2 Coins

While this is in play, when you buy a Victory card, gain a Gold.

Description: This is a Treasure worth 2 Coin, 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.

Illustrator: Colin Thom

¹⁰³ There was a point working on the set when I wanted another \$5 that you could chain. It had to be simple and compelling. Bridge and Princess are old news, but Highway plays a lot differently. All those tricks that you come up with for Bridge that you never actually pull off, you can pull off with Highway.

¹⁰⁴ (March 2009) \$5; Hoard. As printed except for cost. Replaced Treasure3. (June 2010) \$6; Hoard. Costs \$6! It was too strong. It compares fine to Gold as is.

Horn of Plenty — TREASURE¹⁰⁵ **Cost:** 5**Value:** 0 Coins**Text:** When you play this, gain a card costing up to 1 Coin per differently named card you have in play, counting this. If it's a Victory card, trash this.

Description: This is a Treasure worth 0 Coin. 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).

Illustrator: Alayna Lemmer

¹⁰⁵ Long ago, *Intrigue* had a card that read, "+\$1 per Action card you've played this turn." It cost \$4. This was popular with a certain kind of player. But many games it was useless - you needed a bunch of pieces to put together this puzzle - and then some games it was unbeatable. You would get staggering amounts of coins out of it, with +buys from something to make them count. Some people defended it, but I killed it. I could always try to fix it up later; there was no reason to give *Intrigue* a broken/useless card. *Intrigue* got Conspirator instead, which has a hint of the original premise.

I tried a new version in a later set: "+2 Actions +1 Buy. While this is in play, when you play another Action card, +\$1." For \$5. The idea was to provide some of what you needed with the original card, so that it was playable in more games, while weakening it in the games where it was good. You've got extra actions and a +buy up front... but it doesn't count Actions already played, only ones played after it. You can't draw your whole deck and finally draw it and play it and yeeha. Anyway this too was broken. I tried several things, including a version that only counted differently named cards. Eventually I gave up on it.

The solution in the end was to make it a Workshop variant. You don't get to combine the money with your other money. It doesn't use up your buy though. To be good enough and not fluctuate too much, it had to count your treasures too. At first it was an action with an effect delayed until the end of your buy phase, but I turned it into a treasure worth \$0. Some people just liked that there was a treasure worth \$0, I don't know what to tell you. So it doesn't use an action, and works with treasures naturally. This version was still sometimes too strong, so it got the "trash it if gained VP" clause.

I had called the treasure version Produce, which was a cute pun which would be lost in foreign versions. *Cornucopia* seemed like a good name for it, so I took that name off of a *Prosperity* card (Royal Seal). Then Jay preferred that name for the expansion, which I'd been calling Harvest Festival, so I had to rename this again. I called it Horn of Plenty, which is not only a synonym for *Cornucopia*, it's a literal translation of it. Once again creating trouble for translators.

Horse Traders — ACTION-REACTION¹⁰⁶ 🐾

Cost: 4
Text: +1 Buy
 +3 Coins
 Discard 2 Cards.

When another player plays an Attack card, you may set this aside from your hand. If you do, then at the start of your next turn, +1 Card and return this to your hand.

Description: When you play this, you get +1 Buy and +3 Coin, 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 Coin. 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.

Illustrator: Jeff Himmelman

Hovel – See Basic Card Descriptions.

Hunting Grounds — ACTION¹⁰⁷ 🐾

Cost: 6
Text: +4 Cards

When you trash this, gain a Duchy or 3 Estates.

Description: 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.

Illustrator: Simon (Samuelsson) Jannerland

Hunting Party — ACTION¹⁰⁸ 🐾

Cost: 5
Text: +1 Card
 +1 Action

Reveal your hand. Reveal cards from your deck until you reveal a card that isn't a duplicate of one in your hand. Put it into your hand and discard the rest.

Description: 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.

Illustrator: Kurt Miller

¹⁰⁶ *Seaside* originally had a reaction that drew you a card when attacked. It died because it needed a messy phrasing to stop you from drawing your deck with it on one attack, after reactions changed to staying in your hand. But I had big plans to one day revive it with that messy phrasing.

I first tried it out in this set on a Village. I changed it to the money/discard thing in order to better fit the expansion theme. When I changed the theme I still liked the card so I kept it.

Prior to making \$3, it made \$1 per 2 cards in your hand (no discarding), fitting the dead theme even better. That was too scary with card-drawing combos and lackluster without them.

There was significant debate over whether or not it should be cumulative - should it work against multiple attacks per round. For me there was no question. Originally it was cumulative. There would be games where somebody just randomly bought lots of attacks anyway, and the person with the most Horse Traders won. It's plenty of bonus without being cumulative.

¹⁰⁷ The bottom started out on a victory card worth 3 VP. It was a defense vs. Knights, and cute with Remodels, but not really so worth doing. So I dropped that card, then brought the bottom back with a simple action top. I see from my files that I briefly tried it at \$5 with "+3 Cards +1 Buy" before going to the +4 Cards version.

¹⁰⁸ I stole this from a later set once I had the variety theme. The first version drew you two cards you didn't have in your hand; that of course changed to drawing one random card, plus one card not in your hand. This makes it faster to resolve and fairer.

Ill-Gotten Gains — TREASURE¹⁰⁹ 🐎**Cost:** 2**Text:** +1 Coin

When you play this, you may gain a Copper, putting it into your hand.

When you gain this, each other player gains a Curse.

Description: This is a Treasure worth 1 Coin, 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 current player, and moving to the left in turn order, starting with the player to the left of the player who gained Ill-Gotten Gains. Ill-Gotten Gains is not an Attack, and gaining it is not playing an Attack; cards like Moat from *Dominion* do not work against it.

Illustrator: Jason Slavin

Inn — ACTION¹¹⁰ 🐎**Cost:** 5**Text:** +2 Cards

+2 Actions

Discard 2 cards.

When you gain this, look through your discard pile (including this), reveal any number of Action cards from it, and shuffle them into your deck.

Description: 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 from it into your deck (leaving the rest of your discard pile in your discard pile). You do not have to shuffle any Action cards into your deck. You can shuffle the Inn you just gained into your deck; it is an Action card in your discard pile. If you reveal no Action cards, you still must shuffle your deck. Cards with two types, one of which is 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.

Illustrator: Marcel-André Casasola Merkle

¹⁰⁹ The very first when-gain Curser was a weird action card that gave out two Confusions (blank cards, like Curses without the -1 VP, that were in the main set originally but did not survive). It didn't work out, and I changed it to a treasure worth \$1, for \$3, that gave out a Curse when gained. It was like that for a while, before I became convinced that it was dominating games too much. I tried it at \$4, and as a Silver for \$5. That version again lasted a while, but was too good. Briefly it made \$1 per copy you had in play, which I moved to Fool's Gold and fixed up. Now you get \$1 or \$2 out of it, depending on whether or not you want to water your deck down a little. There were two versions that gave you +\$1 and had you gain a Copper to your discard pile, rather than having you gain a Copper to your hand (one failed when the Coppers ran out and one didn't). Gaining Copper to your hand ultimately seemed simpler.

¹¹⁰ Long ago, there were two similar simple cards for \$4 in different sets. The first was +2 Cards, +1 Action, discard a card; the second was +2 Cards, +2 Actions, discard 2 cards. For a while they both seemed fine, but eventually I decided the first one was too strong, and it is no longer with us. The second one was Inn. It was fine, it was never changing. But one day I came up with the bottom part, and needed a card to graft it onto. Inn fit and was simple enough and there it is. I briefly tried it for \$6 without the discarding.

Ironmonger — ACTION¹¹¹ 

Cost: 4
Text: +1 Card
 +1 Action
 Reveal the top card of your deck; you may discard it.
 Either way, if it is an...
 Action card, +1 Action
 Treasure card, +1 Coin
 Victory card, +1 Card

Description: 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.

Illustrator: Dennis Lohausen

Ironworks — ACTION¹¹² 

Cost: 4
Text: Gain a card costing up to +4 Coins.
 If it is an ...
 Action card, +1 Action
 Treasure card, +1 Coin
 Victory card, +1 Card

Description: 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. If you are unable to gain a card or if you gain a Curse, you do not receive any bonuses.

Illustrator: Martin Hoffmann

Island — ACTION-VICTORY¹¹³ 

Cost: 4
Text: Set aside this and another card from your hand. Return them to your deck at the end of the game.

2 Victory Points

Description: 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 Victory Points. 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.

Illustrator: Franz Vohwinkel

¹¹¹ This was briefly in *Hinterlands* long ago. I forget why I dropped it. When I put it here, initially you always discarded the card. Some people hate flipping over their good cards though, so I tried a version where you could keep the card if you wanted, and as you can see that worked out.

¹¹² A somewhat late card, although still from prior to development. I designed it specifically to interact with the cards with two types. As it happens it only interacts with one such card in this set. But the card is cool anyway. Kelly was the one who suggested the template used to squeeze the text from this and Tribute onto the cards in a readable fashion.

¹¹³ I made this during development to replace another victory card that didn't work out. I had tried a couple other ways to get a victory card out of your deck in later sets, but this was the first version tested for *Seaside*.

Jack of All Trades — ACTION¹¹⁴ 🐾**Cost:** 4**Text:** Gain a Silver.

Look at the top card of your deck; discard it or put it back. Draw until you have 5 cards in hand. You may trash a card from your hand that is not a Treasure.

Description: This card does four separate things, in the order listed; you do all of them (the last one is optional). First, gain a Silver from the Supply, putting it into your discard pile. If there are no Silvers left in the Supply, you do not gain one. 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 your discard pile to get a card to look at (this will shuffle in the Silver you just gained). If there are still no cards, you do not look at one. Third, draw cards until you have at least five cards in hand. If you already have five or more cards in 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 Treasure, are Treasures.

Illustrator: Kieron O’Gorman

Jester — ACTION-ATTACK¹¹⁵ 🗡️**Cost:** 5**Text:** +2 Coins

Each other player discards the top card of his deck. If it’s a Victory card he gains a Curse. Otherwise either he gains a copy of the discarded card or you do, your choice.

Description: 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.

Illustrator: Jeff Himmelman

¹¹⁴This started out in *Cornucopia*. The premise, which some of you may have been wondering about, was to make an after-the-fact Moat. Did they make you discard? Draw up to five. Are they giving you Curses? Trash one. Did they muck with the top of your deck? Let’s just fix that. Are they trashing your cards? Well, here’s a Silver. That’s how they all fit together. The original version could trash any card, but that was too strong. Also it put your deck into your discard pile rather than letting you discard the top card; again, too strong. The order of abilities also changed.

¹¹⁵ Back when, there were cards like “trash the top card of each other player’s deck.” They died due to 1) being weak (hitting Copper all the time), 2) being swingy (hitting your Copper and someone else’s Province), and 3) possibly reducing everyone’s deck to 5 cards with no escape. In those days, *Alchemy* had the opposite card - “Each other player reveals the top card of his deck. Gain a copy of one of those cards.” This was also weak and swingy, and died around the same time.

I always had plans to fix it up though, and with *Cornucopia* got around to doing it. Jester lets you give them the card, so you don’t mind hitting Copper as much, and it gives out Curses for VP cards, so as not to be so swingy. Of course you can gain multiple cards, which makes it swingy again. Jester gets crazy with five players and well if a card’s going to get crazy with five players, it might as well be a fun one.

Journeyman — ACTION¹¹⁶ **Cost:** 5**Text:** Name a card. Reveal cards from the top of your deck until you reveal 3 cards that are not the named card. Put those cards into your hand and discard the rest.

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

Illustrator: Kurt Miller

Junk Dealer — ACTION¹¹⁷ **Cost:** 5**Text:** + 1 Card
+ 1 Action
+ 1 Coin

Trash a card from your hand.

Description: You have to trash a card from your hand if you can. You draw before trashing.

Illustrator: Kurt Miller

King's Court — ACTION¹¹⁸ **Cost:** 7**Text:** You may choose an Action card in your hand. Play it three times.

Description: This is similar to Throne Room (from *Dominion*), but plays the Action three times rather than twice. You pick another Action card in your hand, play it, play it again, and play it a third time. This does not use up any extra Actions you were allowed to play due to cards like Worker's Village—King's Court itself uses up one Action and that is it. You cannot play any other cards in between resolving the King's Court 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.

Illustrator: Dennis Lohausen

¹¹⁶ I took this from *Dark Ages*, when I thought I might push a mild "name a card" subtheme here. I didn't end up pushing it enough to make it really visible. Journeyman and Doctor have you name a card, and then Taxman kind of does, and Advisor has you pick a card. Some playtesters called this card Bigot Parade, because you know, they don't like some particular card. "No Estates!" they chant, marching through the streets.

¹¹⁷ This was a relatively late addition. I wanted another +1 Card +1 Action thing for \$5. I tried a version of this that only gave you the +\$1 if the trash had at least 10 cards in it, then 5, and then I just gave you the +\$1.

¹¹⁸ (Oldest version early 2007) \$5; King's Court. No "you may." Yes, Forge and King's Court both originally cost \$5. Those did not turn out to be good guesses. (June 2007) \$6; King's Court. Ditto. (Dec 2008) \$7; King's Court. At last these two ridiculous cards [Forge] have their proper expensive costs. (June 2010) \$7; King's Court. This got "you may" at the last minute. Throne Room should say "you may," because what if you want to play it for some reason (making Peddler cheaper for example) but don't want to play the only other action in your hand (a card-trasher of some kind say)? The card doesn't keep you honest, like other cards do. And "you may" is a lot less text than "or reveals a hand with no actions," which would also look weird. Anyway it's too late for Throne Room. Should King's Court match Throne Room, or have the fix? It matched up until this version. Man, why not use the fix? That's what I think.

Knights — ACTION-ATTACK-KNIGHT¹¹⁹ 

Cost: 5

Text: Shuffle the Knights pile before each game with it. Keep it face down except for the top card, which is the only one that can be bought or gained.

Universal Text: Each other player reveals the top 2 cards of his deck, trashes one of them costing from 3 to 6 Coins, and discards the rest. If a Knight is trashed by this, trash this card.

Description: This is a pile in which each card is different. There is the same basic ability on each card, but also another ability unique to that card in the pile, and they all have different names. Shuffle the Knights pile before playing with it, keeping it face down except for the top one, which is the only card that can be gained from the pile. See Additional Rules for Dark Ages and Preparation. Follow the rules on Knights in order from top to bottom; Sir Michael causes players to discard before it trashes cards. The ability they have in common is that each other player reveals the top 2 cards of his deck, trashes one of them that he chooses that costs from 3 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 Potion 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.

When Sir Martin is the top card of the pile, it can be gained with an Armory and so on. If Sir Vander is trashed, you gain a Gold; this happens whether it is trashed on your turn or someone else's. The player who had Sir Vander is the one who gains the Gold, regardless of who played the card that trashed it. The Gold from Sir Vander, and the card gained for Dame Natalie, comes from the Supply and is put into your discard pile.

When playing Dame Anna, you may choose to trash zero, one, or two cards from your hand. Dame Josephine is also a Victory card, worth 2 Victory Points 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.

Illustrator: Matthias Catrein

¹¹⁹ How about a pile where every card is different? To keep from being too much to remember, they could be variations on a theme. Thus was my thinking back when, and the 2007 version of the set had a pile of Knights. They each had "Each other player trashes the top card of his deck," which was my standard trashing attack in those days, plus a bonus that varied by Knight. At that time kingdom card piles were 12 cards, and exactly 12 people had played Dominion when I made the first version of the expansion, so I had a Knight for each of them.

When the top-card-trashing attacks all died their deserved deaths, I had to find a way to fix up the Knights. I settled on trashing cards in the range \$3-\$6. I tried other ranges, man, don't think I didn't. If the lower limit is \$4, you always buy Silver over \$4's, which makes the game less fun. If the top limit is \$5, you always buy Gold over \$5's, which makes the game less fun. \$3-\$6 is the range that does not actually stop you from building a deck with actions, while not helping your opponents by trashing junk, and not being so swingy as to trash Provinces. I could have gone \$3-\$7 but decided to let the \$7's be excitingly immune to Knights.

The Knights slowed down the game, and needed some penalty to mildly keep them in check. They still slow down the game, but you know, not quite as much. They are for the people who like this kind of thing, and well some people adore them, slower game and all. Some people are all, my cards, my precious cards, and well there are plenty of other cards in the set for those guys. Sometimes someone else's cool fun thing trashes your cards, that's just the way it is. Anyway where was I. A penalty. I let them Moat each other, which was okay, and also tried letting any attack Moat them. I think Bill Barksdale suggested having them kill each other. It's a good penalty because it means if people go heavy into Knights, they kill each other off and then there are not as many of them.

The 12-card pile had a few abilities that have not survived. There were a few that scaled with the number of players in a way that I sometimes am okay with but which wasn't great. Like, +\$1 per treasure trashed. There was one that attacked the turn you got it: the Hinterlands Knight. And all of the original resource abilities were weaker - it was +1 Card etc. rather than +2 Cards etc. The Knights needed to be better, and improving the bonuses was more fun than improving the attack.

The Knights are still all named after real people, so hey let's meet them! Some of them are even illustrated on the cards, although two declined, two are small children, and some of the remaining six resemble the actual person more than others.

Dame Josephine / Dame Natalie / Dame Sylvia: My wife and daughters.

Dame Molly / Sir Destry: Two friends who were in the first game of Dominion, along with me and Dame Josephine. For you Prosperity fans, Dame Molly is the one who suggested "spendy" as an expansion theme.

Sir Martin / Dame Anna: A friend who would have been in that game, but he'd moved away some months earlier, and his girlfriend.

Sir Bailey: Dame Molly's boyfriend, and the second person to have a copy of Dominion. He was also the first person to make homemade cards, if mine don't count, and he made Courtyard.

Sir Vander / Sir Michael: My e-friend who suffered through endless conversations about Dominion but did not playtest much, and another e-friend who playtested a bunch.

Dame Anna

Text: You may trash up to 2 cards from your hand.

Illustrator: Lorraine Schleiter

Dame Josephine — VICTORY

Value: 2 Victory Points

Illustrator: Lynell Ingram

Dame Molly

Text: + 2 Actions

Illustrator: Lynell Ingram

Dame Natalie

Text: You may gain a card costing up to 3 Coins.

Illustrator: Alayna Lemmer

Dame Sylvia

Text: +2 Coins

Illustrator: Jessica Cox

Sir Bailey

Text: +1 Card
+1 Action

Illustrator: Joshua Stewart

Sir Destry

Text: +2 Cards

Illustrator: Marco Morte

Sir Martin

Cost: 4

Text: +2 Buys

Illustrator: Julien Delval

Sir Michael

Text: Each other player discards down to 3 cards in hand.

Illustrator: Marco Morte

Sir Vander

Text: When you trash this, gain a Gold.

Illustrator: Garrett DeChellis

Laboratory — ACTION¹²⁰ 

Cost: 5

Text: +2 Cards
+1 Action

Description: Draw two cards. You may play another Action card during your Action phase.

Illustrator: Julien Delval

Library — ACTION¹²¹ 

Cost: 5

Text: Draw until you have 7 cards in hand. You may set aside any Action cards drawn this way, as you draw them; discard the set aside cards after you finish drawing.

Description: 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.

Illustrator: Harald Lieske

¹²⁰ A very early card that looked like this for forever.

¹²¹ When I nabbed Festival from the 6th expansion, I took Library with it, since to me they went together. Actually it was a 3-card package, but the other card did not make the grade. Library seemed like a fine card to have around, so why not. At one point it came under fire for having confusing text, and could conceivably have gotten booted. We fixed up the text and ended up deciding it wasn't too complicated after all.

Lighthouse — ACTION-DURATION¹²² **Cost:** 2**Text:** +1 ActionNow and at the start of your next turn:
+1 Coin.

 While this is in play, when another player plays an Attack card, it doesn't affect you.

Description: 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.

Illustrator: Marcel-André Casasola Merkle**Loan — TREASURE**¹²³ **Cost:** 3**Text:** 1 Coin

When you play this, reveal cards from your deck until you reveal a Treasure. Discard it or trash it. Discard the other cards.

Description: 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.

Illustrator: Simon (Samuelsson) Jannerland

¹²² At the start of development, the set had no reactions. Dale wanted one and I produced a duration version of Moat. It had to have a "next turn" ability of some sort, in order to not have the timing problem of the original Cutpurse. I tried "now and next turn, +\$1," but using up your action just hurt the card too much. The thing is, Moat doesn't use up your action when you just stop an attack with it. You can flash the Moat, and then on your turn Remodel it or play something else. Lighthouse you had to play or it did no Moating. So it really had to have +1 Action. When I added the +1 Action, I also tried "+\$2 next turn" rather than +\$1 each turn, but that was too good.

¹²³ (Feb 2008) \$3; Loan. \$1, "When you spend this, trash another treasure spent with it." (June 2009) \$3; Loan. Now it's the card you know. The original didn't work with the new style of wordings (without talking about how \$ is spent). This revived the concept of the treasure that trashes your Coppers.

Lookout — ACTION¹²⁴ *Cost:* 3*Text:* +1 Action

Look at the top 3 cards of your deck.
Trash one of them. Discard one of them.
Put the other one on top of your deck.

Description: 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.

Illustrator: Alejandro Gutierrez Franco

Madman — See Non-Supply Cards Descriptions.

Mandarin — ACTION¹²⁵ *Cost:* 5*Text:* +3 Coins

Put a card from your hand on top of your deck.

When you gain this, put all Treasures you have in play on top of your deck in any order.

Description: When you play this, you get +3 Coins, 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 other players. You have to put all of your Treasures on top; you cannot leave some out. You only put Treasures from play on top of your deck, not unplayed Treasures from your hand. This does not stop you from having the coins you got from playing those Treasures; for example, if you have +1 Buy and play four Golds and buy a Mandarin, you put the Golds on top of your deck, and still have 7 Coin left to spend. Mandarin puts your played Treasures on your deck whether you gained it due to buying it or gained it some other way, although normally you will only have Treasures in play in your Buy phase.

Illustrator: Lynell Ingram

¹²⁴ A late replacement for a one-shot Chapel variant that didn't work out. It seems cute to have a Chapel that doesn't stay in your deck, but the card as it stood was both really unsexy and also too powerful. It had to get sexier while at the same time getting worse. That's not so easy. A better solution was to just replace it, which is what happened. Lookout started out putting one card into your hand rather than having you discard one. That was just insane, and it quickly got cut down to size.

¹²⁵ The top was an obvious simple thing I just hadn't done yet. I tried several different bottoms before settling on this one. One version around for a while put a card from play on top of your deck when you gained it. That has issues that Scheme cleverly resolved but I didn't want to propagate that wordiness.

Marauder — ACTION-ATTACK-LOOTER¹²⁶ **Cost:** 4**Text:** Gain a Spoils from the Spoils pile. Each other player gains a Ruins.

Description: 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.

Illustrator: Franz Vohwinkel**Market — ACTION**¹²⁷ **Cost:** 5**Text:** +1 Card
+1 Action
+1 Buy
+1 Coin

Description: 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.

Illustrator: Matthias Catrein**Market Square — ACTION-REACTION**¹²⁸ **Cost:** 3**Text:** +1 Card
+1 Action
+1 Buy

When one of your cards is trashed, you may discard this from your hand. If you do, gain a Gold.

Description: 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.

Illustrator: Lorraine Schleiter

¹²⁶ Originally it gave you a Silver; now you get a Spoils.

¹²⁷ This started out with a mere "+1 Buy" on that first evening of *Dominion*, and gradually accumulated the rest of the +'s over a couple evenings. If I left it at that you might think the first version was cheaper than 5, but no, it was 5. Before playing that first game, I had no idea what card costs should be, and my guesses were not always in the ballpark. Drawing Market meant you had fewer cards in hand to actually spend on that buy, so it obviously needed some money to go with it; and then there was another card that gave you a free coin, and I merged them.

¹²⁸ Once *Intrigue* had the top half. By the time I was working on *Intrigue* for publication, it didn't seem worth a slot. I brought it back here because I needed a simple top for the reaction. Before that I tried the reaction paired with Fool's Gold's top.

Originally the reaction was, you could trash this to gain a Gold when one of your cards was trashed. Time has shown that gaining a Gold is not as awesome as it looks (btw spoilers), and I eventually got around to testing the stronger version that made it into the set.

The reaction also dates back to *Intrigue*. I had a reaction that let you gain a copy of a card of yours that was trashed. To be good enough it had to give you Gold instead.

Margrave — ACTION-ATTACK¹²⁹ **Cost:** 5**Text:** +3 Cards

+1 Buy

Each other player draws a card, then discards down to 3 cards in hand.

Description: 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 option for them. A player who only has 3 cards or fewer after drawing does not discard.

Illustrator: Joshua Stewart**Masquerade — ACTION**¹³⁰ **Cost:** 3**Text:** +2 Cards

Each player passes a card from his hand to the left at once. Then you may trash a card from your hand.

Description: 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.

Illustrator: Franz Vohwinkel**Masterpiece — TREASURE**¹³¹ **Cost:** 3+**Text:** 1 Coin

When you buy this, you may overpay for it. If you do, gain a Silver per 1 you overpaid.

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

Illustrator: Kelli Stakenas**Menagerie — ACTION**¹³² **Cost:** 3**Text:** +1 Action

Reveal your hand. If there are no duplicate cards in it, +3 Cards. Otherwise, +1 Card.

Description: 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.

Illustrator: Matthew Tames**Mercenary** – See Non-Supply Card Descriptions.

¹²⁹ A later set for a long time had an attack that made everyone else discard down to two, then draw a card. Mathematically it seems equivalent to Militia: you discard down to three, then you discard the worst card, which on average is average for your deck, being the middle card out of five; then you draw a card, which on average is average for your deck. That math is tricky but run through it a couple times if you have to. It's the same as Militia. Well in practice it hurts way more than Militia, like you might have thought. Militia lets you keep three cards that could be a fine hand. This only let you keep two, which is rarely enough to have a good plan, and then you draw a random card, which could work out but often does not. Anyway it was around for a long time but eventually died and everyone rejoiced. Vinay Baliga suggested flipping it - they draw one then discard down to three. Sounded good, I tried it, it worked out, there it is.

