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 16 expansions have been released. (Also, in 2016 the base game and first expansion were released in Second Editions, with certain cards replaced with new ones; in 2022 three other expansions got this treatment, and one in 2024.) 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 partially quoted from the published rulebooks

The idea behind this document is to have one place where all the rules are collected—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 while 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 <u>Complete and All-Encompassing Dominion FAQ</u> on BoardGameGeek, and here are also links included to the original rulings by the designer. Note that this FAQ is no longer maintained.

Dominion and all associated published materials mentioned in this document, as well as all artwork in this document is ©2008-2024 Rio Grande Games. Game design by Donald X. Vaccarino. This document has been approved for free-use publication by Rio Grande Games with permission from the game's creator. Nick Knutsen is the creator of all original language in this document.

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

Guide to this document

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

If you already know Dominion, there are still rules clarifications to be found in chapter II. Chapters III and IV 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 sorted alphabetically. This is the place where most of the rules clarifications, rulings and errata are collected.

Chapters are denoted with roman numerals. For instance, "See POTIONS § IV" refers you to the section POTIONS in chapter IV. "See POTIONS" refers you to POTIONS in the current chapter. — "See Minion 3" refers you to point 3 in the entry on the card Minion in the CARD REFERENCE.

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, Project names, Way names, Ally names, Trait names, Prophecy names, Boon names, Hex names, State/Artifact names.

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

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

W = Victory points

O = 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)
Dominion: Renaissance (2018)

Dominion: Menagerie (2020)

Dominion: Allies (2022)

Dominion: Plunder (2022)

Dominion: Rising Sun (2024)

Second Editions:

Dominion, Intrigue (2016)

Seaside, Prosperity, Hinterlands (2022)

Cornucopia & Guilds (2024)

Promo cards and accessories: See next page

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

Dominion 2ND Ed.

Intrigue

Intrigue 2ND Ed.

Seaside

Seaside 2ND ED.

Alchemy
Prosperity

Prosperity 2ND ED.

Cornucopia

Hinterlands

Hinterlands 2ND ED.

₩ Dark Ages

& Guilds

Cornucopia & Guilds 2ND ED.

Adventures

() Empires

Nocturne

Renaissance

* Menagerie

Allies

Plunder

Rising Sun



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), Captain and Church (2019), Marchland (2024)

Overview 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, and buy a card; you 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 **W** (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, **W** tokens (Victory point tokens) or Landmarks may also give you **W**. Curse cards give you negative **W**.

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

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, like letting you draw more cards from your deck, attack the other players in different ways, trash (get rid of) cards or gain new cards—or allowing you to play more Action cards, or giving you ().

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 them 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/mat to indicate the **trash pile**. These cards are found in the *Base game* and the first edition of *Intrigue*.

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

The mini expansion *Base Cards* (from 2012) includes all the Base cards mentioned above with new visual designs. An updated version of this design is included in the new 2016–18 editions of the sets, and in *Base Cards* printings from 2018.

In *Dark Ages* there are Ruins cards, which can be considered 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 are the cards that give each game (or "kingdom") its characteristics, and 10 different are chosen before starting to play, each forming a pile of cards in the Supply. There are 10 copies of each Kingdom card, with a few exceptions. There are 452 different Kingdom card piles available in total (plus 46 that were removed in Second Editions of the Base game, Intrigue, Seaside, Prosperity, Hinterlands and Cornucopia & Guilds). 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 a random kingdom. See BASIC SETUP.

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 Randomizers as placeholders, putting them under the Supply piles to indicate empty piles during the game. ◆

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. With the exception of Loots, they all have the text "(*This is not in the Supply*)":

Includes: Prizes/Rewards (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); Horses (in Menagerie); Loots (in Plunder).

Others don't belong to any pile:

Shelters (in *Dark Ages*) and Heirlooms (in *Nocturne*) form part of the players' starting decks; there are 6 of each, one for each player. The 3 unique Zombies (in *Nocturne*) start the game in the trash pile.

The 2018 edition of Cornucopia includes a unique card to mark the Bane pile for Young Witch. \spadesuit

Events, Landmarks, Projects, Ways, Allies, Traits and Prophecies

There is one copy of each Event, Landmark, Project, Way, Ally, Trait and Prophecy. These may be included in the game in addition to Kingdom cards. They are available to all players and the cards remain in place throughout the game. There are 193 of these landscape cards available in total.

Events and Projects are abilities that can be bought (instead of buying a card)—see EVENTS AND PROJECTS § IV. Landmarks give alternate ways to score ; Allies are activated by spending Favor tokens—see LANDMARKS AND ALLIES § IV. Prophecies start out inactive and are activated at a certain point in the game—see PROPHECIES § IV. Ways provide alternate ways to play Action cards—see WAYS § IV. Traits give abilities to a specific Kingdom card—see TRAITS § IV.

There are 20 Events in *Adventures*, 13 in *Empires*, 20 in *Menagerie*, 15 in *Plunder* and 10 in *Rising Sun*; 21 Landmarks in *Empires*; 20 Projects in *Renaissance*; 20 Ways in *Menagerie*; 23 Allies in *Allies*; 15 Traits in *Plunder*; and 15 Prophecies in *Rising Sun*. ◆

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 and Artifacts

States and Artifacts are included in the game if certain Kingdom cards, Boons or Hexes (see above) are in the game. A State/Artifact only applies to the player who has it. See STATES AND ARTIFACTS § 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, and 1 unique State. There are 5 Artifacts in *Renaissance*, all unique.

Mats

The Island mats, the Native Village mats and the Pirate Ship mats are in *Seaside* (not 2nd Ed.). They are player mats used for those cards respectively, whenever needed. There are 6 of each.

The player mats are in *Prosperity* (not 2nd Ed.). You may use them to keep your tokens on. Each player uses one, 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 6 Coffers mats are used with Coffers tokens from *Guilds* (not in 1st edition). In *Renaissance* there are 6 Coffers/Villagers mats; these have two sections, functioning as a Coffers mat and a Villagers mat (for Villager tokens).

The Favors mats are used with Favor tokens from *Allies*. There are 6 included.

The Exile mats are used with cards that Exile (from *Menagerie*). There is one in each player color (6).

The Trade Route mat, in *Prosperity* (not 2nd Ed.), 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 for several different purposes in Dominion:

When you get a Coin token with Pirate Ship (from *Seaside* [not 2nd Ed.]), take it from the common pool and put it on your Pirate Ship mat.

Coin tokens are used with Trade Route from *Prosperity* (not 2nd Ed.). See SPECIAL SETUP.

Coin tokens are used as Coffers tokens (from *Guilds* and *Renaissance*), as Villager tokens (from *Renaissance*) and as Favor tokens (from *Allies*). When you get a Coffers, Villager or Favor token, take a token from the common pool and put it on your Coffers, Villagers or Favors mat respectively. When you spend it, return it to the pool. See COFFERS AND VILLAGERS and FAVORS § IV.

In the 1st edition of *Guilds*, Coffers tokens are just called Coin tokens and are not put on a mat. They function in exactly the same way though; they are separate from the other uses of Coin tokens (Pirate Ship etc).

Coin tokens are also used with Sinister Plot from *Renaissance* and with Garrison from *Allies*.

There are 25 Coin tokens in *Seaside*, 8 in *Prosperity* (not 2nd Ed.), 35 in *Guilds* (25 prior to 2nd Ed.), 35 in *Renaissance* and 35 in *Allies*. ◆

Embargo tokens

These are used with Embargo from *Seaside* (not 2nd Ed.), whenever needed.

There are 15 Embargo tokens. •

Victory point tokens (W tokens)

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

Debt tokens (tokens)

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

There are 40 tokens in *Empires* and 40 in *Rising Sun*.

Sun tokens

These tokens are used with Prophecies in *Rising Sun*. A number of Sun tokens are placed on the Prophecy in set-up. See PROPHECIES § IV.

There are 13 Sun tokens in *Rising Sun*. ◆

Player tokens

Adventures 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 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 ADVENTURES TOKENS § IV. ◆

Project cubes

These cubes are used with Projects from *Renaissance*, and there are two in each of the 6 player colors. A cube is placed on a Project when you buy the Project. ◆

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 as that card.

Almost all Supply piles in Dominion consist of copies of one card. There are however a few exceptions; see Split PILES \S 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. \spadesuit

Cost

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

A * or a ⁺ after the cost (such as of or of or

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. Dominion has these card types:

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 **y** if you have it at the end of the game.

Curse (purple frame) — The card is worth −1 Using fyou 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 Ruins **pile** is included if a Looter is in the game. See Special Setup: Dark Ages.

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.

Shadow — The card is shuffled to the bottom of your deck, and may be played from your deck, see Shadow Cards § IV.

The following types mainly allow the card to be referred to by other cards or special setup rules.

Doom, Fate, Heirloom, Liaison, Looter, Omen, Shelter (red frame), Spirit, Zombie — have special setup rules. Heirlooms and Shelters may be part of the players' starting decks. See SPECIAL SETUP.

Augur, Castle, Clash, Fort, Knight, Loot, Odyssey, Prize, Reward, Townsfolk, Wizard — indicate that the cards belong to the same pile. See Special Setup.

Command, **Gathering** — no special rules.

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, except for Actions that are also Victory, Shelter, Treasure or 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. 2) 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 first edition of the *Base Cards* set, these values are only found in the corners, not in the middle of the card.

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Expansion symbol and card artist

In the lower right corner is the expansion symbol. See $\ensuremath{\mathsf{PUBLISHED}}$ GAMES.

At the bottom left, in the black footer, is the name of the artist who created 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 cards to have another cost than the printed cost at periods during the game. Costs can't go below ①. (The costs of Events and Projects cannot be changed.)

Your Estate token can change the abilities and types of your Estates. Capitalism and Enlightenment can change the types of certain cards. Coppersmith and Envious can change the play ability of certain Treasures. Charlatan changes the play ability and type of Curse.

The pre-2019 version of Band of Misfits (and Overlord) could change its own abilities, name, cost and types. The pre-2019 version of Lantern could change the play ability of Border Guard. ◆

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's how to 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 3 more Provinces per player (so either 15 or 18). It's recommended to use more Coppers, Silvers and Golds; with the Treasures from *Intrigue (1st ed.), Base Cards* or another copy of the *Base game*, you have twice as many.

You may also use more basic 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 on 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 (not included in 2nd Edition)* 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 Split piles: Pile type and cost § iv. \spadesuit

Cornucopia

If *Young Witch* is in the game: Choose (randomly) an extra Kingdom card pile costing ② or ③ and add it to the Supply. Cards from that pile are *Bane* cards (referred to by Young Witch).

If *Ferryman (only in 2nd Edition)* is in the game: Choose (randomly) an unused Kingdom card pile costing 3 or 4 and include it **outside** the Supply. This card is referred to by Ferryman.

Regarding knowing the *cost* of piles, see SPLIT PILES: PILE TYPE AND COST § IV.

If these extra cards have a special setup rule, do that setup; see elsewhere in this section. Mark the Bane pile by putting the Young Witch Randomizer card sideways underneath it; or if you have the 2018 edition of *Cornucopia*, instead use the included special card.

If *Tournament (not included in 2nd Edition)* is in the game: Include a pile of the 5 different *Prizes* **outside** the Supply.

If Joust (only in 2nd Edition) is in the game: Include a pile of the 6 different Rewards outside the Supply. In a 2-player game, use two of each, otherwise one of each. ◆

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 <u>underlined</u> cards are in the game, include these <u>piles</u> outside the Supply:

Hermit: Include Madman (10 cards).

Urchin: Include *Mercenary* (10 cards).

<u>Bandit Camp</u>, <u>Marauder</u> or <u>Pillage</u>: Include Spoils (15 cards).

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

Guilds

If any cards referring to Coffers are used (*Guilds* 2018 edition or later), each player gets a Coffers mat in their color.

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

Adventures

If you are using *Events*, see SETUP OF LANDSCAPE CARDS below.

If *Miser* or any cards with the **type** *Reserve* are used, each player gets a Tavern mat in their color.

If any cards referring to player tokens are used, keep these tokens available, in each player's color. The Journey token starts the game face up.

If the following <u>underlined</u> cards are in the Supply, include these <u>piles</u> outside the Supply:

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

<u>Peasant</u>: Include <u>Soldier</u>, <u>Fugitive</u>, <u>Disciple</u> and <u>Teacher</u> (5 cards in each <u>pile</u>).

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

Empires

If you are using *Events* or *Landmarks*, see SETUP OF LANDSCAPE CARDS below. 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: this includes Base cards.

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

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

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

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. ◆

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. Heirlooms don't belong to any pile.



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 <u>underlined</u> cards are in the game, include these <u>piles</u> outside the Supply:

<u>Devil's Workshop or Tormentor</u>: 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 the three Spirits above.

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. ◆

Renaissance

If you are using *Projects*, see SETUP OF LAND-SCAPE CARDS below. If any Projects are included, each player gets two Project cubes in their chosen color.

If any cards referring to Coffers or Villagers are used, each player gets a Coffers/Villagers mat in their color.

If the following <u>underlined</u> cards are in the game, keep these Artifact cards available:

Flag Bearer: Include Flag.

Swashbuckler: Include Treasure Chest.

Treasurer: Include *Key*.

Border Guard: Include Lantern and Horn. ◆

Menagerie

If you are using *Events* or *Ways*, see SETUP OF LANDSCAPE CARDS below.

If any cards referring to *Exile* are used, each player gets an Exile mat in their color.

If any cards referring to *Horses* are used, include the Horse pile (30 cards) outside the Supply.

If Way of the Mouse is used, choose (randomly) an unused Action Kingdom card costing 2 or 3 and set aside a single copy of it. This card is referred to by Way of the Mouse.

If this Action card has a special setup rule, do that setup; see elsewhere in this section. \spadesuit

Allies

If one or more Kingdom cards have the **type** *Liaison*, include exactly one Ally card in the game. Place it on the table separately. It doesn't matter if you are also playing with other **landscape** cards. Each player gets a Favors mat in their color and begins with *one Favor token*.

There are six *split piles*, each pile containing four each of four different cards for a total of 16. Each pile is identified by a type—Augur, Clash, Fort, Odyssey, Townsfolk or Wizard. If one of these piles is in the Supply, sort the cards by cost with the cheapest on top.

If *Importer* is in the game, each player gets 4 more Favor tokens (for a total of 5). ◆

Plunder

If you are using *Events* or *Traits*, see SETUP OF LANDSCAPE CARDS below. If a Trait is included, choose a random *Treasure* or *Action* Kingdom card pile in the Supply. Put the Trait card under the chosen pile so the Trait's text is showing. Don't put two Traits on the same pile.

Regarding identifying *Treasure* or *Action* piles, see SPLIT PILES: PILE TYPE AND COST § IV.

The added pile for Young Witch or Approaching Army can have a Trait; but the added pile for Ferryman can't, and the Ruins pile can't.

If the Trait Inherited is used, the players start with a card from that pile: Each player in turn order chooses one of their starting cards (Copper, Estate, Shelter or Heirloom) to replace, and takes the top card from the Inherited pile. (Replaced Estates, Shelters and Heirlooms are not used in the game.)

If any cards referring to *Loot* are used, include the *Loot* pile outside the Supply: Shuffle the 30 Loot cards (2 of each) and place the pile *face down*. ◆

Rising Sun

If you are using *Events*, see SETUP OF LANDSCAPE CARDS below.

If one or more Kingdom cards have the **type** *Omen*, include exactly one Prophecy card in the game. Place it on the table separately. It doesn't matter if you are also playing with other landscape cards. Put a number of Sun tokens on the Prophecy card based on the number of players: for 2/3/4/5/6 players, 5/8/10/12/13 Sun tokens.

If the Prophecy *Approaching Army* is used: Choose (randomly) an extra Kingdom card pile with the type Attack and add it to the Supply.

Regarding knowing the $\it type$ of piles, see SPLIT PILES: PILE TYPE AND COST § IV.

