

Complete Rules for Dominion and All Its Expansions

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I. INTRODUCTION AND SETUP

Introduction

Dominion was created by Donald X. Vaccarino and is published by Rio Grande Games. The original game was released in 2008, and to date 11 expansions have been released. (In 2016 the base game and first expansion were released in second editions, with certain cards replaced with new ones.) This document, *Complete Rules for Dominion and All Its Expansions*, was compiled and edited by me, Nick Knutsen. Most of the language in this document (except for quotes from texts in the actual game, such as card texts) was authored by me, while some of it was inspired by or quoted from the published rulebooks.

The idea behind this document is to have one place where all the rules are contained – both from published rulebooks and from rulings that the game designer has made elsewhere – and where you can learn and easily understand how to play Dominion at the same time as everything is stated unambiguously, clearly and accurately. The small-print indented text is meant as additional information and clarifications, and is not necessary to learn to play the game.

The designer has made several official rulings on [BoardGameGeek](#) and on the [Dominion Strategy Forum](#), and this is where I have found them.

Several of the rulings are also compiled in the [Complete and All-Encompassing Dominion FAQ](#) on BoardGameGeek, and here are also links included to the original rulings by the designer.

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Thanks to Polk5440 and others on f.ds, and Stig, for suggestions, m_knox on BGG for the expansion icons, and special thanks to Erika.

Guide to this document

If you're learning Dominion, you should read OBJECTIVE OF THE GAME and BASIC SETUP, and the necessary sections of COMPONENTS OF THE GAME and SPECIAL SETUP depending on your expansions. Chapters I through III all deal with the game rules. To start playing, you should read chapter I and the paragraphs in chapter II that are marked with a golden shield (🛡️). Check chapter III if you're using cards from any relevant expansions.

If you already know Dominion, there are still rules clarifications to be found in chapter I. Chapters II and III provide more details.

Chapter V. OVERVIEWS AND SUMMARIES introduces no new rules. The overviews are helpful for solving timing questions for various interactions. The summaries are as a whole a distillation of all the important rules in the game.

Chapter VI. CARD AND TOKEN REFERENCE is a list of all released cards and tokens that have abilities, sorted alphabetically. This is the place where most of the rules clarifications, rulings and errata are collected.

Chapters are denoted with a roman numeral. For instance, “See EVENTS § IV” refers you to the section EVENTS in chapter IV. If the section is in the current chapter, no chapter number is specified.

Terms in brown have a specific definition in Dominion. So do terms with an initial capital letter (e.g. Action, Buy, Coin token). You can look them both up in the index in the back.

The following color codes are used throughout this document: Card names, **Event names**, **Landmark names**, **Boon names**, **Hex names**, **State names**.

Indented text in smaller print contains examples, extra information or explanatory notes:

You don't need to read this to learn the game.

 = Victory points

 = Coins

 = Debt

Published games

Dominion (here referred to as *Base game*), 2008

Expansions:

Dominion: Intrigue, 2009

Dominion: Seaside, 2009

Dominion: Alchemy, 2010

Dominion: Prosperity, 2010

Dominion: Cornucopia, 2011

Dominion: Hinterlands, 2011

Dominion: Dark Ages, 2012

Dominion: Guilds, 2013

Dominion: Adventures, 2015

Dominion: Empires, 2016

Dominion: Nocturne, 2017

New editions:

Dominion, 2nd Edition, 2016

Dominion: Intrigue, 2nd Edition, 2016

Accessories:

Dominion: Base Cards, 2012

Promo cards:

Envoy, 2008; Black Market, 2009; Stash, 2010; Walled Village, 2011; Governor, 2011; Prince, 2014; Summon, 2015; Sauna/Avanto, 2016; Dismantle, 2017

The following symbols appear in the bottom right of each card to denote which set it's from.

Additionally, the first edition of each of the first six promo cards had its own symbol.

 Dominion	 Cornucopia
 Dominion, 2nd ed.	 Hinterlands
 Intrigue	 Dark Ages
 Intrigue, 2nd ed.	 Guilds
 Seaside	 Adventures
 Alchemy	 Empires
 Prosperity	 Nocturne
	 Promos

Objective of the game

In *Dominion* you build your own deck of cards while playing the game. Your deck contains the actions you can take, treasures that earn you income, and property that might give you the victory. On your turn you may play an Action card, play Treasures, buy a card, and then discard and draw a new hand of cards. When your draw pile runs dry, you shuffle both your old and newly bought cards together to form a new draw pile, thus playing through your steadily improving deck again and again as the game continues.

The winner is the player who has the most  (Victory points) at the end of the game. Estates, Duchies and Provinces are the basic Victory cards that are available in every game, but there may be others. With certain expansions,  tokens (Victory point tokens) or Landmarks may also give you . Curse cards give you negative .

Each player starts the game with three Estates and seven Coppers in their **deck**. You have your draw pile (your **deck**) on your left side face-down, your **discard pile** on your right side face-up, and your **play area** in between. In your hand you have your **hand** of cards.

You usually start your turn with 5 cards in **hand**. First you may **play** an Action card, then you may **play** Treasure cards. Treasures give you  (Coins). Actions cards do different things, for instance let you **draw** more cards from your **deck**; give you ; allow you to **play** more Action cards; let you **trash** (get rid of) cards from your deck; or let you attack the other players in different ways.

Then you may **buy** a card from the Supply. The **bought** card goes in your **discard pile**. At the end of your turn, you **discard** all the cards you have in **play** and all the cards in your **hand**. You then **draw** 5 new cards from your **deck**.

When you need to **draw** more cards than you have left in your **deck**, you **shuffle** the cards in your **discard pile** and add to your **deck**. In this way you will **draw** the cards you **bought**, and get to **play** your cards again and again. The aim is to continually improve your deck, and often also to harm your opponents' turns or decks.

Components of the game

Cards

Base cards

These are the basic Treasures (Copper, Silver, Gold), basic Victory cards (Estate, Duchy, Province) and Curse cards that are in the Supply in every game. In addition there is a Trash card to indicate the **trash pile**. These cards are found in the *Base game* and the first edition of *Intrigue*.

There are also basic Treasures and Victory cards in *Prosperity* – Platinum and Colony, and a basic Treasure in *Alchemy* – Potion.

The mini expansion *Base Cards* (published 2012) includes all the above mentioned Base cards with new visual designs. The second edition of the *Base game* also has this new design, slightly altered.

In *Dark Ages* there are Ruins cards, which can be seen as Base cards too. See SPECIAL SETUP.

The *Base game* and *Intrigue* (1st ed.) each contain 60 Copper, 40 Silver, 30 Gold, 24 Estate, 12 Duchy, 12 Province, 30 Curse and 1 Trash card. *Prosperity* contains 12 Platinum and 12 Colony. *Alchemy* contains 16 Potion. *Dark Ages* contains 50 Ruins.

Kingdom cards

Kingdom cards include most of the cards. They are the cards that give each game (or “kingdom”) its characteristics, and 10 are chosen at random before starting to play, each forming a **pile** of cards in the Supply. There are 10 of each Kingdom card, with a few exceptions. There are 309 different Kingdom card **piles** available in total (counting the 12 that were in first editions of the *Base game* and *Intrigue*). See BASIC SETUP.

Kingdom cards include all cards that form **piles** except Base cards (see above) and non-Kingdom cards (see below). (Boons and Hexes are not Kingdom cards, see below.)

Randomizer cards

There is one Randomizer card for each different Kingdom card **pile**. They are shuffled to determine the kingdom.

In the *Base game* (1st ed.) there are also Randomizer cards for other cards, but these are not needed to determine the kingdom. You can however also use the Randomizer cards as placeholders, putting them under the Supply **piles** to indicate when a **pile** is empty during the game. See BASIC SETUP.

Also see PILES WITH DIFFERENTLY NAMED CARDS § IV.

Non-Kingdom cards

Some cards are not Kingdom cards, but are included if certain Kingdom cards are in the game or based on another setup rule. See SPECIAL SETUP.

Some of these form their own **pile** outside the Supply and have the text “(This is not in the Supply)”. They are: Prizes (in *Cornucopia*); Spoils, Madman and Mercenary (in *Dark Ages*); Traveller upgrade cards (cards that Traveller cards can be **exchanged** for, in *Adventures*); Bat, Wish and Spirits (in *Nocturne*).

Others don't belong to any **pile**: Shelters (in *Dark Ages*) and Heirlooms (in *Nocturne*) form part of the players' starting **hands**; there are 6 of each, one for each player. Zombies (in *Nocturne*) start the game in the **trash pile**.

The 2nd edition of *Cornucopia* includes a unique card to mark the Bane pile for Young Witch.

Events and Landmarks

There is one copy of each Event and each Landmark. Events and/or Landmarks may be included in the game in addition to Kingdom cards. Each Event and Landmark always applies to all players, and the cards remain in place throughout the game.

Events can be **bought**, but you **buy** the Event described on the Event card, not the card itself. See EVENTS § IV. Landmarks give the players alternate ways to score , and apply during or at the end of the game. See LANDMARKS § IV.

There are 20 Events in *Adventures* and 13 in *Empires*. There are 21 Landmarks in *Empires*.

Boons and Hexes

There is one copy of each Boon and each Hex. They are included if certain Kingdom cards are in the game. See SPECIAL SETUP. Boons form a shuffled pile outside the Supply that the players draw from to **receive** an immediate positive effect. Hexes function the same way, but give a negative effect. See BOONS AND HEXES § IV.

There are 12 Boons and 12 Hexes in *Nocturne*.

States

States are included in the game if certain Kingdom cards, Boons or Hexes (see above) are in the game. A State only applies to the player who has it. See STATES § IV.

There are 3 different State cards in *Nocturne*, but two are dual-sided, meaning there are 5 different States. There are 6 of each dual-sided (one for each player), and 1 unique State.

Mats

The Island mats, the Native Village mats and the Pirate Ship mats are in *Seaside*. They are player mats used for those cards respectively, whenever needed. There are 6 of each, one for each player.

The  player mats are in *Prosperity*. You may use them to keep your  tokens. There is one for each player, but 8 different ones are included.

The Tavern mats are player mats used with Reserve cards from *Adventures*. There is one in each player color (6).

The Coffers mats are used with Coin tokens from *Guilds* (only second edition). There are 6, one for each player.

The Trade Route mat, in *Prosperity*, is a mat used by all players if Trade Route is in the game.

The second edition of the *Base game* includes a Trash mat instead of a Trash card.

Common tokens

None of the common tokens are limited by the number available. Use substitutes if needed.

Some tokens may be put on **piles**. When you take a card from a **pile** with a token on it, leave the token on the **pile** (unless instructed otherwise).

Coin tokens

Coin tokens are used with Pirate Ship from *Seaside*. When you get a token with Pirate Ship, take it from the common pool and put it on your Pirate Ship mat.

Coin tokens are used with Trade Route from *Prosperity*. See SPECIAL SETUP.

Coin tokens are used with several cards in *Guilds*. When you get a Coin token, take it from the common pool; put it in on your Coffers mat if you have the 2nd edition of *Guilds*. When you **spend** it, return it to the pool. See COIN TOKENS § IV.

Although these are the same Coin tokens, they serve three completely different purposes in the game.

There are 25 Coin tokens in *Seaside*, 8 in *Prosperity* and 25 in *Guilds*.

Embargo tokens

These are used with Embargo from *Seaside*, whenever needed.

There are 15 Embargo tokens.

Victory point tokens (U tokens)

These are in *Prosperity* and *Empires*. When you get a U token, or put it on a **pile** or card, take it from the common pool unless otherwise specified. They have the values of 1 U, 2 U and 5 U, and you may make change as needed. See VICTORY POINT TOKENS § IV.

In *Prosperity* there are 16 tokens of value 1 U and 15 of value 5 U, in *Empires* there are 24 of value 1 U, 12 of value 2 U and 20 of value 5 U.

Debt tokens (D tokens)

These are in *Empires*. When you get a D token, or put it on a **pile** or card, take it from the common pool unless otherwise specified. When you **pay off** Debt, return D tokens to the pool. See DEBT § IV.

There are 40 D tokens.

Player tokens

These cardboard tokens are in *Adventures*. In each of the 6 player colors, there are 8 round tokens and 2 rectangular tokens. Certain cards or Events instruct you to place, take, or turn over a specific **player token**.

The round tokens: Your +1 Card token, +1 Action token, +1 Buy token, +1 token, -2 Cost token and Trashing token are put on Supply **piles**. Your Estate token is put on a card taken from the Supply. Your Journey token has a function depending on whether it's flipped face-up or face-down.

The rectangular tokens: Your -1 Card token is in effect when it's on top of your **deck**. Your -1 token is in effect when you have it. These tokens are otherwise kept in the common pool.

See PLAYER TOKENS § IV.

Reading a card



Name

A card's **name** (e.g. Copper, Duchy, Village) is written on the top of the card. In the rules and the card texts, "*differently named cards*" means cards with different **names**. "*Naming a card*" also refers to this **name**. A "*copy of a card*" is a card with the same **name**.

Almost all Supply **piles** in Dominion consist of copies of one card. There are however a few exceptions. See PILES WITH DIFFERENTLY NAMED CARDS § IV.

When a card name is referred to, it's always the exact name. A Fool's Gold or a Cursed Gold is not a Gold, and an Overgrown Estate is not an Estate.

Also see COMMON EFFECTS: COPY OF A CARD / DIFFERENTLY NAMED CARDS, NAME A CARD § VI.

Cost

A card's **cost** is in the lower left corner.

A * or a + after the **cost** (such as 1* or 3+) does not affect the **cost** for any **ability** that refer to cards' **costs**. It's just a reminder to check the card's text regarding **buying** or **gaining** the card. (Peddler does have an altered **cost** during the Buy phase due to its **ability**. See the CARD REFERENCE § VI.)

Also see COMMON EFFECTS: CARD COSTS, COST REDUCTION § VI.

Types

A card's **types** (e.g. Action, Treasure, Victory) are written on the bottom of the card. For example, an Action card is a card that has the **type** *Action*, regardless of whether that card also has other **types**.

Cards are often referred to as follows: *Treasure* means Treasure card, *Attack* means Attack card, *Reaction* means Reaction card, etc. *Action* when referring to a card means Action card, but otherwise means available Action in your **Action pool**, see YOUR TURN § II.

The frame color (on the top and bottom) also indicates the **type**. These card **types** exist:

Action (white frame) – The card may be **played** in your Action phase, see YOUR TURN § II.

Treasure (yellow frame) – The card may be **played** in your Buy phase, see YOUR TURN § II.

Reaction (blue frame) – The card describes when and how it can be used (even outside your turn). See REACTION CARDS § III.

Victory (green frame) – The card is worth  if you have it at the end of the game.

Curse (purple frame) – The card is worth **-1**  if you have it at the end of the game.

Attack – The card often harms the other players when **played**, and certain cards refer to this **type**, mostly Reactions.

Duration (orange frame) – The card isn't **discarded** from **play** as normal if it still has unresolved effects. See DURATION CARDS § IV.

Ruins (brown frame) – The **pile** is included if a Looter is in the game. See SPECIAL SETUP.

Traveller – The card can be upgraded into another card. See EXCHANGING § IV.

Reserve (tan frame) – The card is put on your Tavern mat when **played**. Most Reserve cards can be **called** from the Tavern mat. See RESERVE CARDS § IV.

Night (black frame) – The card may be **played** in your Night phase, see NIGHT CARDS § IV.

Castle, Doom, Fate, Gathering, Heirloom, Knight, Looter, Prize, Shelter (red frame), **Spirit, Zombie** – These **types** allow the card to be referred to by other cards or special setup rules. (Heirlooms and Shelters may be part of the players' starting decks.) See SPECIAL SETUP.

Note: A card with multiple **types** has a frame of mixed color. However, Actions that are also another **type** are usually only the color of the other **type**. The exceptions are Action–Victory, Action–Shelter, Action–Treasure and Action–Night, to make it clear that these cards can be **played** as Actions.

Card abilities

Text and symbols in the middle of the card are the card's **abilities**, which usually come into effect when the card is **played**. See TERMS USED ON CARDS § II and CARD ABILITIES § III.

Treasure cards have their Coin value (e.g. ) in the middle of the card and in both upper corners. This is produced when the Treasure is **played**.

Victory and Curse cards have their Victory point value (e.g. **6** ) in the middle of the card. This is counted at the end of the game if you have the card.

In the *Base Cards* set, these values are only found in the corners, not in the middle of the card.

Expansion symbol and card artist

In the lower right corner is the expansion symbol. See PUBLISHED GAMES.

At the bottom left, in the black footer, is the name of the artist who made the card illustration. (The standard frame artwork on every card and the Treasure and Victory point icons were made by Matthias Catrein.)

Changing card properties

Some **abilities** (such as Bridge, Highway and your **-2** ) Cost token) can cause a card to have another **cost** than the printed **cost** at periods during the game. (Events' **costs** cannot be changed.)

Band of Misfits can change its own **abilities**, **name**, **cost** and **types**, and so can Overlord. Your Estate token can change the **abilities** and **types** of your Estates.

Basic setup

Each player takes 7 Coppers and 3 Estates to form their starting **deck**.

The cards in the Supply are the cards that are available to be **bought**. Place the following **piles** of cards face-up on the table to form the Supply:

Basic Treasure card **piles**: Copper (60 cards minus the cards players start with), Silver (40 cards), and Gold (30 cards).

Basic Victory card **piles**: 12 Estates, 12 Duchies, and 12 Provinces.

Curses: 10 cards in a 2-player game. Add another 10 to the **pile** for each additional player.

10 Kingdom card **piles**. You can select which Kingdom card **piles** to include in any way you choose, but here we will select them randomly: Shuffle the Randomizer cards of the Kingdom cards you have (or want to include), and draw 10. Each **pile** of *Victory* cards should include 12 cards. All other Kingdom card **piles** should include 10 cards.

Also place the Trash card or Trash mat to indicate the **trash pile** (or “the **trash**”).

If playing with 2 players: Use 8 cards instead of 12 in all Victory **piles**, both basic and Kingdom card **piles**.

If playing with 5 or 6 players: Use twice as many Coppers, Silvers and Golds. Also use 3 more Provinces per player (so either 15 or 18).

You may also use twice as many Treasures when playing with less than 5 players. This should be decided during setup; don't add more Treasure cards during the game.

Randomly choose the starting player. When playing several 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.

Each player shuffles their **deck** and **draws 5** cards to form their starting **hand**.

Special setup

Alchemy

If any Kingdom card has  in its **cost**, include the 16 *Potion* cards in the Supply.

Prosperity

Determine randomly whether to play with *Colonies*, based on the proportion of cards from *Prosperity* among the 10 random Kingdom cards. This can be done by checking whether one of the Randomizer cards is from *Prosperity*, e.g. the first card drawn. (It should not be the same card you check for Shelters.) If Colonies are used, include **piles** of 12 Colonies and 12 *Platinums* in the Supply. (In a 2-player game, use 8 Colonies.)

If *Trade Route* is in the game: Put a Coin token on each Victory Supply **pile**, and put the Trade Route mat on the table.

Regarding identifying Victory **piles**, see PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV.

Cornucopia

If *Young Witch* is in the game: Choose (randomly) an extra Kingdom card **pile costing**  or  and add it to the Supply. Cards from that **pile** are *Bane* cards (referred to by *Young Witch*).

Mark the *Bane* **pile** by putting the *Young Witch* Randomizer card sideways underneath it; or if you have the 2nd edition of *Cornucopia*, instead use the included special card to mark the **pile**. If the *Bane* card has a special setup rule, do that setup; see elsewhere in this section.

Regarding knowing the **cost** of **piles**, see PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV.

If *Tournament* is in the game: Include the 5 different *Prizes* **outside** the Supply.

Dark Ages

Determine randomly whether to play with *Shelter* cards, based on the proportion of cards from *Dark Ages* among the 10 random Kingdom cards. This can be done by checking whether one of the Randomizer cards is from *Dark Ages*, e.g. the last card drawn. (It should not be the same card you check for Colonies.) If Shelters are used, each player starts with 3 Shelters – a Hovel, a Necropolis, and an Overgrown Estate – instead of the 3 Estates. (Don't include those Estates in the game.) Shelter cards don't belong to any **pile**.

If any Kingdom card has the **type** *Looter*, include a *Ruins* **pile** in the Supply. Shuffle the 50 Ruins cards, and from those draw and include the same number of Ruins as Curses.

If *Knights* are in the Supply: Shuffle the Knight cards into a **pile**.

Only the top card of the Ruins **pile** and Knight **pile** should ever be visible to the players. For this purpose you can keep the **piles** placed face-down, with only the top card face-up at any one time.

If the following underlined cards are in the game, include these **piles outside** the Supply:

Hermit: Include *Madman* (10 cards).

Urchin: Include *Mercenary* (10 cards).

Bandit Camp, *Marauder* or *Pillage*: Include *Spoils* (15 cards).

If *Rats* is in the Supply, use all 20 cards.

Guilds

If *Baker* is in the game, each player starts with one Coin token on their Coffers mat.

Adventures

If you are using *Events*, see setup for *Empires* below.

If *Miser* or any card with the **type** *Reserve* is in the game, each player chooses a color and gets a Tavern mat in their color.

If any card referring to **player tokens** is in the game, keep these tokens available, in each player's chosen color. The Journey token starts the game face-up.

If the following underlined cards are in the Supply, include these **piles outside** the Supply:

Page: Include *Treasure Hunter*, *Warrior*, *Hero* and *Champion* (5 cards in each **pile**).

Peasant: Include *Soldier*, *Fugitive*, *Disciple* and *Teacher* (5 cards in each **pile**).

If *Port* is in the Supply, use all 12 cards.

Empires

If you are using *Events* or *Landmarks*, include some randomly. You may for instance shuffle them all in with the Randomizer cards and use the first Events/Landmarks that show up (if any) before hitting 10 Kingdom cards. No more than two Events/Landmarks are recommended in total. Place the Event and/or Landmark cards on the table separately.

Some Landmarks have setup rules. *Aqueduct* and *Defiled Shrine* tell you to put  tokens on certain Supply **piles**. *Arena*, *Basilica*, *Baths*, *Battlefield*, *Colonnade* and *Labyrinth* tell you to put  tokens on themselves (put 6 tokens multiplied by the number of players). *Obelisk* tells you to choose a random Action **pile** in the Supply. One Event, *Tax*, tells you to put a  token on each Supply **pile** (which includes Base cards).

Regarding *Defiled Shrine* and *Obelisk* identifying Action **piles**, see PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV. Remember that Ruins is also an Action Supply **pile**.

If *Castles* are in the Supply: Sort them by **cost** with the cheapest card on top. In a 2-player game, use one of each of the 8 unique cards.

There are five **split piles**, which are **piles** with two different cards in each. They are Catapult/Rocks, Encampment/Plunder, Gladiator/Fortune, Patrician/Emporium, and Settlers/Bustling Village. If a **split pile** is in the Supply, put the five cheaper cards on top.

Turn the bottom half of a **split pile** sideways as a reminder. Turn it back when those cards are uncovered during the game.

Nocturne

Some Kingdom cards have a banner that says “*Heirloom:*” followed by the **name** of an *Heirloom* card. For each such Kingdom card used in the game, each player starts with the named Heirloom instead of one of their Coppers.



This Kingdom card (*Shepherd*) includes the *Heirloom Pasture*.

If any Kingdom card has the **type** *Fate*, shuffle the 12 *Boon* cards into a face-down deck. If *Druid* is in the game, set aside the top 3 Boons face-up.

If any Kingdom card has the **type** *Doom*, shuffle the 12 *Hex* cards into a face-down deck. Also keep the State cards *Envious/Deluded* and *Miserable/Twice Miserable* available.

If the following underlined cards are in the game, include these **piles outside** the Supply:

Devil's Workshop or Tormentor: Include *Imp* (13 cards, Spirit).

Haunted Mirror: Include *Ghost* (6 cards, Spirit).

The Swamp's Gift (*Boon*): Include *Will-o'-Wisp* (12 cards, Spirit).

Exorcist: Include all three Spirits.

Leprechaun or Secret Cave: Include *Wish* (12 cards).

Vampire: Include *Bat* (10 cards).

If *Necromancer* is in the game, put all three *Zombies* into the **trash**.

If *Fool* is in the game, keep the State card *Lost in the Woods* available.

Promos: *Summon and Sauna/Avanto*

Summon is an Event; *Sauna/Avanto* is a **split pile**. See setup for *Empires* above for both of these.

Promo: *Black Market*

If *Black Market* is in the game: Draw randomly some Kingdom cards that are not already in the Supply. 15 to 25 cards is recommended. Make a deck out of *one* copy of each of these cards. After all players get to see the cards, shuffle the deck and turn it face-down. This deck is the *Black Market deck*. It's not part of the Supply.

If the Randomizer for a **pile** with differently **named** cards (see PILES WITH DIFFERENTLY NAMED CARDS § IV) is drawn for the Black Market deck, you can include a random card from that **pile**.

If any cards with special setup rules (as mentioned previously in this section) are included in the Black Market deck, do that setup.

Setup with an app

There are several mobile apps that will generate random kingdoms for you. You can automatically get the Kingdom cards, the Black Market deck, the *Bane* for Young Witch, Events, Landmarks and whether to use Shelters and Colonies, based on the setup rules above.

II. GAME RULES: ESSENTIAL RULES

Your turn

Your turn consists of the *Action phase*, followed by the *Buy phase*, followed by the *Clean-up phase*. You start your turn with 1 Action and 1 Buy. This means you can **play** one Action card in the Action phase, and **buy** one card in the Buy phase.

A clearer way to view this might be that you have three *pools* in the game: your **Action pool**, your **Buy pool** and your **money pool**. Each turn always starts like this: Your **Action pool** has 1 Action, your **Buy pool** has 1 Buy, and your **money pool** is empty. In this document we will use this terminology.

A – Action phase

You *may play* an Action card from your **hand**. Follow the instructions on the card. See **PLAYING A CARD (ACTION OR TREASURE)**. This uses up one Action from your **Action pool**.

Certain cards add one or more Actions to your **Action pool**. These cards say *+1 Action*, *+2 Actions*, etc. If you have an Action in your **Action pool** after you have fully **resolved** the last Action card you **played** from your **hand**, you may **play** another Action card. You may keep **playing** Actions as long as your **Action pool** is not empty.



The Action card Market tells you to **draw** one card, then add 1 to your **Action pool**, then add 1 to your **Buy pool**, and then add 1 to your **money pool**.

B – Buy phase

Your Buy phase consists of two parts.

In the first part of your Buy phase, you *may play* as many Treasure cards as you like from your **hand**, in any order. For each card, follow the instructions on the card. Treasures produce 🪙 (Coins), which are added to your **money pool**, but may also do other things. See **PLAYING A CARD (ACTION OR TREASURE)**.



Individual playmat showing your play area and what you do in your turn. (Your draw pile is called your *deck*.)
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The Treasure card *Loan* first tells you to add 1 to your *money pool*, and then has an additional instruction.

In the second part of your **Buy phase**, you *may buy* a card by using (**paying**) any of the you produced this turn. The card can **cost** no more than the in your **money pool**, but may **cost** less. A card **costing** can be **bought** even when you have no . You may only **buy** a card that is available in the Supply (see LOCATIONS IN THE GAME: THE SUPPLY). This uses up one Buy from your **Buy pool**, plus what you **paid** from your **money pool**.

After **buying** the card, you **gain** it, which usually means you take it from the Supply and place it in your **discard pile**. See GAINING A CARD § III.

You can't **play** any Treasures in the second part of your Buy phase (i.e. after **buying** a card).

Certain cards add one or more Buys to your **Buy pool**. These cards say *+1 Buy*, etc. If you have a Buy in your **Buy pool**, you may **buy** another card, for whatever you have left in your **money pool**. You may keep **buying** cards as long as your **Buy pool** is not empty.

C – Clean-up phase

Discard all the cards in **play** (see LOCATIONS IN THE GAME: PLAY AREA – “IN PLAY”) and all the cards left in your **hand**. **Discard** these cards in any order, but when you **discard** your **hand**, **discard** it all at once. The order in which you **discard** the cards in **play** can matter for card **abilities** that **trigger** on **discard**. See DISCARDING CARDS § III.

Then **draw** a new **hand** of 5 cards from your **deck**. See MOVING CARDS FROM YOUR DECK § III.

More about your turn

Action pool, Buy pool and money pool

The contents of your **pools** persist until your turn ends. (As explained, Buys and produced in your Action phase can be used in your Buy phase.) Also see Capital, Diadem and Villa in the CARD REFERENCE § VI.

During your turn, you can keep track of the contents of these **pools** by observing the cards you have **played**. However, you should keep a count of how many Actions you have left. Also, sometimes a card will no longer be in the **play area** in front of you, so you need to remember if such a card gave you Actions, or Buys. Some cards give you several choices; you might want to indicate what such cards produced by placing them in different ways.

Buy phase

You can **buy** any card in the Supply, even Curse or Ruins cards. You can't use the card's **ability** when you **buy** it or **gain** it. (The exception is cards that have a **when-buy** or a **when-gain ability**, see CARD ABILITIES § III.)

Strictly speaking, when you **buy** a card, you **gain** the copy of that card which is currently on top of the Supply **pile**. Since **when-buy abilities** are **resolved** before you **gain** the **bought** card, a **when-buy ability** (like on Talisman or Port) could move the top card of the **pile** in the meantime. See BASIC TIMING RULES: WHEN ABILITIES ARE TRIGGERED AND RESOLVED § III.

In the first part of your Buy phase, you may also **spend** Coin tokens. In the second part of your Buy phase, you may also buy Events and **pay off** Debt. See COIN TOKENS, EVENTS, DEBT, and also POTIONS, OVERPAYING (all § IV).

Clean-up phase

If other players have cards in their **play area** in your Clean-up phase, they are **discarded** now too. The card Duplicate is the only common example of this.

Duration cards are not always discarded in Clean-up, see DURATION CARDS § IV.

In Clean-up, even though technically (for the sake of timing of **when-discard abilities**) you **discard** the cards in **play** one by one and cards from your **hand** in one separate lump, you are allowed to put cards from **play** on top of your **hand** cards without showing your opponents any of your **hand** cards.

Night phase

If any Night cards are in the game, they can be **played** in your Night phase, which comes after your Buy phase. See NIGHT CARDS § IV.

Locations in the game

Piles

A **pile** is a stack of cards on the table where certain cards belong. This includes Kingdom card piles, other Supply piles and non-Supply piles. (The **trash pile** is not really a **pile**.) If a **pile** is empty, it still counts as a **pile**, and therefore a card or a token can be placed on an empty **pile**.

Regarding cards belonging to a **pile**, see Shelters and Heirlooms under COMPONENTS OF THE GAME: NON-KINGDOM CARDS § I; PILES WITH DIFFERENTLY NAMED CARDS § IV; EXCHANGING § IV; and the entries on Ambassador, Band of Misfits, Black Market and Your Estate token in the CARD REFERENCE § VI.

Your cards

The cards that belong to you are the cards in your **deck**, **hand**, **discard pile** or **play area**, or cards **set aside** by you (including on any of your player mats). Boons, Hexes and States can never belong to you.

The supply

The Supply is the default place from which cards can be **bought** or **gained**. Only the top card of each **pile** is available to be **bought**, **gained** or chosen (see PILES WITH DIFFERENTLY NAMED CARDS § IV).

These **piles** are in the Supply: Basic Treasure cards (Copper, Silver, Gold, Platinum, Potion), basic Victory cards (Estate, Duchy, Province, Colony), Curse cards, Ruins cards, and Kingdom cards (ten **piles**). Young Witch's *Bane* card is an 11th Kingdom card and so is in the Supply.

These cards are not in the Supply: Non-kingdom cards (see COMPONENTS OF THE GAME: NON-KINGDOM CARDS § I), the Black Market deck, Events, Landmarks, Boons, Hexes, States. The **trash pile** is not part of the Supply.

Play area – “in play”

Your **play area** is the place on the table in front of you where you put your **played** cards. These cards are **in play**. Your **deck**, your **discard pile**, your **hand**, and **set-aside** cards (including on any player mats) are not in your **play area**. Cards in your **play area** are in **play** until they are moved from there, usually when **discarded** during Clean-up.

Calling a card also puts it in **play** (see RESERVE CARDS § IV).

Boons, Hexes and States are never in **play**.

Your deck

Your **deck** is where you **draw** cards from. Your **deck** can sometimes be empty; a card or a token can be put on an empty **deck**.

However, if you need cards from your **deck** and it's empty, you have to **shuffle** your **discard pile**. See MOVING CARDS FROM YOUR DECK § III.

Open information to all players

- ❖ All cards in the **trash**
- ❖ The *number* of cards in all Supply **piles** and non-Supply **piles**
- ❖ All cards in your **play area**
- ❖ All cards you have **set aside** face-up (including on any player mats)
- ❖ The *number* of cards you have **set aside** face-down
- ❖ The *number* of cards in your **hand**
- ❖ The top card only in your **discard pile**
- ❖ All your tokens

Open information to you only

- ❖ The cards in your **hand**
- ❖ The cards you have **set aside** face-down
- ❖ The *number* of cards in your **deck**

If a card **ability** lets you count your **discard pile**, you're allowed to look through it; otherwise you can't. When looking through your **discard pile**, you may reorder it.

Game end

The game ends at the end of a player's turn if either the **pile** of Provinces is empty, or the **pile** of Colonies is empty (if playing with Colonies), or any three Supply **piles** are empty (see LOCATIONS IN THE GAME: THE SUPPLY). If playing with 5 or 6 players, it takes four Supply **piles**.

Any **after-turn abilities** (like [Mountain Pass](#), [Donate](#), or extra turns from Possession, Outpost or [Mission](#)) after this turn are not **resolved**.

Remember to also include any cards you have in **play** (such as Durations) and any cards you've **set aside** before scoring. (When an **ability** mentions "cards in your deck", this includes all your cards.) See LOCATIONS IN THE GAME: PILES.

Add  from your Victory cards and Curses, your  tokens, and any Landmarks that apply when scoring.

You can end up with a negative score.

If several players are tied for , the tied player who had the fewest turns wins. (Any extra turns during the game are not counted.) If the players had the same number of turns, they rejoice in their shared victory.

Playing a card (Action or Treasure)

When you **play** a card, do the following:

- Announce the card you are **playing**.
- Place it in your **play area**. (See LOCATIONS IN THE GAME: PLAY AREA – "IN PLAY")
- Follow the instructions on the card. (See TERMS USED ON CARDS § II, CARD ABILITIES § III and RESOLVING CARD ABILITIES § III.)

You follow the instructions even if the card can't be moved to the **play area**. (See ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III).

Certain cards (like Golem, Throne Room, Vassal, and Venture) instruct you to **play** other cards. **Playing** these other cards are then part of **resolving** the first card. These cards should also be placed in the **play area** when **played**, if possible.

Night cards are also played in this way.

Terms used on cards

+ x **Action(s)** – Add x to your **Action pool**. See YOUR TURN.

+ (or on Treasure cards:  or **worth** ) – Add x Coin(s) to your **money pool**. See YOUR TURN.

+ x **Buy(s)** – Add x to your **Buy pool**. See YOUR TURN.

+ x **Card(s)**, or **draw x card(s)** – **Draw** x card(s) from your **deck** into your **hand**. See MOVING CARDS FROM YOUR DECK § III.

x  or **worth x**  – You get x  if you have this card at the end of the game.

discard – Unless otherwise specified, cards are **discarded** from your **hand**. See DISCARDING CARDS § III.

trash – When **trashing** a card, place it face-up in the **trash pile**.

gain – See GAINING A CARD § III.

reveal, look at – See REVEALING OR LOOKING AT CARDS § III.

set aside – When **setting aside** a card, place it face-up (unless instructed to place it face-down) on the table outside of your **play area**.

cards cost  **less**. – This **cost** reduction applies to all cards in the game (Supply, all players' cards, **trash**, etc). It does not apply to Events.

any number, or **up to x** – This includes zero.

