

DOMINION

- 6** ADVENTURER (ACTION): Reveal cards from your deck until you reveal 2 Treasure cards. Put those Treasure cards into your hand and discard the other revealed cards.
- 4** BARON (ACTION): +1 Buy. You may discard an estate card. If you do, +4. Otherwise, gain an estate card.
- 3** BLACK MARKET (ACTION): Reveal the top 3 cards of the Black Market deck. You may buy one of them immediately. Put the un-bought cards on the bottom of the Black Market deck in any order. (Before the game, make a Black Market deck out of one copy of each Kingdom card not in the supply.)
- 4** BRIDGE (ACTION): +1 Buy, +1. All cards (including cards in players hands) cost 1 less this turn, but no less than 0.
- 4** BUREAUCRAT (ACTION/ATTACK): Gain a silver card; put it on top of your deck. Each other player reveals a Victory card from his hand and puts it on his deck (or reveals a hand with no Victory cards).
- 2** CELLAR (ACTION): +1 Action. Discard any number of cards; +1 Card per card discarded.
- 3** CHANCELLOR (ACTION): +2. You may immediately put your deck into your discard pile.
- 2** CHAPEL (ACTION): Trash up to 4 cards from your hand.
- 4** CONSPIRATOR (ACTION): +2. If you played 3 or more Actions this turn (counting this): +1 Card, +1 Action
- 4** COPPERSMITH (ACTION): Copper produces an extra 1 this turn.
- 5** COUNCIL ROOM (ACTION): +4 Cards, +1 Buy. Each other player draws a card.
- 2** COURTYARD (ACTION): +3 Cards. Put a card from your hand on top of your deck.
- 5** DUKE (VICTORY): Worth 1VP for each Duchy you own.
- 4** ENVOY (ACTION): Reveal the top 5 cards of your deck. The player to your left chooses one for you to discard. Draw the rest.
- 4** FEAST (ACTION): Trash this card. Gain a card costing up to 5.
- 5** FESTIVAL (ACTION): +2 Actions, +1 Buy, +2
- 4** GARDENS (VICTORY): Worth 1 VP for every 10 cards in your deck (rounded down).
- 3** GREAT HALL (ACTION/VICTORY): +1 Card. +1 Action. 1 VP.
- 6** HAREM (TREASURE/VICTORY): 2, 2 VP.
- 4** IRONWORKS (ACTION): Gain a card costing up to 4. If it is... an Action card, +1 Action; a Treasure card, +1; a Victory card, +1 Card.
- 5** LABORATORY (ACTION): +2 Cards, +1 Action
- 5** LIBRARY (ACTION): Draw until you have 7 cards in hand. You may set aside any Action cards drawn this way as you draw them; discard the set aside cards after you finish drawing.
- 5** MARKET (ACTION): +1 Card, +1 Action, +1 Buy, +1
- 3** MASQUERADE (ACTION): +2 Cards. Every player must pass one card to the player on their left. Then you may trash one card.
- 4** MILITIA (ACTION/ATTACK): +2. Each other player discards down to 3 cards in his hand
- 5** MINE (ACTION): Trash a Treasure card from your hand. Gain a Treasure card costing up to 3 more; put it into your hand.
- 4** MINING VILLAGE (ACTION): +1 Card, +2 Action. You may trash this card immediately, +2.
- 5** MINION (ACTION/ATTACK): +1 Action. Choose one: +2; or discard your hand, +4 cards, and each other player with at least 5 cards discards their hand and draws 4 more cards.
- 2** MOAT (ACTION/REACTION): +2 Cards. When another player plays an attack card you may reveal this from your hand. If you do, you are unaffected by that Attack.
- 4** MONEYLENDER (ACTION): Trash a Copper card from your hand. If you do, +3.
- 6** NOBLES (ACTION/VICTORY): Choose 1: +3 Cards or +2 Actions. 2VP
- 2** PAWN (ACTION): Choose two (not the same twice): +1; +1 Action; +1 Buy; +1 Card.
- 4** REMODEL (ACTION): Trash a card from your hand. Gain a card costing up to 2 more than the trashed card.
- 5** SABOTEUR (ACTION/ATTACK): All your opponents unveil cards until a card costing 3 or more is unveiled. They each trash their last unveiled card and can receive a card costing 2 less than the trashed card. The other unveiled cards are discarded.
- 4** SCOUT (ACTION): +1 Action. Reveal the top 4 cards of your deck and put the revealed victory cards into your hand. Put the other cards on top your deck in any order.
- 2** SECRET CHAMBER (ACTION/REACTION): Discard as many cards as you want. +1 for each discarded card. When an opponent plays an Attack card, you can unveil this card. If you do, +2 cards, then place 2 cards from your hand on your deck.
- 3** SHANTY TOWN (ACTION): +2 Actions. Reveal your hand. If you have no actions cards in hand, +2 Cards.
- 4** SMITHY (ACTION): +3 Cards
- 4** SPY (ACTION/ATTACK): +1 Card, +1 Action
- 4** Each player (including you) reveals the top card of his deck and either discards it or puts it back, your choice.
- 3** STEWARD (ACTION): Choose one: +2 cards; or +2; or trash 2 cards from your hand.
- 3** SWINDLER (ACTION/ATTACK): +2. Each other player trashes the top card of his deck and gains a card of the same cost that you choose.
- 4** THIEF (ACTION/ATTACK): Each other player reveals the top 2 cards of his deck. If they revealed any Treasure cards they trash one of them that you choose. You may gain any or all of these trashed cards. They discard the other revealed cards.
- 4** THRONE ROOM (ACTION): Choose an Action card in your hand. Play it twice.
- 5** TORTURER (ACTION/ATTACK): +3 Cards. Each other player chooses one: he discards 2 cards, or he gains a curse card, putting it in his hand.
- 5** TRADING POST (ACTION): Trash 2 cards from your hand. If you do gain a silver card; put it also into your hand.
- 5** TRIBUTE (ACTION): The player to your left reveals and then discards the top 2 cards of his deck. For each different named card revealed, if it is... Action card, +2 Actions; Treasure card, +2; Victory Card, +2 Cards
- 5** UPGRADE (ACTION): +1 Card, +1 Action. Trash a card from your hand. Gain a card costing exactly 1 more than it.
- 3** VILLAGE (ACTION): +1 Card, +2 Actions
- 3** WISHING WELL (ACTION): +1 Card. +1 Action. Name a card, then unveil the first card of your deck. If it is the named card, place it in your hand.
- 5** WITCH (ACTION/ATTACK): +2 Cards. Each other player gains a Curse card.
- 3** WOODCUTTER (ACTION): +1 Buy, +2
- 3** WORKSHOP (ACTION): Gain a card costing up to 4.