¹³⁰ This card debuted in the 3rd set, moved to the 5th set, and finally ended up here. I wanted another interactive card and Dale wanted another card that cost 3. This was both so in it went. The premise of the card is the pass-left ability, and the rest of the card struggles to make that part good enough. You draw two cards first so that you're more likely to have a bad card to pass; you can trash a card afterwards so you can cope with getting passed a bad card. This card can hurt you, but isn't an attack. It would just be too confusing figuring out what Moat did to it if it were an attack.

¹³¹ This was just the most basic possible overpay. Early on Ben bought one for \$10 or so and said "achievement unlocked." It turned out to be a fine play though.

¹³² This card was called "Future4" in the *Prosperity* secret history and was updated for inclusion in *Cornucopia*. (December 2008) \$5; "Future4" This card changed a lot before ending up in a future set. (March 2009) \$3; Future4. A much different version of a card I still can't tell you about. The first version gave you \$1 per differently named card in your hand. I tried a few versions of that, but it needed to be a threshold instead to work out. It ended up like the printed card, only with +2 cards instead of +3 cards. Then it got squeezed out of *Prosperity* due to *Prosperity's* particular requirements for cheap cards. I slotted it right into *Cornucopia*, and fixed it up by making it twice as good. It helped create the variety theme despite being in the set to support the hand theme.

Merchant Guild — ACTION¹³³ 

Cost: 5
Text: +1 Buy
 +1 Coin

While this is in play, when you buy a card, take a Coin token.

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

Illustrator: Eric J. Carter

Merchant Ship — ACTION-DURATION¹³⁴ 

Cost: 5
Text: Now and at the start of your next turn:
 +2 Coins.

Description: 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.

Illustrator: Ryan Laukat

Militia — ACTION-ATTACK¹³⁵ 

Cost: 4
Text: +2 Coins

Each other player discards down to 3 cards in his hand.

Description: 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.

Illustrator: Matthias Catrein

Mine — ACTION¹³⁶ 

Cost: 5
Text: Trash a Treasure card from your hand.
 Gain a Treasure card costing up to 3 Coins more; put it into your hand.

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

Illustrator: Claus Stefan

¹³³ This started out thinking it could cost \$4, like Bridge. As it turned out, it could not.

¹³⁴ An old card that never changed.

¹³⁵ I already told the story of this one under Bureaucrat. If you skipped ahead to get to the Militia story, go back.

¹³⁶ Of the 10 Actions in the first game ever of *Dominion*, this has changed the least. It always cost 5, and always let you trade Copper for Silver or Silver for Gold. The only difference is that now it phrases this as "gain a Treasure costing up to 3 more," as if someday there might be other treasures that this would also work with.

Mining Village — ACTION¹³⁷ 

Cost: 4
Text: +1 Card
 +2 Actions
 You may trash this card immediately. If you do, +2 Coins.

Description: 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 Coin. If you Throne Room a Mining Village, you cannot trash Mining Village twice. You will get +1 Card, +2 Actions, and +2 Coin 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.

Illustrator: Claus Stefan

Minion — ACTION-ATTACK¹³⁸ 

Cost: 5
Text: +1 Action
 Choose 1: +2 Coins; or discard your hand, +4 Cards, and each other player with at least 5 cards in hand discards his hand and draws 4 cards.

Description: You get +1 Action whichever option you choose. The options are +2 Coin, 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.

Illustrator: Christof Tisch

¹³⁷ Originally the first expansion had a one-shot theme. One-shots (cards that say "trash this," like Feast) were one of the most obvious things to do and I did several right away. The problem is, some people just don't like one-shots. Some people just don't like cards with penalties (although I do some here and there anyway, because some people like them fine and there are cool things you can't otherwise do); other people don't like the fact that the card doesn't end up in your deck. You know, you bought Feast, but you aren't playing a Feast deck, you won't even have any Feasts at all in the end. I don't know why, but that just rubs some folks the wrong way. Anyway the one-shot theme gradually eroded. Some went into the outtakes file, a few moved to other sets, some morphed into something without the one-shot part. Feast moved to the main set. The only surviving one-shot in this set is this card, and it isn't even a true one-shot, since trashing it is optional.

For much of its life, the abilities on Mining Village were flipped. It was "+2 coins; you may trash this for +1 card +2 actions." When I added Conspirator, I thought they were too similar, and so changed Mining Village to what it is now. Everyone liked the new one better and so much for that.

¹³⁸ The original version of this was a "choose one" card with three messy abilities. It was too messy and also too narrow, and so left. Later on I was looking for an attack to replace another attack that hadn't worked out, and thought of this. Originally the "discard, draw 4" ability only worked on yourself, but it seemed like it would make a cute attack if it hit everybody. The problem was that it was still too narrow - you would not always have a combo that made that exciting enough. The solution, proposed by Chris West, was to have the card be a combo with itself. You can play a couple copies for +\$2, and then play one to get a fresh hand. For simplicity there is no 3rd ability.

During development I had some games where it was clear that this card was too annoying. The "discard, draw 4" ability had no "5 or more cards" clause. So you would sometimes draw your whole deck... and also make everyone else draw their whole deck. So you'd make everyone else shuffle on each of your turns. As an attack it gets no worse if it just hits everyone else once, and it's way less annoying. We tested both and went with the less annoying version.

Mint — ACTION¹³⁹ **Cost:** 5**Text:** You may reveal a Treasure card from your hand. Gain a copy of it.

When you buy this, trash all Treasures you have in play.

Description: 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.

Illustrator: Kim Feigenbaum**Moat — ACTION-REACTION**¹⁴⁰ **Cost:** 2**Text:** +2 Cards

When another player plays an Attack card, you may reveal this from your hand. If you do, you are unaffected by that Attack.

Description: 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.

Illustrator: Matthias Catrein**Moneylender — ACTION**¹⁴¹ **Cost:** 4**Text:** Trash a Copper card from your hand. If you do, +3 Coins.

Description: 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.

Illustrator: Matthias Catrein

¹³⁹ (June 2007) \$5; Mint. No treasure-trashing; just gained you a copy of a treasure in your hand. (Dec 2008) \$5; Mint. This is at last the Mint you know: it trashes treasures when bought and gains copies of treasures when played. Mint had been too weak and Mountebank too strong, and moving the "penalty" addressed both of those problems. Plus it seems more natural here. Mountebank isn't actually in this version of the set, but it's coming back, don't worry.

¹⁴⁰ The very first Moat just stopped one attack and was discarded. That was pretty weak, so I gradually improved it. Also I felt like it was important that you be able to do something with Moat even if no attacks were on the table, for people who wanted to just deal out 10 random cards and play with them. When Valerie got her copy, the card either drew 2 cards or was discarded to stop an attack, but during the time between then and when development started, I changed it so you just revealed it to stop attacks - you could stop multiple attacks with it, and then still play it to draw cards on your turn. For a while Valerie or Dale thought this might be too good, and we tested a version you had to discard, but eventually the stronger version won out.

¹⁴¹ An old card that I don't think ever changed.

Monument — ACTION¹⁴² 

Cost: 4
Text: +2 Coins
 +1 Victory Point token

Description: See the Additional Rules section for rules on Victory Point tokens.

Illustrator: Julien Delval

Mountebank — ACTION-ATTACK¹⁴³ 

Cost: 5
Text: + 2 Coins
 Each other player may discard a Curse.
 If he doesn't, he gains a Curse and a Copper.

Description: 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.

Illustrator: Kieron O'Gorman

Mystic — ACTION¹⁴⁴ 

Cost: 5
Text: + 1 Action
 + 2 Coins

Name a card. Reveal the top card of your deck. If it's the named card, put it into your hand.

Description: 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.

Illustrator: Alayna Lemmer

¹⁴² (December 2008) \$4; Monument. This version tracked the VP with Coppers from the Supply. You set aside a Copper, at the end of the game that was worth 1 VP. This was the first version of Monument in a set, but not the first version I tested; I started out trying a straight "+1 VP" card, then gave it +\$2 to make it playable. (June 2009) \$4; Monument. Added back in, now with a token-based phrasing. This meant you wouldn't run out the Coppers with it and have it stop working.

¹⁴³ (Oldest version early 2007) \$5; Mountebank. This version gave everyone else a Copper and a Curse, and had the Mint "penalty." It did not have the bit about discarding Curse to avoid getting Cursed. (April 2009) \$5; Mountebank. Back in the set, now without the Mint "penalty." A straight "+\$2. Each other player gains a Curse and a Copper." (Nov 2009) \$5; Mountebank. Now lets players discard Curse to Moat it. It had just been too powerful.

¹⁴⁴ This is a late card, from a point where I had a couple slots to fill, and wanted \$5's that didn't use up your action. I made a list of cards to try, and we tried them, and this one stood out. It's just Wishing Well with +\$2 instead of +1 Card. Only, as with Highway vs. Bridge, that change means that various combos that don't work with Wishing Well actually work with Mystic.

Native Village — ACTION¹⁴⁵ **Cost:** 2**Text:** +2 Actions

Choose one: Set aside the top card of your deck face down on your Native Village mat; or put all the cards from your mat into your hand.

You may look at the cards on your mat at any time; return them to your deck at the end of the game.

Description: 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.

Illustrator: Franz Vohwinkel

Navigator — ACTION¹⁴⁶ **Cost:** 4**Text:** +2 Coins

Look at the top 5 cards of your deck. Either discard all of them, or put them back on top of your deck in any order.

Description: 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.

Illustrator: Maura Kalusky

Necropolis — See Basic Card Descriptions.

¹⁴⁵ Originally this had you unable to look at the set aside cards. Celebrity guest playtester Richard Garfield at first misplayed this to let you look at the cards, then suggested, hey, why not change it so you can. We tried it both ways and well it was close. In the end I felt like serious players might actually prefer not being able to peek. However being able to peek made the card a little more powerful (so serious players would play it more), and, I felt, a little more attractive to casual players, who don't want to be counting cards so much. As you can see we went with peeking.

¹⁴⁶ Originally this didn't let you reorder the cards, but I thought that would be something the developers would want changed, since they'd behaved similarly on similar stuff. You know, so you don't have to carefully keep the order the same. Anyway they didn't actually complain about this one but I changed it to let you reorder the cards anyway. It makes the card marginally more powerful.

Noble Brigand — ACTION-ATTACK¹⁴⁷ 

Cost: 4
Text: +1 Coin

When you buy this or play it, each other player reveals the top 2 cards of his deck, trashes a revealed Silver or Gold you choose, and discards the rest. If he didn't reveal a Treasure, he gains a Copper. You gain the trashed cards.

Description: When you play this, you get +1 Coin. When you play this and also when you buy it, each other player reveals the top two cards of his deck, trashes a Silver or Gold he revealed that you choose, and discards the rest. Each of these 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 from *Dominion* or Secret Chamber from *Dominion: Intrigue* in response. However, buying a Noble Brigand is not "playing an Attack card." and so cards like Moat cannot respond to that.

Illustrator: Joshua Stewart

Nobles — ACTION-VICTORY¹⁴⁸ 

Cost: 6
Text: Choose one: +3 Cards or +2 Actions

2 Victory Points

Description: 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 Victory Points. 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.

Illustrator: Marcel-André Casasola Merkle

Nomad Camp — ACTION¹⁴⁹ 

Cost: 4
Text: +1 Buy
+2 Coins

When you gain this, put it on top of your deck.

Description: When you gain this card, it goes on top of your deck rather than into your discard pile. This is true whether you gained it due to buying it, or gained it some other way. If there were no cards in your deck, it becomes the only card in your deck.

Illustrator: Garret DeChellis

¹⁴⁷ First the set had a Thief variant that gave you coins instead of the Treasures. It only gave you coins for one of the Treasures, to keep it from going nuts with multiple players. So if the best Treasure you trashed was Silver, you got +\$2. Well this has wording problems. Some Treasures make variable amounts or do weird things. At the same time, it was weak. So it died.

I replaced it with a card I stole from a later set. "A later set." There are only two sets after this one, and one of them is a latecomer with its own special thing going on. When I say "a later set," I mean the 8th set, which was originally the 4th set, back before I showed *Dominion* to RGG, when there were only five expansions (then *Hinterland* and *Seaside* were split up, and *Alchemy* and *Cornucopia* were split up, and that accounts for seven). You might think, with all the cards I stole from "a later set," that it would be hurting for cards, but man, it is not. Anyway. I stole this from "a later set."

The premise is of course Robin Hood. Steals from the rich (those with Silver and Gold), gives to the poor (those with no Treasures at all). Ignores the middle-class (those showing Copper or special Treasures) (yes the middle class includes those with Platinum, Robin Hood does not realize how valuable Platinum is okay, he lives in a forest, they don't even have Platinum there). By not trashing Coppers, it avoids being horrible, and it can even give out Coppers, although don't expect that to be too common except you know against decks that trash their Coppers.

Noble Brigand comes right out of the gates attacking. This was a fun thing that I wanted on more attacks but it only survived here and on Ill-Gotten Gains (technically not an attack, but we all know a Witch when we see one). Maybe it's for the best that you'll never experience the joy of a when-gain discard-based attack just sitting there, promising that any hand you draw might be taken away, even if no-one has even bought the card yet.

Noble Brigand triggers on buying, not gaining. This was because you could get situations that forced you to play all further attacks in slow-mo. Jester is a good example. I play Jester, I hit your Noble Brigand, oh I want one of those. Only, everyone else has already revealed their card for Jester, no-one is wasting time. I know some of the cards Brigand will hit. Maybe normally I wouldn't take Brigand, I'd make you take another one, only, there's a Gold showing over there. Okay we have to play Jester in slow-mo this game to get rid of this situation. And well that's no fun. So, it triggers on buying.

¹⁴⁸ One of the oldest cards in the set. Originally it was "+2 actions or +2 cards." It just didn't get any love when Harem was out. I tried "+3 actions or +3 cards" and it stayed like that for a long time. It was clearly too good though - now Harem was getting left out. You can see how it ended up. +3 Actions seems worth putting on a card someday, but it's much more interesting on a card that you buy specifically to get lots of Actions, rather than on a card that's just gravy eight ways from Sunday.

¹⁴⁹ In its earliest days the set had a Woodcutter that gave you +1 Buy when you bought it. Then it gave you +\$1 and +1 Buy on the turn after you bought it, and then I just put it on your deck. Duchess is what happened from taking this the other direction.

Oasis — ACTION¹⁵⁰ 🐎

Cost: 3
Text: +1 Card
 +1 Action
 +1 Coin
 Discard a card.

Description: 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.

Illustrator: Alayna Lemmer

Oracle — ACTION-ATTACK¹⁵¹ 🐎

Cost: 3
Text: Each player (including you) reveals the top 2 cards of his deck, and you choose one: either he discards them, or he puts them back on top in an order he chooses.
 +2 Cards

Description: 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 on top, your choice. A player putting the cards back puts 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.

Illustrator: Jessica Cox

Outpost — ACTION-DURATION¹⁵² 🐎

Cost: 5
Text: You only draw 3 cards (instead of 5) in this turn's Clean-up phase. Take an extra turn after this one. This can't cause you to take more than two consecutive turns.

Description: 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. When you play Outpost, you only draw 3 cards during the Clean-up phase, even if you don't get an extra turn.

Illustrator: Claus Stefan

¹⁵⁰ An old card from when *Hinterlands* was first its own set. Never changed. Some of them have to be simple you know.

¹⁵¹ Originally there was a card that had you look at your top two, trash them or discard them or leave them, then draw two. It was too strong, so I axed the trashing and made it a Spy-like attack. At first that had you always pick one for them to discard, putting the other back, but I found it less oppressive when they had to leave both or discard both. I tried a few when-gain triggers on this card - there was one that trashed a card from your hand when you gained it, one that Navigator'd once, and one that Chancellor'd. The Chancellor thing was cute, but made the card too attractive just for the when-gain - meaning, people bought it for that, then happened to be attacking you. The attack was just too annoying to have people buying it when they didn't really mean it.

¹⁵² This underwent a bunch of changes to the text, while keeping the functionality fairly close. The issues were 1) it had to not be too confusing; 2) it couldn't let you get infinite turns; 3) in fact even 3-4 turns in a row is no good; 4) it had to have clear and fair interactions with Throne Room and Tactician. Throne Room was tricky. There was an evening where I spent a few hours discussing possible wordings with Chris West, and at one point it was like, man, this is work. Those of you who think game design is all good times: sometimes you have to spend hours rewording Outpost. Anyway the best possible wording was to have you take a normal turn, but discard 2 cards at the start of it. That was just too powerful though. I tried not having an anti-recursion clause once and immediately got infinite turns with it. I also tried having you draw 2 fewer cards for each extra turn. In the end it got a brutal "This can't cause you to take more than 2 consecutive turns." That just guarantees no shenanigans.

Overgrown Estate — See Basic Card Descriptions.

Pawn — ACTION¹⁵³ 

Cost: 2

Text: Choose two: +1 Card; +1 Action; +1 Buy; +1 Coin. (The choices must be different.)

Description: 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.

Illustrator: Franz Vohwinkel

Peddler — ACTION¹⁵⁴ 

Cost: 8*

Text: +1 Card

+1 Action

+1 Coin

During your Buy phase, this costs 2 Coins less per Action card you have in play, but not less than 0 Coin.

Description: Most of the time, this costs 8 Coin. During Buy phases, this costs 2 Coin fewer per Action card you have in play. It does not matter how many times you have played an Action card (such as if using Throne Room), only the physical number of Action cards in play. This cost applies to all Peddler cards, including ones in hands and decks. It never costs less than 0 Coin. 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 Coin then.

Illustrator: Joshua Balvin

¹⁵³ A very early card that never changed (except the name - it was originally called Spare Room). It was considered for the main set for a while, but left because it slowed down new players too much. You play Pawn, stare at the card for forever, trying to make sure you've considered all of the possibilities, then finally pick +1 card +1 action. The card you draw is another Pawn and somehow you have to reconsider everything. It's one of my personal favorites, but really had to wait for an expansion, so that most players will have played a bunch already.

¹⁵⁴ (Dec 2008) \$8; Peddler. The first version says "This costs \$2 less per Action played this turn." It came from the ruins of the 8th expansion, which only ever existed in 16-card form. That expansion had two themes, one of which was "weird stuff with costs." That was not a good theme. I mean some of the cards were cool but you don't want a bunch of that in one place. Peddler and the Grand Market penalty made it into *Prosperity*. (June 2009) \$8; Peddler. With this version I switched to having it only change in cost during your buy phase. This meant now you could Remodel it into Platinum and so forth. The change was for two reasons. First, the Remodel combos are fun and well why not try them out. The second was to make it less confusing. People were always trying to Remodel it and then having to be reminded that no, you played two Peddlers and a Remodel, now it only costs \$2. (June 2010) \$8; Peddler. Now looks at action cards you have in play, rather than counting actions played. That makes it different with Throne Rooms and Feasts and such, but simplifies the counting.

Pearl Diver — ACTION¹⁵⁵ 

Cost: 2

Text: +1 Card
+1 Action

Look at the bottom card of your deck.
You may put it on top.

Description: 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.

Illustrator: Maura Kalusky

Philosopher's Stone — TREASURE¹⁵⁶ 

Cost: 3+P

Text: When you play this, count your deck and discard pile. Worth 1 Coin per 5 cards total between them (rounded down).

Description: 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.

Illustrator: Jacob Corn

¹⁵⁵ Borrowed from a later expansion to replace Haven. Nothing changed during testing but the name.

¹⁵⁶ This card was originally created for *Prosperity* before being moved to *Alchemy*. (March 2009) \$3; Philosopher's Stone. This version was worth \$1 per 4 cards in your deck - ignoring your discard pile. I liked it, but the high variance bugged some people, and it was another cheap card you didn't want on turn one, so eventually it left. Then I made new versions of it for *Alchemy*.

This started out as an action, "+1 Buy, +\$1 per 4 cards left in your deck." It was in the original *Alchemy*, but I considered it for the main set at one point (when Gardens moved there). Eventually I brought it back as a treasure. First it counted cards left in your deck. Some people don't like how huge the variance is on that though. I can make a card here and there like that, but not too many. I dropped it, then later brought it back with "put your deck into your discard pile" (and then it counted your discard pile). That still had high variance, a different way; you might draw it immediately after shuffling, which was a lot better than not drawing it immediately. Finally I changed it to how it is now. The random element is completely gone; it still isn't consistent, due to card-drawing and such, but that's your own problem.

Pillage — ACTION-ATTACK¹⁵⁷ 

Cost: 5

Text: Trash this. Each other player with 5 or more cards in hand reveals his hand and discards a card that you choose.
Gain 2 Spoils from the Spoils pile.

Description: 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.

Illustrator: Claus Stefan

Pirate Ship — ACTION-ATTACK¹⁵⁸ 

Cost: 4

Text: Choose one: Each other player reveals the top 2 cards of his deck, trashes a revealed Treasure that you choose, discards the rest, and if anyone trashed a Treasure you take a coin token; or, + 1 Coin per coin token you've taken with Pirate Ships this game.

Description: 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.

Illustrator: Franz Vohwinkel

Platinum – See Basic Card Descriptions.

¹⁵⁷ Discarding a card the attacker picks was a basic thing I hadn't done yet. It's so rude that the card is a one-shot. Originally it gained two cards costing up to \$4 each, but that was too good. Now you get Spoils.

¹⁵⁸ This started out as a victory card that was worth more points based on how much treasure you stole with it. It was an actual flavor-based design - what would pirates do? That version seemed cool but just wasn't played often enough. At the same time I was replacing Treasury, and one of the possibilities I was considering was "choose one - gain a counter, or +\$1 per counter." I realized I could graft that onto the Thieving of Pirate Ship and that's what happened. Originally you used trashed treasures to track the value of the Pirate Ships, but near the end it switched to counters, which is slightly simpler, as you might have trashed some \$2's and \$3's, but they still just count as \$1 here.

Plaza — ACTION¹⁵⁹ 

Cost: 4
Text: +1 Card
 +2 Actions
 You may discard a Treasure card. If you do, take a Coin token.

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

Illustrator: Ryan Laukat

Poor House — ACTION¹⁶⁰ 

Cost: 1
Text: +4 Coins
 Reveal your hand. – 1 Coin per Treasure card in your hand, to a minimum of 0 Coin.

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

Illustrator: Jessica Cox

Possession — ACTION¹⁶¹ 

Cost: 6+P
Text: The player to your left takes an extra turn after this one, in which you can see all cards he can and make all decisions for him. Any cards he would gain on that turn, you gain instead; any cards of his that are trashed are set aside and returned to his discard pile at end of turn.

Description: 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 *Dominion: 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,

¹⁵⁹ Originally this also let you trade a coin token for +1 Card. The card was plenty good without that, plus I wanted to cut complexity wherever I could.

¹⁶⁰ This started in *Prosperity*. At the time I thought having a few anti-theme cards in a set would be cool. It turns out it's not; it just makes those cards less likely to be played when playing with kingdom cards heavy on whatever expansion. So Poor House moved to Hinterlands, and while it seemed fine there, one day it seemed like, why isn't this in Dark Ages.

The original card got you +\$5 if you had no treasure in hand. Sir Bailey suggested changing it so that you got varying amounts of money depending on how close you came to no treasures. Then for a long time it cost \$2, but Sir Martin suggested having it cost \$1 for flavor reasons. It makes a functional difference in various situations and that's cool too.

¹⁶¹ Originally this had you take a turn in which you drew cards from another player's deck. It was much simpler rules-wise to have them take the turn, with you stealing the cards they gain. That may sound funny given that Possession has a longer FAQ than any other card will ever have (for those of you reading this who haven't seen the rulebook: it's over a page long). The FAQ is ridiculous, but it's still a FAQ; most of the time, you are covered just reading the card, and the most common thing you will want to know is, “what if I make someone play Possession while I'm Possessing them?” (they get to possess someone, not you). But it was an exotic card that required a lot of FAQ. There was some question as to whether or not it was worth it and well I always thought it was. One other thing changed about the card: originally you possessed to the left, then to the right, and now it's left again. Wei-Hwa pointed out that going left created a kingmaker situation with Masquerade in games with 3+ players - you can make someone pass a Province to someone else. There is no kingmaker situation to the right - you make them pass the Province to you. Going right is more weird though. When Jay got the file he said, really? The player to your right? The games where it matters aren't so common, so it ended up going left after all. Watch out in games with Possession and Masquerade (yes, and Ambassador).

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 Coin. 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.
- Possession counts as the player's "next turn" for Duration cards. Any special functions of Duration cards occur during the Possession turn.
- 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.

Illustrator: Kieron O’Gorman

Potion – See Basic Card Descriptions.

Princess – See Prize Card Descriptions.

Procession — ACTION¹⁶² **Cost:** 4**Text:** You may play an Action card from your hand twice. Trash it. Gain an Action card costing exactly 1 Coin more than it.

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

Illustrator: Alex Drummond**Province** – See Basic Card Descriptions.**Quarry — TREASURE**¹⁶³ **Cost:** 4**Text:** 1 Coin

While this is in play, Action cards cost 2 Coins less, but not less than 0 Coin.

Description: This is a Treasure worth 1 Coin, like Copper. While it is in play, Action cards cost 2 Coin fewer, to a minimum of 0 Coin. It is cumulative; if you play two Quarries during your Buy phase, then King's Court will only cost 3 Coin, rather than the usual 7 Coin. 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 Coin. It affects the costs of cards everywhere, such as cards in players' hands.

Illustrator: Brian Brinlee**Rabble — ACTION-ATTACK**¹⁶⁴ **Cost:** 5**Text:** +3 Cards

Each other player reveals the top 3 cards of his deck, discards the revealed Actions and Treasures, and puts the rest back on top in any order he chooses.

Description: 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.

Illustrator: RC Torres

¹⁶² There was an ancestor of this card in the original large Alchemy. It was, play an action from your hand, trash it, gain an action costing up to +\$2 or +Potion, play it. So you could go, play a Moneylender, trash it, gain a Golem, play the Golem. It was crazy and confusing but had a certain something.

Another Throne variant in Dark Ages didn't work out, and I thought of that old card and made this one. It does not go so crazy but can still facilitate a cool transforming engine.