+ x  – Take x  tokens. Also **take/add/put**  – See VICTORY POINT TOKENS § IV.

+ x **Coffers** – Put a Coin token on your Coffers mat. See COIN TOKENS § IV.

take/add/pay off  – See DEBT § IV.

Other terms: (Also see the INDEX in the back.)

pass – See Masquerade in the CARD REFERENCE § VI.

overpay – See OVERPAYING § IV.

exchange – See EXCHANGING § IV.

call – See RESERVE CARDS § IV.

receive – See BOONS AND HEXES § IV.

play – See PLAYING A CARD (ACTION OR TREASURE).

buy, pay – See YOUR TURN: B – BUY PHASE.

name – See COMMON EFFECTS: NAME A CARD § VI.

deck, hand, Supply, trash pile, discard pile, in play – See LOCATIONS IN THE GAME.

cost, name, type – See READING A CARD § I

On cards, the symbol "" denotes an unspecified Coin amount. (Apprentice and Storyteller say "per " instead of "per "; this is corrected in 2nd editions.)

* * *

The next chapter, III. GAME RULES: BASIC RULES, deals with the rules in more detail. To avoid making mistakes when playing Dominion, you should read that chapter too. However in general, all the rules you need in addition to what has been described so far, are the paragraphs marked with a golden shield (🛡️) in the next chapter.

The chapter IV. GAME RULES: ADDITIONAL RULES deals with specific mechanics that are presented in certain expansions.

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III. GAME RULES: BASIC RULES

Card abilities

Different abilities, and the dividing line



A card's **play ability** is the set of instructions (or **effects**) that are **triggered** when you **play** the card. All Actions and Treasures have this **play ability**.

Certain cards have **abilities** that are **triggered** at other times. These cards always tell you when that **ability** is **triggered**. A dividing line separates **abilities** that are **triggered** at different times. On Actions and Treasures, the topmost **ability** is always the **play ability**, and any **ability** beneath a dividing line is **triggered** as described on the card. Also see BASIC TIMING RULES.

For instance, Reaction cards have an **ability** that only applies to reacting with the card (see REACTION CARDS § IV). Other examples: 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 **triggers** when the card is in **play** and you **buy** a card. Most Reserve cards do something when you **call** them (see RESERVE CARDS § IV).

When a card says “when you trash this” or “when you discard this”, that’s not a way to **trash** or **discard** the card. Some other **effect** has to tell you to **trash** or **discard** the card in order to **trigger** that **ability**. (See BASIC TIMING RULES: WHEN ABILITIES ARE TRIGGERED AND RESOLVED.)

Triggering and resolving abilities

An **ability** most often consists of several **effects**. When an **ability** is **triggered** (see above), you follow the instructions (**effects**) from top to bottom. This is **resolving** the **ability**. When you have carried out all the **effects**, the **ability** is **resolved**.

Sometimes several **abilities** are **triggered** at the same time. In this case we have to **resolve** the **abilities** one after the other, in a certain order. See BASIC TIMING RULES: TIMING OF CONCURRENT ABILITIES OR EFFECTS for more on this.



play ability

when-discard ability

Alchemist, a card with a dividing line.

*See BASIC TIMING RULES for more about **abilities**.*

Playing a card multiple times

Throne Room, King’s Court, Counterfeit, Procession, Disciple, Royal Carriage, Crown and Ghost let you **play** a card multiple times. Only the **play ability** is **triggered** multiple times.

Consequently, **playing** Throne Room + Goons will not let you take two ♣ tokens when you **buy** a card. And Throne Room + Herbalist will not let you put two Treasures onto your **deck**.

Resolve each **play** of the card before starting to **resolve** the next.

Remember that **playing** Throne Room + an Action card uses up one less Action than just **playing** two copies of the Action card. The same applies to the other cards that let you **play** an Action card twice.

Playing Throne Room + Throne Room will let you **play** two other cards twice each. **Playing** King’s Court + King’s Court will let you **play** three other cards three times each.

Also see COMMON EFFECTS: PLAY A CARD MULTIPLE TIMES § VI.

Setting up a later ability

Some cards, when you **play** them, set up an **ability** to **trigger** later (e.g. Charm, Possession, Scheme and Duration cards). When **played** with Throne Room, King's Court, Counterfeit, Procession, Disciple, Royal Carriage, Crown or Ghost they set up that **ability** multiple times.

For instance, if you **play** Throne Room + Possession, the next player gets two extra turns. If you **play** Throne Room + Scheme, in Clean-up you may choose two Action cards to put onto your **deck**.

The following set up later **abilities** at other times than when you **play** a card: Faithful Hound and Horse Traders set up a later **ability** when you **set them aside** (as a Reaction); Blessed Village when you **gain** it; the Events **Donate**, **Expedition**, **Mission**, **Save**, **Summon** and **Traveling Fair** when you **buy** them; the Landmark **Mountain Pass** when you **gain** a Province; and the Boon **The River's Gift** when you **receive** it.

Also see **ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES**.



play ability

when-discard
ability
(set up)

*Scheme's **play ability** sets up a later (**when-discard**) **ability**. (This is the 2nd version, see **SECOND-EDITION SETS § IV**.)*

*See **BASIC TIMING RULES** for more about **abilities**.*

Resolving card abilities

Effects are immediate

Effects that produce things like Actions, Buys and ● (see **TERMS USED ON CARDS § II**), do this immediately when they are **resolved**, and the amount produced doesn't change if the card is subsequently moved somewhere else (like to the **trash** or to a **discard pile**) or other conditions are changed. The same goes for **effects** that do something (like **draw** cards) based on certain conditions, and **effects** that set up later **abilities** (see **CARD ABILITIES: SETTING UP A LATER ABILITY**).

For instance, a Mining Village gives +2 Actions even if you **trash** it; a Copper produces ● even if it's **trashed** by a Counterfeit; a Duration card has its future **effects** even if it's **trashed** by a Procession; a Conspirator doesn't give +1 Action and +1 Card even if you later **play** a third Action card; and a City only **draws** 1 card even if the first Supply **pile** empties later in the turn.

Do as much as you can

You may **play** a card (or otherwise **trigger** an **ability**) even though you're not able to carry out all the instructions (**effects**).

If there's a choice between several options, you can pick any option, even one you're not able to carry out fully or at all.

You can for instance choose to **gain** a Curse when your opponent **plays** Torturer even when the Curse **pile** is empty. You can also choose to pick up all your cards from your Native Village mat even if it's empty.

However, you must do as much of an **effect** as you can (if it's not optional). For instance, **draw** as many cards as you can even though you can't **draw** all the cards instructed to (if both your **deck** and **discard pile** empties); or **gain** the cards you can even though you can't **gain** all the cards instructed to. The same goes for **trashing** cards, **discarding** cards, etc.

However, when instructed to choose a card from the Supply, you must choose an available card, if possible. You can't choose to "**gain** a card from the Supply" that is not available in the Supply. See **GAINING A CARD**.

Effects contingent on other effects

“If you do/did” means that the **effect** following is contingent on the previous one. **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 **gain** a Silver, because the **effect** says “if you did”. Embargo’s “add a token” **effect**, on the other hand, is not contingent on **trashing** the card. Consequently, if you **play** Throne Room + Embargo, you add a token each time, even though you can only **trash** Embargo once.

Certain **abilities** use phrasings like “do x to” or “do x for”. For instance, Mill says: *You may discard 2 cards, for +2*. This has the same meaning as “if you do”: If you didn’t discard 2 cards, you don’t get +2.

Several cards that used to say “if you do” are now changed in their 2nd editions so that they say “do x to” or “do x for” instead, e.g. Moat and Baron.

If an **effect** refers to a card that isn’t defined, that **effect** can’t be carried out. For instance, if you’re not able to **trash** a card with Remodel or Upgrade, you can’t **gain** a card. A “gained card” that wasn’t **gained** after all, is similarly not defined (this happens with a **when-would-gain ability** like on Trader or Possession – see the entries on these cards in the CARD REFERENCE § VI).



Bridge Troll has an ongoing ability that is cumulative. It also has a start-of-turn ability; see BASIC TIMING RULES: WHEN ABILITIES ARE TRIGGERED AND RESOLVED below. See BASIC TIMING RULES for more about abilities. Also see DURATION CARDS § IV.

Abilities are cumulative

All **abilities** are cumulative and are in effect on every copy of each card (given the stated conditions). For instance, if two Hoards are in **play** and you **buy** a Victory card, you **gain** two Golds.

However, the **ability** on Duchess that says you may **gain** a Duchess, is to be considered a reminder of a global rule, not a rule that is in effect on each copy of Duchess. So consider it one rule, not ten. The same is true for the **ability** on Embargo (only 1st edition) that says you **gain** a Curse per token, the **ability** on Changeling that says you may **exchange** a **gained** card for a Changeling, and all setup rules printed on cards.

Discarding cards

Discard cards by placing them face-up in your **discard pile**.

When an **effect** tells you to **discard** cards, you must **discard** them from your **hand** (unless instructed otherwise).

When one **effect** tells you to **discard** several cards (such as your whole **hand**), the cards are **discarded** all at once.

However, when an **effect** tells you to **discard** “down to x cards in hand” (such as Militia) you **discard** one card at a time, until you have x cards left.

When **discarding** several cards at once, you don’t need to show the cards to the other players. You can put these cards in any order before you **discard** them. You need to show how many cards you are **discarding** if an **effect** on a card is contingent on this number.

Also see YOUR TURN: C – CLEAN-UP PHASE § II.

Gaining a card

Buying a card results in **gaining** it.

When you **gain** a card, it’s always taken from the Supply, unless an **effect** specifically tells you to **gain** it from somewhere else; and then placed face-up in your **discard pile**, unless an **effect** specifically tells you to place it somewhere else.

If an **effect** (such as on Mine or Bureaucrat) tells you to put the **gained** card in your **hand** or onto your **deck**, the card is placed directly there. (See COMMON EFFECTS: GAIN TO YOUR HAND/DECK § VI.)

Cards from non-Supply **piles** can only be **gained** by **effects** that say to **gain** them *from their pile* (specifying that this is not **gaining** from the Supply).

When an **ability** tells you to **gain** a card or choose a card from the Supply, you can only choose among cards that are available (and on top of a **pile**) in the Supply. For instance when instructed to **gain** a card **costing** up to 3, you must choose an available card as long as there is one of that **cost** (0 to 3) in the Supply.

However, when instructed to **gain** a card from a specified set of cards, you can choose any card in that set, even one that's impossible to **gain**. For instance with Smugglers you can choose a card that the player to your right **gained** that isn't available in the Supply now. You then **gain** nothing.

When you **gain** several cards of your choice, you choose and **gain** each one in turn.

Moving cards from your deck

When you need a card or cards from your **deck** (when **drawing**, **revealing**, **looking at**, **trashing**, **setting aside** or **discarding** cards *from your deck*) and there aren't enough cards, **shuffle** the cards in your **discard pile** and add them to the bottom of your **deck**, then move the cards you need from the top. If there still aren't enough cards, just move the cards you can.

This is a rules change introduced in the second edition of the *Base game*. Previously you didn't **shuffle** until your **deck** was empty (if you needed more cards). (Functionally, this only matters for Stash, see its entry in the CARD REFERENCE § VI.)

Don't **shuffle** your **discard pile** until you need more cards than you have in your **deck**, even if your **deck** is empty.

Abilities that "dig for" cards (see COMMON EFFECTS: "DIG FOR CARDS" § VI) always **reveal** one card at a time, so you don't **shuffle** until your **deck** is empty and you need to **reveal** another card.

Revealing or looking at cards

When you **reveal** cards, you show them to all players. When you **look at** cards, you look at them without showing them to the other players. Then you return them to where they came from.

"Reveal cards from your deck" means that you **reveal** from the *top* of your **deck**.

When you **reveal** or **look at** cards from your **hand**, this doesn't count as the cards moving anywhere; the cards don't leave your **hand**.

However, when you **reveal** or **look at** cards *from your deck*, keep them aside until you've finished **revealing/looking at** all the cards. (They do not count as being in your **deck** at that point.) You might need to **shuffle** in the meantime (see MOVING CARDS FROM YOUR DECK); if so don't shuffle in the cards you kept aside. When you're done **revealing/looking at** the cards, return them to where they came from (unless instructed otherwise).

Reaction cards

The Reaction ability

Reaction cards have an **ability** that you may **resolve** if certain conditions are met, as described on the card. **Resolving** the Reaction **ability** does not count as **playing** the card. Also see CARD ABILITIES.

Reactions often **trigger** when it's not your turn, but there are some other cards that also do this.



play ability

when-trash ability

The Reaction card Market Square has a **when-trash** ability. See CARD ABILITIES and BASIC TIMING RULES for more about **abilities**.

The Reaction **ability** is often **resolved** by **revealing** the card. See REVEALING OR LOOKING AT CARDS.



Several Reaction **abilities trigger** when another player **plays** an Attack card. This means that the Reaction **ability triggers** (and is **resolved**) before the Attack card's **play ability** is **resolved**, see BASIC TIMING RULES: WHEN-PLAY ABILITIES.

This means that you **resolve** Reactions before an opponent **playing** e.g. Minion or Pirate Ship decides what to do.

You can **resolve** Reactions even if the Attack doesn't affect you (such as when you have a Lighthouse in play).

Resolving Reactions and timing

Reaction **abilities** first have an optional **effect** that you do in order to **resolve** the rest of the **ability**. This can be **revealing** it, **setting it aside**, **trashing** it or **discarding** it. This **effect** is the first thing you do as part of **resolving** it, so you immediately **resolve** the rest of the **ability**.

Multiple Reactions (and also other **abilities**) can **trigger** at the same time.

For instance, when a Witch is **played**, the first player **resolves** their Reactions (e.g. **revealing** a Moat), then the next player, etc. See BASIC TIMING RULES: TIMING OF CONCURRENT ABILITIES OR EFFECTS.

As long as the players are **resolving abilities** that **trigger** at a specific moment (i.e. at the same time, meaning for the same **trigger**), you can **resolve** any such **abilities**, even one that you weren't able to **resolve** earlier in this time frame.

For instance, you can **reveal** Diplomat and **draw** a Moat, and after completely **resolving** Diplomat, **resolve** (**reveal**) the Moat.

See ADVANCED TIMING RULES: KEEP TRIGGERING IF THE TIME HASN'T PASSED for more on this.

Note: Reaction **abilities** that let you **resolve** the card from your **hand**, can be **resolved** several times for the same **trigger**.

For instance, you can **reveal** the same Diplomat or Secret Chamber several times to the same **played** Attack card. Also see Market Square in the CARD REFERENCE § VI.

Basic timing rules

When abilities are triggered and resolved

There are a number of different *times* in the game when an **ability** can **trigger**. Actions and Treasures have a **play ability**, and Events have a **buy ability**. Other **abilities trigger** at other times, and it might happen that several **trigger** at the same time. See the next section, TIMING OF CONCURRENT ABILITIES OR EFFECTS.

The most common **triggers** (other than **play** and **buy**) are **when-play**, **when-buy**, **when-gain**, **when-discard**, **when-trash** and **start-of-turn**. See OVERVIEW OF ABILITY TRIGGERS § V for a complete list.

When-play abilities trigger when another card is **played**, but are **resolved** *before* the **played** card is **resolved**. (2nd-edition cards with **when-play abilities** all say “first” to make this clearer.) Most of these are Reaction **abilities** (see REACTION CARDS § IV): A Reaction to a **played** Attack is **resolved** before the Attack is **resolved**. The **ability** always refers to *another* card being **played**.

Treasures that say “when you **play** this” do not describe **when-play abilities**. The same goes for Noble Brigand. These are normal **play abilities** (that are resolved after any **when-play abilities**).



Horse Traders has a **play ability** and a **when-play ability**. The **when-play ability** sets up at later **ability** (at **start-of-turn**).

When-buy abilities trigger when you **buy** a card (but not when you **buy** an Event). You resolve the **ability** after you have **paid** for the card, but before you **gain** it.

With the cards Trader or Possession you can **buy** a card without **gaining** it. See WHEN-WOULD-GAIN ABILITIES below.

Also see COMMON EFFECTS: GAIN ON WHEN-GAIN/WHEN-BUY § VI.

When-gain abilities trigger when you **gain** a card. You **resolve** the **ability** after the card is **gained** and moved to its destination (which is usually your **discard pile**).

Abilities (like Bureaucrat or Mine) that tell you to **gain** a card and also where to place it, are not **when-gain**. Rather the card is **gained** directly to that place, before **when-gain**.

Some **when-gain abilities**, (Changeling, Royal Seal, Tracker, **Travelling Fair** and Watchtower) can move the **gained** card. This of course means that they move it after it has been **gained**. They can move the card no matter where it was **gained** to (your **discard pile**, **hand** or **deck**.)

Also see ADVANCED TIMING RULES: THE "LOSE TRACK" RULE, and COMMON EFFECTS: GAIN ON WHEN-GAIN/WHEN-BUY § VI.

When-discard abilities trigger when you **discard** a card or cards. You **resolve** the **ability** after the cards are **discarded**. Most **when-discard abilities trigger** when you **discard** a card from **play**.

When an **effect** tells you to **discard** several cards from your **hand**, the cards are all **discarded** at once, before **resolving** any **when-discard abilities**.

Consequently, if you have a Tunnel and a Watchtower in **hand** when your opponent **plays** Minion and makes you **discard** your **hand**, you can **reveal** Tunnel to **gain** a Gold after all cards are **discarded**, but at this time you no longer have Watchtower in your **hand**, so you can't use it.

When-trash abilities trigger when you **trash** a card or cards. You **resolve** the **ability** after the cards are **trashed**. When an **effect** tells you to **trash** several cards, they are **trashed** all at once, before **resolving** any **when-trash abilities**.

Even if another player's card makes you **trash** a card, you are the one who **trashed** it, so any "when you trash" **abilities** will then **trigger** for you.

Start-of-turn abilities trigger at the start of your turn, which means the start of your Action phase. This means you are in your Action phase when you **resolve** the **ability**.

When-would-gain abilities trigger when you are about to **gain** a card. You **resolve** the **ability** before you **gain** the card (before it has moved).

When-would-gain only **triggers** when you are actually about to **gain** a card. For instance, you can't **reveal** a Trader when "trying" to **gain** a card that isn't available in the Supply.

Timing of concurrent abilities or effects

When an **effect** affects several players at the same time, the **effect** is **resolved** in turn order starting with the current player. 

For instance, when you **play** Spy (or Scrying Pool) and **resolve** its "each player" **effect**, start with yourself, and then go around the table. When you **play** Witch, deal the Curses out in turn order.

When multiple **abilities trigger** at the same time, first the current player **resolves** all their **abilities**, and then each player in turn does. 

For instance, you **resolve** all your **when-play abilities** like Moat or Diplomat before the next player.

See ADVANCED TIMING RULES: TIMING OF SEVERAL PLAYERS' CONCURRENT ABILITIES for more on this.

When a player has several concurrent **abilities** to **resolve**, they choose which to **resolve** first. After **resolving** it, they choose which to **resolve** next, etc. 

For instance, if you **trash** a Rats and have a Market Square in **hand**, you can choose whether to **resolve** Rats' or Market Square's **when-trash ability** first.

Also see ADVANCED TIMING RULES: KEEP TRIGGERING IF THE TIME HASN'T PASSED.

Ongoing abilities

Some **abilities** are not **triggered**, but change how the game works for a time. These **abilities** are here called **ongoing**. The most common are **cost** reduction (e.g. Bridge and Highway), and the **enabling** of a **triggered ability** (see next paragraph). **Ongoing abilities** are in effect under certain conditions, such as a card being in **play** or during certain times in the game.

Enabling a triggered ability means making it possible to **trigger** an **ability** that otherwise is inactive (e.g. Goons' **when-buy ability**, Urchin's **when-play ability**, **Travelling Fair's when-gain ability**, and States' **abilities**).

Ongoing abilities that are activated by *playing* a card (see below), have cumulative **effects** if that card is **played** several times. This can also entail setting up future **abilities**, see CARD ABILITIES: SETTING UP A LATER ABILITY.

Other **ongoing abilities** are: making you immune to an Attack (Champion, Guardian, Lighthouse, Moat); preventing you from **buying** cards (Contraband, **Deluded**, Grand Market, **Mission**); and changing card properties (Band of Misfits, **Envious**, Overlord, your Estate token).

Ongoing abilities last for a time depending on certain conditions, such as a card being in **play**, it being your Buy phase or it being your turn. They can also be activated by **playing** a card (Bridge, Champion, Coppersmith, Contraband, Enchantress, Haunted Woods, Hireling, Prince, Swamp Hag) or **buying** an Event (**Travelling Fair**, **Mission**), and then last for a given time, for instance for the rest of your current turn. See OVERVIEW OF ONGOING ABILITY TIMERS for a complete list.



Merchant Guild has an **ongoing ability** that lasts as long as it's in **play**, which consists of enabling its **when-buy ability**.

Advanced timing rules

Abilities with several effects for each player

Some **abilities** have **effects** like, “*each player does A, and based on that B happens*”. This means that each player does A and then B happens for that player, before the next player starts with A. This timing usually only matters for the sake of tactical decisions.

Examples are Thief, Spy, Swindler, Saboteur and Jester.

Several effects in one sentence

“*Do A and B*” means “*do A, then do B*”. A and B are two **effects** that are **resolved** after each other. Similarly, “*gain A and B*” means “*gain A, then gain B.*”

Examples: “*Set this and another card aside*” (Island), “*gains a Curse and a Copper*” (Mountebank), “*gains a Curse and discards down to 3 cards in hand*” (Followers).

“*Do X twice*” or “*gain two X*” means that two **effects** are **resolved** after each other. In the case of **gaining**, if you choose cards, you choose each card in turn.

Examples: “*Gain two Coppers*” (Cache), “*gain two cards*” (*Develop*, Stonemason, **Ball**), “*do this twice*” (Remake), “*play it twice*” (Throne Room).

Timing of several players' concurrent abilities

When multiple **abilities trigger** at the same time, in order to determine in which order to **resolve** them, we need to know which player **resolves** each **ability**. **Optional abilities** are **resolved** by the player choosing whether to **resolve** it. (This is currently only relevant for Reaction cards.) All other **abilities** are **resolved** by the player who **triggered** it.

For instance, the player with a Reaction is the one who **resolves** it. If you have Urchin in **play** and **play** an Attack, you **resolve** Urchin's **when-play ability** (the choice to **trash** it for a Mercenary) and other players **resolve** any Reactions they might have. This means you **resolve** Urchin first.

When you **buy** a Noble Brigand with an Embargo token on the **pile**, there are two **when-buy abilities** that **trigger**. You choose which to **resolve** first. (When you **resolve** Noble Brigand, its “*each other player*” effect is of course **resolved** in turn order, see BASIC TIMING RULES: TIMING OF CONCURRENT ABILITIES OR EFFECTS.)

Resolving multiple abilities

If the **resolution** of an **ability triggers** another **ability**, resolve this other **ability** before continuing.

For instance, if you **play** Graverobber and use it to **trash** a Cultist, first **draw** three cards from Cultist's **when-trash ability**, then continue **resolving** Graverobber (**gaining** a card **costing** up to **8**).

But if two **abilities** are **triggered** at the same time, they each must be **resolved** separately, as described previously.

For instance, if you **gain** Cache, you may **call** a Duplicate to **gain** a copy of Cache ether *before* or *after* **gaining** two Coppers. You cannot do it in between **gaining** the two Coppers.

Also, when a card is **played** several times, setting up a future **ability** each time, it creates two separate future **abilities**.

For instance, when you **play** Throne Room + Caravan, the two **start-of-turn abilities** don't have to be **resolved** right after each other. Other **start-of-turn abilities** can be **resolved** in between. With Throne Room + Archive you **set aside** two different sets of cards.

Abilities between turns

Extra turns are **triggered** after the current turn. If there are several, they are **resolved** one after the other. There are also other **after-turn abilities**, like **Donate** and **Mountain Pass**.

Between turns, the player who last had a turn is considered to be the current player, and so will **resolve after-turn abilities** first.

For instance, in a two-player game Alice **plays** two Possessions, giving Bob two extra turns, and on the first extra turn Bob (controlled by Alice) **plays** Possession. There are now two extra turns to be played, one for Alice and one for Bob. Since Bob last had a turn, he plays his turn first (controlled by Alice).

If one player has several **after-turn abilities** to **resolve**, they choose which to **resolve** first, see BASIC TIMING RULES: TIMING OF CONCURRENT ABILITIES OR EFFECTS. But any extra turns are **resolved** *after* other **after-turn abilities**.

Resolve all triggered abilities

Once an **ability** is **triggered**, **resolve** all of its **effects**, even if the condition that **triggered** the **ability** changes in the meantime. (Some **effects** are of course optional.)

For instance, if you have Royal Seal in **play** and **buy** a Mandarin, both cards' **when-gain abilities** are **triggered**. You can **resolve** Mandarin first, putting your Treasures onto your **deck**, and then **resolve** Royal Seal, putting the Mandarin onto your **deck**, even though Royal Seal is no longer in **play**.

This also applies if a card changes, as when a Band of Misfits or Overlord leaves **play** or an **Inherited** Estate stops being yours. See the entries on Band of Misfits and Your Estate token in the CARD REFERENCE § VI for more on this.

An **effect** can't be carried out if it refers to a card that isn't defined (see RESOLVING CARD ABILITIES: EFFECTS CONTINGENT ON OTHER EFFECTS), and a card can't be moved if it has been moved from where it's expected to be (see THE "LOSE TRACK" RULE later in this chapter).

Keep triggering if the time hasn't passed

While **resolving** concurrent **abilities**, if a condition changes so that another **ability** also can be **triggered** at this moment (concurrently with the other **abilities**), it will also be **triggered**.

For instance, when **resolving when-play abilities** that **triggered** when an Attack was **played**, if you **reveal** Diplomat and **draw** a Moat (which you didn't have in your **hand** when you started **resolving** the **abilities**), the Moat's Reaction **ability** is **triggered** and you may **resolve** (reveal) it at any point between, or after, the other **when-play abilities** that were **triggered**.

Also see Caravan Guard, Market Square, Prince and **Summon** in the CARD REFERENCE § VI.

The "lose track" rule

An **ability** that refers to a card always expects that card to be in a certain location. This is the case until the **ability** is fully **resolved**. If the card is moved from that location by *another ability*, the first **ability** *loses track* of it. This only matters if the ability tries to move the card: An **ability** cannot move a card if it has **lost track** of it.

For instance if an **ability** refers to a **played** card, it expects the card to be in **play**. (A **play ability** on a card expects the card itself to be in **play**.) A **when-discard ability** expects the card to be on top of the **discard pile**. If an **ability** refers to a **gained** card, it expects the card to be where the **gaining effect** put it (usually in your **discard pile**, but possibly in your **hand** or on your **deck**). If an **ability** moves a card, it subsequently expects the card to be where it moved it.

An **ability** *loses track* of a card if the card is on top of your **deck** or **discard pile** and gets covered up, since it's then not on top of that pile anymore. This also happens if your **deck** is **shuffled**. A card that is moved from the expected location and then moved back again, is nevertheless **lost track** of.

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

Example: You **play** Throne Room + Mining Village, and **trash** the Mining Village the first time Throne Room **plays** it. When Throne Room **plays** it the second time, the Mining Village should normally be placed in **play** (see PLAYING A CARD (ACTION OR TREASURE) § II). But Throne Room expects it to already be in **play**, where it placed it. 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** the second time (but you still get +1 Card and +2 Actions).

Another example: You are Possessed and **play** Throne Room + Mining Village, **trashing** the Mining Village the first time Throne Room **plays** it. It's **set aside** per Possession's **when-trash ability**. Throne Room has **lost track** of it, just like in the first example. Mining Village is not in the **trash**, but the reason it can't be **trashed** again is that Mining Village's **play ability** has **lost track** of it since it also expects it to be in **play**.

A third example: You **play** Procession + Madman. You **resolve** Madman, getting +2 Actions, returning Madman to the Madman pile and **drawing** cards. Then Procession **plays** Madman again, but this time failing to put it into **play**. You **resolve** Madman again, getting +2 Actions, but failing to return it to the Madman pile and therefore not **drawing** any cards. (See RESOLVING CARD ABILITIES: EFFECTS CONTINGENT ON OTHER EFFECTS.) Then Procession fails to **trash** Madman, but you still **gain** an Action card **costing 1** (if possible). Every time an **ability** failed to move Madman in this example, it was because it expected it to be in **play**.

A fourth example: You have a Watchtower in **hand** and Develop a card **costing 4** into an Inn (and another card **costing 3**). The Inn is **gained** onto your **deck** per Develop's **effect**. You can now **resolve** Inn's and Watchtower's **when-gain abilities** 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 your **deck**), so you can't **reveal** Watchtower to move the Inn.

A fifth example: You **gain** a Border Village and have Watchtower in **hand**. You choose to **resolve** Border Village's **when-gain ability** first. You **gain** another card, placing it on top of the Border Village in your **discard pile**. You can then **reveal** Watchtower to put the last-**gained** card onto your **deck**, but Watchtower's **when-gain ability** has **lost track** of the Border Village (since it was covered by another card), and can't move it. You could instead choose to **reveal** Watchtower before Border Village's **when-gain ability**, placing Border Village onto your **deck**. Then you **gain** the other card, and could place it on top of Border Village with Watchtower.

IV. GAME RULES: ADDITIONAL RULES

Second-edition sets

From 2016 to 2018 all Dominion sets prior to *Empires* have been released in new editions with new rulebooks, improved text layouts, and some cards rephrased for clarity or to have gender neutral language. A few cards are functionally changed.

Cards that have been slightly changed functionally are: Embargo, Masquerade, Mine, Moneylender, Outpost, Possession, Scheme, Stash, Throne Room and Trade Route. See the CARD REFERENCE § VI for details.

The second editions of the *Base game* and *Intrigue* have more substantial changes than other sets: In each set, 6 Kingdom cards are removed and 7 new ones are added instead.

These new cards are available separately as “Update Packs”. All cards in these editions also have new expansion symbols (see PUBLISHED GAMES § I). The 2nd edition of *Intrigue* doesn't include Base cards. See COMPONENTS OF THE GAME § I for more differences.

The 2nd edition of *Hinterlands* was released in 2016; *Prosperity*, *Seaside*, *Adventures* and *Dark Ages* in 2017; and *Guilds*, *Cornucopia* and *Alchemy* in 2018.

The official implementation of Dominion Online that launched in 2017 used 2nd editions of all the cards from the start. However, there were additional changes in *Guilds* (Coffers mats) and *Alchemy* (Possession) when those sets were later published in 2nd editions.

Several rules were not in the 1st-edition rulebook of the *Base game*, but were found in those expansion rulebooks where they mattered. The 2nd-edition *Base game* rulebook is more comprehensive, and consequently 2nd-edition expansion rulebooks contain fewer of these rules.

In the 2nd edition of the *Base game*, the rules for **shuffling** was changed; see MOVING CARDS FROM YOUR DECK § III.

Duration cards

➤ *Seaside*, *Adventures*, *Empires*, *Nocturne*

Setting up later abilities

When you **play** a Duration card, it sets up an **ability** (or several) to **trigger** later, usually after your current turn. See CARD ABILITIES: SETTING UP A LATER ABILITY § III. When you get to the Clean-up phase, leave the card in **play** instead of **discarding** it if the **ability** hasn't been **resolved** yet at that point. Often a Duration will be **discarded** in the Clean-up of your next turn.

To keep track of when to **discard** Durations, **play** them in a separate row above the other cards. When a Duration has its last **effect**, move it down to the row of cards that will be **discarded** that turn.



The Duration card *Fishing Village* sets up a **start-of-turn ability**. See CARD ABILITIES § III and BASIC TIMING RULES § III for more about **abilities**.

Playing a Duration card multiple times

If you use a card to **play** a Duration multiple times, leave that card in **play** too. It stays in **play** as long as the Duration stays in **play**.

*This reverses a previous ruling by the game designer: Before, the card would only stay in **play** if it caused the Duration's future **ability** to be set up one more time. See the next section.*

As of now this pertains to Throne Room, King's Court, Disciple, Royal Carriage, Crown and Ghost. (Procession **trashes** the Duration and so is **discarded** the same turn it's **played**.)

Only cards that directly **played** a Duration stay in **play**.

For instance if you **play** Throne Room + Throne Room + Duration + Duration, only the second Throne Room stays in **play**, since that was the card that directly **played** the two Durations.

Royal Carriage only **plays** a Duration once, but since this means the Duration is **played** an extra time this turn, the Royal Carriage stays in **play**.

Regarding **playing** Band of Misfits as a Duration, see the CARD REFERENCE.

Failing to set up later abilities

Durations set up an **ability** to **trigger** 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, or a Gear **played** without **setting aside** any cards) it doesn't stay in **play** beyond your current turn.

If you use e.g. Throne Room to **play** a Gear or a Haven, and you don't **set aside** cards both times, leave the Throne Room in **play** with the Duration anyway. This also applies if you **play** Throne Room + Tactician and you can't **discard** any cards the second time.

Durations summary

This states all the Duration rules succinctly:

*Leave a Duration in **play** in the Clean-up phase if it has set up future **abilities** that aren't **resolved** yet.*

*If a card **played** that Duration, causing it to be **played** an extra time, leave that card in **play** too.*

Potions

➤ Alchemy

When you **play** a Potion, it produces a  (instead of , like other Treasures do), which is added to your **money pool**. This means that in the Buy phase you can **buy** a card with  in its **cost**. (To **buy** two cards with  in their **costs** you need to have **played** a Potion twice.) SEE YOUR TURN: B – BUY PHASE § II.

A **cost** of just  is equivalent to  1 . A **cost** of for instance  3 is equivalent to  3 0 . Consequently, “*up to 3*” means a **cost** where the number of  is no more than 3 and the number of  is no more than 0.

“*Costing exactly 1 more*” means “*having the same **cost** plus 1*”. So  3  is exactly  1 more than  2 , but not exactly  1 more than  2. (This applies to e.g. Upgrade, Remake and Develop.)

Both the **cost**  and the **cost**  2 are lower than  2 . However,  2  is not lower than  3 (nor vice versa).

“*Up to 2 more than 2*” means “*4 or lower*”.

Most card **gaining abilities** can't **gain** you a card with  in its **cost**, but some can. They include: Ambassador (another player), Charm, Disciple, Haggler, Jester (you or another player), Lurker, Mint, **Pilgrimage**, Possession, Squire, Stonemason, Swindler (another player); and also the cards that “remodel”, i.e. **trash** a card and **gain** you a card based on the **trashed** card's **cost** (see COMMON EFFECTS: “REMODEL” CARD § VI.)

Debt

➤ Empires

When you **buy** a card or Event with  (Debt) in its **cost**, you don't **pay** anything to cover the  **cost**. Instead you take that many  tokens. (If the **cost** also includes , you have to **pay** that.)

When you have  tokens, you can't **buy** cards or Events. This is the only effect of having Debt.

You may **pay off** Debt in your Buy phase by **paying**  1 per  token: Return these  tokens to the common pool. You do this in the second part of your Buy phase, i.e. after **playing** Treasures, but you can do it both before and after **buying** a card or Event. (See YOUR TURN: B – BUY PHASE § II.) **Paying off** Debt doesn't use up a Buy.