If *Riverboat* is in the game, choose (randomly) an unused non-Duration Action Kingdom card costing 5 and set aside a single copy of it. This card is referred to by Riverboat.

If these extra cards have a special setup rule, do that setup; see elsewhere in this section. \spadesuit

Promos: Summon and Sauna/Avanto

Summon is an Event; see SETUP OF LANDSCAPE CARDS below. Sauna/Avanto is a **split pile**; see setup for *Empires* above. ◆

Promo: Black Market

If *Black Market* is in the game: Draw randomly some Kingdom cards that are not already in the Supply. At least 15 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 Split Piles § 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. \spadesuit

Setup of landscape cards

Events, Landmarks, Projects, Ways and Traits are landscape cards. If you are using these, include some randomly. You may for instance shuffle them all in with the Randomizer cards and use the first landscape cards that show up (if any) before hitting 10 Kingdom cards. No more than two landscape cards are recommended, and no more than one of them should be a Way. Place these cards on the table separately. (Allies and Prophecies are also landscape cards, but their setup is different.) •

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 Kingdom card pile for Young Witch, Ferryman and Approaching Army; the card for Way of the Mouse and Riverboat; Events, Landmarks, Projects, Ways, Allies, Traits and Prophecies; 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 your Action phase, and buy one card in your 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. 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 left 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.



Individual playmat showing your play area and what you do on your turn. (Your draw pile is called your deck.) Published by Spielbox magazine on behalf of Hans im Glück (issues 1 and 2 in 2010).



The Treasure card Treasure Trove first tells you to add 2 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. 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.

You can buy any card in the Supply, even Curse or Ruins cards. A card costing ① can be bought even when you have no ② (but you still have to use a Buy).

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 left 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 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

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.

The contents of your pools persist until your turn ends. (Buys and produced in your Action phase can be used in your Buy phase.) Also see Common EFFECTS: ACTIONS IN YOUR BUY PHASE § VI, and see Capital 4, Cavalry 2, Continue 2, Diadem 2, Flourishing Trade 2, Innovation 14, Launch 2 and Villa 3 in the CARD REFERENCE § VI.

Some cards can give you Actions, Buys or \bigcirc during another player's turn. See COMMON EFFECTS: EFFECTS WHEN IT'S NOT YOUR TURN § VI for more on this.

Action phase

In your Action phase, you may also spend Villager tokens. See Coffers and VILLAGERS § IV.

Any start-of-turn abilities happen in the beginning of your Action phase.

Buy phase

You can't use the card's ability when you buy it or gain it (except if it has a when-buy or a when-gain ability, see CARD ABILITIES § III).

In the second part of your Buy phase, you may also buy Events and Projects. See Events and Projects, and also POTIONS, DEBT, COFFERS AND VILLAGERS, OVERPAYING (all § IV).

Clean-up phase

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

If other players have cards in their play area in your Clean-up phase, they are discarded now too. This can happen with Berserker, Duplicate and certain Reactions and Durations (see COMMON EFFECTS: REACTION THAT PLAYS ITSELF and "NEXT TIME" DURATIONS § VI).

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 to keep from 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.

At any time during your turn, you may spend Coffers tokens, and you may pay off Debt. See COFFERS AND VILLAGERS § IV and DEBT § 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-Kingdom piles. If a pile is empty, it still counts as a pile, and therefore a card or a token can be placed on it.

Regarding cards belonging to a pile, see Shelters and Heirlooms under Components of the Game: Non-Kingdom Cards § I; Split Piles § IV; Exchanging § IV; and Ambassador 1, Black Market 6, Panic 7, Swap 2, Way of the Butterfly/Horse 2/1, and the pre-2019 versions of Band of Misfits (4+18) and Your Estate token (3+15) in the Card Reference § VI. \spadesuit

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 and can be bought, gained or chosen (see SPLIT PILES § 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). The added Kingdom card piles for Young Witch and Approaching Army are also in the Supply.

These cards are not in the Supply: Non-kingdom cards (see Components of the Game: Non-Kingdom cards § I), landscape cards, Boons, Hexes, States, Artifacts, the Black Market deck, Way of the Mouse's and Riverboat's set-aside cards, Ferryman's Kingdom card pile.

The trash pile

When you trash a card, you place it face up in the trash pile. The trash pile is not really a pile in the sense described above. The cards in the trash are not in any particular order. They belong to no player and are not part of the Supply. •

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, States and Artifacts can never belong to you. ◆

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 are in play until they are moved from your play area, usually when discarded during Clean-up.

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

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

Some cards that are in play say to set aside cards "on this" or "under this" (e.g. Crypt); these set-aside cards are nevertheless not in play.

A card that has an **effect** for "you" while it's in play, refers to the player who has it in play; e.g. Lighthouse (pre-2022 version). This is clarified in new printings starting late 2020. ◆

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

You normally can't look through your discard pile. You may look through it if an ability lets you count it, or lets you choose or take a card that isn't on top. 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 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. If playing with Colonies, the game ends when either the Province pile or Colony pile is empty.

Any after-turn abilities (like extra turns from cards like Possession, Outpost and Mission) after this turn are not resolved. However, see Fleet 3-4 in the CARD REFERENCE § VI.

Gather all your cards into your deck before scoring. See LOCATIONS IN THE GAME: YOUR CARDS. (When an ability mentions "cards in your deck", this includes all your cards.) Add from your Victory cards and Curses, your tokens, and any Landmarks and Allies that apply.

You can end up with a negative score.

If several players are tied for **W**, the tied player who had the fewest turns wins. (Any extra turns during the game are not counted.) If they had the same number of turns, they share the victory. ◆

Playing a card

When you play a card, do the following. This applies to all cards (Action, Treasure, Night).

- Announce the card you are playing, and place it in your play area. (See LOCATIONS IN THE GAME: PLAY AREA—"IN PLAY")
- ➤ Follow the instructions on the card, stopping if you reach a dividing line. (See TERMS USED ON CARDS § II, CARD ABILITIES § III and RESOLVING EFFECTS § III.)

Sometimes the card can't be moved to the play area. See ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III for more on this.

Certain cards (like Golem, Throne Room, Vassal, and Herb Gatherer) instruct you to play other cards. Playing these other cards are then part of resolving the first card. They should also be placed in the play area.

When this document mentions a "played" card, this normally means also resolved. However, technically a card is considered played after it's announced. This only matters in rare cases (see for instance Kiln 9-10 in the CARD REFERENCE § VI). ◆

Terms used on cards

- +*x Action(s)*—Add *x* to your Action pool. See YOUR TURN.
- +\bar{\circ}\ (or on Treasure cards: \bar{\circ}\ or worth \bar{\circ}\)—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 § 111.
- x or worth x —You get x of 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 or Projects.
- 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 *x* tokens on your Coffers mat. See Coffers AND VILLAGERS § IV.
- +x Coin token(s)—means the same as +x Coffers, used on cards in the 1st edition of Guilds.
- +x Villager(s)—Put x tokens on your Villagers mat. See COFFERS AND VILLAGERS § IV.
- +x Favor(s)—Put x tokens on your Favors mat. See Favors § IV.
- +X Take x tokens. Also take/add/pay off See DEBT \S IV.

+—Remove a Sun token from the Prophecy card. See PROPHECIES § IV.

Exile a card—Put the card on your Exile mat. Cards in Exile—Exiled cards. See Exile § IV.

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

pass—See the entry on 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.

rotate—See Split Piles: Rotate § IV.

play—See PLAYING A CARD.

buy, pay—See Your turn: B—Buy phase.

name—See COMMON EFFECTS: NAME A CARD §

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

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

The symbol "O" denotes an unspecified Coin amount. (Apprentice and Storyteller said "per O" instead of "per O"; this is corrected in new 2017–18 editions.) ◆

* * *

The next chapter, III. GAME RULES: BASIC RULES, lays out the rules in more detail. Reading that chapter is necessary to play Dominion without making any mistakes. However, in addition to what has been described so far, you generally only need the rules in the paragraphs marked with a golden shield ().

The chapter IV. GAME RULES: ADDITIONAL RULES concerns specific mechanics that are presented in expansions.

* * *

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 you follow when playing the card. All Actions and Treasures have this play ability.

Certain cards have abilities that happen at other times. These cards always tell you when that ability triggers. A dividing line separates abilities that happen 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). Capital does something when you discard it from play. Border Village does something when you gain it. Goons has an ability that triggers when it's 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 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 you have to resolve the abilities one after the other, in a certain order. See BASIC TIMING RULES. •



Border Village, 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, Ghost, Citadel, Scepter, Mastermind, Specialist, Tiara, Flagship, King's Cache, Coronet, Daimyo and Practice let you play a card multiple times. These are here called *throne-rooms*. Only the play ability (above the dividing line) is resolved multiple times.

Consequently, playing Throne Room + Goons will not let you take two tokens when you buy a card. And Throne Room + Herbalist (pre-2022 version) will not let you put two Treasures onto your deck.

Completely resolve the play ability of the card before playing it again.

For instance, Throne Room + Warehouse means you first draw 3 cards and discard 3 cards, then again draw 3 and discard 3.

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 throne-rooms 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, Merchant, Scheme and Duration cards). When played multiple times with a throne-room (see previous section), they set up that ability multiple times.

For instance, if you play Throne Room + Merchant, you get +2 when you play your first Silver. If you play Throne Room + Scheme, in Clean-up you may choose two Action cards to put onto your deck.

Later abilities can also be set up in other ways, e.g. Faithful Hound and Horse Traders when you set it aside (as a Reaction), and Blessed Village when you gain it.

Also see ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES 3.



Scheme's play ability sets up a later (when-discard) ability. (This is the 2016 version, see NEW EDITIONS AND ERRATA \S IV.)

See BASIC TIMING RULES for more about abilities.

Resolving effects

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 (such as to the trash or to a discard pile) or other conditions are changed. The same goes for effects that do something (e.g. draw cards) based on certain conditions, and effects that set up later abilities (see previous section).

For instance, a Mining Village gives +2 Actions even if you trash it; a Copper produces 1 even if it's trashed by a Counterfeit; a Scheme 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 resolve 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 (after shuffling your discard pile and adding it); 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 a location or group, you must choose one of those cards, if possible: You can't choose to "gain a card from the Supply" that isn't available in the Supply. See GAINING A CARD.

An effect can't be carried out if it refers to a card that doesn't exist (see next section), and a card can't be moved (and can only be played by a throne-room) if it has been moved from where it's expected to be (see AD-VANCED TIMING RULES: THE "LOSE TRACK" RULE).









"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". Feast's "gain a card" effect and Acting Troupe's "+4 Villagers" effect, on the other hand, are not contingent on trashing the card: If you play Throne Room + Feast or Acting Troupe, you do that effect twice, even though you can only trash the card once.

You may do the first effect even if you can't do the second.

For instance, you may react with a Market Square even if there are no Golds left in the Supply.

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 X'' are changed in their 2016–18 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 doesn't exist, 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. Also see Possession 6 and Trader (pre-2020) 15 in the CARD REFERENCE § VI. ◆

Abilities are cumulative



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

However, the ability on Duchess to gain a Duchess is to be considered a global rule, not ten rules. The same is true for Embargo (1st version) (gain a Curse per token), Changeling (exchange a gained card), Shaman (gain a card each turn), Ferryman (gain a card from the extra pile), Footpad (draw 1 card) and all setup rules printed on cards.



Bridge Troll has an ongoing ability and a start-ofturn ability, both of which are cumulative. (This is the 2022 version.)

See Basic timing rules: When abilities are triggered and resolved below. See Basic timing rules for more about abilities. Also see Duration cards § IV.



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 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 discarding them. You need to show how many cards you are discarding if an effect on a card (such as Cellar) is contingent on this number.

Also see Your turn: C—Clean-up phase § II and Basic timing rules: When-discard abilities. \spadesuit

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 tells you otherwise; and then placed face up in your discard pile, unless an effect tells you otherwise.

Cards from non-Supply piles can only be gained by effects that specifically say to gain them from that pile or (per the 2019 rules errata) effects that *name* the card.

When an effect 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.

Also see Changeling 2, Smugglers 2 and Tools 3, and BASIC TIMING RULES: WHEN-GAIN ABILITIES. •

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 get the cards you need from the top. If there still aren't enough cards, just get the cards you can.

This is a rules change introduced in the Second Edition of the Base game. Previously you shuffled at the moment your deck was empty and you needed more cards. (Functionally this only matters for Stash, see its entry (3-4) in the CARD REFERENCE § VI.)

With the rules change from 2021, you may always look at the remaining cards in your deck when shuffling your discard pile. This matters for Stash, Star Chart, Order of Astrologers, Order of Masons, Avoid and Fated.



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.

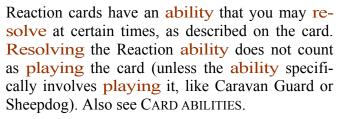
Revealing or looking at cards from your deck means from the top of your deck.

When you reveal or look at cards from your hand, the cards stay in your hand.

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 include 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



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

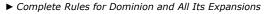
Several Reactions, like Moat, trigger when another player plays an Attack card. The Reaction ability then triggers (and is resolved) before the Attack card's play ability is resolved, see BASIC TIMING RULES: BEFORE-PLAY ABILITIES.

This means that you resolve Reactions before an opponent playing e.g. Minion or Pirate Ship decides what option to choose, and before an opponent playing an Attack chooses whether to use a Way.

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









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

Several Reactions, like Sheepdog, let you *play* the Reaction card. If you react during an opponent's turn, you discard the card in the Clean-up of that turn instead of waiting for your turn.

Resolving Reactions and timing

Reaction abilities usually have an optional effect that you do first in order to resolve the rest of the ability. This can be revealing it, setting it aside, trashing it or discarding it. This 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. When abilities for several players trigger at the same time, resolve them in turn order.

For instance, when a Witch is played, the first player resolves their Reactions (e.g. revealing a Moat), then the next player, etc.

Also see BASIC TIMING RULES: TIMING OF CONCURRENT ABILITIES OR EFFECTS.

2 However, you get a new chance to use a Reaction whenever a player after you resolves an ability: You could use a Reaction again (if it's still in your hand) or use one that you didn't use before.

Technically this means that each time a player resolves an ability (Reaction or otherwise), you start back with the first player, who again gets to use a Reaction. When a player doesn't resolve anything (Reactions or otherwise), continue with the next player in turn order. (If you choose to not use a Reaction because you first want to see what the others do, you risk that nobody else does anything and you miss the opportunity to use it.)

This is a rules change introduced with the 2019 errata of rules; previously each player had only one chance to use their Reactions.

3 You can keep using Reactions that trigger on the same occurrence, even ones that were not available at first.

For instance, you can reveal Diplomat and draw a Moat, and after resolving the Diplomat, reveal the Moat to the same Attack. See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 for more on this.

- 2 and 3 means that if an opponent gains a Victory Card, and you finish reacting to that, and the next player reacts with a Black Cat, and you react to that with a Diplomat drawing a Black Cat, it's not too late to use it.
- 4 Note: Reaction abilities that let you resolve the card from your *hand*, can be resolved several times for the same occurrence.

For instance, you can reveal the same Diplomat or Secret Chamber several times to the same played Attack card. Also see Market Square 4 in the CARD REFERENCE § VI.

Basic timing rules

When abilities are triggered and resolved

There are a number of different occurrences in the game that can make an ability trigger. It might happen that several trigger at the same time; see the next section, TIMING OF CONCURRENT ABILITIES OR EFFECTS.

Sometimes another ability is triggered in the middle of resolving an ability. You then resolve the triggered ability before continuing. See ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES 1.

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



Others are Kiln and Urchin. — These cards all say "when you play". (New-edition cards add "first" to make the before-play timing clearer.)

In earlier printings (before late 2020), Treasures with special play abilities, as well as Noble Brigand, said "when you play this"; these were normal play abilities (resolved after any before-play abilities).



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

After-play abilities trigger when another card is played, *after* the played card is resolved.