¹⁶³ (Feb 2008) \$4; Quarry. The first version was an action, "+\$2. Action cards cost \$1 less this turn." Of course at the time it was called something else and something else was called Quarry. It came from the 2nd expansion; this was a better home for it. (June 2009) \$4; Quarry. This has been out of the story for a while, but has at last returned. Now it's a treasure and looks like the card you know.

¹⁶⁴ (Dec 2008) \$5; Rabble. This version also has you reveal your top 3 cards, and discard the Victory cards. There are two reasons that changed. First, it made the card defend against itself too well, which makes it get played more, which makes the game more oppressive. Second, the card was wordy, and didn't need that extra text to be good enough. (Nov 2009) \$5; Rabble. No longer does anything to your own deck. Much less wordy, and fairer too.

Rats — ACTION¹⁶⁵ 

Cost: 4
Text: +1 Card
 +1 Action
 Gain a Rats. Trash a card from your hand other than a Rats (or reveal a hand of all Rats).

When you trash this, +1 Card.

Description: 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.

Illustrator: Ian Kirkpatrick

Rebuild — ACTION¹⁶⁶ 

Cost: 5
Text: +1 Action
 Name a card. Reveal cards from the top of your deck until you reveal a Victory card that is not the named card. Discard the other cards. Trash the Victory card and gain a Victory card costing up to 3 Coins more than it.

Description: 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.

Illustrator: Kurt Miller

¹⁶⁵ Here it is, my favorite Dominion card. Your kingdom, overrun with rats! And somehow this will work out for you! There had been a card back when that was "+1 card +1 action, trash this or a card from your hand." It had cost \$2 and was crazy. When I thought of making an action that gave you copies of itself, I brought it back as the action. Of course it can't trash copies of itself, because then it would be crazy again. There were a few versions of this that tried different ways to balance the card, and to address the issue of, what if I just buy one Rats when they're all but sold out, to get a good trasher with no penalty. Some versions had a penalty if you couldn't gain a Rats. In the end the key was making Rats a 20-card pile, and giving you a bonus for trashing it.

¹⁶⁶ A late addition. I had an empty slot, and noticed that all of the large expansions gave you answers to the question, how do I deal with these dead victory cards? Intrigue has victory cards that aren't dead; Seaside lets you set them aside with Island, and, if you're crafty, Native Village; Prosperity has VP tokens; Hinterlands pushes card filtering. So I tried this out. Originally it didn't give +1 Action, but that version could not compete.

Remake — ACTION¹⁶⁷ **Cost:** 4**Text:** Do this twice: Trash a card from your hand, then gain a card costing exactly 1 Coin more than the trashed card.

Description: 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.

Illustrator: Mark Poole**Remodel — ACTION**¹⁶⁸ **Cost:** 4**Text:** Trash a card from your hand. Gain a card costing up to 2 Coins more than the trashed card.

Description: 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 Market) to increase the cost of the card you gain. You can trash a card to gain a copy of the same card.

Illustrator: Matthias Catrein**Rogue — ACTION-ATTACK**¹⁶⁹ **Cost:** 5**Text:** + 2 Coins

If there are any cards in the trash costing from 3 to 6 Coins, gain one of them. Otherwise, each other player reveals the top 2 cards of his deck, trashes one of them costing from 3 to 6 Coins, and discards the rest.

Description: 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 a Potion in the cost (from Alchemy) do not cost from 3 to 6. If there was no card in the trash costing from 3 to 6, 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 (if possible), and discard the rest. Go in turn order, starting with the player to your left.

Illustrator: Jesse Mead

¹⁶⁷ This never changed. It was just a cute Remodel variant, but ended up supporting the variety theme, by helping you get that variety.

¹⁶⁸ Another very early card with no story.

¹⁶⁹ Back when, Intrigue had a card called Bandit: "Each other player reveals the top 2 cards of his deck and trashes one. Gain one of the trashed cards." For \$4. So, like a Thief that can steal anything, although the attacked player got to pick what to lose. Like Thief, Bandit would helpfully eat Coppers for your opponents, but at least it threatened to take Provinces later. I tweaked it into a card that cost \$5, looked at the top 3 cards, and only trashed stuff costing from \$3 to \$6. Then I took it out of the set. It was slowing games down and did not have that certain something.

A few years later, I made a new version as what Urchin turned into. It looked at the top two now, still trashing something for from \$3 to \$6. This was in the set for a while, then got upped to taking any \$3-\$6 card from the trash, not just one that was just trashed. But one day I got too fed up with it. The problem was, it was the kind of attack you might feel like buying to fight itself, only you couldn't - you had to buy Urchins and get them to upgrade, which can take a while when you start on it later. Bandit was normally just a thorn in your side, but some games it would get played a ton and take your stuff and you couldn't even get in on it.

So, I replaced what Urchin turned into with Mercenary, and made this new Bandit, now a Rogue. He only trashes or gains, not both at once, and he can't trash if there's anything to gain. He does make +\$2 though, which makes all the difference. Some games there is stuff in the trash right away, like Hermits, and the Rogue never gets to trash cards, but well that's the kinder gentler Dark Ages that people prefer.

Royal Seal — TREASURE¹⁷⁰ 

Cost: 5
Text: 2 Coins

While this is in play, when you gain a card, you may put that card on top of your deck.

Description: This is a Treasure worth 2 Coin, 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.

Illustrator: Jason Slavin

Ruined Library — See Basic Card Descriptions.

Ruined Market — See Basic Card Descriptions.

Ruined Village — See Basic Card Descriptions.

Saboteur — ACTION-ATTACK¹⁷¹ 

Cost: 5
Text: Each other player reveals cards from the top of his deck until revealing one costing 3 Coins or more. He trashes that card and may gain a card costing at most 2 Coin less than it. He discards the other revealed cards.

Description: 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.

Illustrator: Dennis Lohausen

¹⁷⁰ (June 2007) \$5; Royal Seal. Close to the printed version; all these treasures still said "when you spend this" rather than "when you play this," and this particular card got a wording tweak near the very end of development, to clarify some rules issues. Also I renamed it, along with several other cards. I don't know why I decided against using all of the original names in this post. I guess maybe I'll reuse an unused name or two on a future card, and then this post would be confusing? Anyway we are calling this Royal Seal. Arf. (March 2009) \$5; Royal Seal. This got its wording updated to "while this is in play" rather than "when spent." That meant now it could work on multiple cards without having to split the \$2 up between them, which had always been a confusing thing. (June 2010) \$5; Royal Seal. This version triggers on gaining rather than buying. It's a subtle distinction that involved a lot of thinking and discussion. This lines it up with Watchtower and keeps a more intuitive distinction between buying and gaining.

¹⁷¹ This is one end result in the quest for a working version of "each other player trashes the top card of their deck." That concept, as I have previously mentioned, has three problems: 1) it's often weak, trashing Coppers and Estates; 2) it's too random, sometimes trashing one player's Copper and another's Province; 3) it can lead to a weird game state in which everyone only has 5 cards left and can't get anywhere, which is cool if it just happens once ever, but bad if it happens every time a particular card is on the table.

Saboteur solves all of those problems. It can't hit Coppers or Estates; it has a much more even effect on your opponents; and the weird game state is much harder to achieve. And all it took was lots of tiny text!

Sage — ACTION¹⁷² **Cost:** 3**Text:** +1 Action

Reveal cards from the top of your deck until you reveal one costing 3 Coins or more. Put that card into your hand and discard the rest.

Description: 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.

Illustrator: Harald Lieske**Scavenger — ACTION¹⁷³** **Cost:** 4**Text:** +2 Coin

You may put your deck into your discard pile. Look through your discard pile and put one card from it on top of your deck.

Description: 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.

Illustrator: Franz Vohwinkel**Salvager — ACTION¹⁷⁴** **Cost:** 4**Text:** +1 Buy

Trash a card from your hand. +1 Coins equal to its cost.

Description: 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.

Illustrator: RC Torres**Scheme — ACTION¹⁷⁵** **Cost:** 3**Text:** +1 Card

+1 Action

At the start of Clean-up this turn, you may choose an Action card you have in play. If you discard it from play this turn, put it on your deck.

Description: 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 due to being a Duration card from *Dominion: Seaside* that was played this turn, then it does not get put on top of your deck.

Illustrator: Julien Delval

¹⁷² The initial version was +1 Action, name a card, draw the next card that you haven't named for Sages yet this turn. So with multiple Sages it would get more selective. I pared that down to just drawing you a \$3+.

¹⁷³ At one point I thought I might push doing stuff with the discard pile as a subtheme. I didn't really, although a few cards care about it. Scavenger lets you pick a card from your discard pile to draw. To make sure there is something, it lets you put your deck there first. Originally you had to put your deck into your discard pile; Wei-Hwa Huang argued for making it optional, to get rid of certain cases where you were sad to do it. And as a result you can set up multiple cards with it, if you play multiple Scavengers and only flip the first time.

¹⁷⁴ A fairly old card which never changed functionally.

¹⁷⁵ An old card. The premise was always the same, but the exact mechanism has varied a little. The important thing was not to have any weirdness with one-shots or duration cards or Throne Rooms played on duration cards. That's why it only works on cards that are discarded. Sometimes Scheme could work on itself, sometimes it couldn't, depending on what phrasing seemed simpler. It ended up working on itself; you can just be planning that Scheme for a while.

Scout — ACTION¹⁷⁶ **Cost:** 4**Text:** +1 Action

Reveal the top 4 cards of your deck. Put the revealed Victory cards into your hand. Put the other cards on top of your deck in any order.

Description: 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.

Illustrator: Matthias Catrein

Scrying Pool — ACTION-ATTACK¹⁷⁷ **Cost:** 2+P**Text:** +1 Action

Each player (including you) reveals the top card of his deck and either discards it or puts it back, your choice. Then reveal cards from the top of your deck until revealing one that is not an Action. Put all of your revealed cards into your hand.

Description: 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.

Illustrator: Klemens Franz

¹⁷⁶ One of the cards added when going to 25 cards. It was another previously untried idea from the files. I picked it out as it interacted with the victory-cards-that-do-something. It does a few other tricks too.

¹⁷⁷ This started out costing \$3, without the Spy part. That version was ridiculous. It seemed like it would work with potion in the cost though. And it did! Then an attack in the set didn't work out, and the card I wanted to replace it with wasn't an attack. The names had already been sent to the artists, due to the tight schedule; I had to pick something else in the set and graft an attack onto it, and it had to be something where the name made some sort of sense with that. Scrying Pool was that card. I grafted Spy onto it and well there it is. It's a decent fit, as the rest of the card cares about the top of your deck, and it's Spy with the spying before the drawing, which is something. It's pretty wordy though, and I didn't realize that some people would look at this and think "oh it's a Spy variant" rather than "oh it draws you lots of actions and I guess also spies." It's not just a Spy variant guys. There is a mistake in the FAQ for this card. There's the bit where it explains what happens if you run out of cards before finding your non-action, only it says "action" instead. The card itself has it right. The Korean translator found this mistake; you other translators could learn a lot from that guy. Actually I think the German translator also found something, but he found his thing in time for us to fix it. The Korean translator could learn a lot from him.

Sea Hag — ACTION-ATTACK¹⁷⁸ **Cost:** 4**Text:** Each other player discards the top card of his deck, then gains a Curse card, putting it on top of his deck.

Description: 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.

Illustrator: Christof Tisch**Secret Chamber — ACTION-REACTION**¹⁷⁹ **Cost:** 2**Text:** Discard any number of cards. +1 Coin per card discarded.

When another player plays an Attack card, you may reveal this from your hand. If you do, +2 Cards, then put 2 cards from your hand on top of your deck.

Description: 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.

Illustrator: Marcel-André Casasola Merkle

¹⁷⁸ Way back when there was a card like "trash the top card of each other player's deck; they each gain a Confusion card, putting it on their deck." Confusion was like Curse but without the -1 vp. Confusion left the main set due to not being different enough from Curse (and also because it required 30 more cards to handle it). So all of the Confusion-giving cards vanished or were changed. It may not even be correct to say that that card inspired this one. Anyway eventually I tried Curse-to-deck-top elsewhere, then moved it here as I wanted another attack and it fit the next turn theme. The discarding is just there so that multiple Sea Hags don't leave you with a stack of Curses on top of your deck.

¹⁷⁹ The set had a reaction early on, but had lost it by the time development started. Dale wanted another reaction, and the set had space, due to going up to 25 cards. I didn't want to just stop attacks flat-out again, so this card instead does something odd that's useful against lots of attacks. You'll have to consider the individual cases for yourself, but really, it does show a lot of attacks what for. The non-reaction part had been a card in the main set in the murky past, which had left due to being too weak. It seemed good enough here with the reaction tacked onto it, and cute because it helps vs. Curses, which the reaction part doesn't. As with the similar nixed card described in the Courtyard entry, this can cause some AP, but it's not as bad because the attack gives you some direction and it isn't your turn.

Shanty Town — ACTION¹⁸⁰ **Cost:** 3**Text:** +2 Actions

Reveal your hand. If you have no Action cards in hand, +2 Cards

Description: 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.

Illustrator: Maura Kalusky**Silk Road — VICTORY**¹⁸¹ **Cost:** 4**Text:** Worth 1 Victory Point for every 4 Victory cards in your deck (round down).

Description: 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 four Victory cards in your Deck (counting all of your cards—your Discard pile and hand are part of your Deck at that point). 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 a game with 3 or more players, but only 8 in the Supply for a 2-player games. Cards with multiple types, one of which is Victory, are Victory cards and so are counted by Silk Road.

Illustrator: Martin Hoffmann**Silver** – See Basic Kingdom Cards.**Smithy — ACTION**¹⁸² **Cost:** 4**Text:** +3 Cards*Description:* Draw three cards.*Illustrator:* Matthias Catrein**Smugglers — ACTION**¹⁸³ **Cost:** 3**Text:** Gain a copy of a card costing up to 6 Coin that the player to your right gained on his last turn.

Description: 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.

Illustrator: RC Torres

¹⁸⁰ I took this from the ruins of the 7th expansion. The 7th expansion didn't have a strong mechanical theme to make me leave its cards alone. It had a theme, but you know, just not the kind of thing that meant there was a pile of cards that had to wait in order to do the theme all at once. Plus it had a lot of good cards and well there were earlier expansions that wanted them. So it lost card after card, until eventually it dissolved completely; the theme itself was taken as a sub-theme for another expansion. This particular card made it here because I wanted another Village and this was a cool one.

¹⁸¹ In the early days of *Hinterlands* being its own set, it kind of had a Victory cards sub-theme. It had four Victory cards - they were just a cute vehicle for when-gain abilities. And it had a few things that interacted with Victory cards. So naturally it got the Victory card that counts Victory cards. It never changed.

¹⁸² Another early card that never changed. It wasn't one of the first 10 cards though. At the beginning I was worried that drawing your whole deck would be bad. Soon I realized it was in fact fun.

¹⁸³ This started life as "+\$2. Cards the previous player bought cost \$1 less this turn," in the 4th expansion. It was okay, but the bonus just didn't come up often enough to be exciting. So I replaced it with this better way to care about what the previous player bought. I tried it as "up to \$5" but it really needed to go to \$6. The best thing about the card is when the previous player buys a card you don't really want, but you can't pass up the opportunity to take one, and it ends up warping your deck.

Soothsayer — ACTION-ATTACK¹⁸⁴ 

Cost: 5

Text: Gain a Gold. Each other player gains a Curse. Each player who did draws a card.

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

Illustrator: Alayna Lemmer

Spy — ACTION-ATTACK¹⁸⁶ 

Cost: 4

Text: +1 Card
+1 Action

Each player (including you) reveals the top card of his deck and either discards it or puts it back, your choice.

Description: 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.

Illustrator: Michael Menzel

Spice Merchant — ACTION¹⁸⁵ 

Cost: 4

Text: You may trash a Treasure from your hand. If you do, choose one:
+2 Cards and +1 Action; or
+2 Coins and +1 Buy

Description: You may trash a Treasure card from your hand. This is optional. If you did trash a Treasure card, you choose either to get +2 Cards and +1 Action, or +2 Coin and +1 Buy.

Illustrator: Alayna Lemmer

¹⁸⁴ I had tried "gain a Gold, they gain a Curse" in Alchemy, but it was a poor fit for a card with potion in the cost. I tried it out again here with the Council Room penalty. It worked fine, but some people complained about how bad the card got when the Curses ran out. Wei-Hwa suggested having it not give them a card unless they got a Curse, and there you have it.

¹⁸⁵ Originally this gave +1 Action +1 Buy, choose between +2 Cards and +\$2. That was too strong. Then for a while it was like it is now, and then I tried it without the +\$2 +1 Buy option. There had been some worries about power level, but if it was over the top it wasn't very far over, and we were picking the Lab a lot more than the Woodcutter anyway. And remember I wanted simple cards, to make the set a standalone. Well some people were very sad to see the +\$2 +1 Buy option go, and it did not appear to make the card too strong after all, so there it is.

¹⁸⁶ I made this for the 4th expansion during development of the main set, and almost immediately stole it for the main set. It was just too perfect; it's an attack that doesn't feel like the other ones, it interacts with a bunch of things, it's hard to evaluate. It's "free" (it has +1 card, +1 action, so playing it doesn't use up your action and it doesn't take up space in your hand), and those cards are hot tickets.

Squire — ACTION¹⁸⁷ **Cost:** 2**Text:** +1 Coins

Choose one: +2 Actions; or +2 Buys; or gain a Silver.

When you trash this, gain an Attack card.

Description: 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.

Illustrator: Harald Lieske**Stables — ACTION**¹⁸⁸ **Cost:** 5**Text:** You may discard a Treasure. If you do, +3 Cards and +1 Action.

Description: 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.

Illustrator: Dennis Lohausen**Stash — TREASURE**¹⁸⁹ **Cost:** 5**Text:** 2 Coins

When you shuffle, you may put this anywhere in your deck.

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

Illustrator: Martin Hoffmann

¹⁸⁷ The first version of this, from way back when, was the not-so-similar-looking "+1 card +1 action, you may play an attack or buy a Silver." It was a village that only played attacks, or a +buy that only worked on Silver. When it turned out that I wouldn't be doing more cards that let you buy cards in the action phase, due to Black Market being confusing, I dropped buying Silvers (at that point "buy a Treasure") and added, "when trashed, gain an attack." Now the card was just a blank cycler in games with no attacks. For a while I thought that was okay, but people sure complained about it. I made it, "when trashed, gain an attack or silver," but of course some games there's no way to trash it either.

I liked the bottom, so the solution was to give it a spiffy top that you would always be happy with. And there it is, a counterpart to Steward. It took "gain a Silver" from Beggar and well that worked out too.

¹⁸⁸ Originally you drew the cards, then discarded a Treasure. If you had no Treasure to discard, yeeha. That version was too strong.

¹⁸⁹ This is a *Seaside* outtake, though it started in a later small set that dissolved, from when I rearranged everything into 16-card expansions. It seemed like a good fit for *Seaside's* next-turn theme. There was a victory card with a similar mechanic, which did not seem worth preserving. Obv. you put that one on the bottom.

Stash had two issues. First, I didn't have the different-back mechanic yet. So like you set them aside, or dug through your discard pile for them. It was not going to be pretty rules-wise, since by default you can't look through your discard pile. And second, it was not that interesting. There are some cute interactions, but on the whole, it didn't seem necessarily worth a slot in the set. So it left.

Later I realized I could have a different card back, solving the rules issues. I immediately put it on a list of potential promos, with an eye towards putting it in an expansion if it wasn't needed as a promo. It was though, and there it is. To me this is the ideal promo: exotic-looking, but not actually complex; interesting when you read about it, but not something I'm sad didn't make an expansion.

Steward — ACTION¹⁹⁰ **Cost:** 3**Text:** Choose one: +2 cards; or +2 Coins; or trash 2 cards from your hand.

Description: 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.

Illustrator: Matthias Catrein

Stonemason — ACTION¹⁹¹ **Cost:** 2+**Text:** Trash a card from your hand. Gain 2 cards each costing less than it.

When you buy this, you may overpay for it. If you do, gain 2 Action cards each costing the amount you overpaid.

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

Illustrator: Lorraine Schleiter

¹⁹⁰ The first version of this gave you a choice between +2 Actions/Buys/Cards/coins. It wasn't interesting enough, so I traded in the Actions and Buys for trashing two cards.

I changed a few card names late in the process, to synch things up better with the *Intrigue* theme, and confuse the playtesters. This card had been named Butler. As it happens, a medieval butler was a wine guy. A steward was the guy who ran your castle. Anyway when the art came in for Steward, it showed a guy with some serving dishes. Like a steward on an airplane. Also Pawn came in showing someone being forced to sign something. As you can see, we got replacement art. As of *Seaside* we are providing notes on what the card names mean for the artists. These aren't always just your everyday words here.

¹⁹¹ Some work went into this one. I tried the top with several Remodel-family overpay bottoms. The first one was, per \$2 you overpay, Expand the top card of your deck. The most promising one was, per \$2 you overpay, draw a card, then Remodel a card from your hand. In the end the crazy huge overpay turns were fun but too random. Meanwhile I tried the printed bottom with Develop on top and liked it. The bottom wanted to go on a super-cheap card, so I paired it with the printed top and moved Develop into *Hinterlands*.

Storeroom — ACTION¹⁹² 

Cost: 3

Text: +1 Buy

Discard any number of cards. +1 Card per card discarded. Discard any number of cards. +1 Coin per card discarded the second time.

Description: 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.

Illustrator: Alex Drummond

Survivors — See Basic Card Descriptions.

Swindler — ACTION-ATTACK¹⁹³ 

Cost: 3

Text: +2 Coins

Each other player trashes the top card of his deck and gains a card with the same cost that you choose.

Description: 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.

Illustrator: Alexander Jung

Tactician — ACTION-DURATION¹⁹⁴ 

Cost: 5

Text: Discard your hand. If you discarded any cards this way, then at the start of your next turn, +5 Cards, + Buy, and +1 Action.

Description: 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.

Illustrator: Martin Hoffmann

¹⁹² This was an old idea that I had briefly tried and forgotten about long ago. I wanted a card-filterer to help dig through your Ruins and saw this on a list and thought hey, let's try that again.

¹⁹³ A cursing attack that cost \$3 didn't make the grade, and I needed a replacement. This card from the 4th set fit the bill. Originally it was "Each other player trashes the top card of their deck and gains a card costing 2 less than you choose." Hitting Copper all the time made it very weak. I changed it to "a card with the same cost" and that made it a lot better - now Coppers turn into Curses. That's the version that got added to *Intrigue*, and it was tested a bit like that but was still pretty weak. I made it good enough by adding the +2 coins. The attack part is nice but needs that much help.

¹⁹⁴ Once, this cost \$3, and had no anti-Throne Room clause (the "if you discarded" part). In development it cost \$4, and was singled out as one of the strongest cards. At \$5 it still got plenty of play. The anti-Throne clause was added quite late. Tactician was looking strong but doable at that point, except for the Throne Room combo, which was ridiculous. It's sad to just nuke a combo like that, but that change didn't hurt the card much otherwise - okay, if you draw Tactician and four Festivals, you only play three of them - and this way we get to have the card at its best.

Talisman — TREASURE¹⁹⁵ 

Cost: 4
Text: 1 Coin

While this is in play, when you buy a card costing 4 or less that is not a Victory card, gain a copy of it.

Description: This is a Treasure worth 1 Coin like Copper. Each time you buy a non-Victory card costing 4 Coin or fewer 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 Coin or fewer, 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 Coin, or can get you a Grand Market if you played Quarry.

Illustrator: Eric J Carter

Taxman — ACTION-ATTACK¹⁹⁶ 

Cost: 4
Text: you may trash a Treasure from your hand. Each other player with 5 or more cards in hand discards a copy of it (or reveals a hand without it). Gain a Treasure card costing up to 3 Coins more than the trashed card, putting it on top of your deck.

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

Illustrator: Jessica Cox

¹⁹⁵ (Oldest version early 2007) \$5. Talisman. No "non-Victory" clause, and refers to "spending" it – "When you spend this on a card costing up to \$4..." So it only worked on one card bought per turn. (Dec 2008) \$4; Talisman. Still no non-VP clause, but now costs \$4. (March 2009) \$4; Talisman. Now has a "while in play" wording, which meant it would now work on multiple cards bought in the same turn. (June 2009) \$4; Talisman. This at last got its non-Victory clause. Using Talisman to get multiple copies of Gardens etc. was just too insane.

¹⁹⁶ This started in *Cornucopia*, based on an idea that didn't go far in *Alchemy*. For the *Cornucopia* version, the discarding was not limited to players with five+ cards in hand, and the treasure you gained didn't go on your deck. It was painful and not good enough. In *Hinterlands* I tried a version that gained you two cards. Finally it moved here and I fixed it up. It's a lot of words, that's like a theme of this set. It does a fine job of feeling like a new attack though, and well that's what that takes.

Thief — ACTION-ATTACK¹⁹⁷ **Cost:** 4**Text:** Each player reveals the top 2 cards of his deck.

If they* revealed any Treasure cards, they trash one of them that you choose. You may gain any or all of these trashed cards. They discard the other revealed cards.

Description: 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.

* "They" in this card is a singular neuter pronoun.

Illustrator: Julien Delval

Throne Room — ACTION¹⁹⁸ **Cost:** 4**Text:** Choose an Action card in your hand. Play it twice.

Description: 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.

Illustrator: Harald Lieske

¹⁹⁷ This is the only card that Valerie and Dale changed (other than non-functional wording changes). Which is of course just the way I would have wanted things - I mean who wouldn't? They had no compulsion to make changes for the sake of changing things; they complained about a few weak/confusing cards that just left, and everything else but Thief ended up the way I made it. Anyway Thief originally revealed the top 2 cards, then put the untrashed ones back. Valerie didn't like how, if you got hit with Thief and your top 2 cards were non-Treasures, then subsequent Thieves would also get nothing. Also there was the issue of remembering the order to put the cards back. So they changed it from reveal to reveal-then-discard. I was initially skeptical but in the end I think it was a good change.

¹⁹⁸ For most of its life this card cost 3. My feeling was that you didn't want to buy two on turns 1 and 2, and probably didn't want to buy one on either of those turns (except with the Feast combo). Later in the game it doesn't matter as much whether it costs 3 or 4. So why not 3? In general, if a card can be cheaper, I make it cheaper. I want the cards as cheap as possible without breaking the game, rather than as expensive as possible without going unplayed. So, I knew Throne Room was good, but it seemed like 3 was okay.