So with 2 Buys you can **buy** a card with  **cost**, immediately **pay off** the , and then **buy** another card.

When **abilities** refer to the **cost** of cards,  functions like another kind of **cost**, just like . A **cost** of  is equivalent to  (0). A **cost** of  is equivalent to  (0). (See POTIONS above for more on this.) Cards that reduce  **costs** (like Bridge) don't affect  **costs**.

Both the **cost**  and the **cost**  are lower than . However,  is not lower than  (nor vice versa).

"Up to  more than 

The terms **take/add**  refer to x  tokens (from the common pool or the specified place).

Gaining a  **cost** card without **buying** it doesn't give you Debt.

Card **gaining abilities** that can **gain** you a card with  in its **cost**, are the same as listed under POTIONS above. Stonemason's **overpay ability** is an exception, since you can't **overpay** with .

Victory point tokens

➤ *Prosperity, Empires*

 tokens give you  when scoring at the end of the game.

The terms **take/add/put** x  refer to x  tokens (from the common pool or the specified place).

Errata: The *Prosperity* rulebook specifies that you put the tokens on your  player mat. As of *Empires* this is no longer required. This matters for Possession, see this card in the CARD REFERENCE § VI.

Coin tokens

➤ *Guilds*

Several cards in *Guilds* give you Coin tokens. When you get a Coin token, put it in on your Coffers mat (if you have the 2nd edition of *Guilds*). You keep it for as long as you want.

Any Coin tokens can be **spent** in the first part of your Buy phase, i.e. *before buying* anything. Each **spent** Coin token gives you + and is immediately removed from your Coffers and returned to the common pool.

Pirate Ship and Trade Route also use Coin tokens, but they function in an entirely different way. (You cannot spend Coin tokens from your Pirate Ship mat.) See COMPONENTS OF THE GAME: COIN TOKENS § I.

Overpaying

➤ *Guilds*

Some cards let you **overpay** when you **buy** them. These cards have a **cost** followed by a +, such as .

When you **overpay**, you get an **effect** as specified on the card. To **overpay**, you must **pay** more than the **cost** of the card; you can't **overpay** . You can also **overpay** with  (see POTIONS). However, you can't **overpay** with  (since you don't **pay** with , see Debt).

Overpaying is timed as a **when-buy ability**. See BASIC TIMING RULES § III.

For any **ability** that refers to a card's **cost**, ignore the +.

For instance, if you have Hagglers in **play** and **buy** a Masterpiece, **overpaying**, Hagglers still **gains** you a card **costing** less than .

Exchanging

➤ *Adventures, Nocturne*

Traveller cards (in *Adventures*) and some cards in *Nocturne* let you **exchange** them for other cards. You **exchange** a card by returning it to its **pile** and taking the other card (the card you're **exchanging** it for) from its **pile** and placing it in your **discard pile**. *Note:* This is not **gaining** a card. You can only **exchange** cards if you're able to both return the card and take the other card.



play ability

when-discard ability

All Traveller cards have a **when-discard ability** that let you **exchange** them. See **CARD ABILITIES § III** and **BASIC TIMING RULES § III** for more about **abilities**.

A Traveller card can be upgraded into another card by **exchanging** it. There are 2 Traveller Kingdom cards: Page and Peasant, and each have an upgrade line of 4 non-Kingdom cards. See **SPECIAL SETUP: ADVENTURES § I**.

You cannot return a card to the Black Market deck.

To remind you of the possibility to upgrade them, Travellers have a big arrow underneath the card text.

Also see the entries on Band of Misfits and Your Estate token in the **CARD REFERENCE § VI**.

Reserve cards

➤ *Adventures*

Reserve cards are put on your Tavern mat when **played**. You **call** a Reserve card, as specified on the card, by moving it from your Tavern mat to your **play area**. This is not **playing** it, so you don't **trigger** the **play ability**. It's **discarded** from **play** in Clean-up that turn. You can only **call** it if it's on your Tavern mat.

Also see Ghost, Prince and **Summon** in the **CARD REFERENCE § VI**.



play ability

when-gain ability

The Reserve card Duplicate has a **when-gain ability** that lets you **call** it. See **CARD ABILITIES § III** and **BASIC TIMING RULES § III** for more about **abilities**.

Piles with differently named cards

➤ *Dark Ages, Empires, Sauna/Avanto (promo)*

Ruins and **Knights** are in *Dark Ages*. **Castles** and **split piles** are in *Empires*. Sauna/Avanto is also a **split pile**. **Split piles** have two cards, marked on the Randomizer with a slash between them. See **SPECIAL SETUP § I**.

For each of these **piles**, you can only ever **buy**, **gain** or choose the top card of the **pile**. Remember that differently named cards are not **copies** of each other even though they are from the same **pile**.

Consequently, you can't **gain** a copy of a card (e.g. with Ambassador, Smugglers or Talisman) if that card isn't currently on top of the **pile**.

You are **only** allowed to see the top card of the shuffled **piles** (Ruins and Knight). You may look through the other **piles** at any time.

The cards belong to the **pile** they start in. They may be returned there with Ambassador or Encampment; the returned card will go on top as in normal **piles**. The whole **pile** must be empty for it to count as an empty **pile**.



*Gladiator/Fortune is a **split pile**. Gladiator and Fortune have different **costs** and **types**, but the Randomizer, shown here, states the **cost** and **type** of the **pile**: **cost** 3, **type** Action.*

Pile type and cost

Some **abilities** and setup rules refer to the **type** or **cost** of a **pile**. Normally this is the same as that of the cards in the **pile**. But **piles** with differently **named** cards instead follow the Randomizer card. (For **split piles**, the Randomizer always matches the card that starts on top.)

This matters for the setup of Trade Route, Young Witch and the Landmarks **Defiled Shrine** and **Obelisk**. For instance, if Gladiator/Fortune is chosen for Young Witch, both cards will be Bane card. If it's chosen for **Obelisk**, both cards score at game end.

It also matters for Teacher and the Events **Ferry**, **Lost Arts**, **Pathfinding**, **Plan** and **Training**. You can put a **player token** on an Action **pile** even if the top card is not an Action card, and the token functions for all cards from that **pile**. For instance, you can put your +1 token on the Catapult/Rocks **pile**, and then get +1 when you **play** a Catapult or a Rocks.

However, **Seaway** refers to an Action card **costing** 4, not a **pile**, so you have to first **gain** such a card, then put the token on that **pile**. (The token then functions for all cards from the **pile**.)

The Ruins **pile** doesn't have a Randomizer, so it follows the cards, which all have the same **type** and **cost**.

Events

➤ *Adventures, Empires, Summon (promo)*

An Event's **cost** is in the upper left corner, and its **ability** is below the picture. The **ability** is **resolved** when the Event is **bought**.



buy ability

rest-of-turn
ongoing ability
(activated)

when-gain
ability

*The Event **Travelling Fair**. See **CARD ABILITIES § III** and **BASIC TIMING RULES § III** for more about **abilities**.*

In your Buy phase, instead of **buying** a card, you can **buy** an Event, **paying** 1 from your **money pool** and using up one Buy from your **Buy pool**. This will not get you the card, just the immediate effect of the Event – its **buy ability**. Therefore, **buying** an Event is **not buying** a card, and the Event's **cost** cannot be changed by cards like Bridge. With several Buys you can **buy** both cards and Events in a turn.

You can **buy** the same Event several times in your turn (if you have the Buys). However, “*Once per turn*”/“*once per game*” on an Event means that you can only **buy** the Event once per turn/game.

Landmarks

➤ Empires

A Landmark's **ability** is below the picture. The **ability** is always active for all players, and it always has to do with getting , either during the game or at the end. Landmarks that say “when scoring” apply at the end of the game; see GAME END § II



The Landmark *Defiled Shrine*. See *CARD ABILITIES § III* and *BASIC TIMING RULES § III* for more about *abilities*.

Player tokens

➤ Adventures

The rules for the different cardboard tokens are given on the cards or Events that let you move them or use them, except for the -1 Card token and the -1 token: the rules for those tokens are given on the tokens themselves.

Tokens that are put on a Supply **pile** may be put on an empty **pile**. To place a token that already is on another **pile**, you move it from that **pile**. When you take a card from a **pile** with **player tokens** on it, leave the tokens on the **pile**.

When you **play** a card from a **pile** with one of your “+” tokens, the bonus (+1 Card, +1 Action, +1 Buy or +1) is a **when-play ability**. See *BASIC TIMING RULES: WHEN-PLAY ABILITIES § III*. The “+” tokens from other players do nothing for you.

Also see the entry on Band of Misfits in the *CARD REFERENCE § VI*.

Night cards

➤ Nocturne

When Night cards are in the game, players have a Night phase after their Buy phase, before their Clean-up phase. In your Night phase you may **play** as many Night cards as you like from your **hand**, in any order. A Night card has a **play ability**, and **playing** it works in the same way as **playing** an Action or Treasure card; see *PLAYING A CARD (ACTION OR TREASURE) § II*.

Remember that Night cards are not Action cards, so many **abilities** that refer to Action cards don't apply to Night cards.

Boons and Hexes

➤ Nocturne

Boons and Hexes are drawn from their own deck and discarded to their own discard pile. If a Boon/Hex is needed and the deck is empty, shuffle the discard pile into a new deck. Players may not look through these discard piles.



A Boon's or Hex's **ability** is below the picture. When you **receive** a Boon/Hex, you **resolve** the **ability**, then discard the card. If which Hex/Boon to **receive** is not specified, you first take the top card from the appropriate deck.

Normally you discard the Boon card right after **receiving** the Boon, but some Boons say to keep it until Clean-up. Also see Druid in the *CARD REFERENCE § VI*.

The Boons you keep until Clean-up are discarded in the next Clean-up phase. If you **receive** the Boon on another player's turn, it's discarded in that player's Clean-up.

When an **ability** makes the *other players receive* a Hex, you first turn over the top Hex card, then each other player in turn **receives** that Hex. (You reveal and discard a Hex even if the other players all block it with Moat, Lighthouse, Champion or Guardian.)

When you *take a Boon*, you turn over the top Boon card and keep it in front of you until you **receive** the Boon (see above).

Boon and Hex cards never belong to any player and are never considered to be in **play**.

States

➤ *Nocturne*

A State's **ability** is below the picture. When you take a State, you keep the State card in front of you until you are told to return it or another player takes it from you. The State's **ability** applies to you while you have it. Some State cards are dual-sided; only the face-up State is in effect while you have it.



while-you-have
ongoing ability

start-of-turn
ability

*The State **Lost in the Woods**. See **CARD ABILITIES § III** and **BASIC TIMING RULES § III** for more about **abilities**.*

There is only one copy of **Lost in the Woods**: You take this State card from another player if they have it. Other States are always taken from the common pool.

State cards never belong to any player and are never considered to be in **play**.

V. OVERVIEWS AND SUMMARIES

Overview of ability triggers

This overview shows when different **abilities trigger**. All the cards and tokens listed under the same heading (for instance WHEN-BUY) have **abilities** that **trigger** at the same *time*, although there are often different conditions for them to **trigger**. See BASIC TIMING RULES: WHEN ABILITIES ARE TRIGGERED AND RESOLVED § III for a description of **triggers**.

“This” always refer to the card that has the **ability**.

* – This means that the **ability** has an additional condition for it to **trigger**, which is not stated here.

Play

All Action, Treasure and Night cards have a **play ability**.

Buy

All Events have a **buy ability**.

Receive

All Boons and Hexes have a **receive ability**.

When-play

When you **play** an Attack card:

Beggar, Caravan Guard, Champion, Diplomat, Guardian, Horse Traders, Lighthouse, Moat, Secret Chamber

When you **play** another Attack card:

—while this is in **play**: Urchin

When you **play** an Action card:

—(after having **played** this): Champion

When you **play** a Copper:

—this turn (after having **played** this): Coppersmith

When you **play** a Silver:

—for the first time this turn (after having **played** this):

Merchant

—while this is in **play**: Sauna

When you **play** a card from a **pile** with this token:

your +1 Action token, your +1 Buy token, your +1 Card token, your +**1** token

When-buy

When you **buy** this:

Doctor, Farmland, Forum, Herald, Masterpiece, Mint, Noble Brigand, Port, Stonemason

—as your first **buy** in your turn: Messenger

When you **buy** a card:

Basilica*

—from the chosen pile: Embargo

—while this is in **play**: Goons, Haggler, Merchant Guild

—the next time (the turn you **played** this): Charm

—until the next turn of the player who **played** this:

Haunted Woods, Swamp Hag

When you **buy** a Curse:

Defiled Shrine

When you **buy** an Action card:

Colonnade*

When you **buy** a Victory card:

Hovel

—while this is in **play**: Hoard

When you **buy** a non-Victory card **costing** up to **4**:

—while this is in **play**: Talisman

When you **buy** a card from a **pile** with this token:

your Trashing token

When-gain

When you **gain** this:

Blessed Village, Border Village, Cache, Cemetery, Crumbling Castle, Cursed Village, Death Cart, Embassy, Emporium*, Fortune, Grand Castle, Ill-Gotten Gains, Inn, Lost City, Mandarin, Rocks, Skulk, Sprawling Castle, Temple, Villa

—during your turn: Haunted Castle

When you **gain** a card:

Watchtower

—while this is in **play**: Royal Seal, Tracker

—(the turn you **bought** this): Travelling Fair

—as your 2nd card during your turn: Labyrinth

When you **gain** a Duchy:

Duchess

When you **gain** a Province:

Fool's Gold

—as the first player to do so: Mountain Pass

When you **gain** an Action card:

Defiled Shrine

When you **gain** a Treasure card:

Aqueduct

When you **gain** a Victory card:

Aqueduct, Battlefield

—while this is in **play**: Groundskeeper

When you **gain** a card **costing** **3** or more:

Changeling

When you **gain** a card **costing** up to **6**:

Duplicate

When-would-gain

When you *would gain* a card:

Trader

—(during your extra turn from this): Possession

When-discard

When you *discard* this:

—other than during your Clean-up phase:

Faithful Hound, Tunnel

When you *discard* this from *play*:

Alchemist*, Capital, Disciple, Fugitive, Herbalist, Hermit*, Hero, Page, Peasant, Soldier, Treasure Hunter, Treasury*, Warrior

When you *discard* an Action card from *play*:

—(the turn you *played* this): Scheme

When you *discard* the chosen card from *play*:

—(the turn you *played* it): Prince

When-trash

When you *trash* this:

Catacombs, Crumbling Castle, Cultist, Feodum, Fortress, Haunted Mirror, Hunting Grounds, Overgrown Estate, Rats, Rocks, Sir Vander, Squire

When you *trash* a card:

Tomb

When you *trash* one of your cards:

Market Square

—(during your extra turn from this): Possession

Start-of-turn

At the start of your turn:

Guide, Ratcatcher, Teacher, Transmogrify

—(after having *played* this): Archive, Crypt, Hireling, Prince*

—(while you have this): Lost in the Woods

At the start of your next turn:

—(after *playing* this): Amulet, Bridge Troll, Caravan, Caravan Guard, Cobbler, Den of Sin, Dungeon, Enchantress, Fishing Village, Gear, Ghost, Ghost Town, Guardian, Haunted Woods, Haven, Lighthouse, Merchant Ship, Raider, Secret Cave, Swamp Hag, Tactician, Wharf

—(after *buying* this): Summon

—(after *gaining* this): Blessed Village

—(after *setting this aside* as a Reaction): Horse Traders

Start-of-Buy-phase

At the start of your Buy phase:

Arena

—(while you have this): Deluded, Envious

End-of-Buy-phase

At the end of your Buy phase:

Wine Merchant*

Start-of-Clean-up

At the start of Clean-up:

Walled Village*

—(the turn you *set this aside*): Encampment

End-of-turn

At the end of your turn:

Baths*

At the end of a turn:

—(your extra turn from this): Possession

—(the turn you *played* this): Necromancer

—(the turn you *bought* this): Save

—(the turn you *received* this): The River's Gift

—(after *setting this aside* as a Reaction): Faithful Hound

After-turn

After this turn:

—(the turn you *played* this): Outpost*, Possession

—(the turn you *bought* this): Donate, Mission

—(the turn you *gained* a Province): Mountain Pass

Other triggers

Until the next turn of the player who *played* this, when you would *resolve* a *played* Action for the first time in your turn: Enchantress

Directly after *resolving* a *played* Action:

Coin of the Realm, Royal Carriage*

When *shuffling* this: Stash

When you would get  (while you have this token): your  token

When you would get a  token (during your extra turn from this): Possession

When you're instructed to *draw* a card (while this token is on your deck): your -1 Card token

When you *draw* cards in Clean-up (the turn you *bought* this): Expedition

When you would *draw* cards in Clean-up (the turn you *played* this): Outpost

Overview of ongoing ability timers

Some **abilities** in Dominion are *ongoing*. They are in effect for a time, depending on certain conditions being true. During this time it may be possible to **trigger** a certain **ability**, or some other change is in effect, such as a **cost** reduction. See BASIC TIMING RULES: ONGOING ABILITIES § III

Here are the different times an **ongoing ability** can be in effect.

“This” always refer to the card that has the **ability**.

While this is in play:

Band of Misfits, Bridge Troll, Goons, Groundskeeper, Haggler, Highway, Hoard, Lighthouse, Merchant Guild, Overlord, Princess, Quarry, Royal Seal, Sauna, Talisman, Tracker, Urchin

While you have Copper in play:

Grand Market

During your Buy phase:

Peddler

Other than during your Clean-up phase:

Faithful Hound, Tunnel

For the rest of this turn:

—(the turn you played this): Bridge, Coppersmith, Contraband

—(the turn you bought this): Travelling Fair

—(from the first Buy phase when you have this):

Deluded, Envious

During your turn:

your **−2** Cost token

—while this is in play: Bridge Troll

During your extra turn:

—(from this): Mission, Possession

Until your next turn:

—(after playing this): Enchantress, Guardian, Haunted Woods, Swamp Hag

For the rest of the game:

—(after having played this): Champion, Hireling, Prince

While one or more of the cards are still set aside:

—(after playing this): Archive, Crypt

While you have this:

Deluded, Envious, Lost in the Woods, your **−1** token

While this is on your deck:

Your **−1** Card token

While Estate is yours:

Your Estate token



Haunted Woods' play ability activates an ongoing ability (lasting until next turn), during which another ability (when-buy) is active. The play ability also sets up another ability to trigger later (at start-of-turn).

Summary of your turn

Phrases in *italics* below are explained in the next section, SUMMARY OF PLAYER ACTIVITIES. The ★ symbol denotes **triggered abilities**.

Action phase

- At the start of your turn, your **Action pool** has 1 Action, your **Buy pool** has 1 Buy, and your **money pool** is empty.
- ★ **Start-of-turn abilities**
- Do this as many times as you want:
 - ❖ If you have an unused Action in your **Action pool**: **Play** an Action card from your **hand**, and then deduct 1 from your **Action pool**.

Buy phase

- ★ **Start-of-Buy-phase abilities**

First part (fill your **money pool**):

- Do any of these as many times as you want:
 - ❖ **Play** a Treasure card from your **hand**.
 - ❖ **Spend** any amount of Coin tokens, getting +1 per Coin token.

Second part (spend from your **money pool**):

- Do any of these as many times as you want:
 - ❖ If you have an unused Buy in your **Buy pool**: Either **buy a card** from the Supply or **buy an Event**, and then deduct 1 from your **Buy pool**.
 - ❖ **Pay** any amount of ⚙️ (by deducting it from your **money pool**), **paying off** (removing) 1 per 1.

- ★ **End-of-Buy-phase abilities** (Wine Merchant)

Night phase

- Do this as many times as you want:
 - ❖ **Play** a Night card from your **hand**.

Clean-up phase

- ★ **Start-of-Clean-up abilities**
- Do this as many times as you want: **Discard a card from play**.
- **Discard** your **hand**.
- Do this until you have no cards in **play** left to discard: **Discard a card from play**. (The other players also do this if they have cards in **play**.)
- ★ Outpost's **when-would-draw ability**
- **Draw** 5 cards.
- ★ Expedition's **when-draw ability**
- ★ **End-of-turn abilities**

After turn

- If either the Province **pile** is empty, or the Colony **pile** is empty (in a game using Colonies), or any three (four in a game with 5 or 6 players) Supply **piles** are empty: The game ends.
- ★ If the game has not ended: **After-turn abilities** (first **Donate** and **Mountain Pass**, then extra turns)

Summary of player activities

Play a card

- Announce the card and put it in **play** face-up.
- ★ **When-play abilities**
- ★ **When-would-resolve abilities** (Enchantress)
- **Resolve** the card's **play ability**
- ★ **After-resolve abilities** (Coin of the Realm, Royal Carriage)

Buy a card

Unless otherwise specified, cards are **bought** from the Supply.

- Choose a non-covered card with a **cost** no higher than what you have in your **money pool**.
- Take a ⚙️ token per 1 in the **cost** of the card. **Pay** by deducting the other **cost** of the card from your **money pool**.
- ★ **When-buy abilities**
- **Gain** the copy of the chosen card that is on top of the Supply **pile**.

Buy an Event

- Choose an Event with a **cost** no higher than what you have in your **money pool**. (You can't choose an Event that says "*once per turn*"/"*once per game*" if you already **bought** it this turn/game.)
- Take a ⚙️ token per 1 in the **cost** of the Event. **Pay** by deducting the other **cost** of the Event from your **money pool**.
- **Resolve** the Event's **buy ability**

Gain a card

Unless otherwise specified, cards are **gained** from the Supply and the gaining destination is your **discard pile**.

- ★ **When-would-gain abilities** (Possession, Trader)
- Put the card in the gaining destination face-up.
- ★ **When-gain abilities** (if the card was gained)

Discard a card from play

- **Discard** the card unless any of the following is true:
 - ❖ The card is a Duration card that has set up an **ability** that is not yet **resolved**.
 - ❖ The card **played** a Duration card, causing it be **played** an extra time that turn, and the Duration is not being **discarded** this turn.

Discard card(s)

Unless otherwise specified, cards are **discarded** from your **hand**.

- Put the card(s) at once in your **discard pile** face-up. You may order them first.
- ★ **When-discard abilities**

Trash card(s)

- Put the card(s) at once in the **trash** face-up.
- ★ **When-trash abilities**

Draw card(s)

- ★ Your -1 Card token's **ability**
- Move card(s) from your **deck** into your **hand**.

Move x card(s) from your deck

Moving cards from your deck includes **drawing**, **revealing**, **looking at**, **trashing**, **setting aside** or **discarding** cards from your **deck**.

- If there are less than x cards in your **deck**, **shuffle** your **discard pile** and add it to the bottom of your **deck**.
- Move cards from your **deck** until you have moved x cards total, if possible.

Reveal or look at card(s)

When revealing or looking at cards from your **deck**, keep them aside until you're done. Then return them, unless instructed otherwise.

Summary of timing rules

- ❖ When you **resolve** an **ability**, **resolve** all its **effects**. Actions, Buys and  are produced immediately.
- ❖ When an **ability** is **triggered**, **resolve** the whole **ability**, to the extent possible. When you're given several options, you can pick any option. If you're not able to complete all the **effects**, do as much as you can. If an **effect** refers to a card that doesn't exist, the **effect** fails.
- ❖ When something allows you to **resolve** a Reaction card in your **hand**, you can do so several times.
- ❖ All **abilities** are cumulative.
- ❖ An **effect** affecting several players is **resolved** in turn order starting with the current player.
- ❖ When multiple **abilities** are **triggered**, they are **resolved** in turn order, starting with the current player. Optional **abilities** (like Reactions) are **resolved** by the choosing player, other **abilities** are **resolved** by the **triggering** player.
- ❖ When one player has multiple concurrent **abilities** to **resolve**, the player chooses which one to **resolve** next.
- ❖ Between turns, the player who last had a turn is considered to be the current player.
- ❖ While **resolving** concurrent **abilities**, if a condition changes so that another **ability** also can be **triggered** at this point, it will also be **triggered**.
- ❖ An **ability** always expects cards to be where they would normally be if no other **abilities** had moved them. If a card moves from that place (even if it moves back), the **ability loses track** of it. This means that the **ability** can't move it. (A **played** card is expected to be in **play**, a **discarded** card in your **discard pile**, and a **gained** card where the **gaining effect** put it.)

Common mistakes

- ❖ Curses are included in every game of Dominion.
- ❖ When you **play** a card, it stays in **play** until Clean-up. Don't **discard** it before.
- ❖ You need to **play** the Treasures you want to produce . You can't keep them in your **hand** or put them straight in your **discard pile**.
- ❖ Don't **discard** cards from your **hand** just because you can't **play** them. Wait until Clean-up.
- ❖ Don't **shuffle** your **discard pile** just because your **deck** is empty. Wait until you need a card from your **deck**.
- ❖ When you need to **draw** but have too few cards in your **deck**, don't **shuffle** your **discard pile** in with the remaining cards in your **deck**. **Shuffle** it and add it to the bottom of your **deck**.
- ❖ +1 Action just means to add 1 to your **Action pool**. It doesn't mean to **play** another Action card immediately.
- ❖ + just means to add 1 Coin to your **money pool**. It doesn't mean to **gain** a Copper.
- ❖ **Playing** Throne Room + Throne Room doesn't let you **play** one Action card four times. It lets you **play** two Action cards twice each.
- ❖ You don't have to **play** all your Action cards even if you're able to. You don't have to **play** all your Treasure cards.
- ❖ You **play** Treasures first, then **buy** card(s). You can't **buy** a card and then **play** more Treasures.
- ❖ You can **play** an Action card even if you can't do all the instructions. Just do as much as you can.
- ❖ You can choose an option on a card even if you can't do all the instructions. Just do as much as you can.
- ❖ When you are **revealing** several cards from your **deck** and have to **shuffle** to get more cards, don't **shuffle** in the **revealed** cards. If they are to be **discarded**, don't do that until the end.
- ❖ **Buying** a card normally results in **gaining** it, but **buying** happens first. **When-buy abilities trigger** when you **buy** it, then **when-gain abilities trigger**.
- ❖ When you **gain** a card (through **buying** it or in other ways), it normally goes to your **discard pile**, not your **hand** or in **play**.
- ❖ When you're instructed to **gain** a card of a certain **cost**, you can't add anything to that **cost** (from your **money pool** or from anywhere else).
- ❖ Reaction cards that react to Attacks, are **resolved** before the Attack card is **resolved**, which means before the choice on e.g. Minion or Pirate Ship is made.
- ❖ Moat is the only Reaction that nullifies the Attack's effect on you. Other Reactions to Attacks just let you do something before the Attack affects you.
- ❖ Cards that you **reveal** from your **hand** stay in your **hand**. Don't put them in **play** or in your **discard pile**.
- ❖ Don't mix up **play abilities** (above the dividing line) with **abilities** that happen at other times. **Playing** Throne Room on a Reaction or Reserve only lets you do the **play ability** twice. Having a "+" **player token** on such a **pile** only gives you the bonus when you **play** the card.

VI. CARD AND TOKEN REFERENCE

Common effects

The following expressions are referred to in the CARD REFERENCE below. The expressions in quotation marks are not used in the actual card texts, but are unofficial ways of describing these effects.

Card costs

A card **costing** “from **X** to **Y**” or “exactly **X**” cannot have  or  in its **cost**.

Includes: Artificer, Forge, Giant, Graverobber (**gain**), Knight, Rogue, **War**, Warrior

A card **costing** “less than **X**” or “up to **X**” cannot have  or  in its **cost**.

Includes: **Advance**, **Alms**, Altar, Armory, Artisan, **Ball**, Band of Misfits, **Banquet**, Border Village, Catacombs, Cobbler, Dame Natalie, Devil’s Workshop, Duplicate, **The Earth’s Gift**, Engineer, Feast, Hermit, Horn of Plenty, **Inheritance**, Ironworks, Messenger, Overlord, Prince, **Seaway**, Smugglers, **Summon**, Talisman, University, Vampire, Will-o’-Wisp, Wish, Workshop

A card **costing** “**X** or more” must have a  amount of **x** or more in its **cost**. The  and  amounts don’t matter.

Includes: Catapult, Changeling, Dismantle, Patrician, Saboteur, Sage

The **same cost** means the same ,  and  amounts in the **cost**.

Includes: Charm, Stonemason (**overpay**), Swindler

A **lower cost** means that at least one of the ,  and  amounts is lower and the others the same (i.e., none can be higher). A **higher cost** means that at least one of the amounts is higher and the others the same.

Includes: Chariot Race, Dismantle, Exorcist, Hagglor, Stonemason

Also see COST REDUCTION and “REMODEL” CARD below.

Cards you have in play

When checking cards in **play**, don’t include any cards that were **trashed** or otherwise removed from **play**. Remember that Duration cards and Reserve cards can be in **play** without having been **played** this turn. The card **played** by Prince also enters **play** each turn.

Includes: **Alms**, Bank, **Bonfire**, **Colonnade**, Emporium, Horn of Plenty, Imp, Leprechaun, Peddler, **Pilgrimage**, Raider, Soldier, Walled Village

Copy of a card / Differently named cards

A **copy** of a card is a card that has the same **name**. **Differently named cards** are cards that have different **names**.

Remember that “Knight”, “Ruins”, “Shelter” and “Castle” are **types**; not **names**.

Includes: Ambassador, Charm, **Colonnade**, Conclave, Fairgrounds, Forager, Gladiator, Harvest, Horn of Plenty, Hunting Party, Imp, **Keep**, Magic Lamp, Menagerie, **Museum**, **Orchard**, **Pilgrimage**, Raider, Taxman, Temple, Tribute, **Triumphal Arch**, **Wolf Den**

Cost reduction

Remember that **abilities** are cumulative. Each **cost** reduction **effect** will reduce the **costs** of cards. **Costs** of Events are not affected.

All cards in the game are affected (unless otherwise specified), and not just in your Buy phase. For instance, if **costs** are reduced by , Saboteur or Sage will “dig for” a card that normally **costs**   or more, skipping cards that normally **cost** ; and Workshop can **gain** a card that normally **costs** .

Remember that **costs** don’t go below . This means that with a **cost** reduction of , you can Remodel a Copper into a Silver, or Upgrade a Curse into an Estate.

A **cost** reduction of  does not affect the number of  or  in **costs**.

Includes: Bridge, Bridge Troll, Highway, Princess, Quarry, your  Cost token

*Cost reductions affect the **abilities** of the following cards and Events:*

Abilities that give a benefit based on the cost of trashed cards: Apprentice, Bishop, Forge, Raze, **Ritual**, Salvager, Trader

Abilities that “remodel”: see “REMODEL” CARD below

Abilities that check the cost of cards or let you choose cards based on cost: see CARD COSTS above.

“Dig for cards”

To “dig for <card(s)>” means to **reveal** cards from your **deck**, one at a time, until you **reveal** those <card(s)>. You can’t choose when to stop **revealing**; you always stop when you have found the first card or cards matching the description.

When you have to **shuffle** while **revealing**, don’t **shuffle** in the already **revealed** cards.

Includes: Adventurer, Farming Village, Fortune Teller, Ghost, Golem, Hunting Party, Journeyman, Loan, Rebuild, Saboteur, Sage, Scrying Pool, Venture, **War**

Discard down to x cards in hand

Discard cards from your **hand**, one at a time, until you have *x* cards in your **hand**.

Includes: Catapult, Followers, Goons, Legionary, Mar-grave, Mercenary, Militia, **Poverty**, Sir Michael, Urchin

Discard, then get from deck

Some **abilities** tell you to first **discard** cards, and then **draw** cards or otherwise put cards from your **deck** into your **hand**. If you have to **shuffle** to get all the cards, you could end up getting some or all of the cards you **discarded**.

Includes: Catacombs, Cellar, Guide, Ironmonger, Jack of all Trades, Legionary, Minion, Oracle, Scrying Pool, Shepherd, Stables, Storeroom, Vault

Each player/Each other player

Some **abilities** that involve several players, also involve choices. When an **ability** tells you that each player does several things, **resolve** all the **effects** for the first player (including any choices by you or the player), then all the **effects** for the next player, etc, in turn order (starting with you if it’s including you). This can matter for tactical decisions.

Includes: Bandit, Giant, Jester, Knight, Legionary, Noble Brigand, Oracle, Pillage, Pirate Ship, Rogue, Saboteur, Scrying Pool, Spy, Swindler, Thief, Warrior

Effect when moved from play

Some cards move themselves from **play** (e.g. to **trash**) and then has an **effect** if they actually did. If you use Throne Room to **play** such a card and the card is moved the first time, it can’t move again the second time. (However, any other **effect** that is not contingent on it moving will happen twice.) See the examples with Throne Room + Mining Village and Procession + Madman in ADVANCED TIMING RULES: THE “LOSE TRACK” RULE § III. Also see Necromancer.

Includes: Engineer, Magic Lamp, Madman, Mining Village, Pixie, Prince, Small Castle, Treasure Map, Wish

Gain a copy

You can only **gain** a copy of a card if it’s available in the Supply. If it’s a Ruins, Castle or card from a **split pile**, the top card of the **pile** has to have the same **name**. If it’s a Knight (or Castle in a two player game), it’s impossible, because they all have different **names**.

Includes: Ambassador, Changeling, Disciple, Duplicate, Jester, Messenger, Mint, **Pilgrimage**, Smugglers, Talisman

Gain on when-gain/when-buy

Some cards **gain** another card (or cards) when you **gain** them. First the card is moved to the gaining location (usually your **discard pile**). Then the other card is **gained**, usually ending up on top of the first card. **Abilities** that move cards on **when-gain** (Changeling, Royal Seal, Tracker, **Travelling Fair** and Watchtower) will then have **lost track** of the first card. You can instead **re-solve** such an **ability** to move the first card *before gaining* the second card. Then, when you **gain** the second card, you may also use the **ability** to move *it*. See the example with Border Village + Watchtower in ADVANCED TIMING RULES: THE “LOSE TRACK” RULE § III. Also see Replace and **Summon**.

Includes: Border Village, Cache, Crumbling Castle, Death Cart, Duchess (Duchy), Fortune, Haunted Castle, Rocks, Skulk, Sprawling Castle

Some cards **gain** another card (or cards) when you **buy** a card. You **gain** the other card first, **resolving** any **when-gain abilities** for it (e.g. moving it with a card like Watchtower, see previous paragraph), then you **gain** the card you **bought**, **resolving** any **when-gain** for it.

Includes: Charm, Embargo, Farmland, Haggler, Hoard, Masterpiece, Messenger, Noble Brigand, Port, Stonemason, Swamp Hag, Talisman

Gain to your hand/deck

Put the **gained** card directly in your **hand**/on top of your **deck**. It doesn't visit your **discard pile**. **When-gain abilities trigger** afterwards.

Den of Sin, Ghost Town, Guardian and Night Watchman are **gained** to your **hand** instead of to your **discard pile**. But Armory, Artificier, Develop and Graverobber will instead **gain** them to your **deck**.

Nomad Camp is **gained** to your **deck** instead of to your **discard pile**. But Artisan, Cobbler, Transmogrify and Wish will instead **gain** it to your **hand**.

Includes: To hand: Artisan, Beggar, Cobbler, Den of Sin, Explorer, Ghost Town, Guardian, Ill-Gotten Gains, Mine, Night Watchman, **Plague**, Rocks, Torturer, Trading Post, Transmogrify, Villa, Wish

To deck: Armory, Artificer, Bag of Gold, Beggar, Bureaucrat, Develop, Fool's Gold, Nomad Camp, Graverobber, **Greed**, Rocks, Sea Hag, Taxman, Tournament, Treasure Map

Get from deck, then discard/put back

When an **ability** tells you to **draw** x cards and then **discard** y cards, you have to **discard** y cards (if possible) even if you were not able to **draw** all x cards.