Some examples are Royal Carriage, Citadel, Fellowship of Scribes, Flagship and Inspiring. — These abilities trigger even if the played card was not actually resolved. See Enchantress 7–8, Enlightenment 8 and Highwayman 12 in the CARD REFERENCE § VI, and see WAYS § IV.

When-buy abilities trigger when you buy a card (but not when you buy an Event or Project). You resolve the ability after having paid for the card, but before gaining it.

With Trader (pre-2020 version) or Possession you can buy a card without gaining it. See WHEN-WOULD ABILITIES below.

In new printings starting 2022, cards are changed to no longer have when-buy triggers. — Also see Common effects: Gain on 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).

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

Some when-gain abilities, such as Watchtower, can move the gained card. (See COMMON EFFECTS: MOVE GAINED CARD § VI.) 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.)

If one effect tells you to gain several cards, you resolve each gain in turn, resolving any when-gain abilities after each. If this involves choosing cards, you choose each card in turn. See ADVANCED TIMING RULES: GROUPING OF EFFECTS 1.

Also see Advanced timing rules: The "lose track" rule, and Common effects: Gain on when-gain \S 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 one effect tells you to discard several cards from your hand, the cards are all discarded at once, before resolving any when-discard abilities.

This includes **effects** that tell you to **discard** "down to x cards in hand" (such as Militia). This is a rules change from 2022: Before, you would **discard** one card at a time until you have x cards in hand. (This change matters for Trail, Tunnel and Village Green.)

When-trash abilities trigger when you trash a card or cards. You resolve the ability after the cards are trashed. When one 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.

When-would abilities trigger when you are about to do something, but only if you would have otherwise done it. You resolve the when-would ability before doing the thing.

When-would-gain and when-would-resolve are most important. ◆

Timing of concurrent abilities or effects

1 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, the players gain a Curse in turn order.

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: More concurrent abilities can trigger.

When multiple abilities trigger at the same time, first the current player resolves their abilities, and then each player in turn does. However, *Reactions* may still be used later, as explained in REACTION CARDS: RESOLVING REACTIONS AND TIMING 2.

Also see Advanced timing rules: Ordering several players' concurrent abilities for more on this. lacktriangle

Ongoing abilities

- O Some abilities are not triggered, but change something in the game 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 active under certain conditions, such as a when a card is in play, during your Buy phase or during your turn.
- 2 Enabling a triggered ability means making it possible to trigger an ability that otherwise is inactive.

Examples: Galleria's when-gain ability, Goons' when-buy ability, Urchin's before-play ability, Travelling Fair's when-gain ability, and the abilities of many States, Artifacts and Projects).

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

For instance, playing Throne Room + Priest means you get +4 when you trash a card that turn.

Other ongoing abilities: making you immune to an Attack (Champion, Guardian, Lighthouse, Moat, Shield); preventing you from buying cards (Contraband, Deluded, Grand Market, Mission); preventing you from playing cards (Voyage, Warlord); and changing card properties (see READING A CARD: CHANGING CARD PROPERTIES § I).

Ongoing abilities activated by playing a card: Bauble, Blockade, Bridge, Champion, Collection, Coppersmith, Contraband, Corsair, Crypt, Enchantress, Endless Chalice, Frigate, Galleria, Garrison, Gatekeeper, Guardian, Guildmaster, Haunted Woods, Highwayman, Hireling, Insignia, Inventor, Livery, Monkey, Priest, Prince, Quartermaster, Samurai, Skirmisher, Snowy Village, Swamp Hag, Tiara, Warlord, Way of the Seal, (all 2022 versions:) Bridge Troll, Groundskeeper, Haggler, Herbalist, Highway, Hoard, Lighthouse, Princess, Quarry, Renown, Sauna, Tracker.

Ongoing abilities activated by buying an Event: Deliver, Invest, Mission, Travelling Fair.

Ongoing abilities that are always active: Charlatan, Changeling, Duchess, Ferryman, Footpad, Shaman, Trade Route

A State or Artifact lasts as long as you have the card. A bought Project lasts for the rest of the game. An activated Prophecy lasts for the rest of the game. See Overview of Ongoing ability Timers § v for a complete list.



Merchant Guild (prior to 2nd Edition) has an ongoing ability that lasts as long as it's in play and which consists of enabling its when-buy ability.

Advanced timing rules

Grouping of effects

① "Do X and Y" or "do X twice" means that two effects are resolved after each other. Abilities can trigger after each effect. This also applies to gaining cards.

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). "gain two cards" (Ball, Develop, Stonemason), "gain two Ruins" (Death Cart), "do this twice" (Remake), "play it twice" (Throne Room).

2 Some abilities (e.g. Bandit) say "each (other) player...". 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. This timing usually only matters for tactical decisions, but might sometimes matter with certain Reactions.

For instance, if you play Scrying Pool on your turn, start with yourself.

See Common effects: Each player/Each other player and Reaction that plays itself \S vi.

 You can't choose to start your next phase while still resolving abilities that triggered in the current phase. (See YOUR TURN § II.) ◆

Resolving multiple abilities

1 If the resolution of an ability triggers another ability, resolve this other ability before continuing on the first one.

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

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

For instance, if you react to an Attack with Beggar and Diplomat, you can resolve Diplomat before or after gaining two Silvers with Beggar, not in between. If you trash several cards at once, you resolve when-trash abilities separately afterwards.

3 When a card is played several times, setting up a future ability each time, separate future abilities are created.

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 or Church, you set aside two separate sets of cards. Also see Ghost 6, Mastermind 3 and Quartermaster 4 in the CARD REFERENCE § VI.

See COMMON EFFECTS: TRIGGERED ABILITY § VI for more on resolving triggered abilities. \spadesuit

Abilities between turns

Extra turns are **triggered** after the current turn. If there are several, they are **resolved** one after the other.

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

For instance, in a two-player game Alice plays two Possessions (pre-2023 version), giving Bob two extra turns, and on the first extra turn Bob (controlled by Alice) plays Possession. There are now two extra turns in queue, 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 ②. ◆

Resolve all triggered abilities

Once an ability is triggered, resolve it (to the extent possible) even if the condition that enabled the ability to trigger changes in the meantime.

For examples, see the entries for Cavalry (9), Gatekeeper (7), Mandarin (4), Mint (5+9) and Pilgrimage (4) in the CARD REFERENCE § VI. \spadesuit

More concurrent abilities can trigger

• While you are resolving concurrent abilities, you are in a "trigger window" of resolving abilities for this particular trigger. If a condition changes during this window, new abilities might be triggered on the same occurrence.

See REACTION CARDS: RESOLVING REACTIONS AND TIMING **3** § III and COMMON EFFECTS: PLAY A CARD AT THE START OF YOUR TURN § VI. Also see Black Cat 3, Caravan Guard 4, Duplicate 6, Falconer 6, Fool's Gold 7, Gondola 9, Guard Dog 3, Innovation 9–10, Mapmaker 3, Market Square 4, Pirate 6, Secret Chamber 4, Sheepdog 2+5, Sleigh 5–6, Stowaway 5–6, Trader (2020 version) 8–9, Watchtower 5–6 and Way of the Mouse 12 in the CARD REFERENCE § VI.

Triggers are based on the actual occurrence. For instance, Livery only triggers if you gain a card costing or more, no matter if the gained card changes cost (like a Fisherman) before you resolve Livery. See COMMON EFFECTS: GAIN A CARD THAT CHANGES COST § VI, and see Enlightenment (15) and the pre-2019 versions of Band of Misfits (15) and Your Estate token (12).

4 However, if a card says "when X, if...", only "when X" is the trigger. You check the if-condition at the time you resolve it. This applies to Basilica, Berserker, Colonnade, Emporium, Walled Village, Wealthy Village and Wine Merchant. ◆

Ordering several players' concurrent abilities

Concurrent abilities for several players is introduced in BASIC TIMING RULES: TIMING OF CONCURRENT ABILITIES OR EFFECTS. For the sake of timing, the player actually doing it is the one who resolves the ability. (You draw for Road Network; the other player gains for Swamp Hag.) See OVERVIEW OF ABILITY TRIGGERS § V for the timing of all abilities.

For instance, if you play an Attack with an Urchin in play, you first resolve Urchin's before-play ability (the choice to trash it for a Mercenary) and then other players resolve any Reactions they might have.

However, if an ability refers to "each other player" doing something, for timing the ability is still considered to be resolved by one player. (But of course then the other players resolve their individual *effects* as part of the ability.)

For instance, if you buy a Noble Brigand with an Embargo token on the pile—or gain a Blockaded Attack card after having played Skirmisher—two when-buy—or when-gain—abilities trigger. You choose which to resolve first. Likewise, if you gain a Lost City as your third card triggering your played Cauldron, you choose the order of the two when-gain abilities.

The "lose track" rule

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

If an ability refers to a played card, it expects the card to be in play. Note: A play ability on a card always expects the card itself to be in play. A when-discard ability expects the card to be in 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 that is on top of your deck and gets covered up, since it's then not on top 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.

With the 2019 errata of rules, abilities can always move a card from your *discard pile*. (See LOCATIONS IN THE GAME: OPEN INFORMATION TO YOU ONLY § II.) Previously, a card in your discard pile was lost track of if it was covered up.

With the 2021 errata of rules, an ability additionally cannot *play* a card if it has **lost track** of it. But there is an exception: A **throne-room** (see CARD ABILITIES: PLAYING A CARD MULTIPLE TIMES § III) can replay a card even if it has **lost track** of it. This means that it can replay a card that was removed from play the first time, such as Tragic Hero or Mining Village. (This rules change mainly matters for Faithful Hound, Village Green and Vassal.)

Example 1: You have a Watchtower in hand, and gain an Inn onto your deck (e.g. with an Artificer). 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.

Example 2: You play Throne Room + Mining Village, and trash the Mining Village the first time Throne Room plays it. This causes Throne Room to lose track of the Mining Village, since it expects it to be in play, where it placed it. When Throne Room plays it the second time, the Mining Village should normally be placed in play (see PLAYING A CARD § II). But 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). — Also, when the Mining Village is played the second time, its own play ability immediately loses track of it, since it expects it to be in play. See Possession 17, and COMMON EFFECTS: EFFECT WHEN MOVED FROM PLAY § VI.

Example 3: Changeling is in the game, you have a Project cube on Innovation, and you have a Watchtower in hand. You gain an Action card, and can choose which of the three when-gain abilities to resolve. You choose to exchange it for a Changeling. This means the card moves back to the Supply, so both Innovation and Watchtower lose track of it. (Whichever you choose, that ability will move the card so that the others lose track of it.)

Example 4: You have a Watchtower in hand, and gain a Border Village onto your deck (e.g. with an Artificer). You choose to resolve Border Village's when-gain ability first, gaining a Smithy to your discard pile. You move the Smithy onto your deck with Watchtower, thereby covering the Border Village and causing Watchtower to lose track of it. You could now react with Watchtower to the gaining of Border Village, but Watchtower can't move it. (It's impossible to end up with the Border Village on top of the Smithy.) — Likewise, you can't use Innovation to play the Border Village (in order to draw the Smithy) after putting the Smithy on top.

Example 5: Compare with the previous example. Before the 2019 errata, gaining a Border Village and Smithy normally (i.e. to your discard pile) would also cause the covered Border Village to be lost track of. You could end up with the Border Village on your deck and the Smithy on top, but not vice versa. However, currently (per the 2019 errata), cards in your discard pile are never lost track of: you can move the Border Village after it was covered by the Smithy (and even if it's still covered).



The Project Innovation might lose track of the gained card if you resolve another when-gain ability first (see example 3 above). This means Innovation can't move or play that card. (This is the 2022 version.)

IV. GAME RULES: ADDITIONAL RULES

New editions and errata

In 2016 Second Editions of the Base game and Intrigue were released. In each set, 6 Kingdom cards were removed and 7 new ones are added.

These new cards were available separately as Update Packs. All cards in the Second Editions also have new expansion symbols (see Published Games § I). The Second Edition of Intrigue doesn't include Base cards. See COMPONENTS OF THE GAME § I for more differences.

In the Second Edition of the Base game, the rules for shuffling was changed; see MOVING CARDS FROM YOUR DECK

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

Cards that were slightly changed functionally: Embargo, Masquerade, Mine, Moneylender, Outpost, Possession, Scheme, Soothsayer, Stash, Throne Room and Trade Route. See the CARD REFERENCE § VI for details. Also see Way of the Chameleon 4.

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

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

2019 errata: In 2019 the designer announced functional changes to 9 cards, as well as some rules changes. They were printed in 2020 and 2021. The old card versions are here referred to as pre-2019 versions.

Changed cards: Band of Misfits, Captain, Death Cart, Embargo, Inheritance, Lantern, Overlord, Pillage and Procession. See the CARD REFERENCE § VI for details.

There were rules changes for gaining cards from non-Supply piles (see GAINING A CARD § III), the timing of Reactions (see REACTION CARDS: RESOLVING REACTIONS AND TIM-ING [9] § III), and the "lose track" rule (see ADVANCED TIM-ING RULES: THE "LOSE TRACK" RULE § III). Also, "Card costs don't go below **(1)**" was made a global rule.

2020 errata: In 2020 two cards were changed functionally, and several cards were rephrased.

Changed cards: Trader (printed 2020) and Village Green. See the CARD REFERENCE § VI for details.

In addition, cards will no longer say "when you play this" (see LOCATIONS IN THE GAME: PLAY AREA—"IN PLAY"); and many cards that said "while this is in play" will instead say "while you have this in play" (see BASIC TIMING RULES: BE-FORE-PLAY ABILITIES). These rewordings are for clarity.

2021 errata: Some cards were changed functionally, and some rules changes were introduced.

Changed cards: Citadel, Donate, Innovation, Mountain Pass and Opulent Castle. See the CARD REFERENCE § VI for details.

There were rules changes for playing cards (see AD-VANCED TIMING RULES: THE "LOSE TRACK" RULE § III), and looking at cards when shuffling (see Moving CARDS FROM YOUR DECK § III).

Second Editions of Seaside, Prosperity and Hinterlands were released in 2022. 8 Kingdom cards were removed from Seaside, 9 from Prosperity and 9 from Hinterlands, and 9 new ones added in each set. Some cards were functionally changed.

The new cards were available separately as Update Packs. All cards in the Second Editions also have new expansion symbols (see PUBLISHED GAMES § I).

Many cards from other sets (from *Alchemy* to Renaissance) were also functionally changed on Dominion Online, and will be available in print as those sets get reprinted. (Mainly when-buy triggers were changed to when-gain, and while-in-play timers were removed.) There were also some rules changes.

Changed cards: Alchemist, Basilica, Bonfire, Bridge Troll, Charm, Colonnade, Counterfeit, Crypt, Defiled Shrine, Doctor, Donate, Exploration, Farmland, Forum, Groundskeeper, Haggler, Haunted Woods, Herald, Herbalist, Hermit, Highway, Hoard, Hovel, Inheritance, Innovation, Lighthouse, Masterpiece, Merchant Guild, Messenger, Mint, Mountain Pass, Patron, Plan, Port, Prince, Princess, Quarry, Sauna, Stonemason, Swamp Hag, Storyteller, Tax, Tracker, Treasury. See the CARD REFERENCE § VI for details.

The rule for when you can spend Coffers tokens was changed: Now you can spend them at any time during your turn; see COFFERS AND VILLAGERS. The rule for discarding down to x cards in hand was changed; see BASIC TIMING RULES: WHEN-DISCARD ABILITIES.

Changed cards: Island Folk, Journey, Mission, Outpost, Possession and Voyage.

A Second Edition of Cornucopia & Guilds was released in 2024, as a combined set. 5 Kingdom cards were removed from Cornucopia (plus the 5 Prizes) and 3 from Guilds. 8 new ones were added (plus 6 Rewards). 2024 also saw a rules change and a card errata.