Well late in development there was a game where no-one fought me for the Throne Rooms and I had a turn where I chained 6 of them. "I play Throne Room. First I Throne Room a Throne Room; for that one first I Throne Room a Smithy, then a Throne Room; for that one first I Throne Room a Throne Room..." I had a big cloud of actions on the table (we use a binary tree in these ridiculous situations). It's not just powerful; it's messy. I thought, hmm, maybe this could stand being 4 after all. It makes it just a bit harder to get a million of them; you don't go, "Market, buy two Throne Rooms" nearly as often. There was some worry that now there weren't enough 3's, but we decided we could live with just having four. There's Silver at 3, so it's fine to sometimes deal out a random 10 and not get a 3.

Tournament — ACTION¹⁹⁹ **Cost:** 4**Text:** +1 Action

Each player may reveal a Province from his hand. If you do, discard it and gain a Prize (from the Prize pile) or a Duchy, putting it on top of your deck.* If no-one else does, +1 Card, +1 Coin.

Description: 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 +1 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;

¹⁹⁹ This card was called "Future3" in the *Prosperity* secret history and was updated for inclusion in *Cornucopia*. (December 2008) \$4; Future3. This card didn't survive because it wasn't interesting enough. I ended up making it a lot more interesting and it's a star in a later set. (April 2009) \$4; Future3. Tweaked a little.

Long ago, when working on what at the time was going to be the 4th expansion, with a player interaction theme, I hit on the idea of caring about whether or not people had bought Provinces. I made two cards with this concept. The first turned into Trade Route, and migrated into *Prosperity* when I split up the player interaction cards (every set needed those cards). The second soon became \$4, "Each player may reveal a Province from his hand. If you do, +3 Cards. If no-one else does, +3 Cards." So you got 0, 3, or 6 cards, depending. I moved it into *Alchemy*, then moved it from there to *Prosperity*, where revealing a Province was an extra-cute condition.

It had a certain charm, but was a dud for some people. The problem was, a lot of the time, it was Smithy. It just didn't play differently enough from Smithy to be interesting. So it left *Prosperity* and was consigned to the limbo of promising ideas to work on later.

When I started working on *Cornucopia*, I tried it again, as something that fit the hand theme. The dull part was the card-drawing, so I had to replace that. The version I tried cost \$5, and was, "Each player may reveal a Province card from his hand. If you do, gain a Treasure. If no-one else does, gain an Action card." It's fun to just say "gain an Action card," no qualifiers, but it doesn't work. We played one game with this and Possession. I got six Possessions and lost. Possession was typically not as good as Workshop, as everyone crammed their decks full of VP cards. Another insane thing was using it to gain copies of itself and Golems, then using the Golems to dig it up and do this more. You would have turns where you gained a pile of cards and then played them all. Anyway these games are fun once, but that's that. I killed the card again.

So a while later, I was working on the set, and realized I could push variety by actually adding more cards to the game. I had cards that cared if you had variety, and some cards helped you get that variety, but nothing increased the total amount of variety possible.

The first thing to try was a Black Market variant. Black Market came up a lot as a card that was cool with this expansion. Why not make a new one? And I could fix all of the problems Black Market had. Instead of buying a card in your Action phase, it would gain you a card directly. Instead of having to build a Black Market Deck, it would just come with one pre-built. Then that deck could be new cards, which was nice too, especially for a small expansion, although it could only be five cards, because that's how much space there was.

Tournament's province-revealing mechanic was perfect for this. And so it came to pass. I made a Black Market variant, that came with the cards you gained from it, that gained you the cards directly, via revealing a Province. There were still some things to work out though.

You got your Prize for revealing Province yourself, so that it wouldn't happen right away, and it went on your deck, so you'd draw it before the game was over. What did you get if they didn't stop you? At first it was a Silver, which was obviously bad. Steve Wampler suggested that it be something involving drawing a card, so that you'd get your Prize that turn if you had Province and no-one else did. I went with Peddler - +1 Action +1 Card +\$1. That had the problem though of, if someone revealed Province, you didn't get +1 Action, and couldn't play another card. You'd have turns where you stared at your hand, deciding whether or not to risk playing Tournament. That was no fun, so, you always get the +1 Action.

Another thing was the booby prize. Originally it was Silver. That was unimpressive, but was there for a bit before turning into Duchy.

Originally you didn't discard the Province you revealed, but winning multiple Tournaments in a turn was too much. It's still possible of course, just harder.

And finally there are the Prizes themselves. See Section 7: Prize Cards.

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.

* Players must all be given an opportunity, in turn order, to reveal a Province *before* the current player decides whether to choose a prize or a duchy. The current player may then choose any prize card from the Prize Pile.

Illustrator: Taylor Bennett

Torturer — ACTION-ATTACK²⁰⁰

Cost: 5

Text: +3 Cards

Each other player chooses one: he discards 2 cards; or he gains a Curse card, putting it in his hand.

Description: 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.

Illustrator: Franz Vohwinkel

Trade Route — ACTION²⁰¹

Cost: 3

Text: +1 Buy

+1 Coin per token on the Trade Route mat. Trash a card from your hand.

Setup: Put a token on each Victory card Supply pile. When a card is gained from that pile, move the token to the Trade Route mat.

Description: 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 + 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 Coin. 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.

Illustrator: Harald Lieske

²⁰⁰ One of the cards added when going up to 25. I had a "decisions" theme, and wanted a card that gave your opponents a decision. This is a pretty basic implementation of that concept. The set had had another such card in Envoy, but that left for being too redundant with Smithy. This card also gives you +3 Cards like Smithy, but adds something to the game in a way that Envoy didn't.

I am avoiding giving strategy advice in general, but I am going to have to give some here. I had a game in which one of my friends stood up, enraged, and went into the other room to calm down. This card was the reason. Don't let it happen to you! The secret to happiness is, do not simply refuse to take a Curse no matter what. Sometimes, you have to take that Curse. Discarding five cards and passing is not the path to greatness. You've been warned!

²⁰¹ (Feb 2008) \$3; Trade Route. This version had a less clear wording, but the same functionality as the final version. I stole it from what was then the 4th expansion. (June 2010) \$3; Trade Route. This isn't really different, but is phrased much differently. Now it says the whole bit about tokens and setup and stuff. Before it just talked about how many VP piles were down a card.

Trader — ACTION-REACTION²⁰² 🐾**Cost:** 4**Text:** Trash a card from your hand. Gain a number of Silvers equal to its cost in coins.

When you would gain a card, you may reveal this from your hand. If you do, instead, gain a Silver

Description: 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. If there are not enough Silvers left, just gain all of the Silvers that you can. You only gain Silvers if you trashed a card. If you trash a card costing 0 Coin, such as Copper, you will gain zero Silvers. You can trash Silver if you want; 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 costs. For example if you play Highway and then Trader, trashing an Estate, you will only gain one Silver. If you trash a card with Potion in its cost from *Dominion: Alchemy*, you do not get anything for the Potion, just for the coins that the card cost.

Trader is also a Reaction. When you gain a card, whether due to buying it or due to gaining it 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. For example if you buy Ill-Gotten Gains but use Trader to gain Silver instead, no-one will gain a Curse. However if something happens when you buy a card, that will still happen if you replace gaining the card with gaining a Silver. For example you can buy Farmland, trash a card from your hand and gain

one costing 2 Coin more, then use Trader to gain Silver rather than Farmland. If the card you were going to gain was not going to your discard pile, the Silver still goes to your discard pile; if the card you were going to gain did not come from the Supply, the Silver still comes from the Supply. If there are no Silvers left in the Supply, you can still reveal Trader when you gain a card; you gain nothing instead of the card you would have gained.

Illustrator: Lorraine Schleiter**Trading Post — ACTION**²⁰³ 🍷**Cost:** 5**Text:** Trash 2 cards from your hand. If you do, gain a Silver card; put it into your hand.

Description: 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.

Illustrator: Martin Hoffmann

²⁰² This is two cards welded together. The bottom part was originally its own card, in the original 4th expansion. It went through many versions that tried to be good enough. It had +2 Cards on top; it was a Treasure worth \$1; it was a pure Reaction with a when-gain trigger (similar to Secret Chamber's reaction). In the end it could not carry a card by itself and so I stuck it on another card that it fit well with. That other card, the top part, I made specifically to replace Apprentice. When it turned out *Alchemy* would be a small set, I wanted something slam-dunk awesome for it that cost \$5 and had some useful interaction with Potion, and chose Apprentice, which was in this set. Obviously Apprentice does all sorts of cool things with *Hinterlands* cards. So when I took it out, I wanted to replace it with something else in the Salvager family that I hadn't done yet. Gain a pile of Silvers, there you go.

²⁰³ This was originally in the main set, from way back when. When the main set went from 25 cards down to 20 cards, I cut this as being somewhat redundant with Mine. When we went back up to 25, I didn't add this back in; I wanted more variety. It does not seem nearly as redundant here. It's not the Smithy / Envoy problem; Trading Post and Mine are plenty different, they're just both ways to improve your money. It's more of a Smithy / Library / Council Room deal. But you know there was only so much space in the main set.

This card started out as "trash a card from your hand; gain another card with the same cost." That's incredibly weak, which was immediately obvious. After a few quick iterations I ended up with Trading Post as it exists today.

Transmute — ACTION²⁰⁴ **Cost:** 0+P**Text:** Trash a card from your hand. If it is an...
Action card, gain a Duchy.
Treasure card, gain a Transmute.
Victory card, gain a Gold.

Description: If you have no cards left in hand to trash, you do not get anything. If you trash a Curse, 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.

Illustrator: Claus Stefan

Trash — See Non-Supply Card Descriptions.

Treasure Map — ACTION²⁰⁵ **Cost:** 4**Text:** Trash this and another copy of Treasure Map from your hand. If you do trash two Treasure Maps, gain 4 Gold cards, putting them on top of your deck.

Description: 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.

Illustrator: Matthias Catrein

²⁰⁴ This slot started out with a Remodel variant that was like the middle ground between two other Remodel variants that hope one day to come out. It seemed like it must be too close to one or the other, so I replaced it with this exotic Remodel. After that the only change to this one was dropping from \$2+P to P. When the card images were made, the question came up, should this (and Vineyard) have a 0 coin on it or what? I had never had the 0. My feeling is, if there's no cost to a card at all, you need a 0 where the cost is, to make it clear that you mean for the card to be free. If there's a cost, you don't need that. Transmute has a cost: a potion. It didn't need a 0 too. Anyway we looked at it both ways and both Jay and I preferred it with no 0 and so no 0 it was.

²⁰⁵ This card was originally created for *Prosperity* before being moved to *Seaside*. I moved it just because of the name. How do you not do a Treasure Map in your *Seaside* expansion? The first version only gained you three Golds, and didn't put them on top. It looked cute but was not a real strategy. Putting the Golds on top helped tie it in with the next turn theme, and upping them to four made the card good enough to actually go for.

Treasury — ACTION²⁰⁶ 

Cost: 5
Text: +1 Card
 +1 Action
 +1 Coin

When you discard this from play, if you didn't buy a Victory card this turn, you may put this on top of your deck.

Description: 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.

Illustrator: Ryan Laukat

Tribute — ACTION²⁰⁷ 

Cost: 5
Text: The player to your left reveals then discards the top 2 cards of his deck. For each differently named card revealed, if it is an...
 Action card, +2 Actions
 Treasure card, +2 Coins
 Victory card, +2 Cards

Description: 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 Coin. Curse produces no bonus.

Illustrator: Matthias Catrein

Trusty Steed – See Non-Supply Card Descriptions.

²⁰⁶ This replaced a card that had rules problems. I eventually figured out a way to deal with the problems, but not in time for it to make the set. It will make it somewhere else eventually.

I considered various things for a replacement, eventually settling on a card that you can have every turn if you want, which had been something I'd been meaning to get into the set but hadn't. Instead of sitting in play, it replaces itself (+1 Card +1 Action) and goes back on top of your deck each turn. The "but not if you bought a Victory card" clause keeps it more interesting and fairer. I had a version that you trashed when you bought a Victory card, but it was fine to let you keep it.

²⁰⁷ I took this from the 4th set, as a natural fit here due to the cards with two types. The original version had each adjacent player reveal their top card. I changed that to one player so it would work in 2-player games, and then changed it to discard when Thief changed to discard. Once it changed to discarding it could have gone back to hitting adjacent players and would have worked in 2-player games. I kept this version though, because it seemed a little more interesting, and because the player to your left is more likely to not be shuffling. Also the original didn't say "differently named," but that was essential to keep the card from being too strong early in a game.

Tunnel — VICTORY-REACTION²⁰⁸ 🐉

Cost: 3
Text: 2 Victory Points

When you discard this other than during a Clean-up phase, you may reveal it. If you do, gain a Gold.

Description: 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 (such as due to Oasis) or on someone else's (such as due to Margrave). It functions if Tunnel is discarded from your hand (such as due to Oasis) or from your deck, or when set aside (such as due to Cartographer). If Tunnel would normally not be revealed (such as when discarding multiple cards to Cartographer), you have to reveal it to get the Gold. Revealing it is optional, even if Tunnel was already revealed for some other reason; you are not forced to gain a 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 (such as with Border Village), when you deck is put into your discard pile, such as with Chancellor from *Dominion*, or with Possession from *Dominion: Alchemy*, when trashed cards are returned to you at end of the turn. 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; if there is no Gold left in the Supply, you do not gain one.

Illustrator: Brian Brinlee

University — ACTION²⁰⁹ 🧪

Cost: 2+P
Text: +2 Actions

You may gain an Action card costing up to 5 Coins.

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

Illustrator: Marcel-André Casasola Merkle

Upgrade — ACTION²¹⁰ 🗑️

Cost: 5
Text: +1 Card
 +1 Action

Trash a card from your hand. Gain a card costing exactly 1 Coin more than it.

Description: 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).

Illustrator: Matthias Catrein

²⁰⁸ At one point the main set had a card that had you draw a card if you discarded it. It was too wonky of an ability for the main set, and the card was bad anyway, so I cut it. When *Hinterlands* became its own set, I made a new card with that ability, this time a Witch variant. I ended up cutting that one because I didn't want two ways to get Curses in the set, and preferred Ill-Gotten Gains. Late in the going, I wanted something else in the set that was exotic, and decided to try another do-something-when-discarded card. This time I had you gain Gold rather than draw cards, which slightly reduced possible confusion. It was immediately popular, but there was the question of what the top should be. It had to be simple. It couldn't be say +\$2 because then this would be flat-out worse than Silver in most games that had no combo. It was +2 Cards for a bit, which seemed okay.

Then it turned out *Hinterlands* wouldn't be a standalone after all, which gave me space for 9 more cards. A standalone only has room for 291 kingdom cards and randomizers; a normal large set can hold 300. I was already using 290 cards. So I couldn't quite fit another kingdom card, but an existing card could turn into a victory card. And I had been wanting to have a victory-reaction in the set. So I changed Tunnel to be worth 2 VP. It seemed like that might be crazy at \$3, but what, why not try it? As you can see, it worked out.

²⁰⁹ I tried this in another set long ago, in a broken form. This was a later addition to this set, to supplement the "cares about actions" sub-theme. First it was "+2 Actions. Gain an Action card," which looks so pretty, but was nuts whenever a good expensive action was out, like say Possession. Then I tried "+2 Actions. You may reveal an Action card from your hand. If you do, gain a copy of it." While that can gain you Nobles or Possession on occasion, overall it was weaker than the final version.

²¹⁰ A very old card. I explained how it once cost 4 in the entry for Great Hall. The "exactly" part actually makes the card better, as it lets you trash Curse and Copper without gaining anything.

Urchin — ACTION-ATTACK²¹¹ **Cost:** 3**Text:** +1 Card

+1 Action

Each other player discards down to 4 cards in hand.

When you play another Attack card with this in play, you may trash this. If you do, gain a Mercenary from the Mercenary pile.

Description: 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.

Illustrator: Martin Hoffmann**Vagrant — ACTION²¹²** **Cost:** 2**Text:** +1 Card

+1 Action

Reveal the top card of your deck. If it's a Curse, Ruins, Shelter, or Victory card, put it into your hand.

Description: 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.

Illustrator: Joshua Stewart**Vault — ACTION²¹³** **Cost:** 5**Text:** +2 Cards

Discard any number of cards. +1 Coin per card discarded. Each other player may discard 2 cards. If he does, he draws a card.

Description: "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.

Illustrator: Alex Drummond

²¹¹ I wanted an attack that learned how to be a better attack. The initial attack had to be weak, and it had to have +1 card +1 action, making it need to be even weaker. "Discard down to 4" was an obvious candidate and worked out immediately. It can hurt, but is often inoffensive.

Originally it turned into an earlier version of Rogue, as told in that story. When that didn't work out I tried Mercenary.

²¹² It's a Lab where the extra card is always bad. Actually that would be more powerful but slower; it doesn't guarantee you a bad card, it just can't do better. Sometimes you're happy with blank cards to discard to something, and when you aren't, at least it can clear a bad card out of the way of your next draw. It's not going to be a star, but some cards that cost \$2 have to really look like they're just a \$2.

²¹³ (Dec 2008) \$5; Vault. Replaced Action2. This version of Vault had no penalty – it was just, +2 Cards, discard cards for \$. It was strong, but it took a while to be convinced of this. (June 2009) \$5; Vault. This at last got its penalty. Some of you are thinking, Secret Chamber but you draw two cards first, costing \$5? That needed a penalty? It totally did.

Venture — TREASURE²¹⁴ **Cost:** 5**Value:** 1 Coin**Text:** When you play this, reveal cards from your deck until you reveal a Treasure. Discard the other cards. Play that Treasure.

Description: 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.

Illustrator: Lee Smith

Village — ACTION²¹⁵ **Cost:** 3**Text:** +1 Card
+2 Actions

Description: 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.

Illustrator: Claus Stefan

Vineyard — VICTORY²¹⁶ **Cost:** 0+P**Text:** Worth 1 Victory Point for every 3 Action cards in your deck (rounded down).

Description: 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.

Illustrator: Julien Delval

²¹⁴ (June 2009) \$5; Venture. A new card, already in its printed form.

²¹⁵ This got better and better during the very early days of the game. One of my friends always went for Village and could not win a game. So over the first few weeks I gradually improved it to its current level. It's cool to see people arguing about whether it's too good or not and well I guess to keep that interesting I should avoid commenting myself. *whistles*

²¹⁶ This was originally in the main set! And Gardens was in *Alchemy* (with the costs switched). I moved Gardens into the main set because it was easier to go for. I moved Vineyard to another set, but when the time came I wanted it here after all.

Walled Village — ACTION²¹⁷ 

Cost: 4
 Text: +1 Card
 +2 Actions

At the start of Clean-up, if you have this and no more than one other Action card in play, you may put this on top of your deck.

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

Illustrator: Doris Matthäus

Wandering Minstrel — ACTION²¹⁸ 

Cost: 4
 Text: + 1 Card
 + 2 Actions

Reveal the top 3 cards of your deck. Put the Actions back on top in any order and discard the rest.

Description: 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.

Illustrator: Guillaume Ducos

Warehouse — ACTION²¹⁹ 

Cost: 3
 Text: +3 Cards
 +1 Action
 Discard 3 cards.

Description: 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.

Illustrator: Julien Delval

²¹⁷ This is an outtake from the 7th expansion. I replaced it with an on-theme card. A few people were sad to see it go, but all of the Village slots in the other sets were full, so it was dead.

Then Jay wanted a Carcassonne-related promo card. First I looked at designing a card specifically to fit with Carcassonne, and well Carcassonne does not have a lot of ground in common with *Dominion*. Then I remembered this card, and it seemed plausible to call it Walled Village. Jay went for it and there it is. These stories can't all be interesting.

²¹⁸ In *Cornucopia* I tried out a card that was +\$2, name a type, dig for it, leave the first match on top. It would have been "strictly better" than Chancellor at \$3 (since you could name a type that wasn't in your deck), and I didn't want to charge \$4 for it or give it an awful condition specifically to make it worse than Chancellor (a card not famous for being strong). So I dropped it. I turned it into a village in Guilds, then moved it to Dark Ages, where I made it always dig for actions, with no choice. That card was a bit too strong and also slowed down games more than an ideal amount. So now it just looks at the top 3 cards and leaves the actions on top.

²¹⁹ I added this during development, replacing uh some other card that left. Several cards left, so there's not always a one-to-one correspondence there. It replaced something. We tried a few versions of this, all with +1 Action and then some different kind of Cellar-like effect. The first version had you discard any number of cards, then get your choice of two cards per card discarded. That was ridiculous and didn't seem doable on a card costing \$3-\$4, which is what I was looking for. Discard 2, draw 4, discard 2 came next. Then draw 4 discard 4, and finally the draw 3 discard 3 it ended up with.

Watchtower — ACTION-REACTION²²⁰ **Cost:** 3**Text:** Draw until you have 6 cards in hand.

When you gain a card, you may reveal this from your hand. If you do, either trash that card, or put it on top of your deck.

Description: When you play this, you draw cards one at a time until you have 6 cards in hand. If you have 6 or more cards in hand already, you do not draw any cards. When you gain a card, even on someone else's turn, you may reveal Watchtower from your hand, to either trash the gained card or put it on top of your deck. You may reveal Watchtower each time you gain a card; for example if another player plays Mountebank, you may use Watchtower to trash both the Curse and Copper, or to trash the Curse and put the Copper on top of your deck, or just to trash the Curse, and so on. You still did gain whatever card you gained; you just immediately trash it. So if Mountebank gives you a Curse and you trash it, the Curse pile will go down by one as the Curse gets moved to the trash pile. You may reveal Watchtower on your own turn as well, for example when buying a card, or gaining a card via something like Expand. If you use Watchtower to put a card on your deck but have no cards left in your deck, you do not shuffle; the gained card becomes the only card in your deck. Revealing Watchtower does not take it out of your hand; you could reveal Watchtower on multiple opponents' turns and still have it on your turn to draw up to 6 with. When cards are gained during a Possession turn (from *Dominion: Alchemy*), the player who played Possession is

the one who can use Watchtower, not the player who is being possessed. If a gained card is going somewhere other than to your discard pile, such as a card gained with Mine (from *Dominion*), you can still use Watchtower to trash it or put it on your deck. If you have Watchtower in your hand when you gain a Border Village, you can choose to resolve Border Village's when-gain ability first. You then gain another card (placing it atop the Border Village in the discard pile), and can reveal Watchtower to put it on your deck. You then may reveal Watchtower again to put the Border Village on your deck, even though it was previously covered up by the other card. If you gain an Inn and choose to shuffle some cards into your deck but leave the Inn on top of your discard pile, you can reveal Watchtower to put the Inn on top of your deck.

Illustrator: Rick Hershey**Wharf — ACTION-DURATION**²²¹ **Cost:** 5**Text:** Now and at the start of your next turn:
+2 Cards
+1 Buy

Description: 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.

Illustrator: Simon (Samuelsson) Jannerland**Wishing Well — ACTION**²²² 

²²⁰ (Nov 2009) \$3; Watchtower. The final version, though not the first version I tried. The first one also let you put the card into your hand. Destry immediately pointed out that that was silly with Ironworks. This replaced Action6. Dale complained that the set had no reaction, and this was one I'd been meaning to try.

²²¹ The original version didn't have the +1 Buy. It got that to compare more favorably to Merchant Ship.

²²² This card was originally created for *Prosperity* before being moved to *Intrigue*. (June 2007) \$2; Wishing Well. The *Intrigue* card, only for \$2. *Prosperity* never had much in the \$2 department. If you want to throw in expensive cards, something has to give. In the end I felt that it would fit the flavor to not have any \$2's at all. I put extra \$2's in *Seaside* to compensate, at least for people who play with everything. I don't remember why I moved this here, but I do like it here.

Cost: 3
Text: +1 Card
 +1 Action
 Name a card. Reveal the top card of your deck. If it's the named card, put it into your hand.

Description: 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.

Illustrator: Ryan Laukat

played, and you may buy an additional card from the Supply.

Illustrator: Matthias Catrein

Witch — ACTION-ATTACK²²³

Cost: 5
Text: +2 Cards
 Each other player gains a Curse card.

Description: 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.

Illustrator: Matthias Catrein

Woodcutter — ACTION²²⁴

Cost: 3
Text: +1 Buy
 +2 Coins

Description: During your Buy phase, you add two coins to the total value of the Treasure cards

²²³ In the very first game of *Dominion*, this cost 3 but didn't draw you cards. It quickly shot up to 5, then gained the penalty of "pay one coin." That's how much people hated Witch. It stayed like that until around when development started. When I started doing more testing of the main set cards (as opposed to expansions), it was obvious that Witch was weak. First it lost the penalty, then gained +1 Card, then +2 Cards. It costs 5; there is some tough competition there.

²²⁴ At some point I wanted another +Buy card in the main set. I tried several things that were Woodcutter plus a small bonus, and the small bonuses kept being too wonky. Finally I went with the plain Woodcutter. Then I swapped it out for a more interesting +Buy card, but Valerie or Dale didn't like that one, so eventually we swapped Woodcutter back in. It's contributing to keeping complexity down in the main set.

In the beginning +1 Buy was written out - "You may buy an additional card this turn." When there was a second one of those cards, I changed it to "+1 Purchase," then "+1 Build," and at last "+1 Buy." +1 Action was also initially written out, but it never had any other name. During development we considered and rejected using icons instead. What do you do for your Action icon? Nothing good, is what I thought. And it's not like it actually simplifies anything. "Action" and "Buy" are text icons. Anyway for those of you who are wondering, why does a Woodcutter get you an extra Buy, that's why - I named that card when it was called "+1 Build," and never thought of changing it later.

Worker's Village — ACTION²²⁵ 

Cost: 4
 Text: +1 Card
 +2 Actions
 +1 Buy

Description: You draw a card, can play two more Actions this turn, and can buy one more card in your Buy phase this turn.

Illustrator: Claus Stefan

Workshop — ACTION²²⁶ 

Cost: 3
 Text: Gain a card costing up to 4 Coins.