The same applies when you have to first **draw** cards and then put cards onto your **deck**; or first **reveal** cards and then **discard** cards.

Includes: Advisor, Courtyard, Diplomat (Reaction), Dungeon, Embassy, Envoy, Forum, Fugitive, Inn, Margrave, Masquerade (1st edition), Oasis, Poacher, Secret Cave, **Scouting Party**, Secret Chamber (Reaction), Secret Passage, Warehouse, **The Wind's Gift**, Young Witch

Name a card

Say the **name** of a card. “Knight”, “Ruins”, “Castle” and “Shelter” are **types**, not **names**. It can be the **name** of any card, even a card not in the current game. (A scenario where you might not want to **name** a card in the current game, is when you **play** Wishing Well and actually don't want to get the top card into your **hand**, while your **deck** contains a copy of all the cards.)

Includes: Contraband, Doctor, Journeyman, Mystic, Rebuild, Wishing Well

Not optional “if you do”

An **effect** that doesn't say “*may*” is not optional. It can nevertheless be followed by an **effect** starting with “*if you do/did*”. This means that even though you have to try to carry out the first **effect**, it might not be possible. (See RESOLVING CARD ABILITIES: DO AS MUCH AS YOU CAN § III.) If you fail to carry it out, don't do the second **effect**.

If the first **effect** is **gaining** a card and you don't **gain** it due to Trader or Possession, you don't do the second **effect**. However, if you **trash** the **gained** card with Watchtower or **exchange** it to a Changeling, you do the **effect**.

Includes: **Dominate**, Magic Lamp, Madman, Moneylender (1st edition), **Ritual**, Small Castle, Soothsayer, **Summon**, Tactician (1st edition), Trading Post, Treasure Map, **Triumph**, Wild Hunt, Wish

Play a card multiple times

See CARD ABILITIES: PLAYING A CARD MULTIPLE TIMES § III.

As Throne Room is often used as an example of such a card, see Throne Room in the CARD REFERENCE below.

When you **play** a card that lets you **play** a chosen Action card multiple times, **playing** the chosen card doesn't use up any Actions from your **Action pool**. If the chosen card gives you +Actions, you will end up with more than you started with.

Completely **resolve** the **play ability** of the chosen card the first time before **playing** it again.

For instance, Throne Room + Oracle means you first **reveal** 2 cards and either **discard** them or put them back, then **draw** 2 cards; then again **reveal** 2 and **draw** 2.

When you **play** Throne Room on Throne Room, this will let you **play** two other cards (each twice). For each additional Throne Room you **play** in this chain, you play one more card (twice). King's Court + King's Court lets you **play** three cards (each three times). For each additional King's Court you **play** in this chain, you can **play** two more cards (three times). So with three King's Courts it's five, with four it's seven, etc.

Includes: Counterfeit, Crown, Disciple, Ghost, King's Court, Procession, Royal Carriage, Throne Room

Reaction to Attack

The Reaction **ability triggers** before the “attacking” player **resolves** the Attack card, and if you want to use the Reaction, you have to do so then. This means **revealing** the Reaction card (or **discarding** it or **setting it aside**), and then **resolving** the rest of the Reaction **ability**. It **triggers** whenever an Attack card is **played**, no matter if the card would have any effect on you.

Includes: Beggar, Caravan Guard, Diplomat, Horse Traders, Moat, Secret Chamber

“Remodel” card

Trash a card and **gain** another card (or cards) based on the **cost** of the **trashed** card. If you can't **trash** a card, you don't **gain** one.

Sometimes the **gained** card must **cost** “*exactly* **X** *more*”, “*exactly* **X** *less*”, or just “*less*” (be “*cheaper*”). If there is no available card of that **cost**, you don't **gain** one.

Sometimes the **gained** card must **cost** “*up to* **X** *more*”. Then it can also **cost** the same as the **trashed** card, or less, even **0**. It can of course be a copy of the **trashed** card.

To find the allowed **cost** of the card to **gain**: If “**X** *more*”, add **X** to the **cost** of the **trashed** card (keeping the **♠** and **♥** amounts the same). If “**X** *less*”, deduct **X** instead. If “*exactly*”, the allowed **cost** is this result. If “*up to*”, the allowed **cost** is this result or *lower* (see CARD COSTS above). Also see COST REDUCTION above. If the **gained** card or cards must **cost less** (be *cheaper*), see CARD COSTS above.

Includes: Butcher, Develop, Dismantle, Exorcist, Expand, Farmland, Governor, Graverobber, **Locusts**, Mine, Procession, Rebuild, Remake, Remodel, Replace, Saboteur, Stonemason, Taxman, Transmogrify, Upgrade, Zombie Mason

Removed from play

Some cards are **trashed** or otherwise removed from **play**. When this happens, you don't lose any Buys, Actions or **♣** that the card already produced. (See RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III.)

Includes: **Bonfire** (trashed cards), Coin of the Realm, Counterfeit (played card), Death Cart, Embargo, Encampment, Farmers' Market, Guide, Knight, Madman, Magic Lamp, Mining Village, Pixie, Procession (played card), Ratcatcher, Raze, Royal Carriage, Spoils, Tragic Hero, Transmogrify, Wine Merchant, Wish

Several options

If there's a choice between several options, you can pick any option. If you're not able to carry out that option fully, do as much as you can. (For instance **draw/reveal/discard/trash/gain** the cards you can even if you can't do all.) It might also be that you can't carry out the option at all; you may still pick it.

Includes: Amulet, Catacombs, Charm, Count, Courtier, Governor, Graverobber, Hermit, Hunting Grounds, Jester, Lurker, Minion, Miser, Monastery, Native Village, Nobles, Pawn, Pirate Ship, **Quest**, Raze, Spice Merchant, Small Castle, Sprawling Castle, Squire, Steward, Torturer, Tournament, Trusty Steed, Watchtower, Wild Hunt

Set up a later ability

These cards set up a later **ability** when you **play** them. See CARD ABILITIES: SETTING UP A LATER ABILITY § III.

Traveller/Traveller upgrade

A Traveller may be **exchanged** for another card when you **discard** it from **play**. See EXCHANGING § IV.

The card you **exchange** it for is a Traveller upgrade. Traveller upgrades have a * after their **costs**. For any **ability** that refers to a card's **cost**, ignore the *.

Variable production

These **effects** give + right when you **resolve** them, and the amount doesn't change later in the turn. (See RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III.)

Includes: Bank, Forager, Giant, Miser, Philosopher's Stone, Pirate Ship, Soldier, Trade Route

When you trash this

See BASIC TIMING RULES: WHEN-TRASH ABILITIES § III. Another **ability** has to let you **trash** this card; you can't just choose to do so. This might happen on your turn or on an opponent's turn.

Remember that a **when-trash ability** might **trigger** in the middle of **resolving** another **ability**. **Resolve** the **when-trash ability** before continuing. See ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES § III.

While this is in play

Some of these cards have a cumulative effect if you have several copies in **play**. However, since this **ability** isn't a **play ability**, **playing** the card multiple times with a card like Throne Room won't give you the effect multiple times.

Remember that if the card is **trashed** or otherwise leaves **play**, the **ability** no longer applies.

Includes: Band of Misfits, Bridge Troll, Goons, Groundskeeper, Hagglers, Highway, Hoard, Lighthouse, Merchant Guild, Overlord, Princess, Quarry, Royal Seal, Sauna, Talisman, Tracker, Urchin

* * *

Addendum: Cards that "let you cheat"

Some card **abilities** have a "flaw" in that they don't follow the usual Dominion maxim of "keeping you honest". They have a non-optional instruction, which you are only allowed to not follow if you don't have the appropriate card in your **hand**. The **ability** should either have told you to **reveal** your **hand** to confirm this, or should have been optional. They are nevertheless to be **played** as written, so players either have to trust each other not to make mistakes or cheat, or (more fittingly in a tournament setting) have an impartial judge look at the players' **hands**.

Includes: Graverobber, Small Castle, Treasure Map.

Note: In the first edition of the *Base game*, this also included Mine, Moneylender and Throne Room.

Opulent Castle is similar, in that you can **discard** several cards that must be Victory cards, but you're not required to **reveal** them to prove this.

Card Reference

This is a list of all cards in the game except for the basic Treasures, basic Victory cards and Curses. The list includes Events, Landmarks, Boons, Hexes, States and **player tokens**. Each entry includes the expansion symbol (refer to PUBLISHED GAMES on p. 2), followed by the page numbers of where the card or token is mentioned in this document.

Most of the **abilities** are self-explanatory given the rules presented in the GAME RULES in chapters I through III. However, some are clarified because they might be misunderstood. These explanations are to be seen as reminders of the rules.

There are also some **abilities** that need clarification even when knowing the rules. When these explanations are found in the descriptions of the printed rulebooks, they are here marked "*From rulebook*". When they instead are explanations or rulings made public online and not found in printed rulebooks, they are marked "*Clarification*". There are also a few errata of the text in the rulebooks or on the cards, marked "*Erratum*".

Several common effects are found in the previous section, and their explanations are provided there. They are referred to in the reference below in green type like this: "**COMMON EFFECT**".

As elsewhere, these color codes are used: **Kingdom cards**, **Events**, **Landmarks**, **Boons**, **Hexes**, **States**. In this list, entry words in gray are **non-Kingdom cards**.

Note: "*This*" in a card text always refers to the card itself.

Abandoned Mine  see Ruins: p. 6, 8

Advance 

❖ **Gain** a card; see **CARD COSTS**.

Adventurer 

❖ *Not included in the second edition.*

❖ "DIG FOR" 2 Treasures.

Advisor 

❖ See **GET FROM DECK, THEN DISCARD**. (You **reveal** 3, then **discard** 1.)

Alchemist  p. 15, 32

❖ In order to put Alchemist onto your **deck**, you just need to have a **Potion** in **play**; you don't need to have used the **Potion** to **buy** anything.

❖ Also see Prince.

Alms 

❖ This checks the **CARDS YOU HAVE IN PLAY**.

❖ **Gain** a card; see **CARD COSTS**.

Altar 

❖ If you have no cards in your **hand** to **trash**, you still **gain** a card. (Also see **CARD COSTS**.)

Ambassador  p. 12, 25, 28, 28

- ❖ Only a card that belongs to a Supply **pile** can be returned to the Supply. (See Black Market.)
- ❖ The other players **GAIN A COPY** of the **revealed** card.
- ❖ The other players have to **resolve** any Reactions before you **reveal** a card.
- ❖ You can return 0, 1 or 2 copies (including the copy you **revealed**).
- ❖ You can only return copies of the **revealed** card; see **COPY OF A CARD**. See PILES WITH DIFFERENTLY NAMED CARDS § IV.
- ❖ Also see City and Poacher.

Amulet  p. 32

- ❖ This **SETS UP A LATER ABILITY**.
- ❖ **SEVERAL OPTIONS** (three): +; **trash**; or **gain**.

Annex 

- ❖ If you have no cards in your **discard pile**, you still **gain** a Duchy. And vice versa, if there are no more Duchies, you still do the first part.
- ❖ **Clarification:** If you have 5 or less cards in your **discard pile** and choose to **shuffle** zero cards into your deck, you still **shuffle**.

Apothecary **Apprentice**  p. 13

- ❖ If there is a **COST REDUCTION**, Apprentice will **draw** fewer cards.

Aqueduct  p. 8, 31, 31, 80

- ❖ This has two different **when-gain abilities**. If you **gain** a card of both **types**, you can **resolve** them in either order.

Archive  p. 22, 32, 33, 80

- ❖ This **SETS UP LATER ABILITIES** on the beginning of your turns: Each turn you choose a **set-aside** card to put into your **hand**. Normally this means the next two turns.
- ❖ *From rulebook:* If you can't **set aside** 3 cards, **set aside** what you can. Archive will only stay in **play** as long as it has cards **set aside**.
- ❖ If you **play** two Archives (or Throne Room + Archive), keep separate sets of cards and take one from each set each turn.

Arena  p. 8, 32

- ❖ You can't do this more than once at the start of your Buy phase.
- ❖ Also see Villa.

Armory  p. 38

- ❖ The card is **GAINED TO YOUR DECK**. (Also see **CARD COSTS**.)

Artificer  p. 38

- ❖ You don't have to **discard** any cards. You don't have to **gain** a card, even if you **discarded** cards. If you **discarded** no cards, you may **gain** a card **costing** .
- ❖ The card is **GAINED TO YOUR DECK**. (Also see **CARD COSTS**.)

Artisan  p. 38

- ❖ The card is **GAINED TO YOUR HAND**. (Also see **CARD COSTS**.)

Avanto  (promo) p. 9, 27

- ❖ Avanto **playing** a Sauna doesn't use up any Actions from your **Action pool**.

Bad Omens 

- ❖ Putting your **deck** in your **discard pile** is not **discarding**, so does not **trigger when-discard abilities**. (See Faithful Hound and Tunnel.)
- ❖ If you only have one Copper, put that onto your **deck**. If you don't have two, **reveal** all the cards in your **discard pile**.

Bag of Gold  see Prize: p. 6, 7

- ❖ The Gold is **GAINED TO YOUR DECK**.
- ❖ The **cost** of Bag of Gold is  for any **ability** that refers to its **cost**.

Baker  p. 8

- ❖ See SPECIAL SETUP § I.

Ball  p. 21

- ❖ See Your **-1** token.
- ❖ You **gain** 2 cards even if you can't take your token. (Also see **CARD COSTS**.)

Band of Misfits  p. 6, 12, 22, 33, 80

- ❖ *Note:* All the following also applies to Overlord.

- ❖ *From rulebook:* You can only choose a card that's on top of a Supply **pile** at the time you **play** Band of Misfits. (Choose a card: see **CARD COSTS**.)
- ❖ *Clarification:* You **play** Band of Misfits, then you choose an Action card in the Supply, and then the Band of Misfits becomes the chosen card and is **played**. (Band of Misfits **plays** itself.) This means that you will have **played** two Action cards. (*This reverses a previous ruling by the game designer.*)
- ❖ Band of Misfits will be the chosen card until it leaves **play**. It will have the card's **cost**, **name**, **types** and **abilities** for all purposes. (See **WHILE THIS IS IN PLAY**.) So for **abilities** that look at **CARDS YOU HAVE IN PLAY**, it's the chosen card, not Band of Misfits.
- ❖ When you **play** Band of Misfits, the whole **play ability** of the chosen card will be **resolved**, even if it leaves **play** in the middle (e.g. if it's **trashed**, like Feast or Embargo). (See **ADVANCED TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES § III**.) If you **play** Band of Misfits as an Encampment, the **start-of-Clean-up ability** is set up then, so it will be returned to the Band of Misfits pile. If Band of Misfits is **played** as a card with a **when-trash ability** or a **when-discard ability**, that **ability** is **triggered** when it's **trashed** from **play** or **discarded** from **play**, respectively. For instance, if you **play** Procession and **play** Band of Misfits as a Fortress, it will be **trashed** and returned to your **hand**. Also see Treasure Map.
- ❖ *From rulebook:* Procession's **gaining effect** looks at the **cost** of the Band of Misfits after it has left **play**, and at that point it's just Band of Misfits again.
- ❖ *Clarification:* If you **play** Throne Room + Band of Misfits, it will still be the chosen card the second time you **play** it (since it's still in **play**), so you will **play** it as the same card twice. (You will only have **played** Band of Misfits once.)
- ❖ *Clarification:* However, if you **play** Throne Room + Band of Misfits as a card that is removed from **play** (like an Embargo), it will be

just a Band of Misfits again the second time. You can then choose another Action card from the Supply to **play** it as. The card will stay where it is (because of the "lose track" rule), and the chosen card's **play ability** will **trigger** even as the card remains Band of Misfits (since it's not in **play**), but you will **resolve** the **triggered ability** of the chosen card. (*This reverses a previous ruling by the game designer.*) If you now choose to **play** it once again as a card that instructs you to **trash** it, **set it aside**, or otherwise move it from **play**, you won't be able to move it. (See **ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III**.) Also see Overlord.

- ❖ *Clarification:* If you **play** Throne Room + Band of Misfits as a Duration, Throne Room will stay in **play** (along with the Band of Misfits). The first time, Throne Room **plays** Band of Misfits, you choose a Duration, and then Band of Misfits **plays** itself as that Duration. But the second time, Throne Room **plays** the Duration directly, causing it to be **played** once more that turn, which means the Throne Room stays in **play** that turn, just as if you had **played** Throne Room + a Duration. (See **DURATION CARDS: PLAYING a Duration card multiple times § IV**.)
- ❖ *Clarification:* If you use Throne Room to **play** Band of Misfits as an Embargo (or another card being removed from **play**, see above) and choose to **play** it as a Duration the second time, don't leave Throne Room in **play**. When Throne Room **plays** a Band of Misfits which isn't in **play**, it's just Band of Misfits (before you make your choice), so Throne Room doesn't **play** a Duration directly. This also applies to King's Court + Band of Misfits. (In this case you have to remember the future **abilities** that were set up).
- ❖ *Clarification:* If you put a "+" **player token** (from *Adventures*) on Band of Misfits, you will get the bonus from the token when you **play** Band of Misfits. If you choose to **play** Band of Misfits as a card which also has a token on its **pile**, you will also get the bonus from that token. Given this situation, if you **play** Throne Room + Band of Misfits, the first time you will get the bonus from both **piles**, but the second time you will only get the bonus from the chosen **pile** (not from the Band of Misfits **pile**).
- ❖ *Clarification:* If you **play** Band of Misfits as Page or Peasant, you may **exchange** it when you **discard** it. Return it to the Band of Misfits **pile**.
- ❖ *Clarification:* At the end of the game, the card will always be Band of Misfits, even if it was **played** as a Duration that's still in **play**.
- ❖ Also see Crown, Disciple, Necromancer, Prince, Werewolf and Your Estate token.

Bandit

- ❖ See **EACH OTHER PLAYER**.
- ❖ If there are no Golds left in the Supply, you still attack the other players.

Bandit Camp  p. 8

- ❖ See SPECIAL SETUP § I.

Bandit Fort **Bank** 

- ❖ This has VARIABLE  PRODUCTION.
- ❖ Count the number of Treasure CARDS YOU HAVE IN PLAY. You normally want to **play** your other Treasures first, to increase the value of Bank.

Banquet  p. 80

- ❖ If there are no Coppers left in the Supply, you still **gain** the other card. (Also see CARD COSTS.)

Bard **Baron** **Basilica**  p. 8, 31

- ❖ For each card you **buy**, check if you have at least **2** in your **money pool** at that time. If so, Basilica **triggers**.
- ❖ This doesn't **trigger** if you **gain** a card in another way than through **buying** it, nor if you **buy** an Event.
- ❖ When **buying** a card with an **overpay ability**, you can **trigger** Basilica before **overpaying**. (E.g., if you have **2** left for Basilica, you can **overpay** with these **2**.)

Bat  p. 9

- ❖ You may choose to not **trash** any cards.
- ❖ If you **trashed** any cards, you must **exchange** this for a Vampire. (See EXCHANGING § IV.)
- ❖ If you can't **exchange** this for a Vampire, you can still **trash** cards.
- ❖ The **cost** of Bat is **2** for any **ability** that refers to its **cost**.

Baths  p. 8, 32

- ❖ Remember that **exchanging** a card for another card is not **gaining**.

Battlefield  p. 8, 31**Bazaar** **Beggar**  p. 31, 80

- ❖ The Coppers are **GAINED TO YOUR HAND**.
- ❖ See REACTION TO ATTACK.
- ❖ You may react with several Beggars to the same **played** Attack. Beggar may only be **discarded** from your **hand**.
- ❖ *From rulebook:* When you **discard** this as a Reaction, the first Silver is **GAINED TO YOUR DECK**. The second one is **gained** to your **discard pile**.

Bishop 

- ❖ If you have no cards in your **hand** to **trash**, you still get the initial +**1** and +1 .
- ❖ If there is a **COST REDUCTION**, Bishop will give you less +.

Black Market  (promo) p. 9, 12, 12, 27, 80

- ❖ See SPECIAL SETUP § I.
- ❖ *From rulebook:* You can **play** any Treasures you want before **buying** from the Black Market deck, even if you don't **buy** anything. This is stated on the 2nd-edition card.
- ❖ This card lets you **buy** a card (and play Treasures) in your Action phase. (Peddler will cost **8**. You can't **spend** Coin tokens or **pay off** Debt.) You can **pay** as much as you want from your **money pool**. You can't buy a card if you have Debt.
- ❖ **Buying** a card from the Black Market deck doesn't use up a Buy from your **Buy pool**. In your Buy phase you can **buy** cards as usual with whatever is left in your **money pool**.
- ❖ The Black Market deck is not in the Supply, and no card belongs to the Black Market deck. This means you can't return a card to it. See EXCHANGING § IV, Ambassador, Encampment, Farmers' Market, Temple and Wild Hunt. (Encampment will stay **set aside** instead of being returned to the Supply.)
- ❖ *Clarification:* If you **buy** a card from the Black Market deck and **reveal** Trader, the card you **bought** (but ended up not **gaining**), is put back on top of the Black Market deck.
- ❖ Also see Crown, Duchess and [Mission](#).

Blessed Village  p. 16, 31, 32

Bonfire 

- ❖ **Trash** up to 2 cards from **play**. See **CARDS YOU HAVE IN PLAY** and **REMOVED FROM PLAY**.

Border Village  p. 23, 31

- ❖ **Gain** a card; see **CARD COSTS**.
- ❖ See **GAIN ON WHEN-GAIN**.

Borrow 

- ❖ **Clarification (1st edition only)**: You can only **buy** this Event once per turn. +1 Buy is part of the **buy ability**.
- ❖ After **resolving** this Event, you still have the same number of Buys as you had before.
- ❖ See Your -1 Card token.

Bridge  p. 6, 28, 33, 80

- ❖ **Playing** this causes a **COST REDUCTION**. It has a cumulative effect if **played** multiple times.

Bridge Troll  p. 32, 33, 33, 80

- ❖ See Your -1 token.
- ❖ This **SETS UP A LATER ABILITY**.
- ❖ **WHILE THIS IS IN PLAY**, it causes a **COST REDUCTION** on your turn.

Bureaucrat  p. 20

- ❖ The Silver is **GAINED TO YOUR DECK**.

Bustling Village  p. 8**Butcher** 

- ❖ You may **“REMODEL”** a card into a card that **costs** up to **x** more, where **x** is the number of Coin tokens you just **spent**.
- ❖ After **trashing** a card, you may choose to not **spend** any Coin tokens, or you may **spend** more than 2 if you had Coin tokens from before. You may also choose to not **trash** a card.
- ❖ If you don't use the 2 Coin tokens from Butcher to “remodel” a card, you save them for a Buy phase as normal (or for a subsequent **play** of Butcher).

Cache  p. 21, 22, 31

- ❖ You gain 2 Coppers on **when-gain**. See **GAIN ON WHEN-GAIN**.

Candlestick Maker **Capital**  p. 32

- ❖ The **when-discard ability** is not a **play ability**, so it if you **play** Capital multiple times with a card like Crown, you still only get **6** once. However, if you have several Capitals in **play**, you get **6** for each.
- ❖ If you don't **discard** it (for instance, if it was **trashed** by Counterfeit), you don't get **6**.
- ❖ Normally you can only **pay off** Debt in your Buy phase, but Capital lets you do it when you **discard** it from **play**, using any **●** left in your **money pool**. (The contents of your **money pool** persist throughout your turn.)

Caravan  p. 31, 32

- ❖ This **SETS UP A LATER ABILITY**.

Caravan Guard  p. 31, 32, 80

- ❖ This **SETS UP A LATER ABILITY**.
- ❖ See **REACTION TO ATTACK**.
- ❖ You may react with several Caravan Guards to the same **played** Attack.
- ❖ If you react with Caravan Guard and **draw** another Reaction card that reacts to an Attack, you may still react with that card. (See **REACTION CARDS: RESOLVING REACTIONS AND TIMING § III**.)
- ❖ If you react with this and **play** it during another player's turn, you get +1 when it's your turn.
- ❖ *From rulebook*: Caravan Guard gives you +1 Action, and if there are any of your “+” **player tokens** on the **pile**, you get those bonuses too. However, even if you get Actions, Buys or **●** during other players' turns, you start your next turn with 1 Action, 1 Buy and **1** as normal. You can't use them for anything on another player's turn either (like **playing** or **buying** a card). However, getting +1 triggers your -1 token (so you remove it); see Your -1 token.

Cartographer **Catacombs**  p. 32

- ❖ **SEVERAL OPTIONS** (two): Put the cards into your **hand**; or **discard** them and **draw**.
- ❖ See **DISCARD, THEN GET FROM DECK**.
- ❖ See **WHEN YOU TRASH THIS**. (**Gain** a card; see **CARD COSTS**.)

Catapult  p. 8

- ❖ If you have no cards in your **hand** to **trash**, you still get the initial +**1**.
- ❖ Each other player possibly **DISCARDS DOWN TO** 3 cards in **hand**.
- ❖ If you **trash** a Treasure that **costs** **3** or more, the other players do both: They **discard**, then **gain** a Curse. (Also see **CARD COSTS**.)

Cellar  

- ❖ See **DISCARD, THEN GET FROM DECK**.

Cemetery  p. 31

- ❖ Heirloom: See **SPECIAL SETUP § I**.
- ❖ You may choose to not **trash** any cards.

Champion  p. 8, 29, 31, 31, 33, 80

- ❖ This **SETS UP TWO LATER ABILITIES**: For the rest of the game, whenever another player **plays** an Attack card, it doesn't affect you; and you get +1 Action when you **play** an Action. (You are only unaffected by Attacks **played** after this; see Enchantress, Haunted Woods and Swamp Hag.)
- ❖ This has a cumulative effect if **played** multiple times: Champion **played** twice will give you +2 Actions when you play an Action.
- ❖ This is a **TRAVELLER UPGRADE**.

Chancellor 

- ❖ *Not included in the second edition.*
- ❖ You may not look through your **deck** as you put it into your **discard pile**.
- ❖ **Erratum**: The description in the rulebook says "discard your deck", but should instead say "put your deck in your discard pile". **Discarding** the **deck** would **trigger when-discard abilities**, which Chancellor does not do. (See Faithful Hound and Tunnel.)

Changeling  p. 17, 20, 31, 38

- ❖ When you play this, you **GAIN A COPY** of a **CARD YOU HAVE IN PLAY**.
- ❖ **Clarification**: You can choose any of the cards you have in **play**. However, you will only **gain** a copy of that card if it's available in the Supply.
- ❖ When you **gain** a card that **costs** **3** or more, you may **exchange** it for a Changeling. (See **EXCHANGING § IV**.) You place the Changeling

in your **discard pile** no matter where you **gained** the card to. (Also see **CARD COSTS**.)

- ❖ See **BASIC TIMING RULES: WHEN-GAIN ABILITIES § III**. You **gained** the card even if you **exchanged** it for a Changeling.
- ❖ See **GAIN ON WHEN-GAIN**.
- ❖ You may **exchange** a non-Kingdom card, as long as it belongs to a **pile**.

Chapel  

- ❖ You may choose to not **trash** any cards.

Chariot Race 

- ❖ Checks **CARD COSTS**.
- ❖ *From rulebook*: If either player has no card to **reveal**, you don't get the bonuses.
- ❖ If you get the bonuses, you can put the  token on the Chariot Race to remind you that it produced +**1**.

Charm  p. 16, 25, 31, 80

- ❖ **SEVERAL OPTIONS** (two): +Buy and +; or **SET UP A LATER ABILITY** for this turn.
- ❖ The later **ability** is that you **gain** another card the next time you **buy** a card this turn. It must be a **DIFFERENTLY NAMED CARD** with the same **cost**. (See **CARD COSTS**.) If you **play** several Charms, the **gained** cards must be differently **named** from the **bought** card, but they can be copies of each other.
- ❖ If you **gain** a card in another way than through **buying** it, Charm doesn't **gain** you another card.
- ❖ See **GAIN ON WHEN-BUY**. See Villa.
- ❖ If you **buy** a card from a **pile** with differently **named** cards, such as a Knight, you can't use Charm to **gain** the next card in that **pile**, since the **bought** card is still on top at that point.

City  p. 16

- ❖ Each time you **play** a City, check the Supply **piles**. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)
- ❖ A Supply **pile** can stop being empty if a card is returned to it (with Ambassador or Encampment).
- ❖ Also see **PILES WITH DIFFERENTLY NAMED CARDS § IV**.

City Quarter **Cobbler**  p. 32, 38

- ❖ The card is **GAINED TO YOUR HAND**. Also see **CARD COSTS**.

Coin of the Realm  p. 32, 80

- ❖ When you **play** this, it's **REMOVED FROM PLAY**.
- ❖ When you **call** this, you don't get +**1**, just +2 Actions.
- ❖ *From rulebook: "Resolving an Action" means resolving the **play ability** of the Action card. The 2nd-edition card instead says "after you finish playing an Action card", with the same meaning.*
- ❖ You may **call** several Coins of the Realm after the same **resolution** of a played Action.

Colonnade  p. 8, 31

- ❖ See **COPY OF A CARD**.
- ❖ If you have more than one copy in **play**, you still only get +2  when you **buy** the card. Also see **CARDS YOU HAVE IN PLAY**.
- ❖ This doesn't **trigger** if you **gain** an Action card in another way than through **buying** it.
- ❖ Also see Your Estate token.

Conclave 

- ❖ Each time you **play** a Conclave, check the **CARDS YOU HAVE IN PLAY**. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.) You may **play** an Action that is **DIFFERENTLY NAMED** from any you have in **play**.
- ❖ Conclave **playing** another Action card doesn't use up any Actions from your **Action pool**. If it **plays** a card that gives +1 Action, you end up with 1 more Action than you started with.

Conquest 

- ❖ If there are no Silvers left in the Supply, you still get + for any Silvers you **gained** previously this turn.
- ❖ Only the Silvers **gained** up to and including this Conquest are counted. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)

Conspirator  p. 16

- ❖ When you **play** this, if it's the third time you **play** an Action card this turn, you get +1 Action and **draw** 1 card. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.) Each time you **play** an Action counts as one, so for example Throne Room + Conspirator is three **played** Actions: The second time you **play** Conspirator will be your third time **playing** an Action, so it will give you +1 Action and +1 Card.
- ❖ A **played** Action that is no longer in **play**, still counts as one **played** Action. Duration cards and Reserve cards that were not **played** this turn, don't count. Also see Crown.

Contraband  p. 33, 80

- ❖ See **NAME A CARD**. Events can't be **named**.
- ❖ You can still **gain** the **named** card in other ways than through **buying** it.
- ❖ Normally you want to **play** Contraband first, to not give away which other Treasures you have in your **hand**.
- ❖ You don't have to **play** all your Treasures. You can't **play** more Treasures after **buying** a card.

Coppersmith  p. 31, 33

- ❖ *Not included in the second edition.*
- ❖ This has a cumulative effect if **played** multiple times.
- ❖ Only Coppers **played** after Coppersmith produce an extra **1** (see Black Market and Storyteller). (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)

Council Room **Count** 

- ❖ **SEVERAL OPTIONS** (three): **Discard**; put onto your **deck**; or **gain**. Then, **SEVERAL OPTIONS** (three): +; **trash**; or **gain**.

Counterfeit  p. 15, 16, 16

- ❖ See **PLAY A CARD MULTIPLE TIMES**.
- ❖ If the Treasure leaves **play** when it's **played** (like Spoils), Counterfeit will **play** it twice but be unable to **trash** it (as it has **lost track** of it).

- ❖ The Treasure produces  even though it's **REMOVED FROM PLAY (trashed)** afterwards. It will also **resolve** any other **play ability**.
- ❖ Also see Capital, Horn of Plenty, Idol, Magic Lamp and Storyteller.

Counting House

Courtier

- ❖ **SEVERAL OPTIONS** (four): +Action; +Buy; +; or **gain**. (Pick different options; one option per **type** the **revealed** card has.)

Courtyard

- ❖ See **GET FROM DECK, THEN PUT BACK**. (You **draw** 3, then put 1 onto your **deck**.)

Crossroads

- ❖ If it's **played** again with a card like Throne Room, you will get +3 Actions only the first time.
- ❖ Also see Your Estate token.

Crown p. 15, 16, 25

- ❖ This is a Treasure that does not give you .
- ❖ See **PLAY A CARD MULTIPLE TIMES**.
- ❖ When **played** in your Buy phase, Crown doesn't use an Action from your **Action pool**. (This can matter for Diadem or Villa.)
- ❖ If you **play** Crown via an **ability** that lets you **play** a *Treasure* in your Action phase (such as Black Market or Storyteller), Crown will still **play** an *Action* card twice.
- ❖ Crown always counts as both an Action and a Treasure. You can **replay** it with Royal Carriage even in your Buy phase (and it will **play** a Treasure twice). **Player tokens** can be put on the Crown **pile**, having their **effects** even in your Buy phase (see Villa). Enchantress targets Crown if you **play** it in your Buy phase without having **played** other Action cards before on that turn. Crown counts as a **played** Action even if **played** in your Buy phase (e.g. if you go back to your Action phase via Villa and **play** Conspirator).
- ❖ **Clarification:** If you use Prince to **play** Crown at the start of your turn, you're in your Action phase at that point.
- ❖ If you **play** Throne Room + Crown, Crown will **play** an *Action* card twice. (You can't start your Buy phase in the middle of **resolving** an **ability**.)

- ❖ You can't **play** Band of Misfits as Crown in your Buy phase, since Band of Misfits is not a Treasure and so can't be **played** in your Buy phase.
- ❖ Also see Horn of Plenty and Magic Lamp.

Crumbling Castle p. 31, 32, see Castle: p. 8, 27, 36, 37, 38

- ❖ See **WHEN YOU TRASH THIS**.
- ❖ If there are no Silvers left in the Supply, you still get the initial +1 .
- ❖ You gain a Silver on **when-gain**. See **GAIN ON WHEN-GAIN**.

Crypt p. 32, 33, 80

- ❖ Choose Treasure **CARDS YOU HAVE IN PLAY**.
- ❖ This sets up later **abilities** on the beginning of your turns: Each turn you choose a **set-aside** card to put into your **hand**.
- ❖ **From rulebook:** Crypt will only stay in **play** as long as it has cards **set aside**.
- ❖ If you **play** two Crypts, and you set aside some Treasures each time, keep separate sets of cards and take one from each set each turn.
- ❖ **Clarification:** Crypt says "under this", but if it's **trashed** (with **Bonfire** or **Procession**), the **set-aside** cards stay and the **ability** continues.

Cultist p. 21, 32

- ❖ As the Ruins are different, it's important to deal them out in turn order even if they are not running out.
- ❖ Cultist **playing** another Cultist doesn't use up any Actions from your **Action pool**.
- ❖ **Clarification:** If you **reveal** Moat as a Reaction to a Cultist, you are not automatically unaffected by further Cultists **played** by that Cultist. You would have to **reveal** it for each Cultist.
- ❖ See **WHEN YOU TRASH THIS**.
- ❖ Also see Market Square and Your Estate token.

Cursed Gold p. 5, see Heirloom: p. 4, 6, 9

- ❖ If there are no Curses left in the Supply, you still get the initial +.

Cursed Village p. 31

Cutpurse

Dame Anna (see Knight)

- ❖ You may choose to not **trash** any cards.

Dame Josephine 🐎 (see Knight)

Dame Molly 🐎 (see Knight)

Dame Natalie 🐎 (see Knight)

❖ **Gain** a card; see **CARD COSTS**.