The new cards were available separately as an $Update\ Pack$. All cards in the Second Edition have a new, shared expansion symbol (see Published GAMES § I).

With the release of *Rising Sun*, the rule for when you can pay off Debt was changed: Now you can do so at any time during your turn; see DEBT. Also, the card Scepter was changed, See the CARD REFERENCE § VI. ◆

Duration cards

➤ Seaside, Adventures, Empires, Nocturne, Renaissance, Menagerie, Allies, Plunder, Rising Sun, Captain & Church, Prince (2022 version) (promos)

Setting up later abilities

When you play a Duration card, it sets up an ability (or several) to trigger 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. Most often a Duration will be discarded in the Clean-up of your next turn.

To keep track of when to discard Durations, you might 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 this turn.

Also see COMMON EFFECTS: REMOVED FROM PLAY § VI.

Some Durations set up an ability to trigger "the next time" something happens. If that happens on the same turn, the Duration is discarded in Clean-up that turn and does *not* stay in play.

"Next time" Durations: Abundance, Cage, Cutthroat, Flagship, Search, Secluded Shrine



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

Playing a Duration card multiple times

If you play a throne-room to play a Duration multiple times, leave the throne-room in play too. Don't discard it until the Clean-up phase wherein the Duration is discarded.

As of now this pertains to Throne Room, King's Court, Counterfeit (pre-2022), Procession (pre-2019), Disciple, Royal Carriage, Crown, Ghost, Scepter, Mastermind, Specialist, Tiara, Flagship, King's Cache, Coronet and Daimyo.

Only the throne-room that directly played a Duration stays 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.

Daimyo, Flagship, Royal Carriage and Scepter only play a Duration once, but since this means the Duration is played an extra time this turn, this throne-room stays in play.

Additionally, there is a special rule for playing Durations with Captain and similar cards. See COMMON EFFECTS: PLAY A CARD WHILE LEAVING IT § VI for this rule.

Failing to set up later abilities

Durations usually 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 gets discarded the same turn.

If you play a throne-room to play a Duration multiple times but you only set up a future ability once, leave the throne-room in play with the Duration anyway. (This 2016 ruling reverses a previous ruling: Before, the throne-room would not stay in play in this case.)

These Durations might fail to set up future abilities: Archive (no cards left in deck), Cargo Ship, Contract, Crypt, Frigate, Gear, Ghost (no Action cards found), Grotto, Haven (no cards left in deck), Outpost (2017/pre-2023 version), Prince (2022 version), Research, Royal Galley, Secret Cave, Tactician, Taskmaster, Voyage (pre-2023 version); and Conjurer, Crew and Landing Party (if not in play)

These let you choose whether to set up a future ability: Amphora, Barge, Gondola, Stronghold, Village Green

Also see Ways below, and see Enchantress 3, Enlightenment 6 and Highwayman 5 in the CARD REFERENCE § vi.

Victory point tokens

➤ Prosperity, Empires

"+x "" means you take x " tokens from the common pool. " tokens give you " when scoring at the end of the game.

The terms $take/add/put \ x \ \mathbf{V}$ refer to $x \ \mathbf{V}$ tokens (from the common pool or the specified place).

The *Prosperity* rulebook specifies that you put your tokens on your player mat. This was changed in *Empires* (which didn't come with mats) because of an erratum on Possession. However, Possession was later changed again, so it makes no difference anymore.

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 { \(\bar{\cost} \) is equivalent to { \(\bar{\cost} \) 0 \(\bar{\cost} \) . Consequently, "up to { \(\bar{\cost} \) }" means a cost where the number of \(\bar{\cost} \) is no more than 3 and the number of \(\bar{\cost} \) is 0.

"Costing exactly 1 more" means "having the same cost plus 1". So { 3 \(\bar{b} \)} is exactly 1 more than { 2 \(\bar{b} \)}, but not exactly 1 more than { 2}. (This applies to e.g. Upgrade, Remake and Develop.)

Both $\{ \begin{array}{c} \begin{array}{$

Many card gaining abilities can't gain you a card with in its cost, but the following can: Ambassador, Architects' Guild, Change, Charm, Disciple, Fawning, Friendly, Growth, Haggler, Invasion, Jester, Kiln, Kind Emperor, Lurker, Mint, Mirror, Pilgrimage, Populate, Possession, Prosper, Receive Tribute, Specialist, Squire, Stonemason, Sunken Treasure, Swindler, Tools, Treasurer, Way of the Rat, Wheelwright, Woodworkers' Guild; and also the cards that "remodel" (see COMMON EFFECTS: "REMODEL" CARD § VI.)

Debt

Empires, Rising Sun

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 anything (cards, Events or Projects). This is the only effect of having Debt.

You may *pay off* Debt by paying 1 per token: Return these tokens to the common pool. You can do this at any time during your turn. Paying off Debt doesn't use up a Buy.

Before a 2024 rules change, you could only pay off Debt in the second part of your Buy phase, i.e. after playing Treasures.

So with two Buys you could buy a card with a cost, immediately pay off the and then buy another card.

You can even pay off Debt in the middle of resolving an ability. See Black Market 5.

Both $\{\ 8\ \}$ and $\{\ 8\ \}$ are lower than $\{\ 8\ 8\ \}$. However, $\{\ 8\ 8\ \}$ is not lower than $\{\ 9\ \}$ (nor vice versa). "Up to $\{\ 2\ 8\ \}$ " means "up to $\{\ 2\ 8\ \}$ ". Also see COMMON EFFECTS: CARD COSTS $\{\ VI.$

"+ ∞ " means you take $x \longrightarrow$ tokens from the common pool. (This term was introduced in *Rising Sun*).

The terms take/add \bigcirc refer to x \bigcirc 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.

Also see Possession 9 in the CARD REFERENCE § VI. •

Coffers and Villagers

Coffers: Guilds, Cornucopia & Guilds
Coffers and Villagers: Renaissance

"+x Coffers/Villagers" means you take x Coin tokens from the common pool and put them on your Coffers mat or on the corresponding section of your Coffers/Villagers mat. You keep them for as long as you want.

Coffers tokens can be **spent** at any time during your turn. Each **spent** token gives you +1 and is immediately removed from your Coffers.

Before the 2022 rules change, you could only **spend** Coffers in the first part of your Buy phase, i.e. *before* **buying** anything.

Villager tokens can be **spent** at any time in your Action phase. Each **spent** Villager gives you +1 Action and is immediately removed from your Villagers mat.

You can even spend Coffers or Villagers in the middle of resolving an ability. See Black Market 5, Capital City 5, Diadem 4, Fortune 4 and Storyteller 5.

In the 1st edition of *Guilds*, Coffers tokens are just called Coin tokens and are not put on a mat. These Coin tokens should in any case not be mixed up with Coin tokens used by cards like Pirate Ship or Garrison. Also See COMPONENTS OF THE GAME: COIN TOKENS § I. ◆

Favors

> Allies

"+x Favor" means you take x Coin tokens from the common pool and put them on your Favors mat. You keep them for as long as you want.

Favor tokens can be **spent** as described on the Ally included in the game. (See LANDMARKS AND ALLIES below.) Each **spent** Favor is immediately removed from your Favors mat. Some Allies do not require that you **spend** Favors, only that you have them. •

Overpaying

Guilds, Cornucopia & Guilds

Some cards let you overpay when buying 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 ①. You can also overpay with ⑤ (see POTIONS). However, you can't overpay with ⑥ (since you don't pay with ⑥, see DEBT).

With the new 2022 versions of these cards, overpaying is timed differently than before: You overpay when paying for the card, and then when you gain it afterwards, you get the overpay ability based on how much you overpaid. So you overpay before the card is bought, and the overpay ability itself is a when-gain ability. See BASIC TIMING RULES § III.

With the pre-2022 versions of these cards, overpaying was timed as a when-buy ability: First you paid the card's cost, then you resolved when-buy abilities in any order, including the overpay ability (which included overpaying).

For any ability that refers to a card's cost, ignore the ⁺. For instance, if you have played Haggler and overpay for a Masterpiece, Haggler will still gain you a card costing less than 3.

Also see Basilica (pre-2022) 6 and Doctor 5+(pre-2022)7 in the CARD REFERENCE § VI. \spadesuit

Exchanging

➤ Adventures, Nocturne, (Hinterlands, Dark Ages)

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. You can only exchange a card if you're able to both return the card and take the other card. *Note:* Exchanging is not considered *gaining* a card.



All Traveller cards have a when-discard ability that lets 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 two 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 when you discard them, Travellers have a big arrow underneath the card text.

If a Traveller is moved by another when-discard ability (such as Reckless, Scheme, Tireless, Way of the Frog or the pre-2022 version of Prince), it can't be exchanged. But you can choose to exchange it instead.

The 2020 version of Trader (from *Hinterlands*) and the 2022 version of Hermit (from *Dark Ages*) also use the exchange mechanic. ◆

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 resolve the play ability, and it doesn't cost an Action from your Action pool (or trigger before-play or after-play abilities). It's discarded from play in Clean-up that turn. You can only call it if it's on your Tavern mat.

Also see COMMON EFFECTS: PLAY A CARD AT THE START OF YOUR TURN \S VI, and see Prince (pre-2022) $\emph{18}$ in the CARD REFERENCE \S VI.



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.

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Exile

➤ Menagerie

Exiling a card means putting it on your Exile mat. (Cards *in Exile* are Exiled cards.) Your Exile mat has a when-gain ability written on it. See Your Exile mat in the CARD REFERENCE § VI.

Cards on your Exile mat are yours, but Exiling cards from the Supply is not considered *gaining* cards. Neither is discarding cards from your Exile mat. •

Events and Projects

➤ Events: Adventures, Empires, Menagerie, Plunder, Rising Sun, Summon (promo)

Projects: Renaissance

An Event's or Project's cost is in the upper left corner. An Event's ability is resolved when it's bought. A Project's ability is active for players who have a Project cube on the card.





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

In your Buy phase, instead of buying a card, you may buy an Event or Project, paying 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) or the activation of the *Project*. Therefore, buying an Event or Project is *not* buying a *card*, and its cost cannot be changed by cards like Bridge. With several Buys you can buy several cards and/or Events and/or Projects in a turn.

You activate the Project by placing an unused Project cube of your player color on it. This project's ongoing ability now applies to you for the rest of the game. You can buy two Projects during the game, but not the same one twice, and you can never remove a placed cube.

You can buy the same Event several times on 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 and Allies

Landmarks: Empires Allies: Allies

A Landmark's or Ally's ability is always active for all players. However, to use an Ally you need Favor tokens (see FAVORS above). You can't trigger an Ally several times by spending the required Favors several times (unless it says "repeat as desired"). Landmarks always involve getting , either during the game or at the end. Landmarks and Allies that say "when scoring" apply at the end of the game; see GAME END § II.





The Landmark Defiled Shrine (2022 version) and the

Ally Peaceful Cult. See CARD ABILITIES § III and BASIC TIMING RULES § III for more about abilities.

Ways

➤ Menagerie

A Way's ability is available for all players and can be used whenever any Action card is played. When you play an Action card, you may choose to resolve the Way instead of resolving the play ability of the Action card.



The Way Way of the Turtle. See CARD ABILITIES § III and BASIC TIMING RULES § III for more about abilities.

Only the Action card's *play* ability is affected when you use a Way. For instance, Highway (pre-2022 version) still gives the cost reduction, Tent may still be put onto your deck., and a Traveller may still be exchanged (except with Way of the Butterfly/Horse/Turtle).

A Duration played using a Way doesn't set anything up (even if it's the pre-2022 version of Lighthouse or Bridge Troll), so it's discarded in Clean-up. (Also see below.) Cards like Farmers' Market are not trashed and cards like Experiment are not returned.

You choose whether to use a Way when you would resolve the play ability—after before-play abilities like Adventures tokens, Kiln, Urchin, and Reactions from other players. Also see Enchantress 10, Enlightenment 7 and Highwayman 10.

Ways that refer to "this" (Way of the Butterfly/Chameleon/Frog/Horse/Rat/Turtle) refer to the played Action card, not the Way card itself.

To keep track of which cards were played using a Way, you might turn those cards sideways.

The play ability is not actually changed on the Action card; you just resolve the Way instead. If you replay a card with a throne-room, you choose each time whether to use the Way or play it normally. If you somehow gain a copy of the played card, this works normally. Capitalism looks at the card's text as normal (not the Way's text).

After-play abilities (such as Coin of the Realm, Royal Carriage, Citadel, Circle of Witches, Flagship or Inspiring) still trigger after you play an Action card using a Way.

You can use a Way even when playing an Action card when it's not your turn.

If you play a Duration multiple times with a throne-room, it stays in play if it was played normally (not using a Way) at least one of the times. (You'll have to remember how many times it was played normally.) The throne-room then also stays in play. — Way of the Chameleon (9) and Way of the Mouse (2) can also keep the card in play when Durations are involved; see these in the CARD REFERENCE § V.

The rules for Ways were changed in 2022/2023 as follows: When using a Way, its ability is considered something the played Action card "makes you do" (but still does not count as the card's instructions / play ability). This matters for Harbor Village (8). Also see Elder 12, Lantern 5 and Way of the Chameleon 11.

Also see Common effects: Actions in your Buy phase and Reaction that plays itself § vi, and see Werewolf 2 in the Card Reference § vi. \spadesuit

Traits

➤ Plunder

A Trait's ability is always active for all players. It refers to the cards from the specific pile the Trait is placed on. For instance, if the Trait Cheap is placed on Smithy, "Cheap cards" refers to cards from the Smithy pile. A Trait on a split pile (see SPLIT PILES § IV) refers to all cards from that pile, even cards that are not Action or Treasure cards.

The Trait is active even if the pile is empty, or if you for instance gain a Pious or Rich card from the trash instead of from its pile.



The Trait Patient. See CARD ABILITIES § III and BASIC TIMING RULES § III for more about abilities.

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Prophecies

Rising Sun

A Prophecy's ability is inactive at the start of the game. The Prophecy card starts with a number of Sun tokens on it, see Special Setup § I. Each time a player resolves the effect "+\(\tilde{\tilde



The Prophecy Panic. See CARD ABILITIES § III and BASIC TIMING RULES § III for more about abilities.

Adventures 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 stated on the tokens themselves.

Tokens that are put on a Supply pile may be put on an empty pile. To place a token that is already on another pile, you move it from that pile. When you take a card from a pile with 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 before-play ability. See BASIC TIMING RULES: BEFORE-PLAY ABILITIES § III. If you play an Attack card, other player's Reactions are resolved after your token. Tokens from other players do nothing for you.

Also see Split piles: Pile type and cost and Common effects: Reaction that plays itself § vi, and see Crown 3, Kiln 6, Spell Scroll 4, Werewolf 2 and Your Estate token 5 in the CARD REFERENCE § vi. \spadesuit

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 it's not specified which Hex/Boon to receive, you take the top card from the appropriate deck.

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

When you *take a Boon*, you turn over the top Boon card and keep it in front of you until you have received the Boon.

Normally you discard the Boon card right after receiving the Boon, but some Boons say to keep it until Clean-up. Also see Druid 2 in the CARD REFERENCE § VI.

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

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

States and Artifacts

> States: Nocturne Artifacts: Renaissance

A State's or Artifact's ability is below the picture. When you take a State/Artifact, you keep the card in front of you until you are told to return it or another player takes it from you. The State's/Artifact'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.



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 each Artifact; you take the Artifact card from another player if they have it. This also applies to the unique State Lost in the Woods. Other States are always taken from the common pool.

State and Artifact cards never belong to any player and are never considered to be in play. \spadesuit

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 § II.

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

Shadow cards

> Rising Sun

Shadow cards have unique backs. When you're shuffling them in your deck, put them on the bottom after shuffling, in any order. You don't put them on the bottom at any other time, even if some effect moves them from there. You can always look through your deck at the card backs. You may put Shadow cards sideways to see them.