Description: 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.

Illustrator: Christof Tisch

Young Witch — ACTION-ATTACK²²⁷ 

Cost: 4
 Text: +2 Cards

Discard 2 cards. Each other player may reveal a Bane card from his hand. If he doesn't, he gains a Curse.

Setup: Add an extra Kingdom card pile costing 2 or 3 Coins to the Supply. Cards from that pile are Bane cards.

Description: This card causes there to be an extra pile in the Supply, called the Bane pile; see Preparation. The extra pile is just like other Kingdom card piles - it can be bought, it can be gained via cards like Horn of Plenty, it counts for the end game condition. When you play Young Witch, after you draw 2 cards and discard 2 cards, each other player may reveal a Bane card from his hand; if he does not, he gains a Curse. This attack hits other players in turn order, which matters when the Curse pile is low. Players may still respond to a Young Witch with Reaction cards like Horse Traders or Moat (from *Dominion*); those happen before Bane cards are revealed. If Secret Chamber (from *Dominion: Intrigue*) is the Bane card, first you can reveal it for its Reaction ability, and then, if it's still in your hand, you can reveal it to avoid getting a Curse.

Illustrator: Jessica Cox

²²⁵ (Oldest version early 2007) \$3; Pre-Worker's Village: +1 card/+1 act/+1 buy. This is an obvious simple card that bounced around a little before vanishing. For a while I thought it would end up somewhere, but at this point I think it pretty much has to have another ability spicing it up. Worker's Village itself is a simple way to spice it up and that's what happened here. (June 2007) \$4; Worker's Village. As printed. Oh actually this version is "Workers' Village." I researched that apostrophe.

²²⁶ The very first version of this card was "+1 Action. -1 Buy. Gain a card costing up to 3." Hey, "-1 Buy," what's up with that? I was trying to design a card explicitly for a moneyless deck. It worked too - once in a while. Most games it was unplayable. Everyone hated it but me. Eventually I relented and dropped the -1 Buy. That version was still too narrow and well you know what it looks like now.

²²⁷ When I decided to do a Black Market, I also decided to make a card that added a pile. I had also been wanting to have a card that you could Moat with a particular random pile, and the easiest way to specify it was to combine the concepts. At first the extra pile had to cost \$3 exactly; it can also cost \$2 because that adds some variety there, especially when not playing with lots of sets. That change was jeffwolfe's suggestion. At first the Young Witch "grew up" - she got better once there was an empty pile. That was cute, and some people were sad to see it go, but that version wasn't good enough, and there's only so much space on these cards. She is just always young. Not as good at drawing cards as an adult Witch, and also scared of something - maybe Cellars, or Menageries. *shiver*

There was some debate as to how to indicate what the Bane pile was—did we need a mat or what. It was Jay who suggested using the randomizer card turned sideways.

SECTION 8: NON-SUPPLY CARDS**Bag of Gold — ACTION-PRIZE²²⁸** **Cost:** 0***Text:** +1 ActionGain a Gold, putting it on top of your deck. (*This is not in the Supply.*)

Description: 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.

Illustrator: Ryan Laukat

Diadem — TREASURE-PRIZE²¹⁵ **Cost:** 0***Text:** 2 CoinsWhen you play this, +1 Coin per unused Action you have (Action, not Action card). (*This is not in the Supply.*)

Description: This is a Treasure worth 2 Coin, 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 Coin, for 4 total. If you play no Action cards at all on your turn, you will have one unused Action, so you will get 3 Coin total from Diadem. This is a Prize; see the Additional Rules.

Illustrator: Ryan Laukat

²²⁸ There were always five; that's just how much space was left [in *Cornucopia*], and was a fine number anyway. I was not going to take out a card so I could have sixteen Prizes. They always cost \$0. They need a cost because some cards care about card costs. There are various arguments for why they should have what cost, but I think a crucial one in favor of \$0* is, that it makes it extra clear that you cannot actually buy them. I also like that you don't think, "oh man the correct play is to Remodel my prize."

The Prizes wanted to be cards that I wasn't "wasting" as Prizes. Cards that I couldn't do normally, because they were too hard to price well, or were too powerful in multiples, or too narrow. You don't always have extra actions for Diadem, but you can just take another Prize instead; it's not a whole unused pile.

The first set of Prizes was less exciting, and people complained and I excified them. Bag of Gold originally did not give +1 Action. Princess only made VP cards cheaper. Trusty Steed gave you +2 Cards and +\$2, no choice. Diadem went unchanged, look at that. And in place of Followers I had a VP-Action card. It didn't work out because, you know, you buy VP cards later in the game, for the points they're worth. I just couldn't make a VP prize exciting enough without making it too good. It couldn't be something you built your deck around, because you might not get it and at most got one. Something like Harem or Nobles just wasn't going to look pretty next to the other Prizes, because part of what you "paid for" was the 2 VP. Anyway Followers, who doesn't like Followers.

Diadem started in the large version of *Alchemy* long ago, as an Action: "+\$2. Return this to your hand." It was a cute combo with Villages, but useless without them. I then tried some "choose one" versions, which solved the problem of it sometimes being dead, but didn't make the actions-to-money part any better. I eventually gave up on it, and well here it is at last.

Followers meanwhile started out as a Goons in *Prosperity*. I tried a bunch of "choose one" cards in that slot, and then tried this attack-two-ways, profit-the-opposite-ways thing. It was the same except it cost \$6 and gave you a VP token instead of an Estate. It was too strong. An Estate is obviously a lot worse than a VP token, and being a Prize means it doesn't get to hit you that often or early either.

At one point Trusty Steed also gave you +2 Buys when you picked +2 Actions, and at one point Princess gave you +1 Action too.

Followers — ACTION-ATTACK-PRIZE²¹⁵ 

Cost: 0*
Text: +2 Cards
 Gain an Estate. Each other player gains a Curse and discards down to 3 cards in hand. (*This is not in the Supply.*)

Description: 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.

Illustrator: Lorraine Schleiter

Madman — ACTION²²⁹ 

Cost: 0*
Text: +2 Actions
 Return this to the Madman pile. If you do, +1 Card per card in your hand. (*This is not in the Supply.*)

Description: 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 *Dominion: 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.

Illustrator: Claus Stefan

²²⁹ Madman started as an Intrigue card for \$5. At first it was +2 Actions, +3 Cards, trash this; then I moved it to the large version of Alchemy, which at the time was planning on having a hand-related sub-theme, and changed it from +3 Cards to doubling your hand size, because hey, that's cool. Then of course I moved it to Cornucopia when Alchemy ended up being small and Cornucopia took on the hand theme. Then Cornucopia lost that theme, but this card left first; it was too strong. What would happen was Bill Barksdale would be losing, and moaning about it, and he'd buy a Madman, because what other chance did he have, ugh, ugh, ugh. And then he'd buy two more. And he'd have a turn where he played all three and drew his deck and bought out the Provinces. It seemed like a card still worth doing; it just had to be harder to get them. And so it is.

Madman originally was trashed. I switched it to going back to the pile as part of my ruthless weeding out of the Graverobber / Madman combo.

Mercenary — ACTION-ATTACK²³⁰ 

Cost: 0*
Text: You may trash 2 cards from your hand. If you do, + 2 Cards, + 2 Coins, and each other player discards down to 3 cards in hand. (*This is not in the Supply.*)

Description: 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.

Illustrator: Martin Hoffmann

Princess — ACTION-PRIZE²¹⁵ 

Cost: 0*
Text: +1 Buy

While this is in play, cards cost 2 Coins less, but not less than 0 Coin. (*This is not in the Supply.*)

Description: This makes all cards cheaper (to a minimum of 0 Coin) 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.

Illustrator: Lynell Ingram

Spoils — TREASURE²³¹ 

Cost: 0*
Value: 3 Coins
Text: When you play this, return it to the Spoils pile. (*This is not in the Supply.*)

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

Illustrator: Ryan Laukat

Trash — PLAYER AIDE   

Description: This is a placeholder card. It marks the place where players place cards trashed in the game. You use it every game. It is not in the Supply; see the Preparation section.

Original *Illustrator:* Matthias Catrein
 Base Cards *Illustrator:* Matthias Catrein

Trusty Steed — ACTION-PRIZE²¹⁵ 

Cost: 0*
Text: Choose two: +2 Cards; +2 Actions; +2 Coins; gain 4 Silvers and put your deck into your discard pile. (The choices must be different.) (*This is not in the Supply.*)

Description: 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.

Illustrator: Mark Poole

²³⁰ It's a bigger discard-based attack, so you can feel like your Urchin got better at that kind of thing. Otherwise it was a card I'd tried as a regular kingdom card in the set but which had been too good. It's still pretty snazzy if your Urchins hit right away. It's a Steward that does all three things!

²³¹ One day looking through my ideas file I decided it was time to try out "card that makes a one-shot Gold." The first version was just that: cost \$3, you gain a Spoils. It seemed cute but was weak, so I gave it +1 Action. At that point it still seemed weak, but people bought it anyway.

I knew some people would be all, where are the other cards that make Spoils? And I was not possibly giving them another way to get Madmen or Mercenaries. So I thought, maybe three cards total could make Spoils. So I went looking for something else to stick Spoils on. It ended up on Marauder, Pillage, and Bandit Camp.

Then the original card died, because it just didn't have much going for it at that point.

You originally trashed Spoils, and could get them from the trash. It seemed simpler if they returned to the pile. It drops some words from the three cards that give them out, and matches Madman. Forager can still put a Spoils in the trash, it just doesn't get that handed to it for nothing.

SECTION 9: RECOMMENDED SETS

You can play *Dominion* with any set of 10 Kingdom cards, but these sets are intended to highlight some interesting card interactions and game strategies.

Dominion

Dominion Only:

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

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

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

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

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

Dominion: Intrigue

Intrigue Only:

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

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

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

Intrigue & 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

Dominion: Seaside

Seaside Only:

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

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

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

Seaside & 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

Dominion: Alchemy

Alchemy & Dominion:

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

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

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

Alchemy & Intrigue:

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

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

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

Dominion: Prosperity

Prosperity Only:

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

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

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

Prosperity & 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

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

Dominion: Cornucopia

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

Dominion: Hinterlands

Hinterlands Only:

Introduction: Cache, Crossroads, Develop, Hagglers, 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, Hagglers, 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 & 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, Hagglers, 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 Gold, Ill-Gotten Gains, Jack of all Trades, Scheme

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

Hinterlands & Prosperity:

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

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

Hinterlands & Cornucopia:

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

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

Dominion: Dark Ages

Dark Ages Only:

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, Hagglers

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

Dominion: Guilds

Guilds & Dominion:

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

Clean Living: Butcher, Baker, Candlestick Maker, Doctor, Soothsayer / Militia, Thief, Moneylender, Gardens, Village

DOMINION - COMPLETE ANNOTATED RULES SECTION 9: RECOMMENDED SETS

Gilding the Lily: Plaza, Masterpiece, Candlestick Maker, Taxman, Herald / Library, Remodel, Adventurer, Market, Chancellor

Guilds & Intrigue:

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

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

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

SECTION 10: GAME HISTORY

Compiled from Donald X. Vaccarino's notes entitled "The Secret Histories of *Dominion*": "In an interview at BGN, I [Donald] talked about the design of *Dominion*, but not so much about the individual cards themselves. W. Eric just didn't ask about them. I was just reminiscing about them a few days ago and thought hey, I could type this up. As it turns out, I was right. Here then are the stories of the individual cards in *Dominion*. I don't know if there's an audience for this story, but I have read a million of Mark Rosewater's *Magic: The Gathering* design articles, so who knows, maybe there are others like me, only who are interested in *Dominion* now. Anyway, onward!"

Dominion: Intrigue

Intrigue has existed in many forms over the years. It came into being as 12 cards in 2006, immediately became 15 cards, got expanded to 20 cards not too long afterwards, stayed at 20 for a long time, although cards paraded through it, got tried at 16 briefly, went back to 20, then made the leap to 25. Originally the set had three sub-themes; one of them (one-shots) gradually left, and another (decision-making cards) got expanded. The other theme (victory cards that do something) stayed as is but got cards to supplement it. Flavor-wise it always had *Intrigue* as a tentative theme, but it got much more *Intrigue*-like during development.

From the start, *Intrigue* was groomed to be the first expansion. To me that meant making it the most true to the main set. If the first expansion was especially exotic, then when only the main set and that expansion were out, half the game would consist of this exotic stuff. If the second expansion is the first exotic one, then it's down to a third of your cards (if you have the first expansion too) (of course it's even less if not all of the second expansion is exotic). That seems more reasonable. The mechanics in the first expansion are things that to me are just a basic part of the game; later expansions may not have as many victory cards that do things or cards that say "choose one," but they'll have those things when they're wanted. The main set didn't have those things in part to keep it simple for new players and in part because you can only fit so much in 25 cards.

Any card that didn't make the set may still make a later set in a fixed-up form, depending on how many expansions actually come out and stuff. So I don't want to just tell you what all of the outtakes were. Probably I can tell you a bit about them though:

- ◆ Two cards went into the main set: Feast and Chancellor. In general you probably can't tell anything from the names of transplanted cards, which may have been changed anyway; but in this case they weren't and you can: feasting and chancellors fit right into this set.
- ◆ Envoy left the set and then became a promo. I am kind of embarrassed by it - it left this set because it didn't add enough to the game, and then it became a promo and well that's still an issue, right? It does at least have the merit there of not making people feel as much like they have to have it. But the thing is, we found out we needed the promo the same day it was needed. There was no time to test a new card, and Envoy was one of a small number of cards that had actually had some external playtesting (other than the cards in the set, which I didn't want to give up). And I do like the card; it totally could have made a later expansion, providing some card-drawing for that expansion and a new experience, if not new decks. They can't all be Gardens. It's just sad to have this early on because each card matters more now; with just the main set you only have 25 cards and this one does not carve out much new territory. Anyway I suggested it for the promo and it escaped to promo-land and so much for that. Over time it will matter less that it doesn't add so much.
- ◆ There was that broken card that Conspirator replaced. W. Eric Martin is the one who reported a friend of his getting over 50 coins in a turn with this. Well if I make a fixed-up version I will tell you all about it then. (This was later fixed-up and became Horn of Plenty.)
- ◆ There was that reaction card that didn't make it. It tied into the one-shot theme and just wasn't useful enough without it.
- ◆ There was the attack that Swindler replaced. I tried three different versions of it, all one-shots, and well people don't like one-shots. It was considered for the promo but just hadn't had any fans.
- ◆ There was another one-shot attack. There was a one-shot card-drawer that moved to a later set. There was another card that was sometimes a one-shot. There was an exotic one-shot that became a non-one-shot and moved to a later set.
- ◆ There was a vanilla card. These are cards that just have some mix of +'s. I think they're worth doing at the rate of like one per expansion or so. They're really uninteresting to hear about but can still fill some important function in the set. There are six in the main set (Village Woodcutter Smithy Festival Laboratory Market) and people do like most of them. But they're not too exciting in expansions.

Anyway there was one and it didn't stick around and that's why. The set already had Great Hall and Harem and that was plenty of vanilla. It could still show up later, if I ever need exactly what it offers.

- ◆ There was an attack that could steal any type of card, not just treasures. I had a version that I thought was fair, but it slowed the game down way too much. That concept could still come back someday.
- ◆ There was a 2-coin "choose one" card with three weak and complex abilities. Not a crowd-pleaser.
- ◆ There was a card in the Gardens family that was worth 1 VP per 4 cards in your deck costing up to 2, other than Curse and Confusion (a Curse-like card that just did nothing). Gardens is a better version of that concept; limiting it to cheap cards doesn't change much, since cheap cards are what you can most readily buy with Gardens. I mean it's different but not interestingly so. And counting Curses is better than not counting them. This card predated Gardens, which was originally designed for a later set.
 - * There were a couple different cards that had "trash the top card of your deck" as a penalty. Talk about crowd-pleasing.
 - * There was another attack that trashed cards; Saboteur replaced it. Prior to development of the main set, there were a bunch of cards in different expansions that were variations on "trash the top card of each other player's deck." Once it became apparent that that concept was flawed, all of those cards needed reworking, and some just died.
 - * There were two other cards that let you discard stuff for an effect, both of which could make it somewhere eventually in some form.
 - * There were two Workshop variants (at different times) that weren't interesting enough. Ironworks has that slot now.

Dominion: Seaside

At first there were just a bunch of cards. One day I decided, okay, these are the main set, these are the first expansion, these are the second expansion. I divided everything up based on mechanical themes.

Originally the 2nd expansion had two themes. Both themes had so much potential that I broke the set up into two sets, expanding the themes. *Seaside* got the "next turn" theme. It may be a couple years before you'll get to see the expansion I made out of the other theme.

For much of its pre-development life, the set was 20 cards. It briefly visited 16 cards, when I tried that out for everything, but mostly it was 20. But going into development it was of course 25; I knew that *Intrigue* had ended up 25, so naturally this set would be 25 too. My expectation was that cards would be used for the playmats and counters, which is how it worked during development. But at the end of development, it turned out we'd be using playmats and counters, and that left some empty space. So the set went up to 26 cards.

These are the cards that didn't make it:

- ◆ There were the cards for that other theme the set once had. Those cards are still hoping to come out in that set, so so much for them. A few more cards started here but migrated to later sets that they fit better. None of them want to be spoiled here today.
- ◆ There was the attack I mentioned for Sea Hag, the card that turned into Smugglers, and the card that Treasury replaced.
- ◆ Black Market was originally from this set. Valerie thought it was too wacky, what with having to set up a deck of cards to buy for it, so it left. Then we needed a promo and Dale suggested Black Market for it and of course I jumped on that. Black Market had been very popular in the set, so it was great that it survived. It's true that it's cumbersome having to build the Black Market Deck for it though. Black Market tied in to the next turn theme by actually getting you cards from next game. Those of you who don't know about the promo, it was given away with an issue of Spielbox, and now BGG sells it somewhere. Just madly click on things and eventually it will show up.
- ◆ There was a now-and-later Throne Room variant. Play an Action, play it again next turn. It was both confusing and weak. What if you use it on a duration card? How long does it stay on the table? It could have said "non-duration," but that's pretty sad in a set with 8 duration cards. And did I mention it was weak? It left before development started.
- ◆ There was a "discard x cards, +\$x" card that was in this set for a bit. I had a +1 buy version, then a now-and-later version. I ended up doing that on Secret Chamber in *Intrigue*, and dropped the versions that were here.
- ◆ The victory card that Island replaced was an Action-Victory with "Trash a card from the Supply costing \$6 or less / Worth 1 vp per 3 vp cards in the trash." I always thought it seemed cool and interesting,

but in practice it wasn't much fun. If you went for it, other people would get in on it. It would do nothing some games, then dominate others, but never in a fun way. No-one was sad to see it go. There could still be a card someday that trashes Supply cards, but in practice it's mostly a waste of time, with players sitting there trying to work out which card to trash in cases where it really doesn't matter (and so it's hard to decide).

- ◆ The one-shot that Lookout replaced was "trash this and your hand, gain a card costing up to \$3." It had started stronger but I had to weaken it. That version just looked horrible but was still strong. It was great to finally get rid of it. There could still be a one-shot Chapel someday, but "trash your hand" is not the way to go. It limits the card to the early game, usually just one copy, and then either you draw it with your other early purchase, ugh, or you don't, yeeha.
- ◆ There was a now-and-later attack. It was you draw two, they discard one, this turn and next turn. I had still not quite learned that you can't do "each other player discards a card" - it will eventually get played in multiples and just massacre turns. I ended up replacing this with Ghost Ship.
- ◆ There was an attack like "look at the top card of each player's deck (including yours), you may trash it or discard it." This dates back to when I was doing "trash the top card of each other player's deck" stuff. Those kinds of attacks proved to have problems, which I've discussed in previous Secret Histories, and modern variants jump through lots of hoops to avoid them. This card just left automatically when I came to my senses there.

Dominion: Alchemy

At first there were just a bunch of cards. One day I decided, okay, these are the main set, these are the first expansion, these are the second expansion. I divided everything up based on mechanical themes. This much, you know.

Then I made some other games. My friends just wanted to play *Dominion* though. Okay; I could make some more expansions. I made a 3rd, then a 4th, then a 5th. That's where things stood when I showed the game to Jay at Origins. During development of the main set I made some more cards, and reconfigured everything I had into 8 smaller sets. Then I re-reconfigured them into 6 large sets. The original 2nd set ended up as two full sets (it had two themes and I split them up). The original 5th set ended up 6th.

After we finished working on *Seaside*, we moved on to the 3rd set. We finished that up, or so we thought, and were soon to begin work on the 4th set.

Meanwhile, people were clamoring for smaller sets. And when I say people I don't mean players, although maybe they were too; I mean, some of the publishers of the game wanted smaller sets. They talked to Jay and Jay talked to me; maybe we should do some small sets here too. Not that we wouldn't keep doing the large ones. But you know. Give the people something that's not the full price of the main game. And the ideal timing would be, next. It would squeeze ahead of the now-misnumbered 3rd expansion.

Since we had just finished the set that was due, shortly before it was due, there wasn't much time. In order to have something that was as polished as possible, as soon as possible, it had to be a subset of one of the existing large sets. Only the 6th set leant itself to this. It had a theme that was just the right size and could stand by itself, and a sub-theme that could be expanded for another small set. And the set was missing some cards, due to stealing them for earlier sets, so it didn't feel like I was breaking up something finished.

So I broke up the 6th set. The Potions part went into this set, *Alchemy*. I did actually get some advance warning, and started working on it before Essen; then at Essen we worked out that it was in fact going to happen, and that I could have it ready about when they wanted it, although not quite that fast. I demanded an extra month, and then when the time came I got 10 more days, although that last stretch was just spent working on the rulebook and deciding which Herbalist to use.

In its original 5th-set form, *Alchemy* was 20 cards (7 with potion in the cost). It went down to 16 when everything did, and up to 25 (but unfinished) when I went to 6 sets. When I broke it up, at first it was 10 cards plus Potion, but the number of printed cards was going to be 100 or 150, so it went up to 12 cards plus Potion, since going up was way better than going down.

Two cards in the set do not have Potion in the cost (besides Potion itself). In games using lots of cards from *Alchemy*, you will not always have a card at any particular cost. The most important cost is \$5. So the set has a \$5. Then it has a \$2 because it's nice to have one of those. At \$3 and \$4 you have Silver and Potion, and if there are a lot of *Alchemy* cards then people will be pulled in that direction anyway (though obviously sometimes some other start will be better).

"Has a potion in its cost" is not actually a huge connection functionally, so I supplemented the main theme with a "cares about actions" sub-theme.

When I came up with *Dominion*, I figured it would have multiple resources. When I actually made it, I went with one resource, because it was simpler. I could always add another resource in an expansion. With *Alchemy* I finally got around to doing that. Originally I was thinking it would be Reagents or Mandrake or something. I didn't find a good enough picture to use for such a card, so I went with Potions. That's how these decisions get made.

The second copy of *Dominion* was Kelly Bailey's (cheepicus on these forums). He renamed some of the cards, redid all the graphics, changed a few cards, and added some of his own. He took most of the cards from all of the expansions I had, but did not take the cards with Potion in the cost from *Alchemy*. He figured, he was shuffling everything together, and some games he would just turn over one card with Potion in the cost. Do you buy Potion just to get that one card? He thought not.

So I always knew this was an issue. The cards had to be worth buying multiple copies of. They had to be compelling. With just one out, you had to still consider buying Potion to get it. So that's why the set has so many +1 action cards, and then a victory card and a treasure; it's all stuff you want as much of as you can get.

And what, if you want you can just guarantee that you always have a few of them at once - say, once you've dealt out 8 cards from your randomizer deck, if you have any *Alchemy* cards, make sure the next two are also from *Alchemy* (by digging for them), and if you don't, make sure the next two also aren't *Alchemy* cards. Put the cards you skip over back on top of the randomizer deck. This way you see everything just as often as you would have (in the long run), but the *Alchemy* cards end up clumped together. Or if, like me, you don't manage to carry every expansion to the place you're playing, you can just specifically play with 3 cards from *Alchemy* on the nights that you bring it. Or whatever. There are lots of ways to manage this. I realize some BGG people are hung up on this point and well it's not hard. If you don't want to just see one card with potion in the cost out, and also want to see *Alchemy* cards as often as everything else, determined randomly, you can do it.

Now, some outtakes. There were several cards (including three Golems, and the other Herbalist) that didn't work out but which I may be able to rescue for a future set. So those will have to remain a mystery.

- ◆ There was an attack, "Gain a Gold, each other player gains a Curse." I liked how simple and compelling it was. It tended to be either too weak or too strong though, depending on how quickly you got it. I also didn't like having two cursing attacks in the set. In games with *Alchemy*, there were just always Curses. And they work against all of the chaining actions in the set.
- ◆ There was an attack that didn't work out, which I changed and put in another set, where it also failed to work out. I still have hope!
- ◆ There was a card that added 2 to numbers in another card's text. It was a wacky thing that was too scary rules-wise to let out. I was especially worried that it might do different things in different languages. I tried a couple versions of it, but it never really had a chance.
- ◆ There was a treasure that I stole for an earlier set which will now be a later set. That'll learn me.
- ◆ There was the Remodel that Transmute replaced.
- ◆ There was a card that turned anything into a Potion, or a Potion into anything for \$6 or less. At some point I realized I couldn't have anything so dependent on Potions (without Potion in its cost), since people just shuffling everything into one randomizer deck would turn over these cards with no Potion-costers.
- ◆ Similarly there was a card that let you discard a Potion card for an effect, or get a potion symbol to spend. What Potions produce. You know. And there was a Remodel that could add the potion symbol to a cost.
- ◆ There was a card that drew you cards equal to another card's cost, without trashing it. It had more to it than that, but still overlapped too much with Apprentice.

That leaves a residue of cards that I can't tell you about or that you already know about. There were a few cards that turned into cards I will tell you about in the Secret History of the next small set, which started out as the non-potion half of *Alchemy* but ended up much different. There were a few cards that aren't in sets but could still make it somewhere, so there's nothing much to say there. There were a couple cards that mutated into cards coming in other later sets. Then there are cards that are already out in other sets: Pearl Diver, Festival, Library, and Sea Hag all started in *Alchemy*; Bridge started in a later version of *Alchemy*, and Wishing Well was in *Alchemy* at some point; the "trash your hand" outtake from *Seaside* was in *Alchemy*, as were the card once called Militia that's not in the main set, and the Village with them discarding instead of you drawing that also isn't in the main set.