Dame Sylvia 🐎 (see Knight)

Death Cart 🗡️ p. 31

- ❖ If you have no Action cards in **hand**, or choose not to **trash** one, you have to **trash** the Death Cart. See **REMOVED FROM PLAY**.
- ❖ Throne Room + Death Cart will give you +**5** twice, even if you **trash** Death Cart the first time. You may choose to **trash** it again the second time (which will fail).
- ❖ You gain 2 Ruins on **when-gain**. See **GAIN ON WHEN-GAIN**.

Defiled Shrine 🌀 p. 8, 28, 31, 31, 80

- ❖ See **SPECIAL SETUP § I**.
- ❖ This has a **when-gain ability** and a **when-buy ability**.
- ❖ This doesn't **trigger** if you **gain** a Curse in another way than through **buying** it.

Deluded 🌙 p. 9, 32, 33, 33, 80

- ❖ See **Delusion**.
- ❖ You can't **buy** Action cards for the rest of your turn. This starts when your Buy phase starts, so you can **buy** Actions before then with Black Market. But if you go back to your Action phase with Villa, you can't buy Actions.
- ❖ If you get Deluded during your Action phase, it applies to this turn, otherwise your next turn.
- ❖ You can still **gain** Action cards in other ways than through **buying** them.

Delusion 🌙

- ❖ See **SPECIAL SETUP § I**.

Delve 🌀

- ❖ After **resolving** this Event, you still have the same number of Buys as you had before.

Den of Sin 🌙 p. 32, 38

- ❖ This is **GAINED TO YOUR HAND** instead of to your **discard pile**.

Develop 🐎 p. 21, 23, 25, 38, 80

- ❖ “**REMODEL**” a card into a card that **costs** exactly **1** more and a card that **costs** exactly **1** less. If you “remodel” a card that costs **0**, you won't gain a card costing less.
- ❖ The cards are **GAINED TO YOUR DECK**.
- ❖ **Gain** each card in either order, putting it onto your **deck** as you **gain** it.
- ❖ See the example with Inn and Watchtower in **ADVANCED TIMING RULES: THE “LOSE TRACK” RULE § III**.

Devil's Workshop 🌙 p. 9

- ❖ See **SPECIAL SETUP § I**.
- ❖ When you **play** this, count how many cards you've **gained** this turn up until now. You then **gain** a card, so if you **play** another Devil's Workshop, the count will be 1 higher. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)
- ❖ Remember that **exchanging** a card for another card is not **gaining**.
- ❖ **Gain** a card costing up to **4**; see **CARD COSTS**.

Diadem 🐎 see Prize: p. 6, 7, 81

- ❖ You get +**1** per Action you have in your **Action pool**. If you played no Action cards this turn, you get +**1**. (The contents of your **Action pool** persist throughout your turn. Also see Villa.)
- ❖ The **cost** of Diadem is **0** for any **ability** that refers to its **cost**.

Diplomat 🐎 p. 19, 19, 22, 31

- ❖ See **REACTION TO ATTACK**.
- ❖ For the Reaction **ability**, see **GET FROM DECK, THEN DISCARD**.
- ❖ When you **discard** cards (as part of the Reaction), you can **discard** the **revealed** Diplomat itself.
- ❖ If you react with Diplomat and **draw** another Reaction card that reacts to an Attack, you may still react with that card. You may also react with the same Diplomat again, if you still have 5 or more cards in **hand** after resolving it. (See

REACTION CARDS: RESOLVING REACTIONS AND TIMING § III.)

- ❖ Each time you **play** a Diplomat, check how many cards you have in **hand**. (See RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III.)

Disciple p. 8, 15, 16, 25, 25, 32

- ❖ See **PLAY A CARD MULTIPLE TIMES**.
- ❖ You **GAIN A COPY** of the Action card you **played**.
- ❖ This is a **TRAVELLER** and a **TRAVELLER UP-GRADE**.
- ❖ **Clarification:** You **gain** a copy of what the card is now. If you **play** Disciple + Band of Misfits, it's the chosen card – if it's still in **play**. If it left **play** (e.g. if you chose to **play** it as an Embargo), it's Band of Misfits.

Dismantle (promo) p. 81

- ❖ **“REMODEL”** a card into a card that **costs** less, provided the **trashed** card **costs 1** or more (see **CARD COSTS**). And if so also **gain** a Gold.

Distant Lands

- ❖ If this is on your Tavern mat at the end of the game, it's worth **4**. It still counts as one of your cards for any **ability** that mentions “cards in your deck” when scoring.

Doctor p. 31

- ❖ See **NAME A CARD**. You trash the **revealed** cards that have the chosen **name**.
- ❖ When you **overpay** for Doctor, you **look at** each card and decide what to do with it before **looking at** the next one. If you put a card back onto your **deck**, you will **look at** it again if you're not done.
- ❖ Remember that the **overpay ability** will happen before you **gain** the Doctor.

Dominate

- ❖ See **NOT OPTIONAL “IF YOU DO”**.

Donate p. 12, 16, 22, 32, 81

- ❖ This sets up an **after-turn ability**. If you Possess a player and make them **buy** Donate, they will no longer be Possessed when Donate is **resolved**.
- ❖ **Clarification:** Any extra turns are **resolved** after Donate.

- ❖ End game conditions are checked at the end of your turn, before **after-turn abilities**. So if you **buy** Donate but then end the game that turn, Donate will do nothing. If you empty enough **piles** to end the game during your **resolution** of Donate (after your turn), the end game conditions are not checked until after the next player's turn, so that player will get their turn anyway.

- ❖ **Clarification:** If you somehow **discard** Faithful Hound while **resolving** Donate, you get it in your **hand** at the end of the next player's turn. However, if you somehow **receive** *The River's Gift*, you never **draw** the card.

Druid p. 9, 29

- ❖ See **SPECIAL SETUP § I**. The Boon deck will only have 9 cards, for any other Fate cards that may be in the game.
- ❖ You **receive** the chosen Boon without discarding it afterwards. You don't **take** the Boon, even if the Boon says to keep it until Clean-up.

Duchess p. 17, 31

- ❖ Each player chooses to **discard** or put back the top card of their **deck**. (This is clearer in the 2nd-edition card text.)
- ❖ You can't **gain** Duchess from the Black Market deck.
- ❖ You gain the Duchess on **when-gain**. See **GAIN ON WHEN-GAIN**.

Duke

Dungeon p. 32

- ❖ See **GET FROM DECK, THEN DISCARD**.
- ❖ This **SETS UP A LATER ABILITY**.

Duplicate p. 11, 22, 31

- ❖ When you **call** this, you **GAIN A COPY** of the card you **gained**. (Also see **CARD COSTS**.)
- ❖ You may **call** several Duplicates to **gain** multiple copies of a card.
- ❖ You may **call** Duplicate if you **gain** a card on another player's turn. The Duplicate is then **discarded** in the Clean-up of that player.
- ❖ Remember that **exchanging** a card for another card is not **gaining**.

Earth's Gift, The

- ❖ **Gain** a card; see **CARD COSTS**.

Embargo p. 15, 17, 17, 21, 31

- ❖ This is **REMOVED FROM PLAY (trashed)**.

- ❖ Throne Room + Embargo will give you +2 twice, and also lets you twice add a token to a Supply **pile** (the same or two different).
- ❖ **Gaining** a card from an Embargoed **pile** without **buying** it, doesn't give you a Curse.
- ❖ See **GAIN ON WHEN-BUY**.
- ❖ **Gaining** Curses from a **pile** with several Embargo tokens is one **ability** and must be **resolved** as a unit. For instance, if you also have a Hagglers in **play**, you must **gain** the Hagglers card either before or after the Curses. (See **ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES § III.**) **New edition:** With the 2nd-edition card, each Embargo token **triggers** separately, so that the above restriction no longer applies.

Embassy p. 31

- ❖ See **GET FROM DECK, THEN DISCARD**.
- ❖ **Erratum (1st edition only):** The description in the *Hinterlands* rulebook says to deal out Silvers in turn order, starting with the player to the left of the player who **gained** Embassy. This is only correct if the current player **gained** Embassy. When another player **gains** Embassy, the current player **gains** a Silver first, then the next player, etc, skipping the player who **gained** Embassy. This mistake is also made on page 4 of the rulebook.

Emporium p. 8, 31

- ❖ This checks the **CARDS YOU HAVE IN PLAY**. (Also see **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III.**)

Encampment p. 8, 28, 32, 81

- ❖ You get +2 Actions even if you **set this aside**. See **REMOVED FROM PLAY**.
- ❖ This **SETS UP A LATER ABILITY** when you **set it aside**.
- ❖ If you **set aside** Encampment, and then **play** another one (or the same one again with Throne Room) and you then **draw** a Gold or Plunder, the Encampment still stays **set aside**. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III.**)
- ❖ Also see Band of Misfits and Black Market.

Enchantress p. 32, 32, 33, 81

- ❖ This **SETS UP TWO LATER ABILITIES**, You **draw** 2 Cards at the start of your next turn; and until then, other players get +1 Card and +1 Action instead of **resolving** the first Action card they **play** on their turns. We will call that Action "Enchanted".

- ❖ Reaction cards such as Moat are **triggered** when Enchantress is **played**, and can't be used later. In order to protect you, Lighthouse needs to be in **play** and Champion and Guardian need to have been **played** when Enchantress is **played**.

- ❖ Only **play abilities** are affected. For instance, an Enchanted Highway still gives the **cost** reduction, and an Enchanted Alchemist may still be put onto the **deck**. **Abilities** that are already set up, e.g. from Durations **played** previously, are not affected, nor are Reserves that you **call**, only the first Action actually **played** on a turn. **Player tokens** are not affected.

- ❖ If a player **plays** an Enchanted Duration, the Duration doesn't set anything up (even if it's a Lighthouse or Bridge Troll), so it's **discarded** in Clean-up (but see next paragraph.) An Enchanted Band of Misfits will not **play** another card. Also see Crown and Werewolf.

- ❖ **Clarification:** The **play ability** is not actually changed on the Action card; rather the player gets +1 Card and +1 Action instead of **resolving** it. So they can **call** Royal Carriage to **replay** the Action and this time **resolve** its **play ability**. Similarly, Ghost will **resolve** the card's **play ability** the second time it **plays** it. If the **played** card is a Duration, Ghost/Royal Carriage stays in **play**.

- ❖ **Clarification:** If you **play** Enchantress several times, the other players still only get +1 Card and +1 Action: Only the first Enchantress replaces what the players do; Enchantresses after that make no difference.

- ❖ If you take an extra turn after the turn you **played** Enchantress, the other players won't be affected by the Enchantress.

- ❖ **Clarification:** If one of your opponents gets an extra turn, the first Action **played** on that turn will also be Enchanted. **Erratum:** The description in the *Empires* rulebook says that the **effect** is only on the other players' **next** turn, which is wrong.

- ❖ **Clarification:** The **trigger** is actually "when you would **resolve**" the first **played** Action card. So if a player **plays** an Enchanted Attack card, Reactions and Urchin will **trigger** first, as normal.

Engineer

- ❖ **Gain** a card; see **CARD COSTS**.
- ❖ Using Throne Room to **play** Engineer means you **gain** a card both times, but you can only **gain** a second card once. See **EFFECT WHEN MOVED FROM PLAY**.

Envious p. 9, 32, 33, 33, 81

- ❖ See **Envy**.

- ❖ Silver and Gold produce **1** (instead of **2** or **3**) for the rest of your turn. This starts when your Buy phase starts, so if you **play** Silver or Gold before then (such as with Black Market or Storyteller), they work as normal. But if you go back to your Action phase with Villa, they produce **1**.
- ❖ If you get Envious during your Action phase, it applies to this turn, otherwise your next turn.

Envoy (promo)

- ❖ See **GET FROM DECK, THEN DISCARD**. (You **reveal** 5, then **discard** 1.)
- ❖ **Erratum (1st edition only)**: The card says “draw the rest”, but it should say “put the rest into your hand”. **Drawing** would **trigger** your -1 Card token, which Envoy does not do. (This is clarified in the *Adventures* rulebook, and is fixed on the 2nd-edition card.) See Your -1 Card token.

Envy

- ❖ See SPECIAL SETUP § I.

Exorcist p. 9

- ❖ See SPECIAL SETUP § I.
- ❖ “**REMODEL**” a card into a Spirit card that **costs** less. You choose one (of the appropriate **cost**) out of the three Spirits.

Expand

- ❖ “**REMODEL**” a card into a card that **costs** up to **3** more.

Expedition p. 16, 32, 34

- ❖ In this turn’s Clean-up, you **draw** two more cards than you would otherwise.
- ❖ You can **buy** several Expeditions in a turn.

Explorer

- ❖ The card is **GAINED TO YOUR HAND**.

Fairgrounds

- ❖ Counts **DIFFERENTLY NAMED CARDS**.

Faithful Hound p. 16, 32, 32, 33, 81

- ❖ Another **ability** has to let you **discard** Faithful Hound; you can’t just choose to do so. When you **discard** cards during Clean-up, it doesn’t **trigger**.

- ❖ Faithful Hound must be **discarded**, not simply put into your **discard pile** in some other way such as when you **gain** it or with Scavenger.
- ❖ You may **set it aside** it when **discarding** it on your turn or on an opponent’s turn. At the end of that turn, you put it into your **hand**.
- ❖ If you **discard** Faithful Hound with Vassal and choose to **set** the Faithful Hound **aside**, you still may **play** it. You then fail to put it into **play** (See **ADVANCED TIMING RULES: THE “LOSE TRACK” RULE § III**), and get it in **hand** at end of turn.

- ❖ Also see **Donate**.

Familiar

Famine

Farmers’ Market

- ❖ The first four times this is **played**, it produces +**1**, +**2**, +**3** and then +**4**. The next time, the player takes the  tokens and gets no +. Then it starts at +**1** again.
- ❖ It still functions when the Farmers’ Market **pile** is empty. Also see Black Market.
- ❖ You get +1 Buy even if you **trash** this. See **REMOVED FROM PLAY**.
- ❖ If you **play** Throne Room + Farmers’ Market and it’s **trashed** either the first or second time you **play** it, you still get the + and  tokens.

Farming Village

- ❖ “**DIG FOR**” 1 Action or Treasure. Stop on the first card that has either **type**.
- ❖ **Erratum (1st edition only)**: The description in the *Cornucopia* rulebook says “...will be drawn by this.” This is not correct; it puts cards into your **hand**. **Drawing** would **trigger** your -1 Card token, which Farming Village does not do. See Your -1 Card token.

Farmland p. 31

- ❖ **When-buy ability**: “**REMODEL**” a card into a card that **costs** exactly **2** more. Also see **GAIN ON WHEN-BUY**.

Fear

- ❖ You **discard** an Action or Treasure if you have either, otherwise **reveal** your hand.

Feast

- ❖ *Not included in the second edition.*
- ❖ Throne Room + Feast will **gain** two cards. (Also see **CARD COSTS**.)

- ❖ Also see Band of Misfits, Procession and Your Estate token.

Feodum p. 32

- ❖ See WHEN YOU TRASH THIS.

Ferry p. 28

- ❖ Move your **-2** Cost token to an Action Supply pile. See Your **-2** Cost token.
- ❖ Also see PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV.

Festival

Field's Gift, The

Fishing Village p. 32

- ❖ This SETS UP A LATER ABILITY.
- ❖ You will start your next turn with 2 Actions in your Action pool (if you played one Fishing Village).

Flame's Gift, The

Followers p. 21, see Prize: p. 6, 7

- ❖ Each other player DISCARDS DOWN TO 3 cards in hand.
- ❖ If there are no Curses left in the Supply, a player still discards down to 3 cards.
- ❖ The cost of Followers is **0** for any ability that refers to its cost.
- ❖ **Erratum (1st edition only):** The *Cornucopia* rulebook incorrectly says that each player gains a Curse and then each player discards down to three cards. Rather each player does both in turn, see ADVANCED TIMING RULES: TIMING OF SEVERAL PLAYERS' CONCURRENT ABILITIES § III.

Fool p. 9

- ❖ See SPECIAL SETUP § I (also regarding Heirloom).
- ❖ *From rulebook:* If you don't have Lost in the Woods, you take it (from another player if necessary) and take 3 Boons. If you do have Lost in the Woods, you don't do anything.
- ❖ If you play two Fools (or Throne Room + Fool), nothing will happen the second time.
- ❖ *From rulebook:* For each Boon, you choose which to receive next.

Fool's Gold p. 5, 31

- ❖ When you trash this as a Reaction, the Gold is GAINED TO YOUR DECK.

- ❖ You may react with several Fool's Golds to the same gained Province.

Forager

- ❖ If you have no cards in your hand to trash, you still get +1 Action and +1 Buy, and also +**0**.
- ❖ Counts DIFFERENTLY NAMED CARDS (Treasures).
- ❖ This has VARIABLE **0** PRODUCTION.

Forest's Gift, The

Forge

- ❖ If you trash no cards, you have to gain a card costing **0**, since Forge looks at the total cost of the cards trashed.
- ❖ If there are no cards in the Supply with the required cost, you don't gain anything.
- ❖ If there is a COST REDUCTION, each card you trash will cost less, reducing the cost of the gained card. (Also see CARD COSTS.)

Fortress p. 32

- ❖ WHEN YOU TRASH THIS, you take it from the trash and put it into your hand. This is not gaining it. It was still trashed.
- ❖ If you are Possessed and trash Fortress, the Possessor may make you resolve Possession's when-trash ability first, setting Fortress aside. In that case Fortress' ability loses track of it, so it doesn't return to your hand. If the Possessor resolves Fortress' when-trash ability first, it returns to your hand.
- ❖ Also see Band of Misfits.

Fortune p. 8, 31

- ❖ You double the **0** you presently have in your money pool.
- ❖ Playing Fortune a second time in a turn only gives you +1 Buy.
- ❖ **Clarification:** Only playing Fortune counts as "doubling your **0**". Nothing else prevents Fortune from doubling your **0**.
- ❖ You gain Golds on when-gain. See GAIN ON WHEN-GAIN.

Fortune Teller 

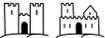
- ❖ Each other player “DIGS FOR” a Victory card or Curse. They stop on the first card that has either **type**.

Forum  p. 31

- ❖ See GET FROM DECK, THEN DISCARD.
- ❖ After **buying** Forum, you still have the same number of Buys as you had before.

Fountain **Fugitive**  p. 8, 32

- ❖ See GET FROM DECK, THEN DISCARD.
- ❖ This is a TRAVELLER and a TRAVELLER UPGRADE.

Gardens **Gear**  p. 25, 25, 32

- ❖ This SETS UP A LATER ABILITY.
- ❖ You may choose to not **set aside** any cards.
- ❖ *From rulebook:* If you don't **set aside** any cards, Gear doesn't stay in **play** beyond the current turn.
- ❖ *Clarification:* The 2nd edition of Gear says “under this”, but if it's **trashed** (with Bonfire or Procession), the **set-aside** cards stay and go to your **hand** as normal.

Ghost  p. 9, 15, 16, 25, 32, see Spirit: p. 4, 6, 9

- ❖ “DIG FOR” an Action card.
- ❖ If you don't find an Action card in your **deck**, Ghost is **discarded** this turn.
- ❖ You **play** the Action card twice at the start of your next turn. See PLAY A CARD MULTIPLE TIMES. If the card is a Duration, Ghost stays in **play** longer (as long as that Duration stays in **play**). Also see Enchantress.
- ❖ When Ghost **plays** the card, it doesn't use up any Actions from your **Action pool**.
- ❖ The **cost** of Ghost is **4** for any **ability** that refers to its **cost**.
- ❖ If Ghost **plays** a Reserve card with a **start-of-turn ability** that lets you **call** it, you may **call** it this turn, since it's still the start of your turn. If Ghost plays a Hireling, you'll draw a card this turn. (See ADVANCED TIMING RULES: KEEP TRIGGERING IF THE TIME HASN'T PASSED § III.)

Ghost Ship **Ghost Town**  p. 32, 38

- ❖ This is **GAINED TO YOUR HAND** instead of to your **discard pile**.
- ❖ You will start your next turn with 2 Actions in your **Action pool** (if you **played** one Ghost Town).

Giant 

- ❖ See EACH OTHER PLAYER. (Checks **CARD COSTS**.)
- ❖ You turn your Journey token over, no matter if it has been turned over by another card or Event earlier. See **VARIABLE PRODUCTION**.
- ❖ *Clarification:* If you're attacked by Giant but you have no cards in your **deck** (even after **shuffling**), you **gain** a Curse.

Gladiator  p. 8

- ❖ See COPY OF A CARD.
- ❖ *From rulebook:* If either player has no card to **reveal**, you get +**1** and **trash** a Gladiator.
- ❖ If there are no Gladiators in the Supply to **trash**, you still get +**1**.
- ❖ Also see Market Square.

Goat  see Heirloom: p. 4, 6, 9**Golem**  p. 13

- ❖ “DIG FOR” 2 Action cards.
- ❖ Golem **playing** two Action cards doesn't use up any Actions from your **Action pool**.
- ❖ While you **play** the first Action card, the other one is kept aside. It's not in your **hand**, in **play** or in your **deck**.

Goons  p. 15, 15, 31, 33

- ❖ Each other player **DISCARDS DOWN TO** 3 cards in **hand**.
- ❖ **WHILE THIS IS IN PLAY**, when you **buy** a card, you get a **U** token.
- ❖ You don't get a **U** token if you **gain** a card in another way than through **buying** it, nor if you **buy** an Event.

Governor  (promo)

- ❖ **SEVERAL OPTIONS** (three): **1: Draw**, and make each other player **draw**; **2: Gain**, and make each other player **gain**; or **3: “remodel”**, and let each other player “remodel”.
- ❖ You may **“REMODEL”** a card into a card that **costs** exactly **2** more. Each other player may **“REMODEL”** a card into a card that **costs** exactly **1** more.

Grand Castle  p. 31, see Castle: p. 8, 27, 36, 37, 38

- ❖ **Clarification:** This counts Victory cards in **play**, but not just in your **play area**. If other players have Victory cards in **play**, they count too.

Grand Market  p. 33

- ❖ You don't have to **play** all your Treasures. You can't **play** more Treasures after **buying** a card.
- ❖ **Played** Coppers that were **trashed** (or otherwise removed from **play**) are not in **play** anymore. (See Counterfeit, Mandarin and Mint.)
- ❖ Also see Your Estate token.

Graverobber  p. 21, 38, 40

- ❖ **SEVERAL OPTIONS** (two): **Gain** from the **trash**; or “remodel”.
- ❖ If you choose to **gain** a card from the **trash**, it's **GAINED TO YOUR DECK**. (Also see **CARD COSTS**.)
- ❖ You may choose to **“REMODEL”** an Action into a card that **costs** up to **3** more.
- ❖ Also see Necromancer and Overlord.

Great Hall 

- ❖ *Not included in the second edition.*

Greed 

- ❖ The Copper is **GAINED TO YOUR DECK**.

Groundskeeper  p. 31, 33

- ❖ **WHILE THIS IS IN PLAY**, when you **gain** a Victory card, you get a  token.

Guardian  p. 29, 31, 32, 33, 38, 81

- ❖ This sets up two later **abilities**: You get +**1** at the start of your next turn; and until then, whenever another player **plays** an Attack card, it doesn't affect you. (You are only unaffected by

Attacks **played** after this; see Enchantress, Haunted Woods and Swamp Hag.)

- ❖ Guardian is **GAINED TO YOUR HAND** instead of to your **discard pile**.

Guide  p. 32

- ❖ When you **play** this, it's **REMOVED FROM PLAY**.
- ❖ See **DISCARD, THEN GET FROM DECK**.
- ❖ You can **call** this to **draw** 5 cards even if you have no cards in your **hand**.

Haggler  p. 25, 26, 31, 33

- ❖ **WHILE THIS IS IN PLAY**, when you **buy** a card, you **gain** a non-Victory card with a lower **cost** than the **bought** card. (Also see **CARD COSTS**.)
- ❖ You don't **gain** a cheaper card if you **gain** a card in another way than through **buying** it, nor if you **buy** an Event.
- ❖ See **GAIN ON WHEN-BUY**.
- ❖ If you **buy** a card from a **pile** with differently **named** cards, such as a Knight (and Sir Martin is the next card under it), you can't use Haggler to **gain** the next card, since the **bought** card is still on top at that point.

Hamlet **Harbinger** **Harem** **Harvest** 

- ❖ Counts **DIFFERENTLY NAMED CARDS**.

Haunted Castle  p. 31, see Castle: p. 8, 27, 36, 37, 38

- ❖ If there are no Golds left in the Supply, the players still put cards onto their **deck**.
- ❖ You gain a Gold on **when-gain**. See **GAIN ON WHEN-GAIN**.

Haunted Mirror  p. 9, 32, see Heirloom: p. 4, 6, 9

- ❖ See **SPECIAL SETUP § I**.
- ❖ See **WHEN YOU TRASH THIS**.

Haunted Woods  p. 31, 32, 33, 81

- ❖ This **SETS UP TWO LATER ABILITIES**: You **draw** 3 cards at the start of your next turn; and until then, other players have to put all cards from their **hand** onto their **deck** whenever they **buy** a card.

- ❖ A player doesn't put their **hand** on their **deck** if they **gain** a card in another way than through **buying** it, nor if they **buy** an Event.
- ❖ Reaction cards such as Moat are **triggered** when Haunted Woods is **played**, and can't be used later. In order to protect you, Lighthouse needs to be in **play** and Champion and Guardian need to have been **played** when Haunted Woods is **played**.
- ❖ If you take an extra turn after the turn you **played** Haunted Woods, the other players won't be affected by the Haunted Woods.
- ❖ If you **buy** Nomad Camp when another player has **played** Haunted Woods, you first put your **hand** on your **deck**, then **gain** the Nomad Camp onto your **deck**.

Haunting

Haven p. 25, 32

- ❖ This **SETS UP A LATER ABILITY**.
- ❖ **Clarification:** If you play Haven but have no cards to **set aside**, Haven doesn't stay in **play** beyond the current turn.
- ❖ **Clarification:** The 2nd edition of Haven says "under this", but if it's **trashed** (with Bonfire or Procession), the **set-aside** card stays and goes to your **hand** as normal.

Herald p. 31

- ❖ Herald **playing** another Action card doesn't use up any Actions from your **Action pool**. If it **plays** a card that gives +1 Action, you end up with 1 more Action than you started with.
- ❖ When you **buy** Herald and want to **overpay**, you have to **overpay** before you're allowed to look through your **discard pile**. Then you have to put the appropriate number of cards onto your **deck** (in any order).
- ❖ **Overpaying** is a **when-buy ability**, so the Herald you **bought** is not in your **discard pile** yet.

Herbalist p. 15, 32

- ❖ The **when-discard ability** is not a **play ability**, so it if you **play** Herbalist multiple times with a card like Throne Room, you can still only put one Treasure from **play** onto your **deck** when you **discard** Herbalist. However,

if you have several Herbalists in **play**, each one will let you put a Treasure onto your **deck**.

Hermit p. 8, 32

- ❖ See SPECIAL SETUP § I.
- ❖ **SEVERAL OPTIONS** (two): **Trash** from **discard pile**; or **trash** from **hand**. (This is optional; you can choose to do neither.)
- ❖ **Gaining** a card without **buying** it doesn't prevent you from **resolving** the **when-discard ability**. Neither does buying Events. (Also see **CARD COSTS**.)
- ❖ Even if you can't **trash** Hermit (as in the example with Scheme below, or with Prince) you still **gain** a Madman. However, if you don't **discard** Hermit (for instance, if it was **trashed** by Procession), you don't **gain** a Madman.
- ❖ **Erratum:** The description in the *Dark Ages* rulebook says, "If Hermit is not discarded from play during Clean-up – for example, if you put it on your deck with Scheme – then the ability that trashes it won't trigger." This description of Scheme is wrong: Scheme doesn't prevent a card from being **discarded**; it puts the card onto your **deck** when the card is **discarded**. Both Scheme's and Hermit's **abilities trigger**, and you choose which to **resolve** first. If you choose Scheme, Hermit isn't **trashed** (because it **lost track** of itself), but you still **gain** a Madman.

Hero p. 8, 32

- ❖ **Gain** a Treasure of your choice from the Supply.
- ❖ This is a **TRAVELLER** and a **TRAVELLER UPGRADE**.

Highway p. 6, 33

- ❖ **WHILE THIS IS IN PLAY**, it causes a **COST REDUCTION**.

Hireling p. 32, 33

- ❖ This **SETS UP A LATER ABILITY**.
- ❖ This has a cumulative effect if **played** multiple times: Hireling **played** twice will give you +2 Cards at the start of your turn.
- ❖ Also see Ghost, Prince and Summon.

Hoard p. 17, 31, 33

- ❖ **WHILE THIS IS IN PLAY**, when you **buy** a Victory card, you **gain** a Gold. (Also see **GAIN ON WHEN-BUY**.)

- ❖ You don't **gain** a Gold if you **gain** a Victory card in another way than through **buying** it.

Horn of Plenty

- ❖ This Treasure does not give you , but it lets you **gain** a card when you **play** it. The maximum **cost** of the card is the number of **DIFFERENTLY NAMED CARDS** in **play**. (Also see **CARD COSTS**.)
- ❖ This checks the **CARDS YOU HAVE IN PLAY**. (Also see **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)
- ❖ If you **gain** a Victory card with Horn of Plenty, **trash** the Horn of Plenty.
- ❖ Normally you want to **play** Horn of Plenty last, to have the maximum number of differently **named** cards in **play**.
- ❖ **Clarification:** “It” refers to the **gained** card. So if you didn't **gain** the card, you don't trash the Horn of Plenty. See Possession and Trader.
- ❖ If you use Counterfeit or Crown to **play** Horn of Plenty twice, you **gain** two cards (but if you **gain** a Victory card the first time, the second time it won't count itself, since it's **trashed**).

Horse Traders p. 16, 31, 32, 81

- ❖ If you don't have 2 cards in your **hand** to **discard**, you still get +1 Buy and +.
- ❖ See **REACTION TO ATTACK**.
- ❖ You may react with several Horse Traders to the same **played** Attack.

Hovel p. 31, see Shelter: p. 6, 8

- ❖ You may not **trash** this if you **gain** a Victory card in another way than through **buying** it.

Humble Castle see Castle: p. 8, 27, 36, 37, 38

Hunting Grounds p. 32

- ❖ **WHEN YOU TRASH THIS**, you get **SEVERAL OPTIONS** (two): **Gain** Duchy; or **gain** Estates.

Hunting Party

- ❖ “**DIG FOR**” a card that is **DIFFERENTLY NAMED** than any of the cards in your **hand**.

Idol p. 81

- ❖ Each time you **play** an Idol, check how many Idol **CARDS YOU HAVE IN PLAY**. The first Idol

you **play** in a turn will give you a Boon. If you **play** Counterfeit + Idol you'll get the same effect twice, and then trash the Idol, so the next Idol you **play** will give you that effect again. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)

- ❖ You can respond with a Reaction card when an opponent **plays** Idol. (See below.)
- ❖ Idol says “*when you play this*”, but **playing** it is not a **when-play ability**. It's a **play ability** like all other Action and Treasure cards. Consequently, **when-play abilities** (like Reactions) are **resolved** first.

Ill-Gotten Gains p. 31

- ❖ The Copper is **GAINED TO YOUR HAND**. You can play it the same turn.
- ❖ When you **gain** this, the other players can't use Reactions that **trigger** on an Attack being **played**, since you didn't **play** an Attack.
- ❖ **Erratum:** The description in the *Hinterlands* rulebook says to deal out Curses in turn order, starting with the player to the left of the player who **gained** Ill-Gotten Gains. This is only correct if the current player **gained** Ill-Gotten Gains. When another player **gains** Ill-Gotten Gains, the current player **gains** a Curse first, then the next player, etc, skipping the player who **gained** Ill-Gotten Gains.

Imp p. 9, see Spirit: p. 4, 6, 9

- ❖ Each time you **play** an Imp, check the **CARDS YOU HAVE IN PLAY**. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.) You may **play** an Action that is **DIFFERENTLY NAMED** from any you have in **play**.
- ❖ Imp **playing** another Action card doesn't use up any Actions from your **Action pool**.
- ❖ The **cost** of Imp is  for any **ability** that refers to its **cost**.

Inheritance

- ❖ Choose a card; see **CARD COSTS**.
- ❖ The Action card you **set aside** from the Supply is counted as one of your cards at the end of the game. This is not **gaining** a card.
- ❖ See Your Estate token.

Inn p. 23, 31

- ❖ See **GET FROM DECK, THEN DISCARD**.

- ❖ **Clarification (1st edition only):** The text “(including this)” in the card text only applies when Inn is **gained** to your **discard pile** as normal. If it’s **gained** to somewhere else, it doesn’t apply.
- ❖ **Clarification:** If you **shuffle** zero cards into your deck when **gaining** Inn, you still **shuffle**.
- ❖ See the example with Develop and Watchtower in ADVANCED TIMING RULES: THE “LOSE TRACK” RULE § III.
- ❖ **Clarification:** 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 afterwards **reveal** Watchtower to put the Inn onto your **deck**.

Ironmonger

- ❖ See **DISCARD, THEN GET FROM DECK**.
- ❖ If a card is **revealed** that has two of the **types**, you get both bonuses (+1 Action, + or +1 Card).

Ironworks

- ❖ If you **gain** a card that has two of the **types**, you get both bonuses (+1 Action, + or +1 Card). (Also see **CARD COSTS**.)
- ❖ **Clarification:** “It” refers to the **gained** card. (On the 2nd-edition version, this is instead explicitly stated.) So if you didn’t **gain** the card, you don’t get any bonus. See Possession and Trader.
- ❖ Also see Your Estate token.

Island p. 21, 81

- ❖ Put the Island and the other card you **set aside** on your Island mat. The cards there are face-up.
- ❖ If you have no cards left in your **hand**, just **set aside** Island.
- ❖ If it’s **played** again with a card like Throne Room, **set aside** another card from your **hand**, even though you can’t **set aside** the Island again.
- ❖ Also see Prince.

Jack of all Trades

- ❖ See **DISCARD, THEN GET FROM DECK**.

Jester p. 21, 25

- ❖ See **EACH OTHER PLAYER**.
- ❖ If the **revealed** card is a non-Victory card, you get **SEVERAL OPTIONS** (two): You **gain** a copy; or the player does.
- ❖ See **GAIN A COPY**.

Journeyman

- ❖ See **NAME A CARD**.
- ❖ “**DIG FOR**” 3 cards that don’t have the **name** you said.
- ❖ **Erratum:** The description in the *Guilds* rulebook says “This draws you three cards...” This is not correct; it puts cards into your **hand**. **Drawing** would **trigger** your -1 Card token, which Journeyman does not do. See Your -1 Card token.

Junk Dealer

- ❖ If you don’t have a card in your **hand** to **trash**, you still get +1 Action and +.

Keep

- ❖ For each of your **DIFFERENTLY NAMED** Treasures, you get 5  if no one has more copies than you. (See **COPY OF A CARD**.) If there is a tie for a Treasure, all tied players get 5 .

King’s Castle see Castle: p. 8, 27, 36, 37, 38

King’s Court p. 15, 15, 16, 25

- ❖ See **PLAY A CARD MULTIPLE TIMES**.
- ❖ Also see Band of Misfits.