Whenever you can play a card from your *hand*, you may instead choose to play a Shadow card from your deck (anywhere in your deck) as if it were in your hand. This could be when you're playing cards from your hand normally in your Action phase, or when an ability (like Throne Room or Conclave) lets you play a card from your hand. The Shadow card is put in play as normal.

You can only play a Shadow card from your deck that you would be able to play if it were in your hand. Most often this is when you can play an Action card. But with Capitalism, you could play a Fishmonger from your deck in your Buy phase. Invasion lets you play an Attack, so you could play a Ninja from your deck.

Shadow cards in your deck cannot be used for abilities that discard or trash from your hand. Also note that Contract, Delay, Farmhands, Ghost, Patient, Prepare and Prince cannot be used to play a Shadow card from your deck; they play a set-aside card, not a card from your hand.

The two Shadow abilities are also stated on the front and back of each Shadow card.

Also see Fated (8) and Stash (5) in the CARD REFERENCE § V. \spadesuit

Split piles

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

Split piles are piles with differently named cards. In *Dark Ages* there are **Ruins** and **Knights**. In *Empires* there are **Castles**, and piles containing two different cards (marked on the Randomizer with a slash between them). Sauna/Avanto is also such a pile. In *Allies* there are piles containing four different cards sharing a type (also listed on the Randomizer). 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 Duplicate, Jester or Smugglers) if that card isn't currently on top of the pile. Also see Charm (pre-2022) 11, Haggler (pre-2022) 11, Swap 4 and Way of the Butterfly 5 in the CARD REFERENCE § VI, and see COMMON EFFECTS: ACTIONS IN YOUR BUY PHASE § VI (first section).

You are only ever 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, Changeling, Panic, Reckless, Swap, Trader (2020 version) or Way of the Butterfly/Horse; 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.

Rotate

Rotating a split pile means taking all the identical cards on top (which may be one or more) and putting them on the bottom, so that the next differently named card is now on top. This mechanic is used in *Allies*.

Also see Ferryman (8) in the CARD REFERENCE § VI.

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 split piles instead follow the Randomizer card. (This usually matches the card that starts on top.)

This matters for the setup of Trade Route, Young Witch, Ferryman, Landmarks Defiled Shrine and Obelisk, Prophecy Approaching Army, and Traits. 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 the Event Populate and the Ally Family of Inventors.

It also matters for Teacher and the Events Ferry, Lost Arts, Pathfinding, Plan, Populate and Training. You can put an *Adventures* token on an Action pile even if the top card is not an Action card; the token then 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; it follows the cards, which all have the same type and cost.

If an ability (such as Capitalism, Enlightenment or your Estate token) changes the types of certain cards, this does not change the types of the *pile* the card is from.

V. OVERVIEWS AND SUMMARIES

Overviews of timing of abilities

Below you will find overviews of the timing of **triggered abilities** and of **ongoing abilities**. The following applies to both overviews:

"This" always refers to the card that has the ability.

Projects are only active while you have a cube on them, **States/Artifacts** while you have them, and **Prophecies** after all Sun tokens are removed.

- → set up by playing the card, buying the Event, etc.
- * activated in other ways
- <20xx pre-20xx version of the card

20xx - 20xx version of the card

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.

In terms of the order of resolving abilities, the abilities as listed are resolved by you. See ADVANCED TIMING RULES: ORDERING SEVERAL PLAYERS' CONCURRENT ABILITIES § III.

Before play (before resolving)

When you play a card:

—the next time this turn: →Kiln

When you play an Action card:

→ Champion

When you play a differently named Treasure card:

—the first time each turn: Good Harvest

When you play another Attack card with this in play:
Urchin

When you play a card from this pile:

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

When another player plays an Attack card:

Beggar, Caravan Guard, → Champion, Diplomat, Guard Dog, Horse Traders, Moat, Secret Chamber, Shield

- —until your next turn:→Guardian, →Lighthouse 2022
- -while you have this in play: Lighthouse <2022

When would resolve

When you play a card of type...:

all Ways (Action)

—for the first time on your turn, until the player's next

turn: →Enchantress (Action)

—for the first time each turn, until the player's next

turn: → Highwayman (Treasure)

—during an Action phase: Enlightenment (Treasure)

After play (after resolving)

When you play a card of type...:

Approaching Army (Attack), Circle of Witches (Liaison), Coin of the Realm (Action), Fellowship of Scribes (Action), Great Leader (Action), League of Shopkeepers (Liaison), Panic (Treasure), Royal Carriage (Action)

- —for the first time on your turn: Citadel (Action)
- —the next time this turn: →Daimyo (non-Command Action), →Harbor Village (Action)
- —the next time: →Flagship (non-Command Action),
- → Landing Party (Treasure, as first card played on a turn)
- —until the player's next turn: →Frigate (Action)

When you play a card with name...:

- —this turn: →Sauna 2022 (Silver)
- —for the first time this turn: →Merchant (Silver)
- —for the first time each turn, until the player's next

turn: →Corsair (Silver or Gold)

—while you have this in play: Sauna <2022 (Silver)

When you play a card from this pile:

—during your turn: Inspiring

When buy

When you buy this:

Doctor <2022, Farmland <2022, Forum <2022, Herald <2022, Masterpiece <2022, Mint <2022, N. 1. 1. Doctor & 2022, Standard & 2022, Mint <2022, Mint <202

Noble Brigand, Port <2022, Stonemason <2022

—as your first buy in a turn: Messenger <2022

When you buy a card:

Basilica <2022, Tax <2022

- —from the chosen pile: →Embargo
- —the next time this turn: →Charm <2022
- —until the player's next turn: → Haunted Woods <2022, → Swamp Hag <2022
- —while you have this in play: Goons, Haggler <2022, Merchant Guild <2022

When you buy a card of type...:

Colonnade <2022 (Action), Defiled Shrine <2022 (Curse), Hovel <2022 (Victory)

—while you have this in play: Hoard <2022 (Victory), Talisman (non-Victory costing up to 4)

When you buy a card from a this pile: your Trashing token <2022

When gain

When you gain this:

Berserker, Blessed Village, Border Village,
Buried Treasure, Cache, Camel Train, Cavalry,
Cemetery, Crumbling Castle, Cursed Village,
Death Cart, Doctor 2022, Doubloons, Ducat,
Embassy, Emporium, Experiment, Farmhands,
Farmland 2022, Farrier, Flag Bearer, Forum
2022, Fortune, Gondola, Grand Castle, Herald
2022, Hostelry, Ill-Gotten Gains, Infirmary, Inn,
Lackeys, Lost City, Mandarin, Marchland,
Masterpiece 2022, Mint 2022, Nomads, Port
2022, Rocks, Silk Merchant, Siren, Skulk,
Spices, Souk, Sprawling Castle, Stonemason
2022, Sycophant, Temple, Territory, Villa,
Wealthy Village

- —other than during a Clean-up phase: Trail
- —during your turn: Haunted Castle
- —as the first card in your Buy phase: Messenger **2022**

When you gain a card:

Architects' Guild, Progress, Sheepdog, Sleigh, Trader 2020, Trappers' Lodge, Watchtower, your Exile mat

- —during an Action phase: Footpad
- —during your Buy phase: Basilica 2022, Tax 2022
- —this turn: →Bauble, →Cargo Ship, →Deliver,
- →Garrison, →Guildmaster, →Haggler 2022,
- →Insignia, →Tiara, →Tracker 2022, →Travelling Fair, →Way of the Seal
- —the next time this turn: →Charm 2022
- —for the 2nd time on your turn: Labyrinth
- —during your turn: Harsh Winter
- —until the player's next turn: \rightarrow Haunted Woods

2022, →Swamp Hag 2022

—while you have this in play: Royal Seal, Tracker <2022

When you gain a card costing...:

Band of Nomads (3) or more), Bureaucracy (other than (1)), Changeling (3) or more), Duplicate (up to (6))

—this turn: →Galleria (③ or ④), →Livery (④ or more), →Taskmaster (exactly ⑤)

When you gain a card with name...:

Duchess (Duchy), Fawning (Province), Ferryman (Ferryman)

—as the first player to gain one: Mountain Pass (Province)

When you gain a card of type...:

Academy (Action), Aqueduct (Treasure, Victory), Battlefield (Victory), Defiled Shrine (Action), Growth (Treasure), Guildhall (Treasure), Hovel 2022 (Victory), Rapid Expansion (Action or Treasure)

—during your Buy phase: Colonnade **2022** (Action), Defiled Shrine **2022** (Curse)

—this turn: →Collection (Action), →Groundskeeper 2022 (Victory), →Hoard 2022 (Victory),

- → Mining Road (Treasure), → Sailor (Duration),
- → Skirmisher (Attack)
- —for the third time this turn: → Cauldron (Action)
- —during your turn: City-state (Action), Innovation **2022** (Action)
- —for the first time on your turn: Innovation <2022 (Action)
- —the next time this turn: \rightarrow Mirror (Action), \rightarrow Rush (Action)
- —the next time: →Abundance (Action), →Cage (Victory), →Secluded Shrine (Treasure)
- —until the player's next turn: →Gatekeeper (Action or Treasure you don't have an Exiled copy of)
- —while you have this in *play*: Groundskeeper <**2022** (*Victory*)

When you gain a card from this pile:

Cursed, Hasty, Nearby, Pious, Rich, your

Trashing token 2022

When you gain a copy of another player's chosen card:

- —during your turn, while the card remains:
- →Blockade

When another player gains a Victory card:

Black Cat, Road Network

When another player gains a Province:

Fool's Gold

When another player gains a copy of your chosen card:

—while the card remains: →Invest

When the player to your right gains a card:

—until your next turn: →Monkey

When any player empties a Supply pile:

—the next time: →Search

When any player gains a card of type...:

Falconer (2 or more types), Mapmaker (Victory), Pirate (Treasure), Stowaway (Duration)

—the next time: →Cutthroat (Treasure costing **5**) or more)

When discard

When you discard this:

—other than during a Clean-up phase: Faithful Hound, Trail, Tunnel, Village Green, Weaver

When you discard this from play:

Alchemist <2022, Capital, Disciple, Fugitive, Herbalist <2022, Hermit <2022, Hero, Merchant Camp, Page, Peasant, Soldier, Tent, Treasure Hunter, Treasury <2022, Warrior

When you discard a card from play of type...:

Panic (Treasure)

—this turn: Herbalist 2022 (Treasure), Scheme (Action), →Trickster (Treasure)

When you discard the played card from play:

—this turn: *Prince <2022, → Way of the Frog

When you discard a card from this pile from play: Reckless, Tireless

When you discard a Border Guard from play: Horn

When you discard your cards in Clean-up:

—this turn: →Joust

When trash

When you trash this:

Catacombs, Crumbling Castle, Cultist, Feodum, Flag Bearer, Fortress, Haunted Mirror, Hunting Grounds, Jewelled Egg, Lich, Nomads, Overgrown Estate, Rats, Rocks, Silk Merchant, Sir Vander, Squire, Sycophant

—other than during a Clean-up phase: Trail

When you trash a card:

Sewers, Tomb

—this turn: →Priest

When you trash one of your cards:

Market Square

—(during your extra turn): →Possession

When any player empties a Supply pile:

—the next time: →Search

Start of turn

At the start of your turn:

Barracks, Cathedral, Cave Dwellers, City Gate, Clerk, Crafters' Guild, Crop Rotation, Desert Guides, → Endless Chalice, Fair, Forest Dwellers, Gang of Pickpockets, Guide, Hireling, Key, Kind Emperor, Lost in the Woods, Mountain Folk, Piazza, →Prince, →Quartermaster, Ratcatcher, → Samurai, Shaman, Shy, Sickness, Silos, Sinister Plot, Teacher, Transmogrify —while one of the cards remains: → Crypt

At the start of your next turn:

- →Amphora, →Amulet, →Astrolabe, →Barge,
- *Biding Time, *Blessed Village, →Blockade,
- →Bridge Troll, →Buried Treasure, →Cabin Boy,
- →Captain, →Caravan, →Caravan Guard, *Cargo Ship, →Crew, →Church, →Cobbler, →Conjurer,
- → Contract, → Corsair, → Delay, → Den of Sin,
- →Dungeon, →Enchantress, →Enlarge, *Farmhands, Figurehead, Fishing Village,
- →Garrison, →Gatekeeper, →Gear, →Ghost,
- →Ghost Town, →Gondola, →Grotto,
- →Guardian, *Hasty, →Haunted Woods,
- → Haven, → Highwayman, *Horse Traders,
- →Importer, →Jewels, →Lighthouse, →Longship,
- → Mastermind, → Merchant Ship, → Monkey,
- →Pirate, *Patient, →Prepare, →Raider, *Rapid Expansion, →Reap, →Riverboat, →Rope,
- →Research, →Royal Galley, →Sailor, →Sea Witch, →Secret Cave, →Siren, →Stowaway,
- →Stronghold, →Summon, →Swamp Hag→,
- *Taskmaster, Tactician, →Tide Pools, →Village Green, →Warlord, →Way of the Turtle, →Wharf

At the start of your next two turns:

→ Archive

Start of Buy phase

At the start of your Buy phase:

Arena, Deluded, Envious, Family of Inventors, League of Bankers, Market Towns, Peaceful Cult, Treasure Chest, Woodworkers' Guild

End of Buy phase

At the end of your Buy phase:

Exploration, Pageant, Wine Merchant —this turn: >Hermit 2022, >Merchant Guild 2022, →Treasury 2022

Start of Clean-up

At the start of your Clean-up:

Biding Time, Friendly, Patient

—this turn: →River Shrine

At the start of Clean-up:

Walled Village

—this turn: →Alchemist 2022, →Encampment,

→Improve

End of turn

At the end of your turn:

Baths, Island Folk

At the end of this turn:

- *Cage, *Deliver, *Faithful Hound, *Farrier,
- →Foresight, →Necromancer, →Possession,
- → Puzzle Box, → The River's Gift, → Save,
- *Tireless, *Trickster, →Way of the Squirrel

After turn

After this turn:

- → Donate <2021, *Island Folk, → Journey,
- → Mission, *Mountain Pass <2021, → Outpost,
- →Possession, →Seize the Day, →Voyage

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Other triggers
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At the start of your next turn, first: → Donate 2022

The next time you would take a turn: \rightarrow Lich

When you draw cards in Clean-up: Flag

—this turn:→Expedition

When you would draw cards in Clean-up this turn: →Out-post

When you would discard your hand in Clean-up: Coastal Haven

When you would <u>discard</u> cards from <u>play</u> in Clean-up this turn: →Journey

When you would gain a card:

Trader <2020

—(during your extra turn): →Possession

When shuffling this: Stash, Shadow cards

When you would shuffle: Fated, Order of Astrologers, Order of Masons, Star Chart

—the next time this turn: → Avoid

When you would pay for this: Animal Fair

When you would get +Actions this turn: →Snowy Village

When you would get 0: your -1 token

When you would get a 🌑 token (during your extra turn):

→Possession

When you would resolve Border Guard's effect of revealing/discarding cards: Lantern 2019

When you resolve an effect of the chosen card to choose a number of options this turn: >Elder

When you resolve the play ability of a card from this pile: Reckless

When you're instructed to draw a card: your -1 Card token

When you reveal this because an effect instructed you to: Patron <2022

—during an Action phase: Patron 2022

When another player buys Invest and chooses your chosen card—while the card remains: →Invest

When you remove the last Sun token from this: Divine Wind, Kind Emperor ◆

Overview of ongoing ability timers

Some abilities in Dominion are *ongoing*. They are active 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 active. See the legend on page 38.