Dominion: Prosperity

Okay I'm doing something different for this Secret History, for no good reason. *Prosperity* was the first expansion to always be an expansion. And it got more development than any other expansion so far, due to being pushed back. And periodically I made a new set of files with current images. So here then are snapshots of *Prosperity* at different points in its history – from the oldest version to the released version. I will go over every card in each version, although I won't say anything where there are no changes, and there will be some cards I can't tell you about because they still might end up in future sets. I will return to the usual Secret History format next time. So those of you who prefer them like that, rejoice! And those of you who like this format better, tough luck.

Let's recap. I made *Dominion*. It gradually got more cards. One day I divided up the cards into a main set, a first expansion, a second expansion. Then I moved on! My friends just wanted to play *Dominion* though. Okay; I could make some more *Dominion* expansions.

I asked my friend Molly Sherwin if there was a theme she'd like to see. She said "spendy." And spendy I gave her. I combined that premise with a treasures-that-do-things theme.

Early 2007: This is the first and oldest version of the set. I don't remember any earlier versions of any of these. At the time *Intrigue* and *Seaside* were both just 15 cards. I suspect this is 18 rather than 17 because I fit 9 cards to a page in my prototypes.

- ◆ \$2; Future1, a card that's in a later set now. Already I'm not telling you things.
- ◆ \$3; Action1: +2 cards, may pay \$2 for +2 cards. Initially the idea was to have a "pay \$ for effects" sub-theme. It was never on very many cards before vanishing completely.
- ◆ \$3; Attack1: "Each other player either trashes a card in their hand and you gain it, or trashes the top card of their deck." Trashing attacks were originally much nastier. Bam, trash the top card of someone's deck. As previously explained many times, that kind of thing is too weak (hits copper/estate), too random (hits my copper and your province), and can lead to games where everyone has a 5-card deck. During development of the main set, there was a point where I stripped all of these attacks out of every set.
- ◆ \$3; Treasure1. \$1, 1 VP, +1 Buy. A treasure-victory card - the small version of Harem. It looks fine on paper but was way too weak. You don't want Copper or Estate in your deck, and combining them doesn't fix that.
- ◆ \$4; Action2: +\$2, may discard 2 cards for +\$2. Strong. The flip side of Action1 above.
- ◆ \$4; Treasure2: a treasure that didn't survive but which I remember fondly enough to not tell you about yet.
- ◆ \$5. Attack2: "You may pay \$4. Trash the top card of each other player's deck, or the top 2 cards if you paid." Man. Let's see some decks shrink to nothing.
- ◆ \$5; Treasure3: worth \$2, with "when you spend this, gain Silver." In the end it just wasn't different enough from other cards in the Explorer family. It was in the set for a while though.
- ◆ \$6; Action3: a wacky card that overlaps with stuff I might do someday. It was crazy and didn't survive past this version.

June 2007: By Origins I had 5 expansions, all at 20 cards, except that for *Prosperity* I didn't count Platinum or Colony in the 20.

Unchanged from the previous version: Future1, Treasure1, Treasure2, Mountebank, Talisman, Grand Market; Platinum, Colony.

- ◆ \$3; Attack1. Now only Treasures from hand can stop your top card from being trashed.
- ◆ \$3; Masquerade, as printed in *Intrigue*
- ◆ \$3; Action1: "+1 Card / +1 Action. You may pay \$2. If you do, +2 Cards." Broken.
- ◆ \$4; Action2: "+\$2. You may discard 2 cards. If you do, +\$1." A fairer version of this. It still seems like a reasonable card, although it's somewhat redundant at this point.
- ◆ \$5; Action4: "Trash a Silver for +\$5 +1 Buy." A bigger Moneylender. No-one was ever very interested in it.
- ◆ \$5; Attack2: "Pay any amount. Each other player reveals the top 4 cards of their deck and trashes the 1st that costs that much or more." A less insane version of the previous trashing-for-hire card, still insane by today's standards.
- ◆ \$6; Treasure3, now weaker for some reason.

February 2008: So at this point RGG was going to publish the game, and I was mucking with the expansions some as we worked on the main set. Still 20 cards plus Platinum/Colony.

Unchanged from the previous version: Action1, Treasure2, Worker's Village, Royal Seal, Attack2, Mint, Talisman, Mountebank, Forge, Treasure3, King's Court, Expand; Platinum, Colony.

- ◆ \$5; Future2. Some card I expect will come out someday. This version was too strong.
- ◆ \$7; Action5. "+\$4, only usable to buy Victory cards." This was another of cheepicus's cards (he came up with Courtyard). It did not survive in the end due to just not being very interesting (sorry cheepicus).

Summer 2008: During development, there was some concern that maybe 500 cards was too many to sell. That people wouldn't pay as much as that would have to cost for "just cards." So we looked at ways of making it less cards. One angle was to only play with 8 Kingdom cards at once. I made up lists for each expansion in 16-card form. *Prosperity* somehow kept Platinum/Colony as extras.

No changes. Action1, Action5, Attack2, Expand, Forge, Grand Market, King's Court, Loan, Mint, Mountebank, Quarry, Royal Seal, Talisman, Treasure2, Treasure3, Worker's Village; Platinum, Colony.

December 2008: At this point we knew we were going with 25-card sets. *Dominion* came out in October, and *Intrigue* was finalized around the same time. So *Seaside* was the current project, but I was working on later sets too in order to have them ready for when development started.

Unchanged: Action1, Action5, Expand, Loan, Royal Seal, Trade Route, Treasure2, Treasure3, Worker's Village; Platinum.

- ◆ \$3; Treasure4: worth as much \$ as another treasure you have at the same time. This seemed like a classic card that would totally be worth doing and wouldn't possibly leave the set. It never had any fans though. The set had too many high-variance cards, and this wasn't one of the admired ones, so eventually it left. We will see more of it first though.
- ◆ \$4; Attack3: "Each other player reveals cards from the top of his deck until revealing a Duchy, Province, or Colony. He trashes it and gains a cheaper Victory card he chooses, and an Estate. He discards the other revealed cards." This was an attempt at an attack that only hit VP cards. Since that would be useless early on, it compensates by passing out Estates then. It doesn't just trash VP cards, it grinds them up into smaller cards. This was really perfect for *Prosperity*; I needed attacks that didn't make Colony look unattainable, and this makes you actually want to hold out until you can buy two Colonies in a turn if possible. As you know it did not survive. In the end, no-one liked it. That kills 'em every time. It seems kind of worth doing an attack that only hits VP cards someday, but it probably won't have space to do something else in the bargain, and I already know that no-one will be pleased to see it.
- ◆ \$5; Attack4: "Each other player discards down to 3 cards in hand. +\$ equal to the cost of one of those discarded cards." This was an old idea that had come from another set. It had started out as straight discarding, not discard-down-to, but I had learned by now that that doesn't work. This card seemed promising for a long time. The big problem that this version had was being too political. Hmmm, I would like to discard this Province, but that gives you \$8. Well, are you winning?

March 2009: Yet another pre-development version.

Unchanged: Attack3, Attack4, City, Counting House, Expand, Forge, Future3, Grand Market, King's Court, Mint, Peddler, Rabble, Trade Route, Vault, Worker's Village; Platinum, Colony.

- ◆ \$4; Action6. I still might rescue this one, so it will remain a mystery. This version of it was crazy powerful.
- ◆ \$4; Treasure4. Now costing \$4.
- ◆ \$6; Action7. A card in the Remodel family which didn't work out but seems promising enough not to spoil yet.

April 2009: I think this is close to the first development version.

Unchanged except maybe for slightly improved wordings that aren't at all interesting: Action6, Attack3, Attack4, City, Contraband, Counting House, Expand, Forge, Future4, Grand Market, Herbalist, Hoard, King's Court, Mint, Peddler, Philosopher's Stone, Rabble, Royal Seal, Talisman, Trade Route, Treasure4, Vault, Worker's Village; Platinum, Colony.

June 2009: During development. Note that some of the cheap cards that aren't exciting early have vanished.

Unchanged: Attack4, City, Contraband, Counting House, Expand, Forge, Grand Market, Hoard, King's Court, Mint, Mountebank, Rabble, Royal Seal, Trade Route, Worker's Village; Platinum, Colony.

- ◆ \$3; Action6. This version was also a reaction, and did its former action part in a weaker form as the reaction. That did not save it.
- ◆ \$4; Attack3. This version had players put their decks in their discard piles, then paw through their discard piles looking for a VP card to trash. This made the card a lot less random. It still trashed a VP card and replaced it with a cheaper one and an Estate.

November 2009: This was the final version. It would have been printed just like this. Except then *Alchemy* snuck in ahead of it. The publishers wanted to do some small expansions too and well that story is told elsewhere.

Unchanged: Bank, City, Contraband, Counting House, Expand, Forge, Grand Market, Hoard, King's Court, Loan, Mint, Monument, Peddler, Quarry, Royal Seal, Talisman, Trade Route, Vault, Venture, Worker's Village; Platinum.

- ◆ \$6; Attack4. This morphed into "Each other player gains a Curse and reveals his hand. +\$ equal to half the cost in coins of one of the revealed cards, rounded down." The idea was to get rid of the politics of the original, while preserving uh something.

Final June 2010: *Prosperity* was mostly finalized in June 2010, and not much changed in those last few months. We had extra time, so we worked on the set some more, while also getting going on the next set. The changes are all things that only got to happen because the set was delayed.

One general wording change for this version was to say "+1 VP" rather than "take a 1 VP token." It's a lot prettier and skirts the issue of making change.

Unchanged: Bank, City, Contraband, Counting House, Expand, Grand Market, Loan, Mint, Monument, Mountebank, Quarry, Rabble, Talisman, Vault, Venture, Watchtower, Worker's Village; Platinum, Colony.

Odds and Ends: There are a few cards in the files that don't show up in any of the full sets of images.

- ◆ There was another card that's in a future set now so I can't tell you anything about it. What can I say, I like these lists to be complete.
- ◆ There was another version of Loan. It was worth \$0, but played the treasure card it found before trashing it (either you discarded it, or you played it and trashed it). This was interesting but did not work out.
- ◆ There were the other attacks I tried in the Goons slot, in-between the two listed versions. Most of them involved a "choose two" of some sort. There are two goons in the art, you see. Most of them also involved getting VP tokens.
- ◆ There were the four somewhat similar cards I tried in the Bishop slot. These all involved VP tokens.
- ◆ I realized at some point that, if I had had VP tokens as a sub-theme from the beginning, I would have tried out "+1 Card +1 Action +1 VP." So I tried it. It was never slotted into the set; it was an extra card, to be swapped in if I wanted it. I didn't want it. It was okay, but not super-exciting, and had the problem of letting you build a deck that never approached the end-game condition. You know, you

Chapel down to just six of this card (plus the Chapel), or whatever, and play them every turn. Bishop trashes cards and Goons triggers on buying; both mean the game will eventually end. Monument does neither, but it gives you +\$2, and people don't like to just throw that away. They like to spend it. Monument did make me worry some about endless games, but it sure never happened in playtesting. But this card, bam. Then I tried a version that tried to fix that, but didn't like that version either.

And That's That! Now you have a more complete picture of this set than you ever needed.

Dominion: Cornucopia

Alchemy was originally a large set, which when I made it meant it was 20 cards. I didn't count Potion. When *Dominion* itself was finalized, it stole whatever cards it wanted from future sets, including Gardens and Library and Festival from *Alchemy*. And some cards got stolen for other sets too, as I worked on them, turning former 20-card sets into 25-card sets and getting rid of dud cards. Whatever; *Alchemy* was last, I would get around to fixing it up eventually. It still had the Potions stuff, and I penciled in a "hand" theme for what the rest of the set would do. Cards that involved your hand. This fit with some cards that had been pushed back to be fixed up and some other homeless cards that I liked.

Around the time *Prosperity* was wrapping up and *Seaside* was getting printed, it turned out the publishers wanted small sets, could I make one please, and also, could it come out next (pushing *Prosperity* back). The way to get something fastest was to have it already done. *Alchemy* was ideal, as it had a hunk of the right size to break off of it, and it was in tatters anyway from me never getting around to working on it. I took the Potions stuff and tweaked it into a small expansion. So now there was a list of existing cards, plus untested ideas, waiting to turn into a hand-themed small set for a year after *Alchemy*.

When I got around to working on *Cornucopia*, I went with the hand theme, adding more cards that fit it, polishing up what I had, and adding cards that didn't fit it too, because what, they can't all be on-theme. And we started playtesting it.

It turned out that the "hand" theme was invisible. It made the cards play well together, but no-one recognized that it was the theme of the set. It was just not distinct enough.

The set at the time had Fairgrounds and Menagerie in it, and people would incorrectly guess that that was the theme, and that there just wasn't much of it. "Variety" sounded like a good theme, so I ran with it. Some of the hand stuff that wasn't also variety-related left, and I added more variety stuff. This theme was recognizable and worked out and well there it is.

In the end the set has only two cards that are mutated versions of cards originally in the large *Alchemy* set - Jester and Diadem. Some of the other cards started in other sets, and some are original to *Cornucopia*.

Those publishers that wanted small expansions presumably wanted them so that people who didn't want to pay the same for an expansion as for the main game could get them. And if such people exist then they don't have the large expansions. Well *Alchemy* is not ideal as the only expansion you have. I mean it's just so exotic. I felt like these publishers would have preferred something less exotic. *Alchemy* was all they could have in the time frame it was wanted, but I had plenty of time here, so this expansion tries to be more reasonable as an expansion for someone who doesn't have many expansions.

Outtakes:

- ◆ For a while, one of the stand-out cards in the set was \$5, "Gain Silvers to your hand until you have 5 cards in hand." Only not with that exact wording. We argued a bunch about the wording before it died, which was a lesson in how not to use time. Anyway it looks exciting, right? But some games you can't get rid of cards from your hand easily enough (or at all), so it's just a poor man's Explorer. It initially dazzled people, but I don't think anyone missed it when it left. I do a very small number of narrow cards that are cool when you can pull them off, and this wasn't good enough to be one of those.
- ◆ Before Fairgrounds, I tried a VP card with an alternate cost. Instead of paying for it, you could trash two Action cards from your hand. You don't want to trash your Action cards though, so this didn't end up being very interesting.

- ◆ I had a Village/Warehouse that cared about variety. "+2 Actions. +1 Card per differently named card you have in play, then discard that many cards." It was fine? It just wasn't that exciting or different.
- ◆ I tried an attack that had you put a card from your hand on your deck unless you revealed a hand with no duplicates. It was a cute Moat condition but did not work out.
- ◆ Prior to Young Witch, I had an attack that made everyone else discard Silver unless they revealed a particular card, which was either the cheapest card out, or a specific randomly determined card. Like I said under Young Witch, it was simplest to combine the random-Moat idea with the add-a-pile idea.
- ◆ There was a card, +\$2, name a type, dig for it, put it on your deck. It cost \$3. You can almost always name a type that isn't in your deck if you want, so it's "strictly better" than Chancellor. This really bothers some people (Anthony Rubbo being one of them). It had to be worse in some way and I didn't want it to be worse.
- ◆ There was a card that had you play another card, replacing all +'s in its text with whatever +'s you wanted. Besides rules issues, it was weak and narrow.
- ◆ Another card gave you increased card selection for the rest of the turn. "+1 Card +1 Action. While this is in play, when you draw a card, first look at the top card of your deck, and you may discard it." It was slow and got crazy quickly.
- ◆ I tried a card that conditionally let the other players draw a card, as a penalty, based on how much variety they had in hand.
- ◆ There was another Prize that didn't work out. "+2 Actions +\$2. When you discard this from play, you may put it on your deck." It was crazy.
- ◆ I tried both Remodel and Workshop in versions that put the card you gained into your hand. The Remodel was just broken. For a while the Workshop looked promising, but well here it is in the outtakes section.
- ◆ I tried five different versions of a card that had been too powerful in *Prosperity*. None of them worked out but I guess I still haven't quite given up on it.
- ◆ Herbalist was in this set briefly.
- ◆ There is only so much space in 13 cards. There was a popular card that I decided would be better in a later set, so I moved it there (it became Jack of All Trades in *Hinterlands*). There was an attack that didn't quite work out, so I took it out, then fixed it up but could not add it back in. It too is in a later set. There was another card that started in *Intrigue*, moved to *Alchemy*, was played a lot here, turned out to be too strong, left, and then got fixed up for a later set.

Dominion: Hinterlands

Originally, there were just some cards. One day I split up the cards into a main set and two expansions. I divided the expansion cards by themes; the first expansion got one-shots, decision cards, and cards with two types, while the second expansion got cards that did something on your next turn and cards that did something when you gained them.

When I showed the game to RGG, I had five expansions. During development of the main game, I briefly tried out the expansions in 16-card versions. As part of doing this, I split up the second expansion into two expansions - one for the next turn theme, another for the right now theme. Both themes seemed good enough to support an expansion. Later, when I turned everything back into 20-card expansions (which became 25 during work on *Intrigue*), I kept those two themes separated. The next turn theme came out as the actual second expansion, *Seaside*, and now finally we have come to the when-you-gain-this expansion.

A few of these cards date back to 2006, and the original expansion with both themes. More are from when I split up the themes, then more got added to get back up to 25, and of course some cards are more recent, due to the usual process of getting rid of duds and trying new things.

For most of its life, this has been an ordinary expansion. For a while there though, I was thinking maybe it would be good to do another standalone. There are various virtues to standalones; someone else can talk them up, as I know there are other people who will argue against them. Anyway it seemed good to me. And so for a bit I focused on trying to make sure the set wasn't as complex as the couple sets before it. It gets some simplicity from the when-gain theme, although some of those cards still look complicated because they need text for both the normal and when-gain abilities. This focus helped protect a few of the simpler cards, and then late in the going Jay decided it would be a normal expansion after all. So the set is 300 cards, with no tokens or anything, and had that extra push towards simplicity, which is nice. And for

those of you who were wondering, this is also why the rulebook has an unprecedented number of recommended sets of 10.

Some of you are thinking, simplicity lol. No really; whatever strategic complexity the set has, it does have some simple, easy-to-play cards; it's simpler than *Prosperity* but more complex than *Seaside*. You can sit a new player down with Nomad Camp and Crossroads and so forth and while they may not know what they're doing, they won't be confused by their cards.

The when-gain theme was always the focus of the set. A few of the cards are when-buy instead; this was necessary, as I will explain for those cards. I have a few cards that latch onto when-gain from different angles, rather than just doing something when you gain them. And then, when-gain abilities are good fits for victory cards and treasure cards, so the set got three of each. Some of the victory cards died and were replaced by other ones without when-gain abilities, but there are three, see for yourself. With three victory cards and three treasures it seemed cool to have three reactions, and towards the end I managed to squeeze in a third one.

Some of you who are word people or have internet access may note that one meaning of "hinterlands" is, the land behind the coast. So even the flavor is a complement to *Seaside*.

Endless outtakes:

- ◆ Long ago, the set had a one-shot that let you buy a card and set it aside until the end of the game. That card was weak, but I stole it for Island in *Seaside* and fixed it up. Later I tried to revisit the concept here. First I tried some Woodcutters that let you buy cards other than to your deck, either while in play or as a reaction. Those were crazy. Then there were three versions of a victory card with a when-gain that left bad cards in your discard pile - one shuffled all non-victory cards from your discard pile into your deck, one shuffled all but 5 cards from your discard pile into your deck, one shuffled actions and treasures from your discard pile into your deck. It always took too many words and it was never clear that it was interesting enough. So none of those made it, but I saved part of the concept as the when-gain on Inn.
- ◆ There was a victory card for \$6, worth 1 VP, that came with a Duchy. It had started as a 2 VP card you got two of, but that pile runs out twice as fast, which I preferred it not doing. This card was cute but space was limited, and it stopped seeming as necessary when Border Village switched to costing \$6.
- ◆ Another old victory card was 2 VP for \$5 and came with a Silver. On some early pass it didn't seem good enough and exciting new cards were trying to get in.
- ◆ To go along with the victory cards, there was a card that let you discard victory cards for \$2 each. It just wasn't interesting enough.
- ◆ There were a bunch of cards that tried to be when-gain card-trashing attacks. The oldest one trashed your choice of each player's top 2 cards (including your own), both when played and when gained. From back when trashing attacks were crazy. Most of the other versions trashed your choice of the top 3, but at least limited you to cards costing \$6 or less, and only did it once. One version was a one-shot, which was Bill Barksdale's idea - it was a one-shot with a when-gain, so it wasn't normally in your deck; really it was just, you could use your buy to make this attack happen. That seemed cute but well like many versions of the card, it made the game have a sub-phase in which we bought out the stack, before getting to play the real game. There was a version that was a treasure worth \$2 that only attacked when you bought it. I especially liked that one, though of course it had the sub-phase problem, and could shut someone out of the game. There was also a version that whiffed if the top card of their deck was Copper, but attacked repeatedly.
- ◆ Similarly there were several versions of a when-gain discard-based attack card. The longest-lasting one was a Woodcutter for \$5 that made the other players (with 5+ cards in hand) put a random card from their hand on their deck when you bought it or played it. It's amazing how long that card was around, given how painful it made games. There was an earlier version that made players discard their most expensive card, or most expensive non-VP card. Then when I killed the concept, I tried a Militia with a when-gain that Militia'd your own next hand when you gained it - look at your top 5, discard 2, put the rest back. That seemed cute conceptually but I liked Margrave better and that's what you got here. I also tried an attack that gave the other players a choice between being Militia'd or Ghost Ship'd, which is pretty weak.
- ◆ There was an attack that was +\$2, each other player puts 2 Coppers from his discard pile on top of his deck. For \$3. It basically sucked but occasionally really annoyed someone. An earlier version put a victory card from their discard pile on their deck; Fortune Teller is a better take on that.

- ◆ There were a couple versions of a Remodel that had you discard a card rather than trash a card. Discarding Province to gain Province is crazy, so it was either "costing exactly \$2 more" or "a different card."
- ◆ Then I tried a Remodel that had you draw two cards first. It's a simple card but seemed worth trying. The extra cards give you more of a chance for Remodel to hit what you want, you know. Anyway +2 Cards is a huge bonus to add to Remodel.
- ◆ There was a Workshop variant that gained you a card costing up to \$3 plus the number of Coppers you discarded. It seemed innocent and kind of cute. It's fun to gain more expensive cards with your Workshop, and if you pull off gaining a Province with it, good for you. Well. Workshop is like +\$4 +1 Buy, except you can't combine that with your other money. That hurts it a lot. This card could be combined with your other money, but only with Copper. Well with card-drawing you can base your economy on Copper. You draw cards, discard a bunch of Copper to this, gain a Gold or Province... then draw more cards and get those Coppers back, plus that Gold if any, and spend your money a second time. It seemed like it might not usually be overpowered, but it also seemed overpowered too often when the set was played by itself, and at the time it was looking like it would be a standalone.
- ◆ Where's the when-gain Chapel? I hear you asking. Right here dude. There was an Explorer (gain Silver to hand) that let you trash any number of cards from hand when you gained it, gaining that many Silvers, yes that was crazy. There was a Mandarin (the top half) that Chapel'd when you gained it; there was a Mandarin that trashed up to 2 cards when you gained it. There was +\$2, put any number of cards from your hand on your deck, when gain trash up to 2 cards. Oracle also had a when-gain trashing ability once. It was a tough ability to balance; trashing cards is so good that you would tend to buy the card for its when-gain and then randomly have whatever it was in your deck. Anyway none of these cards worked out.
- ◆ I tried several cards that had a when-gain ability that Navigator'd everybody - look at their top 5 and either make them discard them or make them put them back. They had problems on early turns and late turns.
- ◆ There was a card that gained you a Silver per card the previous player gained. That may sound weak, and well it cost \$2, but I have seen it gain a pile of Silvers. One trick is, it adds up if it keeps getting played - I play it for one Silver and buy a card, you play it for two Silvers and buy a card, I play it for three Silvers. I thought the card was okay, but the set at the time had too much Silver-gaining. People thought it was a theme. Some of that stuff had to go, and this was an easy one to drop.
- ◆ Another card was +\$2, get the Ironworks bonus for cards the previous player gained. You know, if they gained an Action you get +1 Action, etc. It just didn't thrill anybody.
- ◆ There was a late card that was a one-shot double Workshop with a when-gain Chancellor ability. I liked it. For most people it just seemed okay though, not a hit, and as it happens this was not a great set for the card. Where are all the \$4's you want a million of? Yes there's Silk Road. I would have just pushed this into another set, to further consider its merits there, but there are only two more sets and neither one could fit this. If there ever turns out to be a 9th expansion, just forget you read this.
- ◆ There was a card that was +1 Card +1 Action, while in play when you draw a card, first reveal your top card and you may discard it if it's a victory card. It was too slow and confusing.
- ◆ There was a Village with "when you gain this, you may put a card from your hand on your deck." I had a few cards that let you save a card for next turn as a when-gain, but it was never that interesting of an ability. Mandarin kind of takes up that space in a cooler way.
- ◆ A couple card-drawing cards had the penalty of when-gain, each other player may trash a card from his hand. These cards barely got tested, didn't excite people, and then I used a version of that penalty on Bishop.
- ◆ Farming Village started here for \$2 with only +1 Action.
- ◆ It's only fitting that Masquerade got passed around from expansion to expansion. It was in *Prosperity*, it was in the original 4th expansion, and it was here once too. Mountebank was also briefly here, when it was missing from *Prosperity*.
- ◆ There is a card that started in *Prosperity* that was here for a while but now is in the 8th set. There are two cards that started here and have variations surviving in the 8th set. And there's an attack from *Cornucopia* that I tried a bad version of here before fixing it up for the 7th set. Hey I try to make these posts complete.

Dominion: Base Cards

I already have the secret history of the cards themselves in the corresponding secret histories. There are actual stories for Province, Curse, and Colony; the others never changed.