Knight (type) p. 6, 8, 27, 36, 37, 38

- ❖ See **SPECIAL SETUP** § I.
- ❖ All 10 Knights have the same basic **effects**. In addition they each have their own unique **effects**.
- ❖ See **EACH OTHER PLAYER**. (Checks **CARD COSTS**.)
- ❖ The other (“attacked”) player chooses what card to **trash** if there are two of the appropriate **cost**. If a Knight **trashes** another Knight, the **played** Knight is also **trashed**. See **REMOVED FROM PLAY**.
- ❖ Throne Room + Knight will do everything on the card twice, even if it’s **trashed** the first time.
- ❖ Also see Talisman.

Laboratory **Labyrinth**  p. 8, 31

- ❖ You can only do this once per turn.

Legionary 

- ❖ The other players have to **resolve** any Reactions before you decide whether to **reveal** a Gold.
- ❖ **EACH OTHER PLAYER** possibly **DISCARDS DOWN TO 2** cards in **hand**. If a player only has 2 cards, they still **draw 1**.
- ❖ See **DISCARD, THEN GET FROM DECK**.

Leprechaun  p. 9

- ❖ See **SPECIAL SETUP § I**.
- ❖ Each time you **play** a Leprechaun, check how many **CARDS YOU HAVE IN PLAY**. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)
- ❖ If there are no Golds left in the Supply, you still **gain** a Wish or **receive** a Hex.

Library 

- ❖ *From rulebook:* You **draw** one card at a time, so you don't **shuffle** until your deck is empty and you need to **draw** another card.
- ❖ If you have to **shuffle**, don't **shuffle** in the **set-aside** cards. Continue until you have 7 cards in **hand**, not counting the **set-aside** cards.

Lighthouse  p. 19, 29, 31, 32, 33

- ❖ This **SETS UP A LATER ABILITY**.
- ❖ If another player **plays** an Attack card **WHILE THIS IS IN PLAY**, the Attack card doesn't affect you. (This only works if Lighthouse is in **play** when the Attack is **played**; see Enchantress, Haunted Woods and Swamp Hag.)

Loan 

- ❖ **"DIG FOR"** a Treasure.

Locusts 

- ❖ Unless you **trashed** a Copper or an Estate, you **"REMODEL"** a card into a card that **costs** less and has at least one **type** in common with the **trashed** card.

Lookout 

- ❖ **Look at** 3 cards, then decide what to do with which. If you only have 2 cards to **look at**, you must **trash** one and **discard** one. If you only have one to **look at**, you must **trash** it.

Lost Arts  p. 28

- ❖ Move your +1 Action token to an Action Supply **pile**. See Your +1 Action token.
- ❖ Also see **PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV**.

Lost City  p. 31**Lost in the Woods**  p. 9, 30, 32, 33

- ❖ See Fool.
- ❖ This State is active every turn as long as you have it.

Lucky Coin  see Heirloom: p. 4, 6, 9

- ❖ If there are no Silvers left in the Supply, you still get the initial **+1**.

Lurker  p. 25

- ❖ **SEVERAL OPTIONS** (two): **Trash** from the Supply; or **Gain** from the **trash**.
- ❖ Also see Market Square and Necromancer.

Madman  p. 8, 23

- ❖ See **NOT OPTIONAL "IF YOU DO"**.
- ❖ This is **REMOVED FROM PLAY**.
- ❖ Using Throne Room to **play** Madman means you get +2 Actions both times but you can only **draw** cards once. See **EFFECT WHEN MOVED FROM PLAY**.
- ❖ The **cost** of Madman is **0** for any **ability** that refers to its **cost**.

Magic Lamp  see Heirloom: p. 4, 6, 9

- ❖ If 6 or more of the **CARDS YOU HAVE IN PLAY** are **DIFFERENTLY NAMED** from any of the others, you may **trash** Magic Lamp to **gain 3** Wishes.
- ❖ This is **REMOVED FROM PLAY** when you **trash** it.
- ❖ See **NOT OPTIONAL "IF YOU DO"**.
- ❖ Using Counterfeit or Crown to **play** Magic Lamp means you get **+1** both times, but you

can only **gain** Wishes once. See **EFFECT WHEN MOVED FROM PLAY**.

Magpie

- ❖ If a card is **revealed** that is both a Treasure and a Victory, or a Treasure and an Action, you do both: put it into your **hand**, and **gain** a Magpie.

Mandarin p. 22, 31

- ❖ If you have no cards in your **hand** to put onto your deck, you still get +**3**.
- ❖ Before **gaining** Mandarin, remember that you don't have to **play** all your Treasures. (You can't **play** more Treasures after **buying** a card.)
- ❖ If you **gain** a Mandarin with Royal Seal in **play**, both cards' **when-gain abilities trigger**. You may choose to put the Mandarin onto your **deck** before or after putting all Treasures from **play** onto your **deck**.

Marauder p. 8

- ❖ See SPECIAL SETUP § I.
- ❖ As the Ruins are different, it's important to deal them out in turn order even if they are not running out.

Margrave

- ❖ Each other player **draws** 1, then **DISCARDS DOWN TO 3** cards in **hand**. (See **GET FROM DECK, THEN DISCARD**.)

Market

Market Square p. 20, 32

- ❖ **Trashing** one of your cards might happen on your turn or on an opponent's turn.
- ❖ You may react with several Market Squares to the same **trashed** card.
- ❖ If a **when-trash ability** causes you to **draw** cards (such as Cultist), and you **draw** a Market Square, you can still react with that Market Square. (See **REACTION CARDS: RESOLVING REACTIONS AND TIMING § III**.) This way it's even possible to **discard** the same Market Square twice for the same **trigger**, if you **discarded** it first and then happened to **draw** it again.

- ❖ **Trashing** a card from the Supply (with Gladiator, Lurker or **Salt the Earth**) doesn't **trigger** Market Square.

Masquerade

- ❖ *From rulebook:* You **pass** a card to another player by giving it to them face-down so that no other players can see it. This is not **gaining** a card.
- ❖ All players **pass** cards simultaneously. You can't look at the card being **passed** to you until you've **passed** a card.
- ❖ (1st edition only:) See **GET FROM DECK, THEN...** (You **draw** 2, then **pass** 1.)
- ❖ **New edition:** The card text was changed in the 2nd edition, so that only players with any cards in **hand** **pass** one, and do so to the next player to their left who also has any cards in **hand**. (With the old version it was possible in a two player game to construct a deck so that you **trashed** all or most cards in your opponent's deck.)

Masterpiece p. 26, 31

- ❖ You may **overpay**. (Also see **GAIN ON WHEN-BUY**.)

Menagerie

- ❖ If all the cards in your **hand** have different **names**, you **draw** 3 cards. If you have no cards in your **hand**, you **draw** 3 cards. See **DIFFERENTLY NAMED CARDS**.

Mercenary p. 8

- ❖ Each other player **DISCARDS DOWN TO 3** cards in **hand**.
- ❖ The **cost** of Mercenary is **1** for any **ability** that refers to its **cost**.

Merchant p. 31

- ❖ This has a cumulative effect if **played** multiple times.
- ❖ The first Silver only gives you +**1** if it's **played** after Merchant. If you **play** a Silver before **playing** Merchant (via Black Market or Storyteller), Merchant has no effect. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)

Merchant Guild  p. 31, 33

- ❖ **WHILE THIS IS IN PLAY**, when you **buy** a card, you get a Coin token. The token can't be **spent** this turn, since you have to **spend** Coin tokens before **buying**.
- ❖ You don't get a Coin token if you **gain** a card in another way than through **buying** it, nor if you **buy** an Event.

Merchant Ship  p. 32

- ❖ This **SETS UP A LATER ABILITY**.

Messenger  p. 31

- ❖ You may not look through your **deck** as you put it into your **discard pile**.
- ❖ Putting your deck in your **discard pile** is not **discarding**, so does not **trigger when-discard abilities**. (See Faithful Hound and Tunnel.)
- ❖ When you **buy** Messenger, if it's the first card or Event you **buy** in a turn, you **gain** a card costing up to 4 and the other players **GAIN A COPY** of that card. (**Gaining** a card without **buying** it doesn't count as having **bought** a card.) (Also see **CARD COSTS**.)
- ❖ See **GAIN ON WHEN-BUY**.
- ❖ **Clarification:** "It" refers to the **gained** card. So if you didn't **gain** the card, the other players don't **gain** a copy. See Possession and Trader.

Militia  p. 17

- ❖ Each other player **DISCARDS DOWN TO 3** cards in **hand**.

Mill 

- ❖ If you choose to **discard** 2 cards with only 1 card in your **hand**, you **discard** that card but do not get any +.

Mine  p. 20

- ❖ "**REMODEL**" a Treasure into a Treasure that **costs** up to 3 more.
- ❖ The card is **GAINED TO YOUR HAND**.
- ❖ **New edition:** The card text was changed in the 2nd edition, so that the **effect** is optional.

Mining Village  p. 16, 23, 23

- ❖ You get +2 Actions even if you **trash** this. See **REMOVED FROM PLAY**.
- ❖ See **EFFECT WHEN MOVED FROM PLAY** for use with Throne Room.

Minion  p. 19, 20, 35

- ❖ **SEVERAL OPTIONS** (two): **1:** +; or **2:** **discard** your hand, **draw** cards, and make each other player **discard** and **draw**.
- ❖ See **DISCARD, THEN GET FROM DECK**.
- ❖ The other players have to **resolve** any Reactions before you choose an option.
- ❖ If you choose option 2 with no cards in your **hand** to **discard**, you still **draw** 4 cards.

Mint  p. 25, 31

- ❖ Before **buying** Mint, remember that you can **play** any Treasures you want. You can't **play** more Treasures after **buying** a card.
- ❖ If you **buy** a Mint with Royal Seal in **play**, the Royal Seal will be **trashed** before its **when-gain ability triggers**. However, Talisman's **when-buy ability** will **trigger** (**gaining** another Mint if **costs** have been reduced).
- ❖ You **GAIN A COPY** of the Treasure you **reveal**.

Miser  p. 8

- ❖ **SEVERAL OPTIONS** (two): Put Copper on Tavern mat; or +.
- ❖ This has **VARIABLE PRODUCTION**.

Miserable  p. 9

- ❖ See **Misery**.

Misery 

- ❖ See **SPECIAL SETUP § I**.
- ❖ If you already have **Twice Miserable**, nothing happens.

Mission  p. 12, 16, 32, 33, 81

- ❖ Mission checks if the last turn was yours when you **buy** it. If you **buy** Mission and **play** Outpost on the same turn, and you **resolve** Outpost's extra turn first, you'll get both extra turns. With the 2nd edition of Outpost, you'll get both turns even if you **resolve** Outpost last.

- ❖ Also see Possession regarding extra turns.
- ❖ You can't **buy** any cards on this extra turn (even via Black Market), but you can **gain** or obtain cards in other ways, and you can **buy** Events.

Moat  p. 19, 19, 22, 29, 31

- ❖ See REACTION TO ATTACK.
- ❖ If you **reveal** this, any **effects** of the Attack card do not affect you.
- ❖ Also see Cultist, Enchantress, Haunted Woods and Swamp Hag.

Monastery 

- ❖ For each card you've **gained**, you have **SEVERAL OPTIONS** (two): **Trash** a card from your **hand**, or **trash** a Copper from **play**. (This is optional; you can choose to do neither.) You **trash** each card as a separate **effect**.
- ❖ **Clarification:** You **trash** each card as a separate **effect** (possibly **triggering when-trash abilities**).
- ❖ Remember that **exchanging** a card for another card is not **gaining**.
- ❖ If you **gain** more cards while **trashing** with Monastery, the number of cards you can **trash** still doesn't change. (See RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III.)

Moneylender 

- ❖ **New edition:** The card text was changed in the 2nd edition, so that the **effect** is optional.
- ❖ See NOT OPTIONAL "IF YOU DO" (only for the first-edition version).

Monument 

Moon's Gift, The 

Mountain Pass  p. 12, 16, 22, 31, 32, 81

- ❖ This can only **trigger** once in the game.
- ❖ This sets up an **after-turn ability**. If you Possess a player and **gain** a Province, they will no longer be Possessed when Mountain Pass is **resolved**.
- ❖ *From rulebook:* The player to the left of the player who **gained** the Province, bids first, and then the players bid in turn order. Each player

bids a  amount higher than the previous bid or passes.

- ❖ **Clarification:** Any extra turns are **resolved** after Mountain Pass.
- ❖ End game conditions are checked at the end of your turn, before **after-turn abilities**. So if you **trigger** Mountain Pass but then end the game that turn, Mountain Pass will do nothing.

Mountain's Gift, The 

Mountebank  p. 21, 81

- ❖ If there aren't any Curses left in the Supply, a player still **gains** a Copper, and vice versa.

Museum 

- ❖ See DIFFERENTLY NAMED CARDS.

Mystic 

- ❖ See NAME A CARD.

Native Village  p. 16

- ❖ **SEVERAL OPTIONS** (two): **Set aside** a card on your mat; or take all the cards from your mat.
- ❖ You are not allowed to look at the top card of your **deck** before choosing what to do.

Navigator 

Necromancer  p. 9, 32

- ❖ See SPECIAL SETUP § I.
- ❖ Each time you **play** a Necromancer, choose a face-up card in the **trash**, and then turn it face-down. (See RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III.) At the end of your turn, you turn all the cards face-up again.
- ❖ **Clarification:** The chosen card is turned face-down at once. This means it can't be chosen again by another Necromancer while the first Necromancer **resolves**.
- ❖ **Clarification:** Face-down cards in the **trash** are still open information, and can be **gained** with **abilities** that can **gain** from the **trash**.
- ❖ You **play** the card without moving it to **play** as would normally happen. This means that if the card instructs you to **trash** it, **set it aside**, or otherwise move it from **play**, you won't be able to do so. (See ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III.) For instance, Madman can't be returned to its **pile**, and Min-

ing Village can't be **trashed** for +2. (See **EFFECT WHEN MOVED FROM PLAY**.)

- ❖ However, the **played** card can be moved from the **trash** if an **ability** lets you: Graverobber, Lurker or Rogue can **gain** itself from the **trash**.
- ❖ **Playing** a Band of Misfits in the **trash** lets you choose a card from the Supply; see Band of Misfits and Overlord.

Necropolis  see Shelter: p. 6, 8

Night Watchman  p. 38

- ❖ This is **GAINED TO YOUR HAND** instead of to your **discard pile**.

Noble Brigand  p. 19, 21, 31, 81

- ❖ See **EACH OTHER PLAYER**.
- ❖ This card has a **when-buy ability** although it doesn't have a dividing line. (Also see **GAIN ON WHEN-BUY**.)
- ❖ When you **buy** this, the other players can't use Reactions that **trigger** on an Attack being **played**, since you didn't **play** an Attack.
- ❖ Noble Brigand says "when you play this", but **playing** it is not a **when-play ability**. It's a **play ability** like all other Action and Treasure cards. Consequently, **when-play abilities** (like Reactions) trigger first.

Nobles 

- ❖ **SEVERAL OPTIONS** (two): **Draw**; or +Actions.

Nomad Camp  p. 38

- ❖ *From rulebook:* Nomad Camp isn't **when-gain** (despite being worded that way on the 1st edition of the card); rather it's **GAINED TO YOUR DECK** instead of to your **discard pile**. This is made clearer in the 2nd-edition card text.
- ❖ **Clarification:** If an **ability** tells you to **gain** Nomad Camp to your **hand**, it will be **gained** to your **hand**. (*This changes a previous ruling by the game designer.*)
- ❖ Also see Haunted Woods and Your Estate token.

Oasis 

- ❖ See **GET FROM DECK, THEN DISCARD**.

- ❖ If you don't have a card in your **hand** to **discard**, you still get +1 Action and +1.

Obelisk  p. 8, 28

- ❖ See SPECIAL SETUP § I. All cards from the chosen **pile** count.
- ❖ Also see Your Estate token.

Opulent Castle  p. 40, see Castle: p. 8, 27, 36, 37, 38

Oracle 

- ❖ See **EACH PLAYER**.
- ❖ See **DISCARD, THEN GET FROM DECK**.
- ❖ If you put back the cards you **revealed**, you will **draw** them.

Orchard 

- ❖ For each of your **DIFFERENTLY NAMED** Action cards, you get 4  if you have 3 or more copies of it. (See **COPY OF A CARD**.)

Outpost  p. 12, 32, 32, 34, 81

- ❖ This **SETS UP TWO LATER ABILITIES: Drawing** 3 cards instead of 5 in Clean-up this turn, and getting an extra turn after this one.
- ❖ **Clarification (1st edition only):** Normally Outpost is **discarded** in the Clean-up of your extra turn. However, the turn you **play** it, both of its two future **abilities** (**drawing** only 3 cards in Clean-up; getting an extra turn) are **resolved** after you **discard** cards in Clean-up. Consequently, if you **play** two Outposts, leave both cards in **play** this turn. (The number of consecutive turns is checked after the current turn.) See DURATION CARDS: FAILING TO SET UP LATER ABILITIES § IV.

If you **play** two Outposts, one is **discarded** in the Clean-up of your extra turn, and the other is **discarded** in the following Clean-up, which is in the next player's turn. (See MORE ABOUT YOUR TURN: CLEAN-UP PHASE § II.)

- ❖ (1st edition only:) If you **play** Outpost, you only **draw** 3 cards in Clean-up, even if you won't get an extra turn.
- ❖ **New edition:** The 2nd-edition card gives you an extra turn, or not, right when you **play** it. Unless it gives you an extra turn, it never stays in **play** or limits your Clean-up **draw**. Also see **Mission** and Your Estate token.
- ❖ Also see Possession regarding extra turns.

Overgrown Estate  p. 5, 32, see Shelter: p. 6, 8

- ❖ See **WHEN YOU TRASH THIS**.

Overlord  p. 6, 22, 33

- ❖ Except for the **cost** of the card you can choose, this functions exactly like Band of Misfits; see that card.
- ❖ If you **play** an Overlord from the **trash** (e.g. with Necromancer) and choose Graverobber or Rogue, it can't **gain** itself since it's still Overlord (and has the wrong **cost**) when the **ability resolves**.

Page  p. 8, 27, 32

- ❖ See SPECIAL SETUP § I.
- ❖ This is a **TRAVELLER**.
- ❖ Also see Band of Misfits and Your Estate token.

Palace 

- ❖ A set is one of each (Copper, Silver and Gold). A card isn't counted in more than one set.

Pasture  see Heirloom: p. 4, 6, 9**Pathfinding**  p. 28

- ❖ Move your +1 Card token to an Action Supply **pile**. See Your +1 Card token.
- ❖ Also see PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV.

Patrician  p. 8

- ❖ Checks **CARD COST**.

Patrol **Pawn** 

- ❖ **SEVERAL OPTIONS** (four): **Draw**; +Action; +Buy; or +. (Pick two.)
- ❖ *From rulebook:* You have to choose two different options first, then do them, in either order.

Pearl Diver **Peasant**  p. 8, 27, 32

- ❖ See SPECIAL SETUP § I.
- ❖ This is a **TRAVELLER**.
- ❖ Also see Band of Misfits and Your Estate token.

Peddler  p. 5, 33

- ❖ This checks the number of Action **CARDS YOU HAVE IN PLAY** in your Buy phase. It doesn't matter how many times an Action card was **played**, just that it is in **play**.

- ❖ **Clarification:** During the current player's Buy phase, Peddler's **cost** is modified for all players (depending on the number of Action cards in the current player's **play area**).

- ❖ The **cost** of Peddler is modified during your Buy phase, but is  at all other times. For instance if you **trash** Peddler with a Remodel, that's during your Action phase, so it **costs** . Also see Black Market.

Philosopher's Stone 

- ❖ This gives + equal to: the total number of cards in your **deck** and your **discard pile**, divided by 5, rounded down. (Cards in **play** or other places don't count.)
- ❖ This has **VARIABLE**  **PRODUCTION**.
- ❖ **Erratum (1st edition only):** The description in the *Alchemy* rulebook says that the number will be the same for multiple Philosopher's Stones **played** in the same turn. This is not always true, since there are Treasures that can change the number of cards currently in your **deck** or **discard pile**.

Pilgrimage  p. 25, 82

- ❖ You turn your Journey token over, no matter if it has been turned over by another card or Event earlier.
- ❖ See **DIFFERENTLY NAMED CARDS** and **CARDS YOU HAVE IN PLAY**.
- ❖ You **GAIN A COPY** of each card you choose.
- ❖ **Clarification:** You first choose the three cards, then **gain** a copy of each in whatever order you wish.

Pillage  p. 8

- ❖ See SPECIAL SETUP § I.
- ❖ See **EACH OTHER PLAYER**.
- ❖ Throne Room + Pillage will let you choose a card to **discard** for each player twice (but only if a player still has 5 or more cards in **hand** the second time), and will **gain** you 2 Spoils twice.

Pirate Ship  p. 19, 26, 35, 82

- ❖ **SEVERAL OPTIONS** (two): **1:** Make each other player possibly **trash** a Treasure, and possibly put a Coin token on your mat; or **2:** +.
- ❖ See **EACH OTHER PLAYER**.
- ❖ This has **VARIABLE**  **PRODUCTION**.

- ❖ The other players have to **resolve** any Reactions before you choose an option.
- ❖ *Clarification (1st edition only):* The Coin token is put on your Pirate Ship mat. The Coin tokens on your Pirate Ship mat can only be used by Pirate Ship.
- ❖ *Erratum (1st edition only):* Pirate Ship should refer to putting Coin tokens on your Pirate Ship mat, and getting +1 per Coin token on the mat. This matters for your Estate token (see Your Estate token).

Pixie

- ❖ Heirloom: See SPECIAL SETUP § I.
- ❖ If you don't **trash** this, you don't get anything.
- ❖ This is **REMOVED FROM PLAY** if you **trash** it.
- ❖ Using Throne Room to **play** Pixie means you get +1 Card and +1 Action both times, but you can only **receive** a Boon once. See **EFFECT WHEN MOVED FROM PLAY**.

Plague

- ❖ The Curse is **GAINED TO YOUR HAND**.

Plan p. 28

- ❖ Move your Trashing token to an Action Supply **pile**. See Your Trashing token.
- ❖ Also see PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV.

Plaza

Plunder p. 8

Poacher

- ❖ See **GET FROM DECK, THEN DISCARD**.
- ❖ Each time you **play** a Poacher, check the Supply **piles**. (See RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III.)
- ❖ A Supply **pile** can stop being empty if a card is returned to it (with Ambassador or Encampment).
- ❖ Also see PILES WITH DIFFERENTLY NAMED CARDS § IV.

Pooka

- ❖ Heirloom: See SPECIAL SETUP § I.

Poor House

- ❖ You deduct 1 from your **money pool** per Treasure in your hand. Your money pool can never go below 0, but if you had any in your **money pool** before playing Poor House, you might lose more than 4 after revealing your hand.
- ❖ If you have your -1 token, it's removed when Poor House gives you +4. So you get +3, then **reveal** your **hand** and deduct 1, before playing Treasures.

Port p. 8, 31

- ❖ See SPECIAL SETUP § I.
- ❖ See **GAIN ON WHEN-BUY**.
- ❖ *Clarification:* You **gain** another Port before you **gain** the Port you **buy**. If there is only one Port available in the Supply, with a Trader you can **gain** a Silver and a Port. See Talisman for the explanation.
- ❖ Also see Your Estate token.

Possession p. 12, 16, 16, 17, 20, 22, 23, 25, 32, 32, 32, 32, 33, 38, 82

- ❖ This **SETS UP A LATER ABILITY**.
- ❖ The player being Possessed is the one taking the extra turn, not you. You just make decisions and **gain** cards and tokens. The “you” and “your” in all **abilities** refer to the Possessed player. If the Possessed player **plays** an Attack, it affects you as normal.
- ❖ You can see all cards of the Possessed player, including the **hand drawn** in Clean-Up.
- ❖ After being Possessed, and after any resulting extra turns from other cards or Events, the Possessed player in any case gets their regular turn.
- ❖ Possession has a **when-would-gain ability** on the extra turn: The Possessed player doesn't **gain** any cards, since all cards they **would gain**, you **gain** instead. (You always **gain** these to your **discard pile**.) Consequently, no **when-gain abilities trigger** for the Possessed player (but **when-buy abilities** do), and no **effect** that refers to the original card will happen. Also see Trader and Your Estate token.
- ❖ When the Possessed player's cards are **trashed, set them aside**. They were still

trashed, but they are no longer in the **trash**. They are put in the Possessed player's **discard pile** at the end of the turn, *after* they **draw** their new hand. (Also see Fortress.)

- ❖ The extra turn is the Possessed player's next turn, so any "next turn" **abilities** (such as from Durations) are **triggered** on that turn.
- ❖ **Erratum:** The text on Possession (1st edition) specifies that you **gain cards**, not *tokens*, and this is also stated in the *Alchemy* rulebook. However, the *Empires* rulebook introduced the erratum that you now get any tokens the Possessed player would get. But *Alchemy* 2nd edition changed the rule again; the printed 2nd edition Possession card states that you get  tokens the Possessed player would get (no other tokens).

The version specified in *Empires* has been used on Dominion Online up to now.

With that version there were several detailed rules regarding which tokens the Possessing player would or wouldn't get. These are now obsolete; see version 4.0 of this document for this information.

- ❖ When you Possess someone, you can make them **spend** their Coin tokens, but not your own. You can also make them **pay off** their Debt, but not your own.
- ❖ **Outpost** or Possession **played**, or **Mission bought**, on the Possessed player's turn gives an extra turn just as if that player weren't Possessed (i.e. you don't get to control that turn).
- ❖ Outpost and **Mission** don't give you an extra turn if the previous turn was yours, even if you were Possessed that turn. But Possession can give more turns. Throne Room + Possession gives two extra turns. Also see Procession.
- ❖ **Clarification:** If an extra turn is produced (from Outpost, Possession or **Mission**) on a Possession turn, and another turn is already in queue to happen for the same player, the current player decides which turn to do first. In between turns this is the player who last had a turn. This is true even if the player was Possessed on that turn (*which reverses a previous ruling by the game designer*). Also see *Donate* and *Mountain Pass*.

Pouch  see Heirloom: p. 4, 6, 9

Poverty 

- ❖ **DISCARD DOWN TO 3 cards in hand.**

Prince   (*promo*) p. 32, 32, 33, 82

- ❖ When you **set aside** an Action card, that card is not **played** this turn. (Choose a card: see **CARD COSTS**.)

- ❖ The card is **played** each turn and **set aside** again in Clean-up each turn. See **CARDS YOU HAVE IN PLAY**.
- ❖ When Prince **plays** the card, it doesn't use up an Action from your **Action pool**.
- ❖ *From rulebook:* The card says, "Stop playing it if you fail to set it aside on a turn you play it". This only refers to **setting it aside with this Prince**. If the Prince cannot **set aside** the card during Clean-up, it will stop **playing** it. If you for example use Prince on an Island, when the Island has **set itself aside**, Prince will stop **playing** it. The same happens if you use Prince on another Prince (so this will waste the first Prince), or any other card that leaves **play** when you **play** it. If the chosen card also **triggers** another **when-discard ability** that moves the card (such as Treasury, Alchemist or Scheme), and you **resolve** that **ability** first, Prince **loses track** of the card and can't **set it aside**. (Also see Hermit.)
- ❖ *From rulebook:* The card says, "...setting it aside again when you discard it from play". This refers to **discarding** it from **play this turn**. If you use Prince on a Duration, the Duration will be **played** next turn but won't normally be **discarded** in Clean-up, and therefore Prince fails to **set it aside** again that turn and so will stop **playing** it. The Duration will be **discarded** later as usual.
- ❖ If Prince stops **playing** the card, Prince itself will still be **set aside** the rest of the game.
- ❖ This **SETS UP A LATER ABILITY**; however, if you **play** Throne Room + Prince, you can't **set aside** Prince the second time, so nothing will happen.
- ❖ If you **set aside** a Band of Misfits with Prince, you can choose a new card for Band of Misfits each turn.
- ❖ If you **set aside** a Reserve card with Prince, for instance Duplicate, it will only be **played** once. At the beginning of your next turn, Prince **plays** Duplicate, and Duplicate moves itself to your Tavern mat. This causes Prince to **lose track** of it, since it expects it to be in **play**. Later in the turn you **call** Duplicate, putting it in **play**. You **discard** Duplicate in Clean-up, but since Prince has already **lost track** of it, Prince fails to **set it aside**, and will stop **playing** it.

- ❖ If Prince **plays** a Reserve card with a **start-of-turn ability** that lets you **call** it, you may **call** it this turn, since it's still the start of your turn. If Prince plays a Hireling, you'll draw a card this turn. (See **ADVANCED TIMING RULES: KEEP TRIGGERING IF THE TIME HASN'T PASSED § III.**) (Note that Prince will only **play** a Reserve or Duration card once, see above. But if Prince **plays** a card like Herald or Throne Room that in turn **plays** the card, it will also work this turn.)

Princess  p. 33, see Prize: p. 6, 7

- ❖ **WHILE THIS IS IN PLAY**, it causes a **COST REDUCTION**.
- ❖ The **cost** of Princess is **1** for any **ability** that refers to its **cost**.

Procession  p. 15, 16, 16, 23, 25

- ❖ See **PLAY A CARD MULTIPLE TIMES**.
- ❖ **“REMODEL”** the **played** Action into a card that **costs** exactly **1** more. But unlike with other “remodel” cards, even if you are not able to **trash** the **played** Action, you gain a card; see below.
- ❖ Even though the Action is **REMOVED FROM PLAY (trashed)** afterwards, it still produces any Actions, Buys and **1**, and **resolves** any other **play ability**. This includes setting up future **effects**, so Procession + Scheme, Procession + Possession and Procession + a Duration will **trigger** the future **ability** twice.
- ❖ If the Action leaves **play** when it's **played** (like Embargo, Madman or a Reserve card), Procession will **play** it twice but be unable to **trash** it (as it has **lost track** of it). But you still **gain** a card **costing** exactly **1** more (because Procession refers to the Action you **played**, not the Action you **trashed**).
- ❖ If you **play** Procession on a Procession, you may **play** two other cards, **playing** each twice and **trashing** it and **gaining** a card **costing** **1** more than it. Then you **trash** the second Procession and **gain** a card **costing** **1** more than it.
- ❖ **Erratum (1st edition only):** If you **play** Procession on a Duration card, the Duration will be **trashed** and therefore Procession will not stay in **play** either; **discard** it in Clean-up this turn. This reverses the description in the first edition *Dark Ages* rulebook, and is due to the new ruling on keeping Throne Room etc. in **play** when

used on a Duration. (See **DURATION CARDS: PLAYING** a Duration card multiple times § IV). Since no cards are left in **play** beyond the current turn, you have to remember the future **abilities**.

- ❖ Also see Band of Misfits, Crypt, Gear and Haven.

Quarry  p. 33

- ❖ **WHILE THIS IS IN PLAY**, it causes a **COST REDUCTION** for Action cards.

Quest 

- ❖ **SEVERAL OPTIONS** (three): **Discard** 1 Attack; **discard** 2 Curses; or **discard** 6 cards.
- ❖ You **discard** what you can according to your choice, but only **gain** a Gold if you're able to **discard** all the required cards.

Rabble 

Raid 

- ❖ See Your -1 Card token.
- ❖ When you **buy** this, the other players can't use Reactions that **trigger** on an Attack being **played**, since you didn't **play** an Attack.

Raider  p. 32

- ❖ This checks the **CARDS YOU HAVE IN PLAY**. You don't have to **play** all your Treasures.
- ❖ See **COPY OF A CARD**.

Ranger 

- ❖ You turn your Journey token over, no matter if it has been turned over by another card or Event earlier.

Ratcatcher  p. 32

- ❖ When you **play** this, it's **REMOVED FROM PLAY**.

Rats  p. 8, 20, 32

- ❖ See **SPECIAL SETUP § I**.
- ❖ See **WHEN YOU TRASH THIS**.

Raze 

- ❖ **SEVERAL OPTIONS** (two): **Trash** this; or **trash** a card from your **hand**.
- ❖ If there is a **COST REDUCTION**, Raze will let you **look at** fewer cards.
- ❖ You get +1 Action even if you **trash** this. See **REMOVED FROM PLAY**.

- ❖ If you play Throne Room + Raze and **trash** the Raze the first time, the second time you may choose to **trash** the Raze again (which will fail) and **look at** no cards from your **deck**.

Rebuild

- ❖ See **NAME A CARD**. You can say any **name**, not just **names** of Victory cards.
- ❖ **“DIG FOR”** a Victory card that doesn’t have the **name** you said.
- ❖ **“REMODEL”** the Victory card into a Victory card that **costs** up to **3** more.

Relic p. 82

- ❖ See Your -1 Card token.
- ❖ You can respond with a Reaction card when an opponent **plays** Relic. (See below.)
- ❖ Relic says *“when you play this”*, but **playing** it is not a **when-play ability**. It’s a **play ability** like all other Action and Treasure cards. Consequently, **when-play abilities** (like Reactions) are **resolved** first.

Remake p. 21, 25

- ❖ **“REMODEL”** a card into a card that **costs** exactly **1** more. (Do this twice.)
- ❖ First you “remodel” one card (and possibly **trigger when-trash abilities**), then another. If you only have one card in your **hand**, just “remodel” that card.

Remodel p. 17

- ❖ **“REMODEL”** a card into a card that **costs** up to **2** more.

Replace

- ❖ **“REMODEL”** a card into a card that **costs** up to **2** more.
- ❖ If you **gain** a card that is both an Action and a Victory, or a Treasure and a Victory, you get both bonuses: Put it onto your **deck**, and each other player **gains** a Curse.
- ❖ If you **gain** a Death Card, it will be covered by two Ruins before Replace tries to put it onto your **deck**, so Replace will **lose track** of it (even if you **trash** the Ruins with Watchtower). This will also happen with other cards with a **when-gain ability** that makes you **gain** cards, see **GAIN ON WHEN-GAIN**.

Ritual

- ❖ See **NOT OPTIONAL “IF YOU DO”**.
- ❖ If there is a **COST REDUCTION**, Ritual will give you less + .
- ❖ **Clarification**: This Event says, *“per **1** it cost”*. Accordingly, the **cost** of that card when you **trashed** it is what matters, not the current **cost**. (This will almost never matter, but could matter with **Inheritance** and Quarry: A **trashed** Estate will no longer be an Action.)

River’s Gift, The p. 16, 32

- ❖ See **Donate**.

Rocks p. 8, 31, 32

- ❖ See **WHEN YOU TRASH THIS**.
- ❖ The Silver is **GAINED TO YOUR DECK/HAND**.
- ❖ If you **gain** or **trash** Rocks on another player’s turn, the Silver goes to your **hand**.
- ❖ You gain a Silver on **when-gain**. See **GAIN ON WHEN-GAIN**.
- ❖ Also see Villa.

Rogue

- ❖ See **EACH OTHER PLAYER**. (Checks **CARD COSTS**.)
- ❖ If there are any cards of the appropriate **cost** in the **trash**, you have to **gain** one of them. (Also see **CARD COSTS**.) Otherwise, each other player **reveals** cards and possibly **trashes** one.
- ❖ The other (“attacked”) player chooses what card to **trash** if there are two of the appropriate **cost**.
- ❖ Also see Necromancer and Overlord.

Royal Blacksmith

Royal Carriage p. 15, 16, 25, 25, 32, 82

- ❖ When you **play** this, it’s **REMOVED FROM PLAY**.
- ❖ See **PLAY A CARD MULTIPLE TIMES**. (It’s not possible to use Royal Carriage on Royal Carriage; this is different from the other cards described in that section.)
- ❖ *From rulebook*: *“Resolving an Action”* means **resolving** the **play ability** of the Action card. (You can’t **call** Royal Carriage after **calling** a Reserve card, only after **playing** a card.) The 2nd-edition card instead says *“after you finish*

playing an Action card”, with the same meaning.