While you have this in play:

Band of Misfits <2019, Bridge Troll <2022, Goons, Groundskeeper <2022, Haggler <2022, Highway <2022, Hoard <2022, Lighthouse <2022, Merchant Guild <2022, Overlord <2019, Princess <2022, Quarry <2022, Royal Seal, Sauna <2022, Talisman, Tracker <2022

While you have any Copper in play:

Grand Market

During an Action phase:

Enlightenment, Footpad, Patron 2022

During your Buy phase:

Basilica 2022, Colonnade 2022, Defiled Shrine 2022, Peddler, Tax 2022

During your Clean-up phase this turn:

→Journey

Other than during a Clean-up phase:

Faithful Hound, Trail, Tunnel, Village Green, Weaver

For the rest of this turn:

→Bauble, →Bridge, →Cargo Ship, →Collection, →Contraband, →Coppersmith, →Deliver, *Deluded, *Envious, →Galleria, →Garrison, →Groundskeeper 2022, →Guildmaster, →Hag

→Groundskeeper 2022, →Guildmaster, →Haggler 2022, →Herbalist 2022, →Highway 2022,

→Hoard 2022, →Insignia, →Inventor, →Livery,

→Mining Road, →Priest, →Princess 2022,

→Quarry 2022, →Renown, →Sailor, →Sauna 2022, →Scheme, →Skirmisher, →Snowy Village, →Taskmaster, →Tiara, →Tracker 2022,

→Trickster, →Travelling Fair, →Way of the Seal For the rest of this turn and during your next turn:

For the rest of this turn and during your next turn

→Bridge Troll 2022

During your turn:

Canal, Capitalism, City-state, Destrier, Inspiring, Fisherman, Harsh Winter, Innovation 2022, your -2 Cost token, your Estate token 2019
—while the player's card remains: →Blockade
—while you have this in play: Bridge Troll <2022

During your extra turn:

Until your next turn:

→Corsair, →Enchantress, →Gatekeeper,

→Guardian, →Frigate, →Haunted Woods,

→ Highwayman, → Lighthouse 2022, → Monkey,

→Swamp Hag, →Warlord

For the rest of the game:

→ Champion, → Embargo, → Endless Chalice,

→Hireling, →Prince, →Quartermaster, →Samurai

While the card (or one of the cards) remains:

→Crypt, →Blockade, →Invest

While you have this:

your −1 Card token, your −**1** token, *all States/Artifacts*

While you have a cube on this:

all Projects

While there are no Sun tokens on this:

all Prophecies

After a card other than Wayfarer has been gained this turn:

Wayfarer

While any Estate is yours:

your Estate token <2019

While any Border Guard is yours:

Lantern <2019



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

→ Mission, → Possession, → Voyage

Summary of your turn

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

At any time during your turn:

- ❖ Spend any amount of Coffers tokens for + 1 each.
- * Pay any amount of (by deducting it from your money pool), paying off (removing) (n) for each (1).

Action phase

At any time during your Action phase: * Spend any amount of Villager tokens for +1 Action each.

- 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 (Donate [2022] first)
- Do this as many times as you want, as long as you have Actions in your Action pool: Deduct 1 from your Action pool to play an Action card from your hand.

Buy phase

First part:

- ★ Start-of-Buy-phase abilities
- Do this as many times as you want: *Play* a Treasure card from your hand.

Second part:

- Do this as many times as you want, as long as you have Buys in your Buy pool: Deduct 1 from your Buy pool to either buy a card from the Supply, buy an Event or buy a Project.
- ★ End-of-Buy-phase abilities

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. (★ modified by Coastal Haven)
- 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 to discard from play.)
- Draw 5 cards. (* modified by Outpost)
- ★ Expedition's and Flag's when-draw abilities
- ★ End-of-turn abilities

After turn

- If the game-end conditions are met (see GAME END § II), the game ends now—unless any player has bought Fleet; in that case the game ends immediately after the last turn from Fleet.
- If the game has not ended: After-turn abilities •

Summary of player activities

Play a card

- Announce the card and put it in play face up.
- > The card is now considered *played*.
- ★ Before-play abilities (Reactions etc.)
- When-would-resolve abilities (Enchantress, Enlightenment, Highwayman, Ways)
- Resolve the card's play ability
- * After-play abilities (e.g. 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 token in its cost. Pay by deducting the rest of its cost from your money pool.
- ★ When-buy abilities
- Gain the copy of the card that is on top of the pile.

Buy an Event

- Choose an Event with a cost no higher than what you have in your money pool.
- Take a token per in its cost. Pay by deducting the rest of its cost from your money pool.
- Resolve the Event's buy ability

Buy a Project

- Choose a Project with a cost no higher than what you have in your money pool, and which you don't already have a Project cube on.
- Pay by deducting its cost from your money pool.
- > Put a free Project cube of your color on the Project card.

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)
- > 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 one of the following is true:
 - It is a Duration card that has set up an ability to be resolved after this turn.
 - It played a Duration card an extra time that turn, and that Duration now stays in play.
 - It played a card while leaving it, and the played card would otherwise now stay in play.

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 you're given several options, you can pick any option. If you're not able to complete an effect, do as much as you can. If an effect refers to a card that doesn't exist, the effect fails.
- Triggered abilities can interrupt after each effect. Resolve these before continuing.
- 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. Each ability is resolved by the affected player; "each other player..." affects the player being addressed.
- 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.
- Once an ability is triggered, resolve it even if conditions change.
- While resolving concurrent abilities, if a condition changes so that another ability also can be triggered at this moment, 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 and the ability (if not a throne room) can't play 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 O. 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 then 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.
- +1 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 include the revealed cards. If they are to be discarded, don't do that until the end.
- Buying a card usually 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 Legionary is made.
- Moat and Shield are the only Reactions that nullify 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 a Reserve or a card that says "while this is in play" only lets you do the play ability twice. Having a "+" Adventures 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 following this.

Actions in your Buy phase

The contents of your Action pool persist from the beginning till the end of your turn. (You start your turn with 1 Action.) Certain abilities can let you play an Action card in your Buy phase that gives you +Actions. Actions in your Action pool are not usable in your Buy phase (except with Flourishing Trade or Diadem). But if you return to your Action phase (by gaining Cavalry or Villa or buying Continue or Launch), you can use those Actions.

Other ways to get +Actions in your Buy phase: playing Plunder, Fortune, Rocks or Sunken Treasure with your +1 Action token on the pile (see SPLIT PILES: PILE TYPE AND COST § IV); playing a Crown with your +1 Action token on the pile or an "Enchanted" Coronet, Crown or Spell Scroll; playing Bauble or Contract with League of Shopkeepers

Some cards let you **play** an Action card in the first part of your Buy phase (i.e. before buying anything). If this makes you draw Treasures, you can still play those Treasures.

Includes: Coronet, Crystal Ball, Inspiring, Market Towns, Orb, Spell Scroll, Scepter, Staff, Capitalism

Also: gaining an Action card (e.g. with Horn of Plenty, Sunken Treasure or Woodworkers' Guild) and playing it via Innovation, City-state, Sailor or Rush; gaining a Gondola, Berserker or Trail; gaining a card (e.g. via Lucky Coin) and playing Falconer, Mapmaker, Pirate, Sheepdog or Stowaway; discarding a Trail, Village Green or Weaver (e.g. via Arena or Figurine); trashing a Trail (e.g. via Goat or Peaceful Cult)

Playing these cards, or Coronet, Crown or Spell Scroll, lets you use a Way.

Some cards let you **play** an Action card in the second part of your Buy phase. If this make you draw Treasures, you cannot play those Treasures (unless you return to your Action phase with Cavalry, Villa, Continue or Launch). But abilities that specifically play Treasures will of course still work (see list in parenthesis below).

Includes: Gamble, Invasion, March, Practice, Toil

And when buying & gaining a card: playing gained Action with Innovation, City-state, Sailor or Rush; playing gained Treasure (like Crystal Ball or Scepter) with Mining Road; gaining Gondola and playing an Action; gaining Berserker, Infirmary or Trail and playing it; gaining a card and playing Falconer, Mapmaker, Pirate, Sheepdog or Stowaway

Playing these cards lets you use a Way. With Way of the Mouse you can also play cards by playing a card like Vassal or Herb Gatherer.

(The following will let you play Treasures in the 2nd part of your Buy phase: buying Gamble or Invasion; triggering a previously played Mining Road or Sailor; buying & playing Crown, Spell Scroll, Black Market, Courier, Fortune Hunter, Herb Gatherer, Specialist or Storyteller via Innovation/City-state/Rush) ◆

Attack until your next turn

Some Attack cards have an ongoing ability—affecting your opponents—from the time you play it until your next turn. Reaction cards such as Moat and Shield are triggered when the Attack is played, and can't be used later. In order to protect a player, Champion, Guardian or Lighthouse needs to have been played when the Attack is played.

If you take an extra turn after the turn you played the Attack, the other players normally won't be affected by the Attack.

The end of the ongoing ability is immediately when your turn starts, before any start-of-turn-abilities are resolved.

In terms of timing, the **triggered** Attack **ability** is **resolved** by the "attacked" player. For instance with Swamp Hag, a player can choose whether to first **gain** the Curse from Swamp Hag or a card from Haggler. (See ADVANCED TIMING RULES: ORDERING SEVERAL PLAYERS' CONCURRENT ABILITIES § III.) (Some of these say "each other player"; the meaning is "another player".)

Includes: Blockade, Corsair, Enchantress, Frigate, Gate-keeper, Haunted Woods, Highwayman, Swamp Hag, Warlord lack

Card costs

A card costing "from \(\mathbb{N} \) to \(\mathbb{N} \)" or "exactly \(\mathbb{N} \)" cannot have \(\mathbb{O} \) or \(\mathbb{M} \) in its \(\mathbb{COSt} \).

Includes: Artificer, Bureaucracy, Cardinal, Ferryman (setup), Forge, Galleria, Gather, Giant, Graverobber (gain from trash), Knight, Plateau Shepherds, Riverboat (setup), Rogue, Seer, Taskmaster, War, Warrior, Way of the Mouse (setup), Young Witch (setup)

A card costing "less than \infty" or "up to \infty" cannot have \infty or \infty in its cost.

Includes: Advance, Alms, Altar, Amass, Anvil, Armory, Artisan, Ball, Band of Misfits, Banquet, Bargain, Blockade, Border Village, Captain, Carpenter (gain), Catacombs, Cobbler, Conjurer, Continue, Crafters' Guild, Craftsman, Credit, Demand, Dame Natalie, Devil's Workshop, Duplicate, The Earth's Gift, Engineer, Falconer, Feast, Groom, Hammer, Hermit, Hill Fort, Horn of Plenty, Importer, Inheritance, Inventor, Ironworks, Lich, Messenger, Overlord, Pirate, Poet, Prince, Quartermaster, River Shrine, Scrounge, Sculptor, Seaway, Shaman, Silver Mine, Smugglers, Spell Scroll, Summon, Swap, Talisman, University, Vampire, War Chest, Weaver, Will-o'-Wisp, Wish, Workshop

A card costing "\overline{\text{\$\color}\$} or more" must have a amount of x or more in its cost. It may have any and amount.

Includes: Band of Nomads, Barbarian (check cost), Catapult, Changeling, Cutthroat, Dismantle, Livery, Patrician, Pickaxe, Saboteur, Sage, Villain

The *same* cost as another card means that the cards have the same \bigcirc , $\stackrel{1}{\bullet}$ and $\stackrel{2}{\bullet}$ amounts in their costs

Includes: Charm, Stonemason (overpay), Swindler, Wayfarer, Wheelwright

A *lower* cost than another card 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: Architects' Guild, Barbarian (gain), Berserker, Chariot Race, Dismantle, Exorcist, Growth, Haggler, Locusts, Stonemason, Wheelwright

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, or cards that are set aside by cards like Haven or Quartermaster. Remember that Duration cards and Reserve cards can be in play without having been played this turn. The card played by Prince (pre-2022) also enters play each turn. When counting cards in play, it doesn't matter how many times each card was played.

Includes: Alchemist, Alms, Amass, Aristocrat, Artist, Bank, Berserker, Bonfire, Changeling, Colonnade, Conclave, Crypt, Emporium, Fortune, Grand Castle, Grand Market, Herbalist (pre-2022), Horn of Plenty, Housecarl, Idol, Imp, Improve, Inspiring, Leprechaun, Magic Lamp, Mandarin, Mint, Peddler, Pendant, Pilgrimage, Raid, Raider, Receive Tribute, Rice, Royal Carriage, Scepter, Sea Chart, Sea Trade, Shop, Soldier, Stampede, Sunken Treasure, Swamp Shacks, Tools (any player), Tormentor, Walled Village, Warlord, Warrior, Wealthy Village ◆

Copy of a card / Differently named cards

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

Remember that "Knight", Loot, "Ruins", "Shelter" and "Castle" are types; not names. Also see SPLIT PILES § IV.

Includes: Ambassador, Artist, Banish, Blockade, Bounty Hunter, Carnival, Charm, Colonnade, Commerce, Conclave, Displace, Fairgrounds, First Mate, Forager, Foray, Gatekeeper, Gladiator, Good Harvest, Harvest, Horn of Plenty, Housecarl, Hunting Party, Imp, Inspiring, Invest, Investment, Keep, Magic Lamp, Menagerie, Museum, Orchard, Pendant, Pilgrimage, Prosper, Raider, Receive Tribute, Sea Chart, Shop, Snake Witch, Sunken Treasure, Swap, Taxman, Temple, Territory, Tribute, Triumphal Arch, Warlord, Wealthy Village, Wolf Den, your Exile mat

Cost reduction

Remember that abilities are cumulative. Each cost reduction effect reduces the costs of cards. Costs of Events and Projects are not affected.

All cards in the game are changed (unless otherwise specified), and not just for buying cards. For instance, if costs are reduced by ①, Saboteur or Sage will "dig for" a card that normally costs ④ or more, skipping cards that normally cost ③; and Workshop can gain a card that normally costs ⑤.

Remember that costs don't go below **①**. With a cost reduction of **①**, you can Remodel a Copper into a Silver, or Upgrade a Curse into an Estate.

A cost reduction of **3** does not change the number of **3** or **4** in costs.

Includes: Bridge, Bridge Troll, Canal, Cheap, Family of Inventors, Flourishing Trade, Highway, Inventor, Princess, Quarry, Renown, your —2 Cost token. Also see Destrier, Fisherman, Peddler, Wayfarer

Cost reductions affect the following abilities:

- * abilities that give a benefit based on the cost of trashed cards: Apprentice, Bishop, Broker, Crucible, Forge, Raze, Recruiter, Research, Ritual, Salvager, Scrap, 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 ◆

Differently named cards – see **Copy of a card** 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 requirement.

When you have to shuffle while revealing, don't include the already revealed cards.

Includes: Adventurer, Farming Village, Foresight, 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 so that you have *x* cards left. Discard all these cards at once.

Before the 2022 rules change, you discarded one card at a time.

Includes: Berserker, Catapult, Cutthroat, Followers, Frigate, Gang of Pickpockets, Goons, Legionary, Margrave, Marquis, Mercenary, Militia, Ninja, Poverty, Samurai, Sir Michael, Skirmisher, Sword, Urchin ♠

Discard, then get from deck

Some abilities first tell you to discard cards, and then to 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.

When you discard, you might react with Trail, Tunnel, Village Green or Weaver—see TRIGGERED ABILITY below.

Includes: Capital City, Catacombs, Cave Dwellers, Cellar, Crop Rotation, Desert Guides, Grotto, Guide, Highwayman, Hunting Lodge, Ironmonger, Jack of All Trades, Legionary, Minion, Old Map, Oracle, Rustic Village, Shy, Scholar, Scrying Pool, Shepherd, Silos, Stables, Storeroom, Vault, Way of the Mole ◆

"Do X to" / "do X for"

This is equivalent to "if you do", see RESOLVING EFFECTS: EFFECTS CONTINGENT ON OTHER EFFECTS § III. Some abilities might sound like they let you do X several times, but you may only do it once—these include:

- * "do X to": Acolyte, Anvil, Architects' Guild, Butcher, Circle of Witches, Crafters' Guild, The Earth's Gift, Forest Dwellers, Friendly, Haunted Mirror, Improve, Island Folk, Joust, Lost in the Woods, The Sky's Gift, Spice Merchant, Swap, Vault, Way of the Rat, Wheelwright
- * "do X for": Baron, Band of Nomads, Battle Plan, Capital City, Crop Rotation, Death Cart (2019), Fellowship of Scribes, Figurine, Hamlet, Mill, Moneylender, Mountain Folk, Pageant, Plaza, Pooka, Rustic Village, Shy, Stables, Zombie Apprentice ◆

Each player/Each other player

See ADVANCED TIMING RULES: GROUPING OF EFFECTS **②** § III. The ones that involve choices are listed here.