As to the secret history of this product, what happened was, people said, hey why don't the treasures have different-colored coins? And someone mocked some up here on BGG. And Jay and I thought, man, why didn't we do that? It lets you tell how much money you have easier, and you can see what your opponent has from across the table. *Intrigue* wasn't out yet, but my understanding is that there was some resistance from foreign partners to having *Intrigue* not match the main set. So it didn't happen, *Intrigue* matches the main set.

It remained an idea that we could someday put out versions of the treasures (and why not the other basic cards while you're at it) with art. Jay put off doing it in part because he didn't know what demand there would be for the product, and in part because he didn't want to make a product that completists bought just to have everything but which they weren't really getting value from. In the end he decided to do it and I don't know what finally made it happen. I don't think the product is for everybody, but if you're one of the people who've been wanting it, here it is!

We considered different sizes - do you support 5-6, do you include Platinum/Colony/Potion, do you include coin/VP tokens. Cards are ideally printed in certain quantities, so it ended up supporting 4 players but including Platinum etc. We wanted it to be cheap so it did not get the tokens. For a while it didn't have a Trash card.

The intention was that the art would really distinguish the cards, and as you will see it does.

Dominion: Dark Ages

When I showed *Dominion* off to RGG, I had five expansions. They were: *Intrigue*; *Seaside* and *Hinterlands* combined; *Prosperity*; "War;" and a large version of *Alchemy* with a touch of *Cornucopia*.

War was interaction-themed. Different ways for players to interact. Its cards included versions of Swindler, Trade Route, Tribute, Council Room, and Smugglers. Council Room kept the same name when I moved it to the main set; now you know how it got that name.

War was my favorite expansion, but the problem was, every expansion needed interactive non-attack cards. Every expansion needed a certain percentage of interactive cards, and attacks slow the game down, whereas non-attack interactive cards may not, and may even speed it up. So I had to spread them around. I made War more attack-themed and gave each other set at least one non-attack interactive card. Man do I need an acronym for that? Maybe I am done saying it.

During work on the main set, I briefly tried rearranging everything into 16-card expansions, and at that time I had an expansion that was top-of-your-deck themed. This theme was no good; it's fine for making some cards that play well with each other, but since I do that kind of thing in every set, the theme is invisible. So I broke that one up, and War ended up taking a few of those cards, thinking maybe it would end up with a mild top-of-your-deck subtheme, which fit with some of the attacks. In the end it only kept Armory. Those of you noting that *Dark Ages* is the 7th expansion, and that in the Secret History for *Dominion* I say that Adventurer came from the 7th expansion: that 7th expansion was the top-of-deck one. Ditto for Shanty Town.

Around the time I was working in earnest on *Cornucopia*, I realized I had to decide what to do about the sizes of the last two large sets. The main set and *Intrigue* were standalones, and so 500 cards; *Seaside* and *Prosperity* had playmats and metal tokens. *Hinterlands* and *Dark Ages* did not have such things. Could they just be cheaper or what? I did not know yet if that was okay. However, I could dodge the issue for one of the sets by making it a standalone, and it seemed good to do another standalone anyway. I picked *Hinterlands* for that and worked to keep that set from getting too complex. And then what could *Dark Ages* have? And of course I realized that it could just have more cards; it could be 500 cards rather than 300. This would let me do some stuff that might not seem worth the space otherwise, like having a new kind of penalty card or cards that turned into other cards. So I expanded the expansion.

The original interactive theme was gone, and the attack theme was not going to cut it. Joe Dominion just doesn't want a heavy attack environment, that's what I think. And anyone who does can rig it themselves by including more attacks on the table. I figured attacks could still be a minor sub-theme, but slowly the

cards that worked with attacks left, until Squire is all that remains (yes plus Beggar but that doesn't count). And as I mentioned, the top-of-deck theme was never going to amount to much.

I filled the void with an upgrading theme and a trash theme. Lots of cards turn cards into other cards, or themselves into other cards, and then a bunch of cards care if they're trashed, and a few care about the trash other ways. And of course the stuff I did with the extra 200 cards amounted to various minor themes too.

War was an unacceptable theme for Hans im Gluck, and I knew this basically from the day they took on *Dominion*. So way back when I knew I would be retheming the set. *Dark Ages*, there's a theme. It could be the poor to *Prosperity's* rich. Then when *Alchemy* became a small set, it looked like this set, though originally 4th, would be the last *Dominion* set, and that seemed cool too, going out with the *Dark Ages* (then *Guilds* got bumped to after it due to the basic cards product, which is also why *Hinterlands* wasn't a standalone).

Two cards from the original 2007 version of the set remain basically intact: Altar and Band of Misfits. The Knights were in the original set in a different form, and there was a "+1 card +1 action" trasher which can claim to be an ancestor of Rats and Junk Dealer. The other 16 cards went elsewhere or didn't survive, being replaced by 31 new cards, some themselves from other sets but many new to this one. And of course I added those other cards, the Ruins and Shelters and things. The original war flavor and interaction theme are gone, replaced by the *Dark Ages*, upgrading, and the trash. The original set was my favorite and it turns out the final set is still my favorite. I liked the original for the interaction between players, and I like the final version for the interactions between cards. It is the crazy combos set.

On to the endless outtakes:

- ◆ The reaction part of Trader started here, first by itself, and then for a while as a treasure-reaction worth \$1. The top half of Inn started here too, for \$4 (it was fine, I just needed someplace to put the bottom half of Inn). There was also a similar card here later, "+2 Cards +1 Action, discard a card," for \$4, which ended up being too good. Spice Merchant without the Woodcutter option was here, but didn't exactly lead to Spice Merchant. Fool's Gold was in here at one point, in addition to the bottom being tried on Bandit Camp. Cartographer started here; it was a simple card that seemed perfect for *Hinterlands*, at the time a standalone.
- ◆ Swindler, Trade Route, Tribute, and Council Room started here. Council Room originally cost \$4; Tribute didn't say "differently named" and revealed the top card of each adjacent player; Swindler didn't give +\$2 and instead gave them a card for \$2 less than the trashed card; and Trade Route was "+1 Card +1 Buy +\$1, if a Province has been gained this game, +1 Card." Smugglers had its roots in a card here that was "+\$2, cards gained on the previous turn cost \$1 less this turn." I tried a victory card with the Horse Traders reaction here. Hunting Party and Spy were briefly in this set before getting whisked away.
- ◆ Vineyard was in the set for a while, sometimes with a reaction. Masquerade visited. Monument was here for a bit, after leaving *Prosperity* and before returning to it. The card that ended up being Horn of Plenty was here for a while after leaving *Intrigue*. When it was here it was some version of, "+2 Actions +1 Buy, while this is in play, when you play an action +\$1."
- ◆ There was an attack that gave out Confusions and doubled as a Moat. There was an attack that was +1 Card +1 Action, name a type, each other player reveals their top card and trashes it if it matches. I tried a weaker version that only hit \$3-\$6's before killing it.
- ◆ For a long time there was an attack which in its best form was "+\$2, they trash the top card of their deck and gain a cheaper card that shares a type with it, or a Ruins if they can't." I liked it. Eventually I decided though that there was enough hatred of trashing attacks out there that I should just stick with the Knights (plus Rogue, but it's only a fractional attack).
- ◆ There was an attack, gain an Estate, they gain a Curse, for \$3. It dominated games too much. I replaced it with Marauder, and used the Estate/Curse thing on Followers.
- ◆ There was a trashing attack that could only trash cards that didn't match cards in the trash.
- ◆ There was a Spy variant for \$2 that put bottom cards on top or didn't.
- ◆ There was a flipped version of Margrave - +2 Cards, each other player discards down to 2, then draws a card. Oh man. So painful. A version that was around for a while cost \$4 and gave you 2 Silvers if it was trashed. Another version cost \$5 but came with a Spoils.
- ◆ After that attack died, I tried, they discard down to 3, you look through your discard pile and either get a card from it into your hand or draw 2 cards. It needed the +2 Cards option in case your discard pile

was empty. Well I decided Scavenger was okay, but you don't need to see too many of these getting back Platinums.

- ◆ Early on Intrigue had had a one-shot that played every attack in your deck (digging them out of it). It moved here and stopped being a one-shot, then gained the setup of "add an attack pile to the game." It was in the set for a while, producing gigantic piles of pain.
- ◆ There was a village that had you Spy first whenever you played an attack. Play three of them and you'd be making three decisions per player per attack. I liked it for a while.
- ◆ There was a Throne Room variant that gave +1 Card +1 Action, and had every opponent play the card you Throned on their next turn. It had built-in super-crazy just by playing it on itself.
- ◆ Another Throne was "Choose one: +1 Card +1 Action; or Throne." It cost \$4 when Throne Room itself cost \$3. When Throne Room had to cost \$4 there was no place for this card, which would be sad at \$5.
- ◆ Another Throne hung around, set aside, until you wanted to use it (it was \$5 and also gave you +1 Action when played). This works differently from Throne in multiples; two of them would let you do an action three times total, since each one just did it an extra time. This card was cool and was in the set for a while, but setting it aside indefinitely was problematic - in the past we've included playmats for that, and I didn't want playmats here - and the card was strong. A few times Bill Barksdale built a deck with lots of these Thrones and an Altar, which would take advantage of not actually having to trash a card to Altar if there are none in your hand, and would suddenly buy a pile of Duchies. One of those games, Bill pared his deck down to just an Altar and five copies of this Throne, drew the five Thrones and then watched a trashing attack trash his Altar. Good times.
- ◆ Another Throne had you draw 2 cards, play an action twice, then discard 3 cards. That may look straightforward, but it's all kinds of weird.
- ◆ I had discarding victory cards for +\$2 each. It started out at \$4, went up to \$6, moved to Hinterlands, then was dropped for not being interesting enough.
- ◆ There was a Remodel that put the card into your hand. Originally it didn't give +1 Action; then it did and was crazy.
- ◆ There was a Remodel for \$4 that Remodel'd one of the top 3 cards of your deck, putting the new card on top. I thought it was a keeper, but in one set of surveys it became clear that it was a dud for several playtesters.
- ◆ Another Remodel turned one card into two different cards that each cost exactly \$2 more. I did Develop instead.
- ◆ There was a victory card for \$6 that was worth 2 VP and you gained two copies of it. That runs out the pile twice as fast, so I changed it to 1 VP but it came with a Duchy. That moved to Hinterlands, was there for a while, then left when I made Border Village cost \$6.
- ◆ I tried a victory card that was worth 1 VP per 3 copies of whatever action you had the most copies of. I had a few different reactions on the bottom, including Moat and giving you a new hand when attacked.
- ◆ I tried a version of Wall here, which had been a Hinterlands card that I did a better way as Island, then tried to do another version of for a while. The version here was an action-victory worth 2 VP with "look through your discard pile, shuffle all but 5 cards from it into your deck." The various Walls all were ways to shuffle your deck without so much garbage in it; I dropped it from Hinterlands in the end because I did Inn.
- ◆ There was an old old card, gain a Silver to hand, each other player gains a Copper to hand, for \$5. Way back when, we didn't know any better, and this card seemed okay. Then I tried a bunch of things to make this good enough, eventually drifting into "+1 Card +1 Action +\$1, each other player gains a Copper in hand then discards down to 4." In the end nothing has survived. Giving other players Copper is bad in general because the pile varies in size so much, depending on the number of players and whether or not you add together the main set and Intrigue. It's fine if the attack is limited as to how much Copper it will really give out, like Jester and Noble Brigand and Ambassador.
- ◆ There was a card from Seaside, "+\$2, when you discard this from play you may put this on your deck," for \$3. It seemed innocent for a long long time. Steve Wampler eventually demonstrated that it was not. Scavenger provides a way to get that +\$2 every turn, but you need two of them, and might draw them together.
- ◆ I tried a few ways to give you a combination of +'s that you picked. It sounded like something but was never interesting.
- ◆ There was "+1 buy +\$1, if you buy a 2nd card on a turn with this in play, trash this and gain 2 Silvers." I tried a few different "turns into 2 Silvers" cards over the years; this was its last stand.
- ◆ When it looked like Band of Misfits wouldn't survive, I made a card that was just a big choose one with the kinds of things you'd like to see on the table with Band of Misfits.

- ◆ A few cards tried to provide other uses for the Ruins pile. One was "+1 Card +1 Action, play the top Ruins, put it on the bottom." It was cute but there's a tracking issue. I did Ironmonger instead. Another card played the top four Ruins. It gave you +\$3 instead if the Ruins ran out, because what fun is that.
- ◆ Here's a weird one. Woodcutter, copies of cards in the trash cost \$1 less this turn; setup: we each put a kingdom card into the trash. Let me tell you, some slow decisions there, and then you have to keep the trash all spread out. It was interesting though. Those of you complaining about the Band of Misfits FAQ, this is how you could get King's Court to cost less than Band of Misfits.
- ◆ The original main set had "Trash a card from your hand, discard a card, draw 3 cards." I dropped it from the main set for being redundant; there were other trashers. I slotted it right into Intrigue and then bumped it from there too. I stuck it here and well. It was interesting in its day, but wasn't so interesting these days, being similar to various other cards.
- ◆ An old card drew you 2 extra cards in your next hand, and was a Moat. The idea was to increase your chance of having reactions in hand for attacks.
- ◆ A few times over the years, I tried to make a card that cost the other players a victory card at the end of the game. It attacks your score. This version I'm looking at was an "Action - Endgame." I tried versions that made one card not score, or two. At two no-one scores. At one it just wasn't interesting enough. The rest of the card can't exactly compensate; the text doing this weird thing has to be worth it.
- ◆ I tried \$2, "+1 Card +1 Action, each player draws a card." It's pretty rude with Militias.
- ◆ I briefly had a card-drawer that gave you cards when it was trashed. I guess that still describes Cultist.
- ◆ A somewhat late card read, "+1 Buy +\$2, while this is in play, when you gain a card, you may trash a card from your hand." It was fine, it was just lackluster. I see another Woodcutter here I don't remember; Woodcutter, a card costs \$1 less this turn per copy you reveal from your hand.
- ◆ Another late card was a treasure-victory card, worth \$1 plus \$1 per nontreasure in your hand, and worth 1 VP per 10 cards in the trash. The VP part was crazy, and I replaced this with a treasure worth \$1 per different card type in your hand. It was cute in all-Dark Ages games and not so great otherwise. It flirted with staying in the set, then I replaced it with Rebuild.
- ◆ More late cards, briefly tested in case they somehow worked out, all costing \$5. A two-use Gold (you trash it and gain a Spoils). +3 Cards, we all set aside a card from our hand, then we all take one of those cards. +1 Card +1 Action, When you gain or trash this each other player gets a Ruins. +1 Card +1 Action +\$1, may discard x cards to gain a card costing \$x. +4 Cards, +1 Action, discard 3 cards. And there was a hot potato card - you passed it left when you played it and got some benefit, and at end of game it was worth negative VP - that I tested but did not make a prototype card image for. The slot all these cards were tested for went to Mystic.
- ◆ A few cards moved to Guilds, including one that then didn't survive there, but that story will have to wait.

True story!

Dominion: Guilds

Right around when *Prosperity* was due, the powers-that-be decided that they wanted small expansions too. Products that seemed more expansion-like than these giant game-sized expansions I was doing. The ideal time to do one would be next, and so *Prosperity* got pushed back, and *Alchemy* came out in its stead. I got *Alchemy* by breaking off a thematic chunk from a large set, and eventually reshaped the remains of that large set into *Cornucopia*.

I had two large expansions left after *Prosperity*, so this left me one small expansion short. I had to make one more small expansion to go in between *Hinterlands* and the last large expansion. Well I didn't have to, but you know. It was expected. So I made one. *Guilds* is thus the only expansion with no roots in Dominion as it existed prior to the main game being published. As it happens, the *Base Cards* product came out instead of *Guilds*, and then *Dark Ages* came out so we'd have a large expansion that year, so now the last expansion to be made is also the last to come out.

On my list of possible future mechanical themes, "tokens" was the easiest-sounding, so I went with that. There are a bunch of things you can do with tokens. My initial idea was to use them as money you could hang onto for later. This was simple and meant that any one card that used the tokens was useful by

itself; there was no reason for anyone to insist on more than one token-involving card in the game at once, thus avoiding an issue that *Alchemy* had. The initial idea worked out and so there it is.

To supplement the tokens, I added the overpay cards. Overpay was a natural extension of the when-gain cards in *Hinterlands*, and was a good match for the tokens, since you could save up tokens for a big overpay. Two sub-themes is plenty for a small expansion, but I also flirted with a "name a card" sub-theme. In the end there's just a hint of it.

Before picking the tokens and overpay themes, I considered revisiting duration cards. I asked Jay what he thought, and he said that something new would be better than more of an old thing. Some of you are reading this and wishing I'd gone with the duration cards, but man, I have no regrets there, I am pleased with what *Guilds* offers up instead.

When I first made cards for this set, I hadn't picked out flavor for the set. So I gave some cards silly names, including Butcher, Baker, and Candlestick Maker. It turned out people really liked those names, so that ended up determining the set theme. There's a lesson there for all of us.

Outtakes:

I tried overpay for coin tokens, that was pretty obvious. It was predictably crazy. Another overpay card was a VP card that was a twist on Island — shuffle all but 2 cards per \$1 overpaid from discard to deck. That direction hadn't worked out in *Hinterlands* and still didn't here. I had a Village for \$2 with a penalty, and per \$2 you overpaid, you got another one. Foosh, a pile of Villages. It sounded good but was not exciting enough. Stonemason does a better job there.

What about granting overpay to other cards, so to speak? There was a Village with, while this is in play, when you buy an action card, you may pay \$2 for another copy of that card. I liked it, but there was only so much space, and again, I had Stonemason.

I tried +\$1, take a coin token per card the player to your right gained on their previous turn. Then I flipped it — take a coin token, get +\$1 per card they gained. Both were too random in an unfun way. I also tried +\$1, take two coin tokens, everyone else gets a coin token. As is sometimes the case with such cards, people just did not want to hand out presents to the other players. And I tried +1 buy, discard cards for coin tokens.

For the name-a-card sub-theme that I didn't so much end up with, I had a Cellar version of Journeyman, also from *Dark Ages*. You named two cards, discarded two cards, and drew two you didn't name, with +1 action. It was fine, it was totally fine. A little more memory-rewarding than some players like but whatever. But again, there's only so much space, it did not make the cut.

There is a card with a long history that had its last stand trying to get into this set. Once, the main set had a card, look at your top four, put one in your hand, discard the rest. I dropped it from the main set for being too boring. It resurfaced in *Prosperity* with +1 Action, and well it was crazy powerful. It cost \$4 and I thought it might work out kind of like Throne Room, but it was way better. It really wanted to cost \$4, so I tried several versions of it with different tweaks before giving up on it. Then I brought it back in other sets a few times and tried to get a good one. The version in *Guilds* was +1 action, could only get actions, but played the action it got. Anyway I did Herald instead, hooray.

For a bit I kind of wanted a new action-victory card, and tried +1 Action, reveal a card from your hand for the corresponding Ironworks bonus, 2 VP, for \$4. It was fine but I mostly just liked that it was an action-victory card.

Walled Village is an outtake from this set. As a village you can keep around until you need it, it sort of fits in with the coin tokens. I couldn't actually give you something like action tokens because that would have been another kind of token to include. I also couldn't put coin tokens on piles, because Trade Route ate up that space.

Two cards used Spoils, which I stole briefly from *Dark Ages* but then gave back to it. Wandering Minstrel got worked on some here before moving to *Dark Ages*.

I hope this has been informative!

AFTERTHOUGHTS

Copied from "With my Dominion Time Machine..." from the Dominion Strategy Forum (<http://forum.dominionstrategy.com/index.php?topic=3179.msg56362#msg56362>) wherein Donald X. reflected on cards he created and how he would have changed them had he the ability or hindsight to do so.

Dominion

The big thing is to add more replayability. There are six vanilla cards and probably five would have been fine; the obvious one to replace is Woodcutter. Woodcutter is a fine card for the main set but the other vanilla cards are all better. That means all of the +buy cards would cost \$5 but I can live with that. After that, Feast adds very little. Chancellor doesn't add much and would have been better in Intrigue (where it came from); the fact that it's a puzzler is way better in an expansion than in the main set. And finally there's Spy. Spy is slow to resolve, that's the big thing. Over the years I have learned that ideally Spy-type attacks don't have +1 action, or don't involve a decision, or both. Rabble is exactly what I want. Spy has +1 action and involves a decision, so you potentially make tons of decisions per turn. I like decisions but man Spy is not where to get them. It initially got to interact with two attacks that trashed cards from the top of your deck, and that's cool, but now it only interacts with Thief (in the main set that is), and that combo just isn't worth the slot.

The way to think of these things is, imagine the replacement cards. Let's say I just take out Woodcutter and Feast and put in Wishing Well and Coppersmith. Those are not top-of-the-line adored-by-all go-in-every-deck cards. But they still give you more to do than Woodcutter and Feast do.

It would be nice if Thief were stronger, but it already scares new players, and once everyone was new. There are some wording tweaks; Throne Room and Moneylender should of course say "you may." I would try coloring the coins on the treasures. The Trash card should be a mat instead.

There are people who complain about various other cards, but I am happy with those, so there.

Dominion: Intrigue

Saboteur is the biggest mistake here. Some people hate it because it can trash Provinces, some because it's an attack that doesn't make resources (which was a surprise but there it is), some just don't like it because it's weak. Some people like it, but the kind of person who wants an attack like this deserves one that has fewer strikes against it - like, Swindler, there you go.

Moats have to be on the weak side, but I would probably still try to improve Secret Chamber. It also has the issue of making reactions confusing - the whole business of, reveal Secret Chamber, resolve it, reveal a Moat I drew off of it. It would be better to avoid that issue, even if it meant just not doing Secret Chamber's reaction.

I would look at ways to buff Scout. I would consider changing Mining Village to avoid invoking the enigmatic "lose track" rule. I would consider whether I like Bridge and Coppersmith as is, in their Throne-able glory, or if I would rather phrase them the way I think such stuff in general should be phrased, like Highway etc. Masquerade originally triggered gain/trash things; I would look at that again, but honestly I would be unlikely to just reword it to address the King's Court / Masquerade / Goons combo. Masquerade has a clear simple wording and I would rather kill the card than make the wording awful, an awful that you dear reader may be mystified as to the awfulness of, I have come to terms with that. But I'm not sure I need to kill the combo and Masquerade is a pretty cool card.

Dominion: Seaside

The biggest thing here is, the set has two cards that hand out junk that cost less than \$5. Cards like that tend to dominate games, since people buy them turns 1-2 and start playing them fast, so it's bad to have two of them in one set, even though when they're in the same game the one defends against the other. I just don't want heavy-Seaside games to always have one of those cards. So either Ambassador or Sea Hag should be a more powerful card for \$5. Ambassador looks more innocent so probably I would change Sea Hag.

Lookout is the dud of the set. The problem is, some people are terrified of trashing a good card with it. At the same time trashing bad cards looks less exciting to some players. And as a trasher it's not

exceptional. So the overall package is a card that a lot of players don't want, but that some experienced players realize is okay but not special. I could instead have some other card more people liked.

Originally the set did not have tokens. Embargo put itself on a pile; Pirate Ship kept one treasure per attack and counted them; Pirate Ship and Native Village did have mats, but they were card-sized (when that changed I got to add Haven back in). If I had known the set would have counters, I would have tried to get more use out of them, just as I made two more VP token cards to go with Monument.

Outpost could be simpler. Ideally it would have you discard 2 at the start of your next turn, rather than having the wonky Clean-up-modifying effect it has. There was not enough time between when I realized that and when the card had to be finalized.

Again some people complain about various other cards but I am having none of it. Pirate Ship is weak but I don't think it should be stronger. I like Treasure Map as is. Fishing Village and Wharf are strong engine-enablers and well we are talking good times there. Pearl Diver and Navigator are not prized, but they look reasonable to me, and as I have said many times, if I made all cards better by making them maximally complex, the game would have no players. Explorer is fine, why do people even complain about Explorer. They can't all be the best \$5 ever.

Dominion: Alchemy

The first big thing is that, I knew some people wouldn't appreciate the potion resource concept, so I put the expansion last. Then it was bumped up as the only thing I could get out quickly as a small set. I would put it last. This would simplify all of those threads where people ask what order to buy the expansions.

The next big thing is that, I knew some people wouldn't appreciate the potion concept, but did not realize that some people would find the set to be too slow. It has an action-chaining sub-theme, in order to make individual potion-costing cards good in games where there's only one card to buy with potions, and well this leads to longer games. I could potentially have put in two victory cards or treasures or both though, as those are cards you can buy multiples of (another solution to the problem that action-chaining was solving), and tweaked the card mix other ways to reduce either slowness or the perception of slowness.

Two things stand out here. First I could have swapped Philosopher's Stone with Bank. Bank was originally in this set, and the only reason I took it out was because Alchemy got pushed ahead of Prosperity, and Prosperity introduced treasures where the order of played treasures mattered. Philosopher's Stone did not quite require all of the rules that Bank did. But I could have sucked it up and had Bank anyway. It's a good fit for the set otherwise. And Philosopher's Stone, it is not such a slow card, but people sure think it is.

Second I could have dropped the attack from Scrying Pool. Scrying Pool did not originally have an attack. It got one because I felt the set should have two attacks, and the names were already in - it was a tight schedule and art was being made while I worked on the cards. "Scrying Pool" was the name that felt like it could attack, paired with a card that felt like it could attack (yes I could have replaced Golem with an attack, but that was not on the table, Golem was too awesome). Now did I really need two attacks? Not enough to muck up Scrying Pool. This change made the card slower, more wordy, and less special-seeming. Before it was this cool draw-lots-of-cards thing; now it's Spy, something something, some kind of Spy variant I think, I'll read the rest later. I would rather have the faster simpler cooler card. Again Spy itself is bad, it's too slow for what you get, and Scrying Pool's Spy is worse, because you've got card-drawing built-in to get you more of them.

Probably I would drop the potion clause from Apprentice. It got that because 1) it meant every card in the set interacted in some way with potions, and 2) it answers the question "what if I trash a card with potion in the cost" right on the card. But really, whatever, the simpler version is better.