- ❖ You may only **call** Royal Carriage if the **played** Action card is still in **play**.
- ❖ You may **call** several Royal Carriages to **replay** the same card multiple times. You may also **call** Royal Carriage to **replay** a card that was just **played** multiple times by a card like Throne Room. Also see Crown and Werewolf.
- ❖ Also see Enchantress.

Royal Seal  p. 20, 22, 31, 33

- ❖ **WHILE THIS IS IN PLAY**, when you **gain** a card, you may put it onto your **deck**.
- ❖ Royal Seal puts **gained** cards on top of your **deck** just like Watchtower; see that card. See **GAIN ON WHEN-GAIN**, and see Develop and Inn.
- ❖ Also see Mandarin and Mint.

Ruined Library  see Ruins: p. 6, 8

Ruined Market  see Ruins: p. 6, 8

Ruined Village  see Ruins: p. 6, 8

Saboteur  p. 21

- ❖ *Not included in the second edition.*
- ❖ See **EACH OTHER PLAYER**.
- ❖ Each other player “**DIGS FOR**” a card that **costs** **3** or more. (Also see **CARD COSTS**.)
- ❖ The player may “**REMODEL**” that card into a card that **costs** up to **X**, where **X** is **2** less than the **trashed** card. For example if the **trashed** card **costs** **5**, a card **costing** up to **3** can be **gained**.

Sacred Grove 

- ❖ **The Field’s Gift** and **The Forest’s Gift** are the Boons that the other players may not **receive**.
- ❖ If you **receive** **The River’s Gift**, the other players may **draw** a card at the end of your turn, at the same time as you.

Sacrifice 

- ❖ If you **trash** a card that has two of the **types**, you get both bonuses (+2 Cards and +2 Actions; +**2**; or +2 ).

Sage 

- ❖ “**DIG FOR**” a card that **cost** **3** or more. (Also see **CARD COSTS**.)

Salt the Earth 

- ❖ If there are no Victory cards left in the Supply, you still get the initial +1 .
- ❖ Also see Market Square.

Salvager 

- ❖ **Clarification (1st edition only)**: The meaning is: “+ **equal to its cost in Coins**”. (This is clarified in the *Alchemy* rulebook, and is fixed on the 2nd edition card.)
- ❖ If you have no cards in your **hand** to **trash**, you still get +1 Buy.
- ❖ If there is a **COST REDUCTION**, Salvager will give you less +.

Sauna  (promo) p. 9, 27, 31, 33

- ❖ Sauna **playing** an Avanto doesn’t use up any Actions from your **Action pool**. A chain of Avantos and Saunas can end up giving you more Actions than you started with.
- ❖ **WHILE THIS IS IN PLAY**, when you **play** a Silver, you may **trash** a card from your **hand**.

Save  p. 16, 32

- ❖ **Clarification (1st edition only)**: You can only **buy** this Event once per turn. +1 Buy is part of the **buy ability**.
- ❖ After **resolving** this Event, you still have the same number of Buys as you had before.
- ❖ *From rulebook*: The card is **set aside** face-down.

Scavenger 

- ❖ You may not look through your **deck** as you put it into your **discard pile**.
- ❖ Putting your **deck** in your **discard pile** is not **discarding**, so does not **trigger when-discard abilities**. (See Faithful Hound and Tunnel.)
- ❖ Even if you choose not to put your **deck** into your **discard pile**, you have to put one card from your **discard pile** onto your **deck**. If you do put your **deck** into your **discard pile**,

the card you choose will then be the only one in your **deck**.

Scheme p. 16, 16, 32, 82

- ❖ This **SETS UP A LATER ABILITY**.
- ❖ You may choose the Scheme itself.
- ❖ If a card is not **discarded** (for instance if it's a Duration that stays in **play**) Scheme can't put it onto your **deck**.
- ❖ If the chosen card also **triggers** another **when-discard ability** that moves the card (such as Hermit, a Traveller, or a card **played** by Prince), and you **resolve** that **ability** first, Scheme **loses track** of the card. However, see Hermit.
- ❖ **New edition:** With the 2nd-edition card, you no longer choose a card in the beginning of Clean-up. Rather you choose a card when you discard it from **play**. This has no practical difference.
- ❖ Also see Procession.

Scout

- ❖ *Not included in the second edition.*

Scouting Party

- ❖ See **GET FROM DECK, THEN DISCARD**. (You **look at** 5, then **discard** 3.)
- ❖ After **resolving** this Event, you still have the same number of Buys as you had before.

Scrying Pool p. 20

- ❖ See **EACH PLAYER**.
- ❖ **"DIG FOR"** a non-Action card.
- ❖ See **DISCARD, THEN GET FROM DECK**.
- ❖ You **reveal** cards as long as you **reveal** Action cards. Potentially you will put several Action cards into your **hand**, plus one non-Action.

Sea Hag

- ❖ For the other players, the Curse is **GAINED TO THEIR DECK**.
- ❖ The other players **discard** the top card of their **deck** even when there are no Curses left.

Sea's Gift, The

Seaway p. 28

- ❖ See Your +1 Buy token.

- ❖ **Clarification:** "It" refers to the **gained** card. So if you didn't **gain** the card, you don't move your +1 Buy token. See Possession and Trader.

- ❖ It only matters what the Action card **costs** when you **gain** it. Your +1 Buy token will stay on that **pile** even if the cards in the **pile cost** more later. (See **COST REDUCTION**. Also see **CARD COSTS**.)

- ❖ Also see **PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV**.

Secret Cave p. 9, 32

- ❖ See **GET FROM DECK, THEN DISCARD**.
- ❖ This **SETS UP A LATER ABILITY** if you **discard** 3 cards. Otherwise the Secret Cave doesn't stay in **play** beyond the current turn.
- ❖ If you choose to **discard** 3 cards with only 1 or 2 cards in your **hand**, you **discard** the cards but do not set up an **ability** for next turn.

Secret Chamber p. 19, 31

- ❖ *Not included in the second edition.*
- ❖ See **REACTION TO ATTACK**.
- ❖ For the Reaction **ability**, see **GET FROM DECK, THEN PUT BACK**. (You **draw** 2, then put 2 onto your **deck**.)
- ❖ When you put cards back (as part of the Reaction), you can put the **revealed** Secret Chamber itself back.
- ❖ If you react with Secret Chamber and **draw** another Reaction card that reacts to an Attack, you may still react with that card. (See **REACTION CARDS: RESOLVING REACTIONS AND TIMING § III**.)

Secret Passage

- ❖ See **GET FROM DECK, THEN PUT BACK**. (You **draw** 2, then put 1 anywhere in your **deck**.)
- ❖ **Clarification:** If you put the card in a certain position in your **deck** (the top, the bottom, or a position counted from the top/bottom), that position is open information to all players.

Sentry

- ❖ You **look at** 2 cards, then **trash** whichever of them you like, then **discard** whichever you

like of the remaining cards, then put the rest back.

Settlers  p. 8

Shanty Town 

Shepherd 

- ❖ Heirloom: See SPECIAL SETUP § I.
- ❖ See DISCARD, THEN GET FROM DECK.

Silk Road 

- ❖ Silk Roads also count themselves.
- ❖ **Erratum (2nd edition):** The description in the *Hinterlands* rulebook says that Silk Road is worth 3  if you have 11 Victory cards. This is wrong; it's worth 2 .

Sir Bailey  (see Knight)

Sir Destry  (see Knight)

Sir Martin  (see Knight)

- ❖ This Knight has a lower **cost** than the others.

Sir Michael  (see Knight)

- ❖ Each other player DISCARDS DOWN TO 3 cards in hand.

Sir Vander  p. 32 (see Knight)

- ❖ See WHEN YOU TRASH THIS.

Skulk  p. 31

- ❖ You gain a Gold on **when-gain**. See GAIN ON WHEN-GAIN.

Sky's Gift, The 

- ❖ If you choose to **discard** 3 cards with only 1 or 2 cards in your **hand**, you **discard** the cards but do not **gain** a Gold.

Small Castle  p. 40, see Castle: p. 8, 27, 36, 37, 38

- ❖ SEVERAL OPTIONS (two): **Trash** the Small Castle; or **trash** a Castle from your **hand**.
- ❖ See NOT OPTIONAL “IF YOU DO”.
- ❖ If you **play** Throne Room + Small Castle and **trash** the Small Castle the first time it's **played**, you can still **trash** a Castle from your **hand** the second time.
- ❖ If you **play** Throne Room + Small Castle and **trash** it the first time, you may choose to **trash** it again, but won't **gain** another Castle. See EFFECT WHEN MOVED FROM PLAY.

Smithy 

Smugglers  p. 18, 28

- ❖ **Clarification:** The card you choose (i.e. the copy) must **cost**  or less now. It doesn't matter what the **cost** was when the previous player **gained** it. (See COST REDUCTION. Also see CARD COSTS.)
- ❖ **Clarification:** You can choose any of the cards the previous player **gained** on their last turn (currently **costing** up to ). However, you will only **GAIN A COPY** of that card if it's available in the Supply.
- ❖ Remember that **exchanging** a card for another card is not **gaining**.

Soldier  p. 8, 32

- ❖ This checks the CARDS YOU HAVE IN PLAY.
- ❖ You get + for each other Attack card in **play**, so this card doesn't count itself. However, it counts other Soldier cards. This has VARIABLE  PRODUCTION.
- ❖ This is a TRAVELLER and a TRAVELLER UPGRADE.

Soothsayer 

- ❖ Only players who **gained** a Curse **draw** a card. See NOT OPTIONAL “IF YOU DO”.

Spice Merchant 

- ❖ If you **trash** a Treasure, you get SEVERAL OPTIONS (two): **Draw** and +Action; or + and +Buy.

Spoils  p. 8

- ❖ This is REMOVED FROM PLAY. Also see Counterfeit.
- ❖ You don't have to **play** all your Treasures.
- ❖ The **cost** of Spoils is  for any **ability** that refers to its **cost**.

Sprawling Castle  p. 31, see Castle: p. 8, 27, 36, 37, 38

- ❖ When you **gain** this, you get SEVERAL OPTIONS (two): **Gain** Duchy; or **gain** Estates.
- ❖ You gain a Duchy or 3 Estates on **when-gain**. See GAIN ON WHEN-GAIN.

Spy  p. 20, 21

- ❖ *Not included in the second edition.*

❖ See EACH PLAYER.

Squire 🐎 p. 25, 32

- ❖ SEVERAL OPTIONS (three): +Actions; +Buys; or gain.
- ❖ WHEN YOU TRASH THIS, you gain an Attack card of your choice if there is one in the Supply (even one with ♠ in its cost).

Stables 🐎

❖ See DISCARD, THEN GET FROM DECK.

Stash 🗑️ (promo) p. 32

- ❖ From rulebook: You may only place your own Stashes in your deck. This is made clearer in the 2nd-edition card text.
- ❖ You can't look at the other cards in your deck when you shuffle.
- ❖ Clarification: Since the rules change introduced in the 2nd edition of the *Base game*, you must shuffle before you start drawing when there aren't enough cards in your deck. (Before the change, you would draw the remaining cards, look at them, and then shuffle, deciding where to place Stash.) However, the 2nd edition of Stash is changed so that you're allowed to look through your remaining deck (meaning look at the front of the cards), thereby returning Stash to how it functioned before the new shuffling rule. – You then put Stash among the shuffled cards, then add them to the bottom of your remaining deck.
- ❖ Clarification: Annex, Donate, Famine and Inn let you shuffle your existing deck. If you shuffle Stash with these abilities, you are not allowed to look through any part of your deck.

Steward 🏹🐎

❖ SEVERAL OPTIONS (three): Draw; +♠; or trash.

Stonemason 🗑️ p. 21, 25, 26, 31, 82

- ❖ "REMODEL" a card into two cards that cost less.
- ❖ When you overpay for Stonemason, the two cards you gain can be different. Overpaying with a ♠ will let you gain two cards with ♠ in the cost. However, you can't overpay with ♠. (See CARD COSTS. Also see GAIN ON WHEN-BUY.)

Storeroom 🐎

- ❖ See DISCARD, THEN GET FROM DECK.
- ❖ You may discard zero cards first (and so draw zero cards), and then discard cards to get ♠.

Storyteller 🗑️ p. 13

- ❖ This card lets you play Treasures in your Action phase. You may play three from your hand. If you play Treasures like Counterfeit or Venture, more Treasures will be played in addition. Also see Crown.
- ❖ You may choose to not play any Treasures.
- ❖ You pay all the ♠ you have in your money pool at that point. You will draw a number of cards equal to the number of ♠ you paid. You will be left with ♠ in your money pool (but will keep any ♠ you had).

Summon 🗑️ (promo) p. 9, 16, 28, 32

- ❖ Gain a card; see CARD COSTS.
- ❖ When Summon plays the set-aside card, it doesn't use up an Action from your Action pool.
- ❖ If you move the Action card when you gain it (e.g. with Watchtower), Summon loses track of it and can't set it aside. But Summon will set aside a card gained directly to your deck, like Nomad Camp.
- ❖ See NOT OPTIONAL "IF YOU DO".
- ❖ Clarification: "It" refers to the gained card. If you didn't gain the card (for instance if you were Possessed), there is no card to set aside, so Summon does nothing further. See Possession and Trader.
- ❖ If you buy Summon and gain a Death Cart, the Death Cart will be covered by two Ruins before Summon tries to set it aside, so Summon will lose track of it (even if you trash the Ruins with Watchtower). This will also happen with other cards with a when-gain ability that makes you gain cards, see GAIN ON WHEN-GAIN.
- ❖ If Summon plays a Reserve card with a start-of-turn ability that lets you call it, you may call it this turn, since it's still the start of your turn. If Summon plays a Hireling, you'll draw a card this turn. (See ADVANCED TIMING RULES: KEEP TRIGGERING IF THE TIME HASN'T PASSED § III.)

Sun's Gift, The ☾

Survivors 🐎 see Ruins: p. 6, 8

Swamp Hag 🗑️ p. 31, 32, 33, 82

- ❖ This SETS UP TWO LATER ABILITIES: You get +♠ at the start of your next turn; and until then, other players gain a Curse whenever they buy a card. (Also see GAIN ON WHEN-BUY.)

- ❖ This has a cumulative effect if **played** multiple times: Swamp Hag **played** twice will give the other players two Curses when they **buy** a card.
- ❖ A player doesn't get a Curse if they **gain** a card in another way than through **buying** it, nor if they **buy** an Event.
- ❖ Reaction cards such as Moat are **triggered** when Swamp Hag is **played**, and can't be used later. In order to protect you, Lighthouse needs to be in **play** and Champion and Guardian need to have been **played** when Swamp Hag is **played**.
- ❖ If you take an extra turn after the turn you **played** Swamp Hag, the other players won't be affected by the Swamp Hag.

Swamp's Gift, The p. 9

- ❖ See SPECIAL SETUP § I.

Swindler p. 21, 25

- ❖ See EACH OTHER PLAYER.
- ❖ For each player, you have to choose a card in the Supply of the required **cost**, if there is one. (See CARD COSTS.)

Tactician p. 25, 25, 32, 82

- ❖ This SETS UP A LATER ABILITY.
- ❖ You have to **discard** at least one card to set up the **start-of-turn ability**. Consequently, Throne Room + Tactician will not do this twice. (The exception to this is if you have your +1 Card token on the Tactician **pile**. See Your +1 Card token.)
- ❖ The 2nd-edition card first checks if you have at least one card in **hand**, but it makes no functional difference.
- ❖ **Clarification:** See DURATION CARDS: FAILING TO SET UP LATER ABILITIES § IV.
- ❖ See NOT OPTIONAL "IF YOU DO".

Talisman p. 28, 31, 33

- ❖ **WHILE THIS IS IN PLAY**, when you **buy** a non-Victory card **costing** up to **4**, you **GAIN A COPY** of it. (Also see CARD COSTS. Also see GAIN ON WHEN-BUY.)
- ❖ You don't **gain** a copy if you **gain** a card in another way than through **buying** it.
- ❖ **Clarification:** You **gain** the copy from Talisman before you **gain** the card you **buy**. (See MORE ABOUT YOUR TURN: BUY PHASE § II.) This means that even if the card you **buy**

is the only copy available (either the last in the **pile**, or a card from a **pile** with differently **named** cards where the next card is different), you can **reveal** Trader to **gain** a Silver instead of the copy from Talisman, and then afterwards **gain** the card you **bought**, since a copy is still available in the Supply **pile**.

- ❖ Also see Mint.

Tax p. 8

- ❖ See SPECIAL SETUP § I.
- ❖ **Gaining** a card from a **pile** without **buying** it, leaves the  tokens on the **pile**.

Taxman

- ❖ You may "**REMODEL**" a Treasure into a Treasure that **costs** up to **3** more.
- ❖ The card is **GAINED TO YOUR DECK**.
- ❖ See COPY OF A CARD.
- ❖ The other players have to **resolve** any Reactions before you **trash** a card.

Teacher p. 8, 28, 32

- ❖ See Your +1 Card token, Your +1 Action token, Your +1 Buy token and Your +**1** token.
- ❖ When you **call** Teacher, you can move one of these **player tokens** to an Action Supply **pile**. You can't move it to a **pile** where you already have any of your other **player tokens** (including your **-2** Cost token and your Trashing token). Opponents' **player tokens** don't hinder you. Having your Estate token on a card **set aside** from a **pile**, doesn't hinder you; see Your Estate token.
- ❖ Other **abilities** that move your **player tokens** can still put a token on a **pile** where Teacher has put a token.
- ❖ This is a **TRAVELLER UPGRADE**.
- ❖ Also see PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV.

Temple p. 31

- ❖ Trash 1 to 3 **DIFFERENTLY NAMED CARDS**.
- ❖ If you have no cards in your **hand** to **trash**, you still get the initial +1  and add 1  token to the Temple **pile**.
- ❖ Also add  when the Temple **pile** is empty (which only matters if a Temple is returned to

the **pile** with Ambassador, or you can **gain** it from the **trash**). Also see Black Market.

Thief p. 21

- ❖ *Not included in the second edition.*
- ❖ **Clarification:** “They” is used as a singular pronoun, and should actually have been “he” to be consistent with all other cards.
(This is changed starting with *Empires*. Now all card texts are gender neutral, using “they”. This will include second editions of all previous cards.)
- ❖ See **EACH OTHER PLAYER**.
- ❖ **Clarification:** You choose one Treasure to be **trashed** from each player. After everybody has **revealed** cards and possibly **trashed** one, you may **gain** any of these from the **trash** (out of the cards that were just **trashed**). In the end each player **discards** the other cards.

Throne Room p. 13, 15, 15, 15, 16, 16, 17, 21, 22, 23, 25, 25, 25, 35, 37

- ❖ See **PLAY A CARD MULTIPLE TIMES**.
- ❖ **New edition:** The card text was changed in the 2nd edition, so that the **effect** is optional.
- ❖ Also see Archive, Band of Misfits, Conspirator, Crossroads, Crown, Death Cart, Embargo, Encampment, Farmers' Market, Feast, Fool, Herbalist, Hireling, Island, Knight, Mining Village, Pillage, Possession, Prince, Raze, Small Castle, Tactician, Tragic Hero, Urchin, Werewolf, Wine Merchant and Your Estate token.

Tomb p. 32

- ❖ When you **trash** cards, you get +1  per card. This might happen on your turn or on an opponent's turn.
- ❖ Tomb **triggers** even when you **trash** a card from the Supply.

Tormentor p. 9

- ❖ This checks the **CARDS YOU HAVE IN PLAY**. If you have no cards in **play** other than this Tormentor, you **gain** an Imp. Otherwise the other players **receive** a Hex.

Torturer p. 16

- ❖ Each other player gets **SEVERAL OPTIONS** (two): **Discard**; or **gain**.
- ❖ For the other players, the Curse is **GAINED TO THEIR HAND**.

Tournament p. 7

- ❖ See SPECIAL SETUP § I.
- ❖ All players may **reveal** a Province. If you do, **discard** it and **gain** a Prize or a Duchy. The other players can't do this.
- ❖ *From rulebook:* If you **reveal** a Province, you get **SEVERAL OPTIONS** (two): **Gain** Duchy; or **gain** Prize. The card is **GAINED TO YOUR DECK**.
- ❖ *From rulebook:* All players **reveal** any Provinces before you decide what do **gain**. This is different from the timing of cards like Spy or Scrying Pool, see **EACH PLAYER**.
- ❖ *From rulebook:* When you **gain** a Prize, you **gain** whichever you want from the Prize **pile**. The available Prizes are always open to see.
- ❖ If no other player **reveals** a Province, you **draw** a card (which will be the card you **gained** if you **gained** one) and get +1.

Tower

Tracker p. 20, 31, 33

- ❖ **WHILE THIS IS IN PLAY**, when you **gain** a card, you may put it onto your **deck**.
- ❖ Tracker puts **gained** cards on top of your **deck** just like Watchtower; see that card. See **GAIN ON WHEN-GAIN**, and see Develop and Inn.

Trade

Trade Route p. 7, 26, 28

- ❖ See SPECIAL SETUP § I.
- ❖ This has **VARIABLE**  **PRODUCTION**.
- ❖ If you have no cards in your **hand** to **trash**, you still get +1 Buy and +.
- ❖ When a card is **gained** from a Victory card **pile** for the first time, move the Coin token from that **pile** to the Trade Route mat. The Coin token then stays on the mat for the rest of the game.
- ❖ **New edition:** With the 2nd-edition card, you **trash** a card first, which could lead to **gaining** a Victory card (Catacombs, Hunting Grounds) and thus adding a token to the mat before you get +.

Trader p. 17, 20, 20, 32, 38, 82

- ❖ If there is a **COST REDUCTION**, Trader will give you fewer Silvers when you **trash** a card.

- ❖ If there are no Silvers in the Supply when you **reveal** Trader, you **gain** nothing instead of the card you **would have gained**.
- ❖ **Clarification:** Trader has a **when-would-gain ability**. When you **reveal** it, you don't **gain** the card. Instead you **gain** a Silver (to your **discard pile**). In other words, the card you **would have gained** isn't replaced with a Silver; rather the **gaining** doesn't happen and another **gaining** (of a Silver) happens instead. Consequently, no **when-gain abilities trigger** on the original card (but **when-buy abilities** do), and no **effect** that refers to the original card will happen. Also see Possession, and Your Estate token.
- ❖ **Clarification:** Trader's and Possession's **when-would-gain abilities trigger** at the same time. If you have Trader in **hand** when you're Possessed, the Possessor chooses which to **resolve** first. If Possession is **resolved** first, the Possessor **gains** the card instead, and your Trader can't do anything with the original **gain** (since it didn't happen). If Trader is **resolved** first, Possession can't do anything with the original **gain** (since it didn't happen); however, the Silver from Trader will be **gained** by the Possessor instead.
- ❖ Also see Black Market, Port and Talisman.

Trading Post p. 17

- ❖ See **NOT OPTIONAL "IF YOU DO"**.
- ❖ The Silver is **GAINED TO YOUR HAND**.

Tragic Hero

- ❖ This is **REMOVED FROM PLAY** when you **trash** it.
- ❖ Throne Room + Tragic Hero will **gain** two Treasures (if you have 8 or more cards in **hand**).

Training p. 28

- ❖ Move your +**1** token to an Action Supply **pile**. See Your +**1** token.
- ❖ Also see **PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV**.

Transmogrify p. 32, 38

- ❖ When you **play** this, it's **REMOVED FROM PLAY**.
- ❖ You may **call** this to **"REMODEL"** a card into a card that **costs** up to **1** more.

- ❖ **Clarification:** The card is **GAINED TO YOUR HAND**. (This is clear in the 2nd-edition card text.)

Transmute

- ❖ If you **trash** a card that has two of the **types**, you **gain** both cards (Duchy, Transmute or Gold).
- ❖ Also see Your Estate token.

Travelling Fair p. 16, 20, 31, 33, 82

- ❖ After **resolving** this Event, you will have one more Buy than you had before.
- ❖ Travelling Fair puts **gained** cards on top of your **deck** just like Watchtower; see that card. See **GAIN ON WHEN-GAIN**, and see Develop and Inn.

Treasure Hunter p. 8, 32

- ❖ This is a **TRAVELLER** and a **TRAVELLER UPGRADE**.
- ❖ Remember that **exchanging** a card for another card is not **gaining**.

Treasure Map p. 40

- ❖ See **NOT OPTIONAL "IF YOU DO"**.
- ❖ The Golds are **GAINED TO YOUR DECK**.
- ❖ If you don't have another Treasure Map in your **hand**, just **trash** the **played** Treasure Map.
- ❖ If you **play** Throne Room + Treasure Map, you don't **gain** Golds more than once, even if you have a third Treasure Map in your **hand**. See **EFFECT WHEN MOVED FROM PLAY**.
- ❖ **Clarification:** If you **play** Band of Misfits as a Treasure Map, you'll **gain** 4 Golds as long as you're able to **trash** a Treasure Map from your **hand**. (Treasure Map just checks that you **trashed** two Treasure Maps, not what the cards are now. This is made clearer in the 2nd-edition card text.)
- ❖ Also see Your Estate token.

Treasure Trove

- ❖ If there are no Golds left in the Supply, you still **gain** a Copper, and vice versa.

Treasury p. 32

- ❖ **Gaining** a Victory card without **buying** it, doesn't stop you from putting Treasury onto your **deck**.

- ❖ **Erratum (2nd edition):** The dividing line was mistakenly omitted on the 2nd-edition card.
- ❖ Also see Prince.

Tribute

- ❖ *Not included in the second edition.*
- ❖ If a card is **revealed** that has two of the **types**, you get both bonuses for that card (+2 Actions, + or +2 Cards).
- ❖ If two cards with the same **name** are **revealed**, only one of them gives you a bonus. See **DIFFERENTLY NAMED CARDS**.

Triumph

- ❖ See **NOT OPTIONAL “IF YOU DO”**.
- ❖ Only the cards **gained** up to and including this Triumph are counted. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)
- ❖ Remember that **exchanging** a card for another card is not **gaining**.

Triumphal Arch

- ❖ Out of all your **DIFFERENTLY NAMED** Action cards, the one you have the second most copies of scores you 3  per copy. (See **COPY OF A CARD**.)
- ❖ If there's a tie for most copies or for second most copies, you score for one of the tied cards.

Trusty Steed see Prize: p. 6, 7

- ❖ **SEVERAL OPTIONS** (four): **Draw**; +Actions; +; or **gain** and put **deck** in **discard pile**. (Pick two.)
- ❖ *From rulebook:* You have to choose two different options first, then do them, in the order given.
- ❖ You may not look through your **deck** as you put it into your **discard pile**.
- ❖ Putting your deck in your **discard pile** is not **discarding**, so does not **trigger when-discard abilities**. (See Faithful Hound and Tunnel.)
- ❖ The **cost** of Trusty Steed is  for any **ability** that refers to its **cost**.

Tunnel p. 20, 32, 33

- ❖ Another **ability** has to let you **discard** Tunnel; you can't just choose to do so. When you **discard** cards during Clean-up, it doesn't **trigger**.
- ❖ Tunnel must be **discarded**, not simply put into your **discard pile** in some other way such as when you **gain** it or with Scavenger.
- ❖ You may **reveal** it when **discarding** it on your turn or on an opponent's turn.
- ❖ You choose whether to **reveal** it and **gain** a Gold, even if it was already **revealed** for some other reason.
- ❖ If an opponent **plays** Warrior and you **discard** a Tunnel, you may **gain** a Gold. The Gold will be placed on top of Tunnel, so Warrior **loses track** of Tunnel and can't **trash** it.

Twice Miserable p. 9

- ❖ See **Misery**.

University

- ❖ **Gain** a card; see **CARD COSTS**.

Upgrade p. 17, 25

- ❖ **“REMODEL”** a card into a card that **costs** exactly  more.

Urchin p. 8, 21, 31, 33

- ❖ See **SPECIAL SETUP § I**.
- ❖ Each other player **DISCARDS DOWN TO** 4 cards in **hand**.
- ❖ **WHILE THIS IS IN PLAY**, if you **play** another Attack card, you may **trash** the Urchin before **resolving** the other Attack card. If you do, you **gain** a Mercenary. Also see Enchantress.
- ❖ *From rulebook:* The **when-play ability** (below the dividing line) only **triggers** if you **play** another Attack card, not if you **play** the same Urchin twice (for instance with Throne Room).
- ❖ **Clarification:** If you have your +1 Card token on the other Attack card's **pile**, you can choose to **gain** Mercenary before or after **drawing** the card.

Vagrant

Vampire p. 9

- ❖ See **SPECIAL SETUP § I**.
- ❖ **Gain** a card; see **CARD COSTS**.

- ❖ You must **exchange** this for a Bat. (See EXCHANGING § IV.)
- ❖ If you can't **exchange** this for a Bat, you still attack the other players and **gain** a card.

Vassal p. 13

- ❖ Vassal **playing** another Action card doesn't use up any Actions from your **Action pool**.
- ❖ Also see Faithful Hound.

Vault

- ❖ For the “*other player*” **ability**, see **DISCARD, THEN GET FROM DECK**.

Venture p. 13

- ❖ “**DIG FOR**” a Treasure.
- ❖ Also see Storyteller.

Villa p. 31

- ❖ This has a **when-gain ability** (unlike Nomad Camp), so it's first **gained** to your **discard pile**, then moved to your **hand**.
- ❖ Remember that the contents of your **Action pool**, **Buy pool** and **money pool** persist from the beginning until the end of your turn. You start your turn with 1 Action and 1 Buy; and this only happens once. When you **gain** Villa, you return to your Action phase, keeping the Actions, Buys and  you had left, plus the +1 Action from Villa. (If you had **bought** the Villa with your default Buy, you're now out of Buys.) You can then **play** the Villa, getting +2 Actions, +1 Buy and +.
- ❖ You can return to your Action phase several times in a turn.
- ❖ When you return to your Action phase, **start-of-turn abilities** don't **trigger**. After again completing your Action phase, you start your Buy phase again, and **start-of-Buy-phase abilities** (like **Arena**) **trigger** again.
- ❖ If you **gain** Villa on another player's turn, the +1 Action is not usable for you.
- ❖ If you get +Actions in your Buy phase – e.g. from **playing** Plunder, Fortune or Rocks with your +1 Action token on the **pile** (See PILES WITH DIFFERENTLY NAMED CARDS: PILE TYPE AND COST § IV); or from **playing** a Crown with your +1 Action token on the **pile** or an Enchanted Crown – these Actions are normally not usable. (Diadem is an exception.) But if you return to your Action phase by **gaining** Villa, you can use those Actions.

- ❖ If you return to your Action phase in the middle of an **ability**, the **ability** will still be completed. For instance, if you **gain** two cards (e.g. from two Hagglers in **play**, or **overpaying** for Stonemason), and you **gain** Villa as the first one, you still **gain** a second card. However, after **gaining** the Villa, you're in your Action phase, so Peddler **costs** . (See ADVANCED TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES § III.)

- ❖ If you **buy** Villa, **gaining** Rocks due to Charm's **when-buy ability**, you will **gain** a Silver to your **deck** (since it's your Buy phase) due to Rocks, and then **gain** Villa and return to your Action phase.

- ❖ Also see Crown.

Village

Vineyard

Wall

Walled Village (promo) p. 32

- ❖ At the start of Clean-up, before you **discard** anything, check how many Action **CARDS YOU HAVE IN PLAY**. If you have no more than two, and the Walled Village is one of them, you may put the Walled Village onto your **deck**. If you have only two Walled Villages in **play**, you may put each of them onto your **deck**.

Wandering Minstrel

War

- ❖ “**DIG FOR**” a card that **costs**  or . (Also see **CARD COSTS**.)

Warehouse

- ❖ See **GET FROM DECK, THEN DISCARD**.

Warrior p. 8, 32

- ❖ **EACH OTHER PLAYER discards**, and possibly **trashes**, one card at a time. (Checks **CARD COSTS**.)
- ❖ If you **play** several Warriors, each one will usually make the other players **discard** more cards than the previous Warrior. (See **RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III**.)
- ❖ This is a **TRAVELLER** and a **TRAVELLER UPGRADE**.
- ❖ Also see Tunnel.

Watchtower p. 20, 20, 23, 23, 31, 38

- ❖ When you **reveal** this as a Reaction, you get **SEVERAL OPTIONS** (two): **trash**; or put on

deck. You may do this when you **gain** a card on your turn or on an opponent's turn.

- ❖ See BASIC TIMING RULES: WHEN-GAIN ABILITIES § III. You **gained** the card even if you **trashed** it.
- ❖ See GAIN ON WHEN-GAIN. See the examples in ADVANCED TIMING RULES: THE “LOSE TRACK” RULE § III.
- ❖ Remember that **exchanging** a card for another card is not **gaining**.
- ❖ Also see Royal Seal, Replace, [Summon](#), Tracker, [Traveling Fair](#) and Your Estate token.

Wedding

- ❖ If there are no Golds left in the Supply, you still get the initial +1 .

Werewolf

- ❖ Werewolf always counts as an Action (and all its other **types**). You can **replay** it with Royal Carriage even in your Night phase (and it will give out Hexes twice). **Player tokens** can be put on the Werewolf **pile**, having their **effects** even in your Night phase (but only +1 Card will matter). Enchantress targets Werewolf if you **play** it in your Night phase without having **played** other Action cards before on that turn.
- ❖ If you **play** Throne Room + Werewolf, Werewolf will **draw** cards twice. (You can't start your Night phase in the middle of **resolving** an **ability**.)
- ❖ You can't **play** Band of Misfits as Werewolf in your Night phase, since Band of Misfits is not a Night card.

Wharf p. 32

- ❖ This **SETS UP A LATER ABILITY**.

Wild Hunt

- ❖ **SEVERAL OPTIONS** (two): **Draw** and add ; or **gain** and take .
- ❖ If you choose the first option, you add 1  token even if you can't **draw** any cards.
- ❖ For the second option, see **NOT OPTIONAL “IF YOU DO”**.
- ❖ It still functions when the Wild Hunt **pile** is empty. Also see Black Market.

Will-o'-Wisp p. 9, see Spirit: p. 4, 6, 9

- ❖ Checks **CARD COST**.

- ❖ The **cost** of Will-o'Wisp is  for any **ability** that refers to its **cost**.

Windfall

Wind's Gift, The

- ❖ See **GET FROM DECK, THEN DISCARD**.

Wine Merchant p. 32

- ❖ When you **play** this, it's **REMOVED FROM PLAY**.
- ❖ Throne Room + Wine Merchant will give you +1 Buy and + twice.
- ❖ At the end of your Buy phase, if you have at least  in your **money pool**, you may **discard** any Wine Merchants you have on your Tavern mat.
- ❖ *Clarification:* **Gaining** Villa does not end your Buy phase, so you may not **discard** Wine Merchant.

Wish p. 9, 38

- ❖ See **NOT OPTIONAL “IF YOU DO”**.
- ❖ This is **REMOVED FROM PLAY**.
- ❖ The card is **GAINED TO YOUR HAND**. (Also see **CARD COSTS**.)
- ❖ Using Throne Room to **play** Wish means you get +1 Action both times, but you can only **gain** a card once. See **EFFECT WHEN MOVED FROM PLAY**.
- ❖ The **cost** of Wish is  for any **ability** that refers to its **cost**.

Wishing Well

- ❖ See **NAME A CARD**.

Witch p. 19, 20

Wolf Den

- ❖ See **COPY OF A CARD**.