Includes: Archer, Bandit, Barbarian, Cardinal, Governor, Jester, Knight, Noble Brigand, Old Witch, Oracle, Pillage, Pirate Ship, Rogue, Saboteur, Scrying Pool, Sorcerer, Spy, Swindler, Thief ◆

Effect when moved from play

Some cards instruct you to trash them, set them aside, or otherwise move them from play, and then have an effect if you actually did. (See RESOLVING EFFECTS: EFFECTS CONTINGENT ON OTHER EFFECTS.) If such a card is played without being put into play, you can't move it (due to the "lose track" rule). For instance, Madman can't be returned to its pile and draw you cards, and Mining Village can't be trashed for +2. (However, any effects that are not contingent on it moving will happen.)

This happens if you use a **throne-room** to **play** the card and the card is moved the first time; the second time you **play** it, it can't move. (See example 2 in ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III.) This also happens if the card is **played** via an **ability** that leaves it where it is instead of putting it into **play** (see PLAY A CARD WHILE LEAVING IT below).

Includes: Acolyte, Cabin Boy, Death Cart (2019), Embargo (2019), Engineer, Hermit (2022), Investment, Madman, Magic Lamp, Mining Village, Pillage (2019), Pixie, Prince (pre-2022), Raze, Small Castle, Snake Witch, Spell Scroll, Way of the Butterfly, Way of the Turtle, Treasure Map, Wish ◆

Effects are immediate

See RESOLVING EFFECTS: EFFECTS ARE IMMEDIATE § III. ◆

Effects when it's not your turn

Some cards give you Actions, Buys or o during an opponent's turn.

Includes: * gaining Blessed Village, Cavalry, Forum (2022 version), Gondola, Marchland, Villa, a Nearby card, a card for Abundance; * gaining or trashing Nomads; * playing (as Reaction) Caravan Guard, Trail, Village Green; * playing Berserker, Buried Treasure with Enlightenment active or a card like Sheepdog (see REACTION THAT PLAYS ITSELF below) using "+" Adventures tokens or a Way

When it's not your turn, these resources are normally useless, but Actions or o might be used with the following cards:

Black Market, Capital City, Diadem or Storyteller (played via Gondola or Way of the Mouse)

Getting + lets you remove your - token.

You always start your turn with 1 Action, 1 Buy and **(0)**, and on another player's turn you always start with empty pools.

When it's not your turn, Citadel and opponents' Blockades and Enchantresses have no effect, your Bridge Troll (pre-2022) doesn't reduce costs, a Crown you play does nothing, and your opponent's Estate token (2019) affects Estates you play. Also see Canal 2, Capitalism 6, Destrier 2, Fisherman 2, Innovation 1, Labyrinth 2, Peddler 2, your -2 Cost token 2.

Empty Supply piles

When counting empty Supply piles, remember that non-Supply piles are not counted. A Supply pile can stop being empty if a card is returned to it.

Check empty Supply piles: Animal Fair, Carpenter, City, Paddock, Poacher, Search, Territory, Tower

Can return cards to the Supply: Ambassador, Changeling, Encampment, Experiment, Page, Panic, Peasant, Reckless, Snake Witch, Swap, Trader (2020), Vampire, Way of the Butterfly/Horse ◆

Gain a card that changes cost

Some abilities check the cost of a gained card. It's possible for a card to change cost right after it was gained, like Destrier or Fisherman.

It's also possible to apply cost reduction on when-gain (e.g. by playing a Bridge), or changing Wayfarer's cost by gaining a card on when-gain, or changing Peddler's cost by playing an Action card on when-gain. See TRIGGERED ABILITY 2. Also see Band of Misfits (pre-2019 version) 13.

For when-gain abilities that *trigger* based on the cost of the card, it doesn't matter if the card changes cost after it was gained. (See AD-VANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 3 § III.)

Includes: Band of Nomads, Bureaucracy, Changeling, Cutthroat, Duplicate, Galleria, Livery, Taskmaster

On the other hand, some abilities check the cost of the card after it was gained, and these follow the new cost.

Includes: Architects' Guild, Change, Charm (2022), Credit, Growth, Haggler (2022)

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, Kiln, Messenger, Mint, Mirror, Pilgrimage, Smugglers, Specialist, Talisman, Tools, Way of the Rat ◆

Gain on when-buy

Some abilities 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 Cargo Ship, see GAIN ON WHEN-GAIN below). Then you gain the card you bought, resolving any when-gain for it.

For instance, if you have played Skirmisher, and buy Lost City, gaining an Attack card from Haggler (pre-2022) on when-buy, you have to resolve Skirmisher's when-gain (making your opponents discard) before Lost City's (making them draw a card).

Includes: Embargo, Noble Brigand, Talisman, (all pre-2022 versions:) Charm, Farmland, Haggler, Hoard, Masterpiece, Messenger, Port, Stonemason, Swamp Hag. ❖ Also see GAIN ON WHEN-TRASH below. ◆

Gain on when-discard

Gain on when-discard: Tunnel, Way of the Butterfly/ Mouse/Rat (via Trail or Village Green), Weaver

Discard on when-gain: Doctor (2022), Marchland, Way of the Mole/Mouse (via Sheepdog etc.), your Exile Mat

If you trigger a "discard on when-gain" card, discarding a "gain on when-discard" card, this is like GAIN ON WHEN-GAIN (see below).

Gain on when-gain

Some abilities gain another card (or cards) when you *gain* a card. First the card is placed in the gaining location (usually your discard pile), and then the other card is gained. If you somehow gain the first card to your deck or hand, the other card is still gained to your discard pile (unless otherwise specified).

If both cards are gained to your *deck*, the second card ends up on top of the first card. In that case abilities like Cargo Ship, that move cards on when-gain (see MOVE GAINED CARD below), will lose track of the first card. You can instead resolve such an ability to move the first card *before* gaining/moving the second card. See example 4 in ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III.

If the two cards are gained to your *discard pile*, you can move both cards (with Cargo Ship etc.) in any order even after both are gained. If you're going to move the covered card, you get to look through your discard pile.

This is a rules change introduced in the 2019 errata. Previously a card in the discard pile that was covered by another card was also lost track of. See example 5 of The "lose track" rule.

Includes: * "when you gain this": Blessed Village (with certain Boons), Border Village, Cache, Crumbling Castle, Cursed Village (with certain Hexes), Death Cart, Doubloons, Experiment, Farmland (2022), Fortune, Haunted Castle, Hostelry, Masterpiece (2022), Messenger (2022), Port (2022), Rocks, Skulk, Sprawling Castle, Stonemason (2022), Wealthy Village. Also see GAIN ON WHEN-TRASH below and GAIN ON WHEN-DISCARD above.

* "when you gain" other card: Architects' Guild, Blockade, Bureaucracy, Charm (2022), Cursed, Cutthroat, Duchess, Duplicate, Falconer, Fawning, Ferryman, Growth, Haggler (2022), Hoard (2022), Livery, Mirror, Rich, Search, Swamp Hag (2022), Way of the Butterfly/Mouse/Rat (via Falconer, Mapmaker, Pirate, Sheepdog or Stowaway)

Also see Demand and Develop. •

Gain on when-trash

Gain on when-trash (gain a card or cards "when you trash this"): Catacombs, Crumbling Castle, Feodum, Haunted Mirror, Hunting Grounds, Jewelled Egg, Lich, Rocks, Sir Vander, Squire

Trash on when-gain (trash a card or cards "when you gain this"): Cemetery, Blessed Village (with certain Boons), Cursed Village (with certain Hexes), Doctor (2022), Infirmary, Mint (2022), Siren, Souk, pile with your Trashing token (2022)

("when you gain" other card): Pious, Secluded Shrine, Way of the Goat/Mouse (via Sheepdog etc.)

Trash on when-buy (trash a card or cards "when you buy this"): (All pre-2022 versions:) Doctor, Mint, pile with your Trashing token

If you gain a "trash on when-gain" card, trashing a "gain on when-trash" card, this is like GAIN ON WHEN-GAIN (see above). If you buy a "trash on when-buy" card, trashing a "gain on when-trash" card, this is like GAIN ON WHEN-BUY (see above). This also applies to gaining/buying such a card (including Ducat or Hovel), trashing any card and revealing Market Square to gain a Gold; and trashing Cage and revealing Market Square to gain a Gold.

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, and might move the gained card (see MOVE GAINED CARD below).

Den of Sin, Ghost Town, Guardian and Night Watchman are gained to your hand instead of to your discard pile. But Armory, Artificer, Crafters' Guild, Demand, Develop or Graverobber will gain them to your deck. Den of Sin etc. can still be moved by a when-gain ability.

Nomad Camp is gained to your deck instead of to your discard pile. But Artisan, Cobbler, Falconer, Kind Emperor, Sculptor, Swap, Transmogrify or Wish will gain it to your hand. Nomad Camp can still be moved by a when-gain ability.

Includes: ❖ to hand: Artisan, Beggar, Cobbler, Den of Sin, Explorer, Falconer, Ghost Town, Guardian, Ill-Gotten Gains, Joust, Kind Emperor, Mine, Night Watchman, Pickaxe, Pirate, Plague, Rocks, Sculptor, Silver Mine, Swap, Torturer, Trading Post, Transmogrify, Treasurer, Wish

- to deck: Armory, Artificer, Bag of Gold, Beggar, Bureaucrat, Crafters' Guild, Demand, Develop, Fool's Gold, Graverobber, Greed, Invasion, Nomad Camp, Rocks, Sea Hag, Sickness, Stampede, Supplies, Taxman, Tournament, Treasure Map
- $\boldsymbol{\diamondsuit}$ Blockade and Quartermaster gain a card directly to your "set aside" area. $\boldsymbol{\diamondsuit}$

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 back in your deck; or first reveal cards and then discard cards.

Includes: Advisor, Alley, City Gate, Courtyard, Diplomat (Reaction), Dungeon, Embassy, Envoy, Ferryman, Forum, Fugitive, Inn, Innkeeper, Margrave, Marquis, Masquerade (1st version), Oasis, Old Map, Pilgrim, Poacher, Scouting Party, Sea Witch, Secret Chamber (Reaction), Secret Passage, Sibyl, Warehouse, The Wind's Gift, Witch's Hut, Young Witch ◆

Move gained card

Some when-gain abilities, such as Watchtower, move the gained card. This happens after the card is put in your discard pile or wherever it was gained to; a card gained to your deck or hand can also be moved.

If you move a gained card with a when-gain ability, all other abilities lose track of the card. This also means Replace can't put the gained card onto your deck; Hill Fort can't but it in your hand; Reap or Summon can't set it aside; and Continue, Invasion or Spell Scroll can't play it. Also see examples 1, 3 and 4 in ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III. Also see GAIN ON WHEN-GAIN above.

Includes: Bauble, Berserker (itself), Buried Treasure (itself), Cargo Ship, Changeling, City-state, Deliver, Gatekeeper, Hasty, Infirmary (itself), Innovation, Insignia, Mining Road, Progress, Rapid Expansion, Royal Seal, Rush, Sailor, Siren (itself), Sleigh, Tiara, Tracker, Trader (2020), Trappers' Lodge, Trail (itself), Travelling Fair, Villa (itself), Watchtower, Way of the Seal

Some when-gain abilities might end up moving the gained card by for instance drawing it or causing it to be shuffled in. *Includes:* Band of Nomads, Blessed Village, Cavalry, Cursed Village, Farmhands, Footpad, Gondola, Infirmary, Inn, Mapmaker, Marchland, Sheepdog, Way of the Horse/Mole/Mouse/Otter/Owl/Pig (via Falconer, Mapmaker, Pirate, Sheepdog or Stowaway). This can also happen when other abilities are triggered on when-gain, see TRIGGERED ABILITY below.

Name a card

Say the name of a card. It can be the name of any card. "Knight", "Loot", "Ruins", "Castle" and "Shelter" are types, not names.

You can even name a card not in the current game. This might be relevant if 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, Pursue, Rebuild, Sorcerer, Sorceress, War Chest, Wishing Well lack

"Next time" Durations

These Durations set up a later ability (see SET UP A LATER ABILITY below) that triggers the next time something happens. If it triggers this turn, the Duration is discarded in Clean-up. Otherwise it stays in play until it triggers, whether it's on your turn or an opponent's turn, and is discarded in that turn's Clean-up.

Includes: Abundance, Cage, Cutthroat, Flagship, Landing
Party, Search, Secluded Shrine ♠

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 must try to carry out the first effect, it might not be possible. (See RESOLVING EFFECTS: 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 (pre-2020) or Possession, you don't do the second effect. However, if you trash the gained card with Watchtower or exchange it with Changeling or Trader (2020), you do the effect.

Includes: Cabin Boy, Coven, Dominate, Investment, Magic Lamp, Madman, Moneylender (1st version), Mountain Village, Reap, Ritual, Royal Galley, Scrounge, Small Castle, Soothsayer, Spell Scroll, Summon, Sycophant, Tactician (1st version), Trading Post, Treasure Map, Triumph, Wild Hunt, Way of the Turtle, Wish, Woodworkers' Guild. ◆

Play a card at the start of your turn

However, if you play a card with a "start of your *next* turn" ability, it will not trigger this turn.

Includes: Captain, City-state, Contract, Delay, Farmhands, Ghost, Gondola, Hasty, Innovation, Mastermind, Patient, Piazza, Prepare, Prince, Rapid Expansion, Riverboat, Royal Galley, Sailor, Summon, Way of the Mouse, Way of the Turtle

Also see Crown 7.

Play a card multiple times

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

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

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 can 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. (Mastermind works the same way.)

Throne-rooms can replay a card that it lost track of (e.g. Island or Tragic Hero that left play when it was played). See ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III (2021 errata).

Remember that when a throne-room replays a Duration card, the throne-room stays in play with the Duration. Also see PLAY A CARD WHILE LEAVING IT below

Includes: Citadel, Coronet, Counterfeit, Crown, Daimyo, Disciple, Flagship, Ghost, King's Cache, King's Court, Mastermind, Practice, Procession, Royal Carriage, Scepter, Specialist, Throne Room, Tiara ◆

Play a card while leaving it

Some abilities let you play a card from the Supply or from the trash (or a set-aside card), telling you to *leave it there*. This means you don't move the card to play (as you normally would when playing a card). Consequently, if the played card instructs you to move it, you won't be able to do so (due to the "lose track" rule). See EFFECT WHEN MOVED FROM PLAY above.

The played card can still be moved if an ability lets you: Lurker or Gladiator can trash a card from the Supply; a card like Workshop can gain a card from the Supply; and Graverobber, Lurker or Rogue can gain a card from the trash; and so all these cards might move themselves.

Any while-in-play abilities on the played card will not be active. When-discard abilities like on Alchemist (pre-2022), Merchant Camp, Hermit (pre-2022) or Travellers will not trigger.

With Durations: If you use one of these cards, let's say Band of Misfits, to play a card that would have stayed in play (instead of being discarded) in Clean-up, leave Band of Misfits in play. This could be either playing a Duration, or playing a throne-room to play a Duration (see DURATION CARDS: PLAYING A DURATION CARD MULTIPLE TIMES § IV).

Note that if you played a throne-room to play a Band of Misfits that stays in play (because it played a Duration), the throne-room does not stay in play. However, if you played a *Necromancer* or *Riverboat* to play a Band of Misfits that stays in play (because it played a Duration), the Necromancer/Riverboat also stays in play.