Those are really the changes. Possession has way too long of a FAQ and would be better in a large expansion, which Alchemy originally was. It's a card some people adore though, and reasonable except for the FAQ issue. I don't know what can be done about the FAQ but I do not look at Possession and think, oh I shouldn't have made that one. Maybe Familiar should be cheaper, that's plausible.

Dominion: Prosperity

Prosperity got more testing than any other set, due to being pushed back for Alchemy. It did not need even more testing; whatever cards could be improved, it would not be worth spending time improving them. That's time that could be spent improving other expansions or working on other games. That's how I see it.

That said, Loan is easily the dud for me. I knew this during that extra testing period but decided to keep it. Looking at it in the set, it's okay. It has basically the same issues as Lookout, only not as bad; less experienced players are terrified of flipping over a Platinum that they now don't get to draw on this pass, while experienced players know that Loan is fine but not the best trasher ever; sometimes it's exciting because you are not buying any other treasures this game. I buy it more than Lookout, but whatever, in general this flipping over of cards thing has to come paired with something like "and get the good ones" in order to not bum people out too much. I don't think Venture makes people not buy it because maybe they'll flip over their good actions, although they will sometimes. But Loan, not a star. Anyway I kept it in knowing this.

Talisman would be a lot more exciting if it could get VP cards somehow, but some people do like it as is. There might have been a good tweak there, dunno. Counting House is narrow but a set can have a narrow card, some people love winning with narrow cards in the games where they are good enough. I just beat FTL's turn-two Mountebank with it so there you go.

Dominion: Cornucopia

Well I am pretty pleased with this one, but can probably still find something to poke at.

I guess my top thing is, it would be nice to have another card that really makes you want a variety of cards. Just to push the theme a little more. Probably Farming Village would go to have room for it. People like Farming Village but it's the off-theme card I need the least here.

Harvest does the flip over cards thing, and I would try to fix that up, see if I could make a version that did not make your good cards go by. I would like Bag of Gold to be better relative to the other prizes.

Sweet set, no lie.

Dominion: Hinterlands

Odds are I wasn't going to be so unhappy with this one either, given how recent it is. The one thing I can say is, I thought the set was simpler than people think it is, and I would be strongly tempted to simplify it a little given that I know people think it's complex. Basically make it a little more like the standalone it didn't end up being. To that end the obv. changes are to drop the reactions from Fool's Gold and Trader, to drop the above-line text on Duchess (just leave it +\$2), and make a version of IGG that just has \$1 or \$2 on the top. Possibly either Inn or Mandarin could change, I like them both as-is but they would be some of the wordiest cards left at that point. Noble Brigand is wordy but it needs those words. Probably all of these changes sound awful to you, dear reader, but that's the way of the world. It's hard to see the value in the simplicity I'd gain, but there really is value there. Anyway I went with the more complex versions and it's not so bad that I did.

Promotional Cards

Black Market could be a lot simpler. You make it gain cards directly, to get rid of the buying-during-action-phase thing, and then make a special dedicated deck for it, to simplify set-up. And hey I made that card, it's Tournament. Envoy and Walled Village are too lackluster to be promos. I am pleased with Governor and Stash. Stash is the perfect promo: it's wacky in a way that isn't actually tricky, it has a little subtlety to it, and yet it really isn't depriving some expansion of a cool card. Promos are bad; you either deprive the game of something in order to have it as a promo, or you do something wacky in the situation where people have the least access to the rules for it, or you do something not worth doing in the game and then why is it worth doing as a promo? But people love promos so what can you do.

VERSION HISTORY

- 1.0 — Beta draft compiled and uploaded to BoardGameGeek; minor edits and added text to “Game End” section and edited “Draw Phase”; turned Basic, Kingdom, and Prize card sections into columns; columns and text corrected for new aspect ratio; expansion icons added (not *Prosperity*, *Cornucopia*, or Walled Village); table of Contents added, Credits section split, Components & Expansions section added
- 1.1 — Remaining expansion icons added, columns corrected again, rechecked page numbers, uploaded to BGG; minor edits throughout, moved Young Witch to proper alphabetical order; added footnotes and separate section for secret histories
- 1.2 — Reorganized “type” fields to be beside titles; edited footnotes and reorganized descriptions to fit onto single pages; updated ToC; saved as PDF; uploaded to BGG
- 1.3 — Begun adding *Hinterlands* information; added Walled Village description; reformatted sections to smaller text sizes to better fit future expansion releases
- 1.4 — Added pictures for card-type descriptions; minor edits throughout
- 1.5 — Rules clarifications; added document links and an index
- 1.6 — Added Kingdom Cards by Type section and card illustrators; added Worker’s Village information and fixed up alphabetical order some more; added Randomizer card section
- 1.7 — Added *Hinterlands* Kingdom cards as released on BoardGameGeek; added Card Index by Illustrator.
- 1.8 — Completed adding Kingdom cards and other information from RGG rules document.
- 1.9 — Added Governor description and secret history; added *Hinterlands* secret histories, forward & introduction
- 2.0 — Minor edits throughout; uploaded to BoardGameGeek
- 2.1 — *Prosperity* secret history edited and integrated; minor corrections throughout; recommended lists linked
- 2.2 — Minor edits throughout; most card references linked to card description
- 2.3 — Edits throughout; integrated “Complete and All-Encompassing *Dominion* FAQ”; added Reading a Card section
- 2.4 — Added *Base Cards* information; expanded Components section and linked card names; added new indexes
- 2.4.1 — Minor correction; added illustrator of Trash from *Base Cards*; fixed broke and incorrect links; added icon
- 2.5 — Added *Dark Ages* information; expanded all sections; added Tournament Rules; many edits throughout
- 2.6 — Minor corrections throughout; fixed and added links; added new FAQ material; replaced *Dark Ages* icons
- 2.7 — Added *Guilds* information; many edits throughout

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Finally, I’d like to thank Jay Tummelson at Rio Grande Games for granting me permission to create this document, and Donald X. Vaccarino for creating such a wonderful game and allowing me to help its fans love the game even more.

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CARD INDEX BY TYPE

Action	Herald	Squire	Swindler
Adventurer	Herbalist	Stables	Taxman
Advisor	Hermit	Stonemason	Thief
Alchemist	Highway	Steward	Torturer
Altar	Hunting Grounds	Storeroom	Urchin
Apothecary	Hunting Party	Throne Room	Witch
Apprentice	Inn	Tournament	Young Witch
Armory	Ironmonger	Trade Route	
Baker	Ironworks	Trading Post	Action-Attack-Knight
Band of Misfits	Jack of All Trades	Transmute	Dame Anna
Bandit Camp	Journeyman	Treasure Map	Dame Molly
Baron	Junk Dealer	Treasury	Dame Natalie
Bazaar	King's Court	Tribute	Dame Sylvia
Bishop	Laboratory	Trusty Steed Ω	Sir Bailey
Black Market	Library	University	Sir Destry
Border Village	Lookout	Upgrade	Sir Martin
Bridge	Madman Ω	Vagrant	Sir Michael
Butcher	Mandarin	Vault	Sir Vander
Candlestick Maker	Market	Village	
Cartographer	Masquerade	Walled Village	Action-Attack-Knight-Victory
Catacombs	Menagerie	Wandering Minstrel	Dame Josephine
Cellar	Merchant Guild	Warehouse	
Chancellor	Mine	Wishing Well	Action-Attack-Looter
Chapel	Mining Village	Woodcutter	Cultist
City	Mint	Workshop	Marauder
Conspirator	Moneylender	Worker's Village	
Coppersmith	Monument	Action-Attack	Action-Duration
Council Room	Mystic	Ambassador	Caravan
Count	Native Village	Bureaucrat	Fishing Village
Counting House	Navigator	Cutpurse	Haven
Courtyard	Nomad Camp	Familiar	Lighthouse
Crossroads	Oasis	Followers Ω	Merchant Ship
Develop	Pawn	Fortune Teller	Outpost
Diadem Ω	Peddler	Ghost Ship	Tactician
Duchess	Pearl Diver	Goons	Wharf
Embargo	Plaza	Jester	
Embassy	Poor House	Margrave	Action-Looter
Envoy	Possession	Mercenary Ω	Death Cart
Expand	Princess Ω	Militia	
Explorer	Procession	Minion	Action-Reaction
Farming Village	Rats	Mountebank	Beggar
Feast	Rebuild	Noble Brigand	Horse Traders
Festival	Remake	Oracle	Market Square
Forager	Remodel	Pillage	Moat
Forge	Sage	Pirate Ship	Secret Chamber
Fortress	Salvager	Rabble	Trader
Golem	Scavenger	Rogue	Watchtower
Governor	Scheme	Saboteur	
Grand Market	Scout	Scrying Pool	
Graverobber	Shanty Town	Sea Hag	
Haggler	Smithy	Soothsayer	
Hamlet	Smugglers	Spy	
Harvest	Spice Merchant		

CARD INDEX BY TYPE**Action-Ruins**

Abandoned Mine
 Ruined Library
 Ruined Market
 Ruined Village
 Survivors

Action-Shelter

Necropolis Ω †

Action-Victory

Great Hall
 Island
 Nobles

Curse

Curse †

Game Aide

Trash Ω

Reaction-Shelter

Hovel Ω †

Treasure

Bag of Gold Ω
 Bank
 Cache
 Contraband
 Copper †
 Counterfeit
 Gold †
 Hoard
 Horn of Plenty
 Ill-Gotten Gains
 Loan
 Masterpiece
 Philosopher's Stone
 Platinum †
 Potion †
 Quarry

Royal Seal

Silver †
 Spoils Ω
 Stash
 Talisman
 Venture

Treasure-Reaction

Fool's Gold

Treasure-Victory

Harem

Victory

Colony †
 Duchy †
 Duke
 Estate †
 Fairgrounds
 Farmland

Feodum

Gardens
 Province †
 Silk Road
 Vineyard

Victory-Reaction

Tunnel

Victory-Shelter

Overgrown Estate Ω †

† Basic Card

Ω Non-Supply Card

CARD INDEX BY COST**0 Coin**

Abandoned Mine
 Bag of Gold Ω
 Copper
 Curse
 Diadem Ω
 Followers Ω
 Madman *
 Mercenary *
 Princess Ω
 Ruined Library
 Ruined Market
 Ruined Village
 Spoils *
 Survivors
 Transmute ∂
 Trusty Steed Ω
 Vineyard ∂

1 Coins

Hovel β
 Necropolis β
 Overgrown Estate β
 Poor House

2 Coins

Apothecary ∂
 Beggar
 Candlestick Maker
 Cellar
 Chapel
 Courtyard
 Crossroads
 Duchess
 Embargo
 Estate
 Fool's Gold
 Hamlet
 Haven
 Herbalist
 Ill-Gotten Gains
 Lighthouse
 Moat
 Native Village
 Pawn
 Pearl Diver
 Scrying Pool ∂
 Secret Chamber
 Squire
 Stonemason ¥
 University ∂
 Vagrant

3 Coins

Alchemist ∂
 Ambassador
 Black Market
 Chancellor
 Develop
 Doctor ¥
 Familiar ∂
 Fishing Village
 Forager
 Fortune Teller
 Great Hall
 Hermit
 Loan
 Lookout
 Market Square
 Masquerade
 Masterpiece ¥
 Menagerie
 Oasis
 Oracle
 Philosopher's Stone ∂
 Sage
 Scheme
 Shanty Town
 Silver
 Smugglers
 Steward
 Storeroom
 Swindler
 Trade Route
 Tunnel
 Urchin
 Village
 Warehouse
 Watchtower
 Wishing Well
 Woodcutter
 Workshop

4 Coins

Advisor
 Armory
 Baron
 Bishop
 Bridge
 Bureaucrat
 Caravan
 Conspirator
 Coppersmith
 Cutpurse
 Death Cart
 Envoy

Farming Village
 Feast
 Feodum
 Fortress
 Gardens
 Herald ¥
 Horse Traders
 Ironmonger
 Ironworks
 Island
 Jack of All Trades
 Knights
 ★ Sir Martin
 Merchant Guild
 Militia
 Mining Village
 Moneylender
 Monument
 Navigator
 Noble Brigand
 Nomad Camp
 Pirate Ship
 Plaza
 Potion
 Procession
 Quarry
 Rats
 Remake
 Remodel
 Salvager
 Scavenger
 Scout
 Sea Hag
 Silk Road
 Smithy
 Spice Merchant
 Spy
 Talisman
 Taxman
 Thief
 Throne Room
 Tournament
 Trader
 Treasure Map
 Walled Village
 Wandering Minstrel
 Worker's Village
 Young Witch

5 Coins

Apprentice
 Baker
 Band of Misfits

Bandit Camp
 Bazaar
 Butcher
 Cache
 Cartographer
 Catacombs
 City
 Contraband
 Council Room
 Count
 Counterfeit
 Counting House
 Cultist
 Duchy
 Duke
 Embassy
 Explorer
 Festival
 Ghost Ship
 Golem ∂
 Governor
 Graverobber
 Haggler
 Harvest
 Highway
 Horn of Plenty
 Hunting Party
 Inn
 Jester
 Journeyman
 Junk Dealer
 Knights
 ★ Dame Anna
 ★ Dame Josephine
 ★ Dame Molly
 ★ Dame Natalie
 ★ Dame Sylvia
 ★ Sir Bailey
 ★ Sir Destry
 ★ Sir Michael
 ★ Sir Vander
 Laboratory
 Library
 Mandarin
 Marauder
 Market
 Margrave
 Merchant Ship
 Mine
 Minion
 Mint
 Mountebank
 Mystic

CARD INDEX BY COST

Outpost	Upgrade	Harem	9 Coins
Pillage	Vault	Hoard	Platinum
Rabble	Venture	Hunting Grounds	
Rebuild	Wharf	Nobles	11 Coins
Rogue	Witch	Possession ∂	Colony
Royal Seal			
Saboteur	6 Coins	7 Coins	
Soothsayer	Adventurer	Bank	∂ Requires a Potion
Stables	Altar	Expand	Ω Prize (<i>Cornucopia</i>)
Stash	Border Village	Forge	* Has an asterisk
Tactician	Gold	King's Court	β Shelter (<i>Dark Ages</i>)
Torturer	Fairgrounds		¥ Allows overpay
Trading Post	Farmland	8 Coins	
Treasury	Goons	Peddler *	
Tribute	Grand Market	Province	

CARD INDEX BY ILLUSTRATOR

Balvin, Joshua: Peddler	Gold Knights Market	Drummond, Alex: Familiar Procession Storeroom Survivors Vault	Jannerland, Simon (Samuelsson): Alchemist Hunting Grounds Loan Wharf
Bennett, Taylor: Tournament	Merchant Ship Militia Moat	Ducos, Guillaume: Wandering Minstrel	Jung, Alexander: Ambassador Swindler
Brinlee, Brian: Necropolis Quarry Tunnel	Moneylender Potion Platinum Province Remodel	Feigenbaum, Kim: Mint	Kalusky, Maura: Harem Navigator Pearl Diver Shanty Town
Carter, Eric J: Farmland Forager Highway Hovel Merchant Guild Talisman	Scout Silver Smithy Steward Trash <i>Trash</i> Treasure Map Tribute Upgrade Witch Woodcutter	Franz, Klemens: Scrying Pool	Kirkpatrick, Ian: Rats
Casasola Merkle, Marcel-André: Armory Caravan Catacombs Festival Grand Market Inn Lighthouse Nobles Ruined Market Secret Chamber University	Corn, Jacob: Philosopher's Stone	Gutierrez Franco, Alejandro: Lookout	Laukat, Ryan: Adventurer Apothecary Bag of Gold Baron <i>Copper</i> Counterfeit Diadem Expand Fool's Gold <i>Gold</i> Plaza <i>Platinum</i> <i>Silver</i> Spoils Treasury Wishing Well
Catrein, Matthias: Altar Bureaucrat Cellar Chancellor Chapel Colony Conspirator Copper Council Room Counting House Crossroads Curse Duchy Envoy Estate Feast Feodum Gardens Ghost Ship	Cox, Jessica: Dame Sylvia Fairgrounds Herald Oracle Poor House Taxman Young Witch	Hershey, Rick: Watchtower	Lemmer, Alayna: Advisor Dame Natalie Duchess Harvest Horn of Plenty Mystic Oasis Soothsayer Spice Merchant
	DeChellis, Garret: Beggar Farming Village Nomad Camp Sir Vander	Himmelman, Jeff: Horse Traders Jester	
	Delval, Julien: Graverobber Great Hall Laboratory Monument Scheme Sir Martin Thief Vineyard Warehouse	Hoffmannn, Martin: Apprentice Bazaar <i>Colony</i> Cutpurse <i>Duchy</i> <i>Estate</i> Forge Ironworks Mercenary Overgrown Estate <i>Province</i> Silk Road Stash Tactician Trading Post Urchin	
		Ingram, Lynell: Baker Butcher Dame Josephine Dame Molly Mandarin Princess	

CARD INDEX BY ILLUSTRATOR**Lieske, Harald:**

Bridge
 Courtyard
 Embargo
 Fishing Village
 Herbalist
 Governor
 Library
 Ruined Library
 Sage
 Squire
 Throne Room
 Trade Route

Lohausen, Dennis:

Count
 Explorer
 Ironmonger
 King's Court
 Saboteur
 Stables

Matthäus, Doris:

Ruined Village
 Walled Village

Mead, Jesse:

Rogue

Menzel, Michael:

Spy

Miller, Kurt:

Border Village
 Hamlet
 Hunting Party
 Journeyman
 Junk Dealer
 Rebuild

Mimura, Raven:

Fortune Teller

Morte, Marco:

City
 Death Cart
 Develop
 Embassy
 Fortress
 Sir Destry
 Sir Michael

O'Gorman, Kieron:

Jack of All Trades
 Mountebank
 Possession

Pei-Shu, Tu:

Goons

Poole, Mark:

Cartographer
 Remake
 Trusty Steed

Rom:

Bishop

Schleter, Lorraine:

Dame Anna
 Doctor
 Followers
 Market Square
 Stonemason
 Trader

Slavin, Jason:

Cultist
 Ill-Gotten Gains
 Royal Seal

Smith, Lee:

Venture

Snair, Jason:

Bank

Stakenas, Kelli

Candlestick Maker
 Masterpiece

Stefan, Claus:

Abandoned Mine
 Coppersmith
Curse
 Hagglar
 Haven
 Hermit
 Madman
 Mine
 Mining Village
 Outpost
 Pillage
Potion
 Transmute
 Village
 Worker's Village

Stewart, Joshua:

Margrave
 Noble Brigand
 Sir Bailey
 Vagrant

Tames, Matthew:

Menagerie

Tisch, Christof:

Duke
 Minion
 Sea Hag
 Workshop

Throm, Colin:

Hoard

Torres, RC:

Band of Misfits
 Bandit Camp
 Cache
 Contraband
 Rabble
 Salvager
 Smugglers

Vohwinkel, Franz:

Black Market
 Golem
 Island
 Marauder
 Masquerade
 Native Village
 Pawn
 Pirate Ship
 Scavenger
 Torturer

*Italicized cards from
 Base Cards
 expansion*

CARD INDEX BY EXPANSION***Dominion:***

Adventurer
Bureaucrat
Cellar
Chapel
Chancellor
Copper
Council Room
Curse
Duchy
Estate
Feast
Festival
Gardens
Gold
Laboratory
Library
Market
Militia
Mine
Moat
Moneylender
Province
Remodel
Silver
Smithy
Spy
Thief
Throne Room
Village
Witch
Woodcutter
Workshop

Dominion:***Intrigue:***

Baron
Bridge
Conspirator
Copper
Coppersmith
Courtyard
Curse
Duchy
Duke
Estate
Gold
Great Hall
Harem

Ironworks
Masquerade
Mining Village
Minion
Nobles
Pawn
Province
Saboteur
Scout
Secret Chamber
Shanty Town
Silver
Steward
Swindler
Torturer
Trading Post
Tribute
Upgrade
Wishing Well

Dominion:***Seaside:***

Ambassador
Bazaar
Caravan
Cutpurse
Embargo
Explorer
Fishing Village
Ghost Ship
Haven
Island
Lighthouse
Lookout
Merchant Ship
Native Village
Navigator
Outpost
Pearl Diver
Pirate Ship
Salvager
Sea Hag
Smugglers
Tactician
Treasure Map
Treasury
Warehouse
Wharf

Dominion:***Alchemy:***

Alchemist
Apothecary
Apprentice
Familiar
Golem
Herbalist
Philosopher's Stone
Possession
Potion
Scrying Pool
Transmute
University
Vineyard

Dominion:***Prosperity:***

Bank
Bishop
City
Colony
Contraband
Counting House
Expand
Forge
Goons
Grand Market
Hoard
King's Court
Loan
Mint
Monument
Mountebank
Peddler
Platinum
Quarry
Rabble
Royal Seal
Talisman
Trade Route
Vault
Venture
Watchtower
Worker's Village

Dominion:***Cornucopia:***

Bag of Gold
Diadem
Fairgrounds
Farming Village
Followers
Fortune Teller
Hamlet
Harvest
Horn of Plenty
Horse Traders
Hunting Party
Jester
Menagerie
Princess
Remake
Tournament
Trusty Steed
Young Witch

Dominion:***Hinterlands:***

Border Village
Cache
Cartographer
Crossroads
Develop
Duchess
Embassy
Farmland
Fool's Gold
Haggler
Highway
Ill-Gotten Gains
Inn
Jack of All Trades
Mandarin
Margrave
Noble Brigand
Nomad Camp
Oasis
Oracle
Scheme
Silk Road
Spice Merchant
Stables
Trader
Tunnel

CARD INDEX BY EXPANSION***Dominion:******Dark Ages:***

Abandoned Mine
 Altar
 Armory
 Band of Misfits
 Bandit Camp
 Beggar
 Catacombs
 Count
 Counterfeit
 Cultist
 Death Cart
 Feodum
 Forager
 Fortress
 Graverobber
 Hermit
 Hovel
 Hunting Grounds
 Ironmonger
 Junk Dealer

Knights

★ Dame Anna
 ★ Dame Josephine
 ★ Dame Molly
 ★ Dame Natalie
 ★ Dame Sylvia
 ★ Sir Bailey
 ★ Sir Destry
 ★ Sir Martin
 ★ Sir Michael
 ★ Sir Vander
 Madman
 Marauder
 Market Square
 Mercenary
 Mystic
 Necropolis
 Overgrown Estate
 Pillage
 Poor House
 Procession
 Rats

Rebuild
 Rogue
 Ruined Library
 Ruined Market
 Ruined Village
 Sage
 Scavenger
 Spoils
 Squire
 Storeroom
 Survivors
 Urchin
 Vagrant
 Wandering Minstrel

Dominion:***Guilds:***

Advisor
 Baker
 Butcher
 Candlestick Maker
 Doctor

Herald
 Journeyman
 Masterpiece
 Merchant Guild
 Plaza
 Soothsayer
 Stonemason
 Taxman

Promotionals

Black Market
 Envoy
 Governor
 Stash
 Walled Village

CARD INDEX BY NAME

Abandoned Mine	Diadem	Island	Possession
Adventurer	Doctor	Jack of All Trades	Potion
Advisor	Duchess	Jester	Princess
Alchemist	Duchy	Journeyman	Procession
Altar	Duke	Junk Dealer	Province
Ambassador	Embargo	King's Court	Quarry
Apothecary	Embassy	Knights	Rabble
Apprentice	Envoy	Laboratory	Rats
Armory	Estate	Library	Rebuild
Bag of Gold	Expand	Lighthouse	Remake
Baker	Explorer	Loan	Remodel
Band of Misfits	Fairgrounds	Lookout	Rogue
Bandit Camp	Familiar	Madman	Royal Seal
Bank	Farming Village	Mandarin	Ruined Library
Baron	Farmland	Marauder	Ruined Market
Bazaar	Feast	Market	Ruined Village
Beggar	Feodum	Market Square	Saboteur
Bishop	Festival	Margrave	Sage
Black Market	Fishing Village	Masquerade	Salvager
Border Village	Followers	Masterpiece	Scavenger
Bridge	Fool's Gold	Menagerie	Scheme
Bureaucrat	Forager	Mercenary	Scout
Butcher	Forge	Merchant Guild	Scrying Pool
Cache	Fortress	Merchant Ship	Sea Hag
Candlestick Maker	Fortune Teller	Militia	Secret Chamber
Caravan	Gardens	Mine	Shanty Town
Cartographer	Ghost Ship	Mining Village	Silk Road
Catacombs	Gold	Minion	Silver
Cellar	Golem	Mint	Sir Bailey
Chancellor	Goons	Moat	Sir Destry
Chapel	Governor	Moneylender	Sir Martin
City	Grand Market	Monument	Sir Michael
Colony	Graverobber	Mountebank	Sir Vander
Conspirator	Great Hall	Mystic	Smithy
Contraband	Haggler	Native Village	Smugglers
Copper	Hamlet	Navigator	Soothsayer
Coppersmith	Harem	Necropolis	Spice Merchant
Council Room	Harvest	Noble Brigand	Spoils
Count	Haven	Nobles	Spy
Counterfeit	Herald	Nomad Camp	Squire
Counting House	Herbalist	Oasis	Stables
Courtyard	Hermit	Oracle	Stash
Crossroads	Highway	Outpost	Steward
Cultist	Hoard	Overgrown Estate	Stonemason
Curse	Horn of Plenty	Pawn	Storeroom
Cutpurse	Horse Traders	Peddler	Survivors
Dame Anna	Hovel	Pearl Diver	Swindler
Dame Josephine	Hunting Grounds	Philosopher's Stone	Tactician
Dame Molly	Hunting Party	Pillage	Talisman
Dame Natalie	Ill-Gotten Gains	Pirate Ship	Taxman
Dame Sylvia	Inn	Plaza	Thief
Death Cart	Ironmonger	Platinum	Throne Room
Develop	Ironworks	Poor House	Torturer

CARD INDEX BY NAME

Tournament	Tribute	Venture	Wishing Well
Trade Route	Trusty Steed	Village	Witch
Trader	Tunnel	Vineyard	Woodcutter
Trading Post	University	Walled Village	Worker's Village
Transmute	Upgrade	Wandering Minstrel	Workshop
Trash	Urchin	Warehouse	Young Witch
Treasure Map	Vagrant	Watchtower	
Treasury	Vault	Wharf	