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2 CELLAR (ACTION): +1 Action. Discard any number of cards; +1 Card per card discarded.

2 CHAPEL (ACTION): Trash up to 4 cards from your hand.

2 COURTYARD (ACTION): +3 Cards. Put a card from your hand on top of your deck.

2 MOAT (ACTION/REACTION): +2 Cards. When another player plays an attack card you may reveal this from your hand. If you do, you are unaffected by that Attack.

2 PAWN (ACTION): Choose two (not the same twice): +**1**; +1 Action; +1 Buy; +1 Card.

2 SECRET CHAMBER (ACTION/REACTION): Discard as many cards as you want. +**1** for each discarded card. When an opponent plays an Attack card, you can unveil this card. If you do, +2 cards, then place 2 cards from your hand on your deck.

3 BLACK MARKET (ACTION): Reveal the top 3 cards of the Black Market deck. You may buy one of them immediately. Put the un-bought cards on the bottom of the Black Market deck in any order. *(Before the game, make a Black Market deck out of one copy of each Kingdom card not in the supply.)*

3 CHANCELLOR (ACTION): +**2**. You may immediately put your deck into your discard pile.

3 VILLAGE (ACTION): +1 Card, +2 Actions

3 WISHING WELL (ACTION): +1 Card. +1 Action. Name a card, then unveil the first card of your deck. If it is the named card, place it in your hand.

3 WOODCUTTER (ACTION): +1 Buy, +**2**

3 WORKSHOP (ACTION): Gain a card costing up to **4**.

3 SWINDLER (ACTION/ATTACK): +**2**. Each other player trashes the top card of his deck and gains a card of the same cost that you choose.

3 STEWARD (ACTION): Choose one: +2 cards; or +**2**; or trash 2 cards from your hand.

3 SHANTY TOWN (ACTION): +2 Actions. Reveal your hand. If you have no actions cards in hand, +2 Cards.

3 GREAT HALL (ACTION/VICTORY): +1 Card. +1 Action. 1 VP.

3 MASQUERADE (ACTION): +2 Cards. Every player must pass one card to the player on their left. Then you may trash one card.

4 BARON (ACTION): +1 Buy. You may discard an estate card. If you do, +**4**. Otherwise, gain an estate card.

4 BRIDGE (ACTION): +1 Buy, +**1**. All cards (including cards in players hands) cost **1** less this turn, but no less than **0**.

4 BUREAUCRAT (ACTION/ATTACK): Gain a silver card; put it on top of your deck. Each other player reveals a Victory card from his hand and puts it on his deck (or reveals a hand with no Victory cards).

4 CONSPIRATOR (ACTION): +**2**. If you played 3 or more Actions this turn (counting this): +1 Card, +1 Action

4 COPPERSMITH (ACTION): Copper produces an extra **1** this turn.

4 ENVOY (ACTION): Reveal the top 5 cards of your deck. The player to your left chooses one for you to discard. Draw the rest.

4 FEAST (ACTION): Trash this card. Gain a card costing up to 5.

4 GARDENS (VICTORY): Worth 1 VP for every 10 cards in your deck (rounded down).

4 IRONWORKS (ACTION): Gain a card costing up to **4**. If it is... an Action card, +1 Action; a Treasure card, +**1**; a Victory card, +1 Card.

4 MILITIA (ACTION/ATTACK): +**2**. Each other player discards down to 3 cards in his hand

4 MINING VILLAGE (ACTION): +1 Card, +2 Action. You may trash this card immediately, +**2**.

4 MONEYLENDER (ACTION): Trash a Copper card from your hand. If you do, +**3**.

4 REMODEL (ACTION): Trash a card from your hand. Gain a card costing up to **2** more than the trashed card.

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5 COUNCIL ROOM (ACTION): +4 Cards, +1 Buy. Each other player draws a card.

5 DUKE (VICTORY): Worth 1VP for each Duchy you own.

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5 LABORATORY (ACTION): +2 Cards, +1 Action

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

5 MARKET (ACTION): +1 Card, +1 Action, +1 Buy, +**1**

5 MINE (ACTION): Trash a Treasure card from your hand. Gain a Treasure card costing up to 3 more; put it into your hand.

5 MINION (ACTION/ATTACK): +1 Action. Choose one: +**2**; or discard your hand, +4 cards, and each other player with at least 5 cards discards their hand and draws 4 more cards.

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6 HAREM (TREASURE/VICTORY): **2**, 2 VP.

6 NOBLES (ACTION/VICTORY): Choose 1: +3 Cards or +2 Actions. 2VP