Woodcutter

- ❖ *Not included in the second edition.*

Worker's Village

Workshop

- ❖ **Gain** a card; see **CARD COSTS**.

Young Witch p. 7, 12, 28

- ❖ See **SPECIAL SETUP § I**.
- ❖ See **GET FROM DECK, THEN DISCARD**.

- ❖ If you don't have 2 cards in your **hand** to **discard**, you still do the “attack” part.
- ❖ Reactions to the Attack are as always **resolved** first. Then you **draw** 2 cards and **discard** 2. Then the other players may **reveal** a Bane card. Consequently, if a Reaction card is the Bane card, they need to have it in their **hand** at that point to block Young Witch.

❖ Also see Your Estate token.

Your +1 Action token p. 31

- ❖ See [Lost Arts](#).

Your +1 Buy token p. 31

- ❖ See [Seaway](#).

Your +1 Card token p. 31

- ❖ See [Pathfinding](#).

❖ Also see Tactician and Urchin.

Your +1 token p. 31

- ❖ See [Training](#).

Your -1 Card token p. 29, 32, 33, 35

- ❖ See [Borrow](#), [Raid](#) and [Relic](#).
- ❖ Your -1 Card token is only removed from your **deck** when you're instructed to **draw** a card (indicated by “+Cards” or “draw”). When you **reveal** or **look at** cards from your **deck** (even if you then put some of those cards into your **hand**), the token has no effect, and it stays on your **deck**. See [Envoy](#), [Farming Village](#) and [Journeyman](#).
- ❖ Cards that **draw** to x cards ([Cursed Village](#), [Jack of All Trades](#), [Library and Watchtower](#)), given that you have less than x cards, will first remove your token, then **draw** to x cards.
- ❖ **Clarification:** If your **deck** is empty except for your -1 Card token, and you're instructed to **draw** one card, you just remove the token, you don't reshuffle. If your **discard pile** is also empty so that you have no cards to **draw**, you still remove the token.
- ❖ If you already have this token on your **deck**, an **effect** that puts it onto your **deck** doesn't do anything.

Your -1 token p. 29, 32, 33

- ❖ See [Ball](#) and [Bridge Troll](#).

- ❖ Your -1 token is only removed when you get 1 or more, not when you get 0.
- ❖ If you already have this token, an **effect** that makes you take it doesn't do anything.

❖ Also see [Caravan Guard](#) and [Poor House](#).

Your -2 Cost token p. 6, 33

- ❖ See [Ferry](#).

❖ While this is on a Supply **pile**, it causes a **COST REDUCTION** for cards from that **pile** on your turn (no matter where those cards are).

❖ Remember that other players' cards from that **pile** are also affected on your turn.

Your Estate token p. 6, 12, 22

- ❖ See [Inheritance](#).

❖ Your Estates have the **abilities** and **types** of the card with your Estate token, in addition to having the **type** Victory and giving 1 . They have the **name** Estate and the **cost** 2 as normal. (These can be called “[Inherited Estates](#)”.)

❖ **Clarification:** An Estate is yours as described at the top of LOCATIONS IN THE GAME. Besides this, an Estate is yours from the moment you **buy** it. This means **when-buy abilities trigger**. If after **buying** it you fail to **gain** it due to [Possession](#) or [Trader](#), it's no longer yours.

❖ Your Estates belong to the Estate **pile**, not the **pile** of the card with your Estate token. (This means that **player tokens** on that **pile** don't give bonuses to your Estates. Also, your Estates can't be Bane cards for [Young Witch](#), or score an extra 2  if that **pile** was chosen by [Obelisk](#).) Also see [Teacher](#).

❖ **Clarification:** If you have your Estate token on a card that refers to itself (with the term “this”), your Estate will refer to itself. But if the card refers to a copy of itself by **name** ([Crossroads](#), [Cultist](#), [Duchess](#), [Gladiator](#), [Magpie](#), [Outpost](#) [2nd edition], [Port](#), [Rats](#), [Treasure Map](#)), your Estate will refer to that card, not a copy of itself (Estate). However, [Pirate Ship](#) should not refer to itself (see [Pirate Ship](#)): The [Inherited Estate](#) will work just like [Pirate Ship](#). [Port](#)'s **when-buy ability** will give you a [Port](#).

- ❖ When you **play** an **Inherited** Estate, the whole **play ability** of the Action card will be **resolved**, even if the Estate stops being yours in the middle (e.g. if it's **trashed**, as Embargo is). If you have your token on a card with a **when-trash ability**, **trashing** an Estate will **trigger** that **ability**. (See ADVANCED TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES § III.)
- ❖ *From rulebook:* If you have your token on a card with a **when-buy** or a **when-gain ability**, **buying** or **gaining** an Estate, respectively, will **trigger** it. If you **gain** an **Inherited** Estate with Ironworks, in addition to getting +1 Card you get +1 Action (and also +**1** if the token is on a Crown). **Colonnade** will **trigger** if you **buy** an **Inherited** Estate with one in **play**.
- ❖ *Clarification:* However, when you're choosing a card to **gain**, Estates in the Supply are not yours yet, so an **ability** that specifically **gains** an Action card (like University, Stonemason, Procession or **Seaway**) can't **gain** an Estate.

If you have your Estate token on a Grand Market, you may **buy** an Estate with Copper in play, since the Estate isn't yours yet. When **playing** Band of Misfits you can't choose Estate. Quarry only refers to Estates that are already yours.

- ❖ *Clarification:* When scoring at the end of the game, your **Inherited** Estates are still Action (and Victory) cards.
- ❖ *Clarification:* Transmute's **gaining effect** checks the **type** of the Estate when it's no longer yours, so it will just be a Victory card then. Similarly, if you use Watchtower to **trash** an Estate **gained** with Ironworks, it will just be a Victory card when Ironworks checks. However, if you **trash** an Estate with your token on Fortress, it returns to your **hand** before Transmute or Ironworks checks it, so it will be yours again. And if you **trash** an Estate with Transmute while Possessed, the Estate is **set aside** and will be yours again when checked.
- ❖ *Clarification:* If you have your token on an Embargo (or another card being removed from **play**), and **play** Throne Room + Estate, the second time you **play** it, it will have no **play ability** so nothing will happen.
- ❖ *Clarification:* If you **play** an Estate with the token on Page or Peasant, you may **exchange** the Estate when you **discard** it. Return it to the Estate **pile**.
- ❖ *Clarification:* If you **buy** an Estate with your token on a Nomad Camp, it will be **gained** onto your **deck**. However, if you **gain** it with a card like Ironworks, it won't be **gained** onto your deck, since it's not yours before you **gain** it.

Your Trashing token  p. 31

- ❖ See **Plan**.

- ❖ You may not **trash** a card if you **gain** a card from this **pile** in another way than through **buying** it.

Zombie Apprentice  see Zombie: p. 4, 6, 9

Zombie Mason  see Zombie: p. 4, 6, 9

- ❖ “**REMODEL**” a card into a card that **costs** up to **1** more. (First you **trash** the card, then choose whether you want to **gain** one.)

Zombie Spy  see Zombie: p. 4, 6, 9

VII. DETAILED TIMING FOR CERTAIN CARDS

This is a list of certain cards, selected because their execution or timing might be especially complex or difficult. Everything in this list is already explained elsewhere in this document; this is merely another presentation of how these **abilities** work.

In each entry, the leftmost **ability triggers** and **ongoing ability timers** are always in effect. This means that the described **ability** can always be **triggered** or activated.

The **ability triggers** and **ongoing ability timers** that are indented are part of another **ability**, so they are not in effect until that **ability** is **resolved** or (if **ongoing**) active.

Note: “*This*” (with a capital T and in italics) refers to the card itself.

Aqueduct (Landmark)

when-gain ability: When you **gain** an Treasure, move 1  from its **pile** to *This*.

when-gain ability: When you **gain** a Victory card, take the  from *This*.

Archive

play ability: +1 Action. **Set aside** the top 3 cards of your **deck** face-down. Put one into your **hand**.

while-cards-set-aside ability (activated on play): While any cards remain **set aside**...

start-of-turn ability (active while-cards-set-aside): At the start of each of your turns, put one into your **hand**.

Ball (Event)

buy ability: Take your **-1** token. Do this twice: **Gain** a card **costing** up to **4**.

Band of Misfits

play ability: Choose an Action card in the Supply **costing** less than *This*.

Play This as a copy of the chosen card.

while-in-play ability (activated on play): *This* is a copy of the chosen card until *This* leaves **play**.

Banquet (Event)

buy ability: **Gain** 2 Coppers. **Gain** a non-Victory card **costing** up to **5**.

Beggar

play ability: **Gain** 3 Coppers to your **hand**.

when-play ability: When another player **plays** an Attack card, you may **discard This** from your **hand**. If you do, **gain** a Silver onto your **deck**, then **gain** a Silver.

Black Market

play ability: +**2**. **Reveal** the top 3 cards of the Black Market deck. **Play** any number of Treasures from your **hand**. You may **buy** one of the **revealed** cards. Put the rest on the bottom of the Black Market deck in any order.

Bridge

play ability: +1 Buy, +**1**.

rest-of-turn ability (activated on play): Cards **cost 1** less this turn, but not less than **0**.

Bridge Troll

play ability: Each other player takes their **-1** token. +1 Buy.

start-of-turn ability (set up on play): At the start of your next turn, +1 Buy.

while-in-play ability: While *This* is in **play**...

during-your-turn ability (active while-in-play): Cards **cost 1** less on your turns, but not less than **0**.

Caravan Guard

play ability: +1 Card. +1 Action.

start-of-turn ability (set up on play): At the start of your next turn, +**1**.

when-play ability: When another player **plays** an Attack card, you may **play This** from your **hand**.

Champion

play ability: +1 Action.

rest-of-game ability (activated on play): For the rest of the game...

when-play ability (active rest-of-game): When another player **plays** an Attack, it doesn't affect you.

when-play ability (active rest-of-game): When you **play** an Action card, +1 Action.

Charm

play ability: Choose one:

❖ +1 Buy, +**2**.

❖ **when-buy ability (set up on play):** The next time you **buy** a card this turn, you may also **gain** a differently **named** card with the same **cost**.

Coin of the Realm

play ability: +**1**. Put *This* on your Tavern mat.

after-resolve ability: Directly after **resolving** the **play ability** of an Action card, you may **call This**. If you do, +2 Actions.

Contraband

play ability: +**3**, +1 Buy. The player to your left **names** a card.

rest-of-turn ability (activated on play): You can't **buy** that card this turn.

Crypt

play ability: **Set aside** any number of Treasures you have in **play**, face-down.

while-cards-set-aside ability (activated on play): While any cards remain **set aside**...

start-of-turn ability (active while-cards-set-aside): At the start of each of your turns, put one into your **hand**.

Defiled Shrine (Landmark)

when-gain ability: When you **gain** an Action card, move 1  from its **pile** to *This*.

when-buy ability: When you **buy** a Curse, take the  from *This*.

Develop

play ability: **Trash** a card from your **hand**. Do these in any order: **Gain** a card **costing** exactly **1** more than it onto your **deck**; **gain** a card **costing** exactly **1** less than it onto your **deck**.

Deluded (State)

while-you-have ability: While you have *This*:

start-of-Buy-phase ability (active while-you-have): At the start of your Buy phase: Return *This*.

rest-of-turn ability (activated start-of-Buy-phase): You can't buy Action cards this turn.

Diadem

play ability: +2. +1 per unused Action in your Action pool.

Dismantle

play ability: Trash a card from your hand. If it costs 1 or more:

Gain a card costing less than the trashed card.
Gain a Gold.

Donate (Event)

buy ability:

after-turn ability (set up on buy), before any extra turns: After this turn, put all cards from your deck and discard pile into your hand, trash any number, shuffle your hand into your deck, then draw 5 cards.

Encampment

play ability: +2 Cards, +2 Actions. You may reveal a Gold or Plunder from your hand. If you do not:

Set aside This.

start-of-Clean-up ability (set up on play): Return This to the Supply at the start of Clean-up.

Enchantress

play ability:

until-next-turn ability (activated on play): Until your next turn...

when-would-resolve ability (active until-next-turn): When any other player would resolve the play ability of an Action card for the first time in their turn, they get +1 Card and +1 Action instead.

start-of-turn ability (set up on play): At the start of your next turn, +2 Cards.

Envious (State)

while-you-have ability: While you have This:

start-of-Buy-phase ability (active while-you-have): At the start of your Buy phase:
Return This.

rest-of-turn ability (activated start-of-Buy-phase):
Silver and Gold produce 1 this turn.

Faithful Hound

play ability: +2 Cards.

Other-than-during-Clean-up ability: Other than during Clean-up...:

when-discard ability (active other-than-during-Clean-up): When you discard This, you may set aside This. If you do:

end-of-turn ability (set up on when-discard):
At the end of this turn, put This into your hand.

Guardian

play ability:

until-next-turn ability (activated on play): Until your next turn...

when-play ability (active until-next-turn): When another player plays an Attack, it doesn't affect you.

start-of-turn ability (set up on play): At the start of your next turn, +1.

Haunted Woods

play ability:

until-next-turn ability (activated on play): Until your next turn...

when-buy ability (active until-next-turn): When any other player buys a card, they put their hand onto their deck in any order.

start-of-turn ability (set up on play): At the start of your next turn, +3 Cards.

Horse Traders

play ability: +1 Buy, +3. Discard 2 Cards.

when-play ability: When another player plays an Attack card, you may set aside This from your hand. If you do:

start-of-turn ability (set up on when-play): At the start of your next turn, +1 Card and put This into your hand.

Idol

play ability: +2. If you have an odd number of Idols in play:

Receive a Boon.

Otherwise:

Each other player gains a Curse.

Island

play ability: Put This on your Island Mat. Put a card from your hand on your Island Mat.

end of game: Worth 2.

Mission (Event – can only be bought once per turn)

buy ability: If the previous turn wasn't yours:

after-turn ability (set up on buy): Take an extra turn after this one.

during-turn ability (activated after-turn): During the extra turn, you can't buy cards.

Mountain Pass (Landmark)

when-gain ability: When you are the first player to gain a Province...

after-turn ability (set up on when-gain), before any extra turns: After that turn, each player either bids once, higher than the previous bid and up to 40, or passes, ending with you. High bidder gets +8 and takes the they bid.

Mountebank

play ability: +2. Each other player may discard a Curse. If a player doesn't, they gain a Curse and then they gain a Copper.

Noble Brigand

play ability: +1. Each other player reveals the top 2 cards of their deck, trashes a revealed Silver or Gold you choose, discards the rest, and gains a Copper if they didn't reveal a Treasure. You gain the trashed cards.

when-buy ability: When you buy This, each other player reveals the top 2 cards of their deck, trashes a revealed Silver or Gold you choose, discards the rest, and gains a Copper if they didn't reveal a Treasure. You gain the trashed cards.

Outpost (2nd edition)

play ability: If this is the first time you played an Outpost this turn, and the previous turn wasn't yours:

after-turn ability (set up on play): Take an extra turn after this one.

when-would-draw ability (set up on play): You only draw 3 cards (instead of 5) in this turn's Clean-up phase.

Pilgrimage (Event – *can only be bought once per turn*)

buy ability: Turn your Journey token over. If it's face-up, choose up to 3 differently **named** cards you have in **play**. **Gain** a copy of each in any order.

Pirate Ship

play ability: Choose one:

- ❖ +**1** per Coin token on your Pirate Ship mat.
- ❖ Each other player **reveals** the top 2 cards of their **deck**, **trashes** a **revealed** Treasure that you choose, and **discards** the rest. If anyone **trashed** a Treasure, add a Coin token to your Pirate Ship mat.

Possession (2nd edition)

play ability:

- after-turn ability (set up on play):** The player to your left takes an extra turn after this one.
- during-turn ability (activated after-turn):** During the extra turn, you can see all cards they can and make all decisions for them.
- when-would-gain ability (active during-turn):** Any card they **would gain** on that turn, they don't **gain**; you **gain** it instead.
- when-would-get- ability (active during-turn):** Any  they would get on that turn, they don't get; you get it instead.
- when-trash ability (active during-turn):** Any cards of theirs that are **trashed** are **set aside**.
- end-of-turn ability (active during-turn):** The **set-aside** cards (that were **trashed**) are returned to their **discard pile** at end of the turn.

Prince

play ability: You may **set aside** *This*. If you do:

Set aside an Action card from your **hand** **costing** up to **4**.

rest-of-game ability (activated on play):

start-of-turn ability (active rest-of-game): At the start of each of your turns, if that Action card is **set aside** by *This*:

Play it.

when-discard ability (set up on start-of-turn): When you **discard** it from **play** this turn, **set it aside** again.

Relic

play ability: +**2**. Each other player puts their -1 Card token onto their **deck**.

Royal Carriage

play ability: +1 Action. Put *This* on your Tavern mat.

after-resolve ability: Directly after **resolving** the **play ability** of an Action card, if it's still in **play**, you may **call** *This*. If you do, **replay** the Action card.

Scheme (2nd edition)

play ability: +1 Card, +1 Action.

when-discard ability (set up on play): This turn, when you discard one of your Action cards from play, you may put it onto your deck.

Stonemason

play ability: **Trash** a card from your **hand**. Do this twice:

Gain a card **costing** less than the **trashed** card.

when-buy ability: When you **buy** *This*, you may **overpay** for it. If you do, do this twice: **Gain** an Action card **costing** the amount you **overpaid**.

Swamp Hag

play ability:

until-next-turn ability (activated on play): Until your next turn...

when-buy ability (active until-next-turn): When any other player **buys** a card, they **gain** a Curse.

start-of-turn ability (set up on play): At the start of your next turn, +**3**.

Tactician (2nd edition)

play ability: If you have at least one card in **hand**:

Discard your hand.

start-of-turn ability (set up on play): At the start of your next turn, +5 Cards, +1 Action, and +1 Buy.

Trader

play ability: **Trash** a card from your **hand**. Do this once for each **1** it **costs**: **Gain** a Silver.

when-would-gain ability: When you **would gain** a card, you may **reveal** *This* from your **hand**. If you do, instead of **gaining** that card, **gain** a Silver.

Travelling Fair (Event)

buy ability: +2 Buys.

rest-of-turn ability (activated on buy): This turn...

when-gain ability (active rest-of-turn): When you **gain** a card, you may put it onto your **deck**.

Treasure Trove

play ability: +**2**. **Gain** a Gold. **Gain** a Copper.

VIII. INDEX

This index does not contain the names of cards (except Base cards) or player tokens. Please see the reference in chapter VI for those.

Each entry lists the page numbers of places in the text where this is treated. Bold page numbers refer to the definition or main explanation.

ability : a set of *effects* on a card that are *triggered* at a certain time, usually when you *play* a card or *buy* an Event. 6, 6, 11, **15**, 16, 18, 18, 19, 20, 20, 21, 21, 21, 22, 22, 22, 24, 26, **28** (Event), **29** (Landmark), 31, **29** (Boon/Hex), **30** (State), 33, 34, 34, 35, 35, 36, 39, 42, 78, 80

Action (resource) : 6, 10, **10**, 11, 13, 15, 16, 28, 34, 35, 35, 38, 39, 48. Also see *Action pool*

Action (type) : 3, 6, **6**, 8, 10, 10, 13, 15, 19, 31, 31, 31, 31, 32, 34, 35

Action phase : 6, 10, **10**, 20, 34, 43, 48, 51, 71, 76

Action pool : the Actions you have available at a given time. (This term is used in this document, but not in official rulebooks.) **10**, 10, 11, 13, 34, 35, 38, 41, 46, 47, 47, 48, 53, 53, 55, 56, 65, 68, 71, 76, 76

after-turn ability : *ability* that is *triggered* after this turn and before the next. 12, **22**, 32, 34, 49, 61, 65. Also see *extra turn*

Attack (type) : 6, **6**, 19, 31, 35, **39**, 56, 62, 64

Bane card : 4, **7**, 12

Base cards : **3**, 3, 7, 8, 12

Boon : 3, 4, 4, 9, 12, 12, **29**, 31

buy : *pay* the *cost* of a card or Event (except for  in the *cost*, which you take instead), and use up one Buy from your *Buy pool*, in order to *gain* the card or *trigger* the Event's *buy ability*. 3, 4, 5, 7, 10, **11**, 11, 12, 17, 25, 25, 26, 27, 28, 34, 34, 35, 38, 43. Also see *buy ability* and *when-buy ability*

Buy (resource) : 10, **11**, 11, 13, 16, 28, 34, 35, 39. Also see *Buy pool*

buy ability : *ability* on an Event that is *triggered* when it's *bought*. 16, 19, 21, **28**, 31, 34

Buy phase : 6, 10, **10**, 11, 25, 25, 26, 28, 32, 33, 34, 43, 44, 48, 51, 63, 76, 77

Buy pool : the Buys you have available at a given time. (This term is used in this document, but not in official rulebooks.) **10**, 11, 11, 13, 28, 34, 43, 76

call : move a card from your Tavern mat to your *play area*, to *trigger* an *ability*. 6, 12, **27**. Also see *Reserve (type)*

Castle (type) : 8, **27**, 36, 37, 38

choose card : 12, 16, 18, 21, 27, 34, 36, 42

choose option : 11, 16, 35, 35, 37, 39

Clean-up phase : 10, **11**, 11, 12, 24, 25, 27, 29, 32, 32, 32, 33, 34, 35, 49, 51, 51, 62, 64, 65, 75, 76

Coffers mat : 4, 4, 8, **13**, **26**. Also see *spend Coin token*

Coin  (resource) : 3, 6, **10**, 11, **13**, 16, 25, 26, 26, 28, 32, 34, 35, 35, 39, 40. Also see *money pool*

Coin token (general marker): **4**, 7

Coin token (resource): 4, 8, **26**, 34. Also see *spend Coin token*

Colony (card) : **3**, 7, 12, 12, 34

Copper (card) : 3, **3**, 7, 9, 12, 31, 33

copy : **5**, 11, 17, 27, 34, 36, 37, 39

cost (of card) : *stated on the card in*   and/or . **5**, 6, 6, 7, 11, 18, 25, 25, 26, 28, 31, 31, 34, 35, 36, 36, 39, 39, 42, 78

cost (of Event) : *stated on the Event card in*  and/or . 25, **28**, 34, 36

cost reduction : **13**, 20, 26, 33, 36

Curse (card/type) : 3, 3, **6**, 6, 7, 11, 12, 16, 17, 31, 35

Debt  (resource) : 5, 8, **25**, 26, 32, 34, 34, 36, 43, 65. Also see *pay off Debt*

deck : your face-down draw pile on your left-hand side. 3, 7, 11, 12, 12, **12**, 12, 13, 18, 18, 22, 23, 35, 35, 35, 35, 37, 37, 38, 38

differently named : **5**, 27, 28, 36

"dig for" : 36, **37**

discard : place cards face-up in your *discard pile* (either as part of *Clean-up* or because an *effect* tells you to discard). 3, 6, 11, 11, 13, 15, 17, **18**, 24, 27, 34, 34, 34, 35, 35, 35, 37, 39. Also see *when-discard ability*

discard pile : the face-up pile on your right-hand side where you *discard* cards and also where you normally place cards you *gain*. 3, 11, 12, 12, 12, 12, **17**, **17**, 18, 20, 22, 27, 34, 34, 35, 35, 35, 38

dividing line : **15**, 35, 62

Dominion: Adventures : 4, 4, 4, 5, 8, 24, 24, 27, 27, 28, 29

Dominion: Alchemy : 3, 7, 24, 25

Dominion: Base Cards : 3, 6

Dominion (base game) : 3, 3, 3, 4, 18, 24, 40

Dominion: Cornucopia : 4, 7, 24

Dominion: Dark Ages : 3, 4, 8, 24, 27

Dominion: Empires : 4, 5, 5, 8, 24, 25, 26, 27, 28, 29

Dominion: Guilds : 4, 4, 8, 24, 26, 26

Dominion: Hinterlands : 24

Dominion: Intrigue : 3, 3, 24

Dominion: Nocturne : 4, 4, 4, 9, 24, 27, 29, 29, 30

Dominion: Prosperity : 3, 4, 4, 5, 7, 24, 26

Dominion: Seaside : 4, 4, 5, 24, 24

Doom (type) : 6, **9**

draw : move cards from your *deck* to your *hand* (either as part of *Clean-up* or because an *effect* tell you to draw). 3, 11, 12, **13**, 16, **18**, 32, 34, 35, 35

Duchy (card) : 3, **3**, 7, 12, 31

duplicate : (term used on 1st edition of Menagerie and Hunting Party) see *copy*

Duration (type) : **6**, 16, **24**, 34, 36, 42, 50, 65, 65, 66, 69

effect : an instruction as part of an *ability*. ("Effect" is used with this specific meaning in this document, but in official rulebooks it's sometimes used interchangeably with "ability".) 15, **15**, 16, 16, 17, 17, 17, 19, 20, 20, 20, 21, 21, 22, 35, 35, 36, 37, 38, 40

- Estate** (card) : 3, **3**, 6, 7, 8, 12, 33
- Event** : 4, 6, 8, 9, 12, 13, 19, 20, 25, **28**, 29, 31, 34, 34, 43, 46, 53, 54, 55, 55, 60, 60, 61, 72
- exchange** : Return a card to its *pile* and take another card from its *pile*, placing it in your *discard pile*. **27**, 39, 43, 45, 76
- extra turn** : 12, **22**, 49, 50, 55, 60, 61, 62, 64, 72
- Fate** (type) : 6, **9**
- future ability** : see *set up a later ability*
- gain** : obtain a card by moving it from the Supply to your *discard pile*, or from/to another place if an *effect* tells you so (either as a result of *buying* a card or because an *effect* tells you to gain). 5, 11, 11, 12, 16, 17, **17**, 20, 20, 21, 22, 25, 26, 27, 27, 34, 34, 35, 35, 37, 37, 38, 39. Also see *when-gain ability* and *when-would-gain ability*
- Gathering** (type) : 6
- Gold** (card) : **3**, 7, 12
- hand** : the cards you hold in your hand, where you *draw* cards to, usually *play* cards from, and usually *discard* cards from. 3, 7, 10, 10, 11, 11, 12, 12, 12, 12, 13, 13, 17, 18, 19, 20, 22, 29, 34, 34, 35, 35, 35, 37, 37, 38
- Heirloom** (type) : 4, 6, **9**
- Hex** : 3, 4, 4, 9, 12, 12, **29**, 31
- in play** : see *play area*
- Journey token** : **5**, 8
- kingdom** : **3**, 3
- Kingdom card** : **3**, 3, 4, 4, 4, 4, 7, 7, 9, 12, 12
- Knight** (type) : 6, 8, **27**, 36, 37, 38
- Landmark** : 4, 8, 12, 13, **29**
- later ability** : see *set up a later ability*
- look at** : look at cards without showing them to the other players. 18, **18**, 35, 35
- Looter** (type) : 6, 6, **8**
- lose track** : An *ability* loses track of a card if another *ability* moves it from where it would normally be otherwise; this means the first *ability* can't move the card. 13, 22, **22**, 35, 37, 42, 46, 51, 52, 55, 61, 65, 65, 66, 67, 69, 71, 71, 75
- mat** : see *player mat*
- money pool** : the  and  you have available at a given time. (This term is used in this document, but not in official rulebooks.) **10**, 10, 11, 13, 25, 28, 34, 34, 34, 35, 43, 43, 64, 71, 76, 77
- move card** : 13, 16, 18, 18, 20, 22, 22, 35, 35, 35, 37, 37, 37, 38, 39.
- name** : stated on the card. **5**, 6, 36, 37, 42, 78
- name** (verb) : say any card *name*. 5, **38**
- new-edition cards** : see *second-edition cards*
- Night** (type) : 6, 11, 13, **29**, 31, 34
- Night phase** : 6, 11, **29**, 34
- non-Kingdom card** : 3, **4**, 12, 12, 18, 45
- ongoing ability** : *ability* that changes the game for a defined time. **20**, 33, 80
- options** : see *choose option*
- overpay ability** : *when-buy ability* that is *triggered* when you *pay* more than the *cost* of the card. **26**, **26**
- pass** : give a card to another player face-down. 59
- pay** : use up  and/or  from your *money pool*. **11**, 20, 25, 26, 28, 34, 34, 34, 43, 71
- pay Coin token** : see *spend Coin token*
- pay off Debt** : *pay*  to return  tokens to the common pool. 5, **25**, 34, 43, 65
- pick** : see *choose*
- pile** : pile of cards (even an empty pile) on the table where certain cards belong. 3, 3, 3, 7, 8, 11, **12**, 12, 12, 12, 16, 18, 18, 27, 27, 28, 29, 31, 31, 34, 34, 37, 41, 42, 43, 78
- Platinum** (card) : **3**, 7, 12
- play** : place a card from your *hand* (or from another place if an *effect* tells you so) in your *play area* and *resolve* the *play ability* (either playing an Action card by using an Action from your *Action pool* in your Action phase; or playing a Treasure card in your Buy phase; or playing a Night card in your Night phase; or playing a card as instructed by an *effect*). 3, 6, 6, 6, 6, 6, 10, 10, 10, 11, 12, **13**, 15, 15, 22, 22, 25, 25, 25, 25, 27, 29, 29, 34, 34, 34, 35, 35, 38, 39. Also see *play ability* and *when-play ability*
- play – in play** : see *play area*
- play ability** : *ability* on a card that is *triggered* when it's *played*. 10, 10, **15**, 15, 16, 19, 19, 19, 21, 22, 25, 27, 29, 31, 34, 38, 40, 42, 46, 47, 50, 62, 66, 67, 67, 79
- play area** : area in front of you where you put your *played* cards – these cards being in play until they move from there. 3, 6, 11, 11, 11, 12, **12**, 12, 13, 13, 13, 20, 22, 24, 25, 25, 25, 27, 30, 30, 31, 31, 31, 32, 34, 34, 34, 35, 35, 36, 37, 39, 39, 40
- player mat** : **4**, 12, 12, 12, 26
- player token** : cardboard token in your color, each with a different ability. (This term is used in this document, but not in official rulebooks.) 5, 8, 28, **29**, 42, 44, 72, 78
- Potion** (card) : 7, 12, **25**
- potion**  (resource) : 7, **25**, 26, 26, 36, 39. Also see *money pool*
- Prize** (type) : 4, 6, **7**
- Province** (card) : 3, **3**, 7, 12, 12, 31, 34
- Randomizer card** : **3**, 7, 7, 8, 8, 27, 28
- Reaction** (type) : 6, 6, 15, **18**, 19, 35, 39
- receive Boon/Hex** : take a Boon/Hex (unless an *effect* specifies which one), *resolve* its *ability*, and then *discard* the card. 4, **29**, 31, 32
- “remodel”** : 36, 39
- Reserve** (type) : 4, 6, 8, 15, **27**, 36, 53, 65, 67, 71
- resolve** : Resolve an *effect*: carry out the instruction fully. Resolve an *ability*: resolve all of the *effects* of the *ability*. 10, 11, 13, **15**, 15, 16, 18, 19, 19, 20, 21, 21, 21, 22, 22, 22, 22, 24, 25, 28, 29, 32, 34, 34, 35, 35, 37, 38, 39, 40, 40. Also see *trigger*
- reveal** : show cards to all players. 18, **18**, 19, 23, 35, 35, 35, 37
- Ruins** (type) : 3, **6**, 8, 8, 11, 12, **27**, 36, 37, 38, 47, 59
- second-edition cards** : 3, 3, 4, 4, 4, 4, 7, 17, 18, 19, **24**, 26, 40, 43, 44, 50, 51, 51, 52, 57, 57, 59, 60, 60, 61, 62, 62, 62, 63, 64, 64, 68, 68, 69, 71, 72, 73, 73, 74

set aside : place cards face-up (unless an *effect* tells you to place it face-down) outside your *play area*. **13**, 18, 23, 32, 32, 32, 35

set-aside area : 12, 12, 12, 12, 13, 33. Also see *set aside*

set up a later ability : An *effect* can set up an *ability* to *trigger* at a specific later time. **16**, 16, 21, 22, 24, 25, 25, 34, 39, 42, 50

Shelter (type) : 4, 6, **8**, 36, 38

shuffle : either shuffle your *discard pile* and add to the bottom of your *deck*, or shuffle your *deck* because an *effect* tells you to. 3, 12, **18**, 18, 23, 32, 35, 35, 37, 37

Silver (card) : **3**, 7, 12, 31

spend Coin token : remove Coin token from your *Coffers mat* and return it to the common pool, for +**1**. (The 1st edition of *Guilts* uses “spend”, but the 2nd edition instead uses “remove from *Coffers*”. In this document I continue to use “spend”.) **4**, 26, 34, 43, 65

Spirit (type) : 4, 6, **9**

split pile : 8, 9, **27**, 28, 37

start-of-turn ability : *ability* that is *triggered* at the start of your turn, before you start *playing* Action cards from your *hand*. **20**, 22, 32, 34, 53, 66, 71, 76

starting player : 7

State : 4, 9, 12, 12, 20, **30**

Supply : the *Kingdom cards* and *Base cards* that are in the game – the default place to *buy* and *gain* cards from. 3, 7, 7, 9, 11, 11, **12**, 12, 12, 17, 20, 29, 34, 34, 34, 37

Tavern mat : **4**, 6, 8, 27

“**This**” : 31, 33, **40**

ties : 7, **13**

token : 4, 12, 65. Also see *Coin token*, *Debt*, *Journey token*, *player token* and *Victory point token*

trash : place cards face-up in the *trash pile*. 3, **13**, 15, 18, 23, 25, 34, 35, 36, 39. Also see *when-trash ability*

trash pile : 3, 7, 12, 12, 12, **13**, 23, 34

Traveller (type) : 6, **27**, 39

Traveller upgrade card : 4, 6, **27**, 39

Treasure (type) : 3, 6, **6**, 6, 7, 10, 12, 13, 13, 15, 19, 19, 25, 31, 31, 34, 35

trigger (noun) : something that causes *abilities* to *trigger*, see *trigger* (verb)

trigger (verb) : The act of *triggering* an *ability* means that it will be *resolved*, but if several *abilities* are *triggered* at the same time, they are *resolved* in series. 15, **15**, 15, 16, 16, 18, 19, 19, 20, 20, 21, 21, 22, 22, 22, 24, 25, 31, 33, 34, 35, 35, 38, 39, 40

type : stated on the card. **6**, 6, 28, 38, 42, 58, 78

Victory (type) : 3, **6**, 6, 7, 7, 12, 13, 31, 31

Victory point (V) : 3, 6, 6, 6, **13**, 29

Victory point token (V token) : 3, 4, **5**, 13, 13, 26

when-buy ability : *ability* that is *triggered* when you *buy* a card. 11, **20**, 21, 26, 31, 34, 35, 37, 55, 60, 62, 64, 79, 74

when-discard ability : *ability* that is *triggered* when you *discard* cards. 11, 11, **20**, 22, 32, 34, 41, 42, 45, 55, 60, 65, 68, 69, 75

when-gain ability : *ability* that is *triggered* when you *gain* a card. 11, **20**, 22, 23, 31, 34, 35, 37, 38, 59, 60, 64, 67, 71, 74, 79

when-play ability : *ability* that is *triggered* when you *play* another card. **19**, 20, 21, 22, 29, 31, 34, 62, 67

when-trash ability : *ability* that is *triggered* when you *trash* cards. **20**, 20, 23, 32, 34, 40, 42, 52, 59, 79

when-would-gain ability : *ability* that is *triggered* when you are about to *gain* a card. 17, **20**, 32, 34, 64, 74

would gain : see *when-would-gain ability*

Zombie (type) : 4, 6, **9**