Includes: Band of Misfits (2019), Captain, Necromancer, Overlord (2019), Prince (2022), Riverboat, Way of the Mouse, your Estate token (2019) ◆

Play an Action card

When an ability lets you play an Action card, this doesn't use up an Action from your Action pool. For instance, you only use an Action to play Golem, and then could get +Actions from the cards Golem plays. If Herald, Conclave or Shop (or Inspiring when the Inspiring card gives +1 Action) plays a card that gives +1 Action, or if that card is played at start of turn (e.g. with Piazza), you end up with 1 more Action than you started with.

Note that the **played** card will also (normally) be put into **play**—except with cards that PLAY A CARD WHILE LEAVING IT (see above).

Includes: Band of Misfits (2019), Captain, City-state, Conclave, Continue, Contract, Courier, Crystal Ball, Delay, Elder, Farmhands, First Mate, Gamble, Golem, Gondola, Hasty, Herald, Imp, Innovation, Inspiring, March, Market Towns, Necromancer, Orb, Overlord (2019), Patient, Piazza, Prepare, Prince, Rapid Expansion, Riverboat, Royal Galley, Rush, Sailor, Shop, Specialist, Spell Scroll, Staff, Summon, Toil, Vassal, Way of the Mouse, Way of the Turtle, your Estate token (2019).

Only a specific card: Avanto (Sauna), Band of Misfits (pre-2019—itself), Cultist (another Cultist), Overlord (pre-2019—itself), Sauna (Avanto)

(Also includes abilities that PLAY A CARD MULTIPLE TIMES, see above.) \spadesuit

Reaction that plays itself

You may react with these cards on your turn or on an opponent's turn. This doesn't use up an Action from your Action pool. You discard the card in that turn's Clean-up phase. With these cards it's possible to use a Way in many unusual moments in the game, even during another player's turn.

With an ability that affects "each (other) player" (like Giant), if players use a Reaction that plays itself (especially with a Way), it might be important to make sure that all effects are resolved for each player in turn: See ADVANCED TIMING RULES: GROUPING OF EFFECTS 2 § III.

Playing Black Cat, Falconer, Mapmaker, Pirate, Sheepdog or Stowaway due to a gain: When several cards are gained, even several copies of the same card, you may play the Reaction in between. If you use a Way, you might end up moving the gained card; see MOVE GAINED CARD above. With certain Ways you can get +Actions after gaining a card.

Also see Effects when it's not your turn above.

Includes: Black Cat, Caravan Guard, Falconer, Guard Dog, Mapmaker, Pirate, Sheepdog, Stowaway, Trail, Village Green, Weaver ◆

Reaction to Attack

If you want to use the Reaction, you have to do so before the "attacking" player resolves the Attack card. This means revealing the Reaction card (or discarding it, etc), 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, Guard Dog, Horse Traders, Moat, Secret Chamber, Shield ◆

"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 nore", "exactly 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 ware". Then it can also cost the same as the trashed card, or less, even ①. It can of course be a copy of the trashed card.

To find the allowed **cost** of the card to **gain**:

- ➤ If "**Not** more", add **Not** to the cost of the trashed card (keeping the **loss** amounts the same). If "**Not** less", deduct **Not** instead. Now you have a result ("**R**").
- ➤ If "exactly", **R** is the allowed cost. If "up to", the allowed cost is **R** or lower.

Regarding a *lower cost* (also if the gained card must be *cheaper* than the trashed card), see CARD COSTS above. Also see COST REDUCTION above.

Remember that you first trash, then check cost, then gain—see TRIGGERED ABILITY below.

Trashing a Trail or a "gain on when-trash" card might enable when-gain abilities before you gain the card. See TRIGGERED ABILITY 6 below.

Includes: Barbarian, Butcher, Carpenter, Change, Develop, Dismantle, Enhance, Enlarge, Exorcist, Expand, Farmland, Governor, Graverobber, Improve, Kintsugi, Locusts, Mine, Modify, Procession, Rebuild, Remake, Remodel, Replace, Saboteur, Stonemason, Tanuki, Taxman, Transmogrify, Upgrade, Zombie Mason.

Displace and Way of the Butterfly "remodel" without trashing. ◆

Removed from play

Cards can be **trashed** or otherwise removed from play. When this happens, you don't lose any Buys, Actions or that the card already produced. (See RESOLVING EFFECTS: EFFECTS ARE IMMEDIATE § III.)

If the removed card had activated any ongoing abilities—such as Bridge—or set up future effects—such as Charm, Scheme or a Duration—these continue. But if a throne-room played the Duration, the throne-room will now be discarded in Clean-up. (Any cards set aside by the Duration—"on this" or "under this"—remain.) While-in-play abilities will no longer be active.

Includes: * removes itself: Coin of the Realm, Death Cart (pre-2019), Embargo, Encampment, Experiment, Farmers' Market, Guide, Horse, Knight, Madman, Magic Lamp, Mining Village, Pixie, Ratcatcher, Raze, Royal Carriage, Snake Witch, Spoils, Stockpile, Student, Tragic Hero, Transmogrify, Wine Merchant, Wish

❖ removes other cards: Bonfire, Corsair, Counterfeit, Mandarin, Mint, Procession, Royal Galley, Way of the Butterfly/Horse/Turtle. Also see Capitalism 9

Reveal / look at cards and discard/trash/play

When you reveal or look at several cards, and then discard, trash or play some of them, the other revealed/looked-at cards are kept aside. They're not in your hand, in play or in your deck. This matters if, for example, discarding or trashing triggers an ability that lets you draw. •

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. The card can be played while leaving it (see PLAY A CARD WHILE LEAVING IT above) or REMOVED FROM PLAY (see above) without losing its effect, even if it's an ongoing ability. •

Several options

If there's a choice between several options, you can pick any. 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.) You may also pick an option that you can't carry out at all.

Includes: Amphora, Amulet, Barge, Bauble, Blacksmith, Border Guard, Broker, Cabin Boy, Catacombs, Charm, Count, Courser, Courtier, Gondola, Governor, Graverobber, Hermit, Hill Fort, Hunting Grounds, Innkeeper, Investment, Jester, Kitsune, Lurker, Minion, Miser, Modify, Monastery, Native Village, Nobles, Orb, Pawn, Pirate Ship, Quartermaster, Quest, Raze, Scepter, Scrap, Scrounge, Sickness, Sinister Plot, Sleigh, Small Castle, Specialist, Spice Merchant, Sprawling Castle, Squire, Steward, Stronghold, Torturer, Tournament, Town, Town Crier, Transport, Treasurer, Trusty Steed, Village Green, Watchtower, Weaver, Wild Hunt ◆

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

Note: The upgrade card is not *gained*. ◆

Triggered ability

Triggered abilities include mainly whengain, when-trash and when-discard abilities. These can potentially be triggered in the middle of resolving another ability. See AD-VANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES 1 § III.

For instance, if you play Jack of All Trades and discard a Tunnel from the top of your deck, you gain the Gold from Tunnel's when-discard before drawing to five cards in hand. Or if you have bought Innovation and buy Seaway, gaining a card, Innovation's when-gain plays the gained card before you put your +1 Buy token on its pile.

When-gain abilities might make you gain, trash, discard or play cards. When-trash abilities might make you gain, trash or discard cards. When-discard abilities might make you gain or play cards. These can chain and trigger more abilities.

When-gain ability:

When an effect gains you several cards, you resolve each gain in turn, triggering and resolving when-gain abilities after each.

When-gain abilities that can affect other abilities:

(Cards in parenthesis only **trigger** when they themselves are **gained**.)

- * gain: Architects' Guild 7, Charm (2022) 5, Cutthroat 6, Cursed 3, Falconer 7, Fawning 2, Growth 7, Haggler (2022) 6, Livery 3, Search 8 (& Berserker 8, Border Village, Farmland [2022], Ferryman, Messenger [2022], Stonemason [2022], the cards in GAIN ON WHEN-GAIN above)
- * play: City-state 1, Innovation 7-12, Mining Road 3, Rush 4, Sailor 4, Way of the Mouse 7 (& Gondola 8-9)
- * draw / affect your hand: Band of Nomads 8, Falconer 7, Footpad 5, Mapmaker 6, Pirate 7, Sheepdog 6, Sleigh 7, Stowaway 7 (& Cavalry 11, Gondola, Infirmary 6, Trail 10)
- put cards in play: Duplicate 2, Falconer, Mapmaker, Pirate, Sheepdog, Stowaway (& Berserker, Buried Treasure 5, Gondola, Infirmary, Trail)
- * trash: Secluded Shrine, Pious, Watchtower 2 (& the cards in GAIN ON WHEN-TRASH: Trash on when-gain above)
- * discard: Your Exile mat 2 (& Marchland 4)

* make opponents...: gain: Cauldron 4 (& Embassy 2, Ill-Gotten Gains 4, Messenger [2022] 7) draw/hand: (Haunted Castle 4, Lost City) discard: Skirmisher 4 (& Berserker)

When an opponent gains a card:

- * gain: Cutthroat, Falconer, Search
- * play: Way of the Mouse 8
- * draw / affect your hand: Black Cat 6, Falconer, Invest 7, Mapmaker, Monkey 6, Pirate, Road Network 2, Stowaway
- put cards in play: Black Cat, Falconer, Mapmaker, Pirate, Stowaway
- 1 As mentioned above, a when-gain ability can trigger in the middle of resolving an ability, which might affect how you resolve the rest of it. Other players might also affect it.

Some affected cards: Artisan 2, Ball 2, Berserker 9, Catapult 4, Change 7, Conquest 3, Count 3, Credit 4, Develop 3, Dismantle 2, Engineer 3, Followers 5, Gather 2, Governor 3, Groom 4, Haunted Castle 6, Invasion 9, Inventor 4, Jack of All Trades 2, Kind Emperor 6–8, Leprechaun 3, Marauder 3, Messenger 8, Old Witch 4, Pilgrimage 6, Pilllage (2019) 5, Prosper 5, Populate 4, Rats 3, Receive Tribute 5, Remake 2, Ritual 4, Soothsayer 4, Stonemason 7, Triumph 3, Wild Hunt 5

A when-gain ability can also trigger at the same time as another when-gain ability, which means you choose which to resolve first (if they are yours to resolve; otherwise go in turn order). When gaining a card, before resolving its when-gain, you could do things that affect how you resolve it, like drawing cards, gaining other cards, getting , or even playing the gained card (e.g. via Innovation) or another card (e.g. via Gondola).

Affected cards: Aqueduct 5–6, Architects' Guild 5–6, Band of Nomads 6–7, Band of Misfits (pre-2019) 15, Berserker 10, Blessed Village 4, Blockade 7, Bureaucracy 5, Cemetery 2, Changeling 8, City-state 3, Cursed 4, Cursed Village 3, Cutthroat 7, Death Cart 6, Enlightenment 15, Defiled Shrine 3+(pre-2022)7, Ducat 2, Emporium 2–3, Farmhands 7, Fortune 6, Galleria 3, Gatekeeper 7, Gondola 11, Grand Castle 2, Growth 6, Haunted Castle 5, Hostelry 4, Livery 4, Lost City 1, Mandarin 6, Pious 1, Rich 2, Secluded Shrine 4, Siren 4, Skirmisher 6, Souk 6, Taskmaster 7, Temple 4, Territory 4, Trappers' Lodge 3, your Exile mat 3, (all 2022 versions:) Basilica 3, Charm 4, Colonnade 4, Defiled Shrine 4, Farmland 4, Haggler 5, Haunted Woods 4, Messenger 7, Mint 7, Stonemason 5, Swamp Hag 4, Tax 4, Wealthy Village 4, your trashing token 3

When a card is gained, you can play a card with a when-gain ability (e.g. via Innovation), which can then trigger on the gain. For instance, if you gain a Border Village, gaining a Cargo Ship and playing it via Innovation, you may set aside the Border Village on the Cargo Ship. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)

Affected cards: Bauble 5, Blockade 8, Bureaucracy 6, Cargo Ship 6, Cauldron 5, Collection 3, Duplicate 6, Galleria 4, Garrison 8, Gatekeeper 8, Groundskeeper 4, Growth 8, Guildmaster 3, Harsh Winter 3, Insignia 3, Livery 5, Mining Road 6, Monkey 7, Progress 3, Rapid Expansion 2, Royal Seal 3, Sailor 8, Skirmisher 7, Taskmaster 9, Tiara 5, Tracker 5, Way of the Seal 3, (all 2022 versions:) Charm 6, Haggler 7, Haunted Woods 5, Hoard 3, Swamp Hag 5

When-buy ability:

When-buy abilities that can affect other abilities:

(Cards in parenthesis only trigger when they themselves are bought.)

- * gain: Charm (pre-2022), Haggler (pre-2022), Talisman (& the cards in GAIN ON WHEN-BUY above)
- * trash: (the cards in GAIN ON WHEN-TRASH: Trash on whenbuy above)
- discard: (Doctor [pre-2022])
- Buying a card can trigger a when-buy ability that makes you gain, trash or discard before you gain the card. Gaining a card this way can trigger a when-gain ability (see above); you may resolve this before or after any other when-buy abilities. Other players might also affect it. (Gaining the bought card always happens last.)

Affected cards: Embargo 9, Goons 4, Talisman 3-4, (all pre-2022 versions:) Basilica 7, Charm 12-13, Colonnade 8, Defiled Shrine 8, Doctor 7, Farmland 4, Haggler 12-13, Haunted Woods 9-10, Herald 5, Hoard 6, Masterpiece 3, Merchant Guild 6, Messenger 13, Mint 11, Stonemason 6, Swamp Hag 8-9, your trashing token 4

When-trash ability:

When you *trash* several cards at once (such as with Chapel), you trash them all, then resolve the triggered when-trash abilities in any order.

For instance, if you trash a Squire and a Feodum, and you choose to gain an Attack (from Squire) first, whengain abilities like Watchtower or Innovation are resolved now, before you gain 3 Silvers (from Feodum).

Monastery, Remake and Sewers do *not* trash several cards at once, but one at a time.

When-trash abilities that can affect other abilities:

(Cards in parenthesis only **trigger** when they themselves are **trashed**.)

- gain: Market Square, Search 4 (& the cards under GAIN ON WHEN-TRASH: Gain on when-trash above)
- * play: Way of the Mouse 10
- * draw / affect your hand: Market Square (& Cultist, Overgrown Estate, Rats, Trail)
- * put cards in play: (Trail)
- * trash: Sewers 3
- * discard: Haunted Mirror
- (a) A when-trash ability can trigger in the middle of resolving an ability, which might affect how you resolve the rest of it. Other players might also affect it.

Some affected cards: Forager 4, Change 7, Investment 6, Monastery 2, Mountain Shrine 3, Remake 2, Sewers 3-4, Trade Route 5

When trashing a card, before resolving its whentrash, you could do things that affect how you resolve it.

Affected cards: Haunted Mirror 3

Also see Infirmary 4, Priest 7.

When-discard ability:

When-discard abilities that can affect other abilities:

(Cards in parenthesis only **trigger** when they themselves are **discarded**.)

gain: (Tunnel, Weaver 4)play: Way of the Mouse 9

❖ draw: (Trail 9, Village Green 8)

* put cards in play: (Trail, Village Green, Weaver)

A when-discard ability can trigger in the middle of resolving an ability.

Some affected cards: Capital City 6, Count 3, Courier 5, Golem 4, Jack of All Trades 2, Storeroom 3, Venture 2

Triggering abilities at other times:

Before play: Champion 5, Citadel 6, Daimyo 3, Enchantress 11–12, Enlightenment 17–19, Flagship 8, Good Harvest 4, Harbor Village 10, Highwayman 16–17, Kiln 8–10, Landing Party 8, Lighthouse 6, Urchin 7, Way of the Mouse 11

After play: Approaching Army 5, Circle of Witches 3, Daimyo 3, Enlightenment 17, Fellowship of Scribes 2, Flagship 7, Frigate 5, Great Leader 4, Harbor Village 5–6+9, Landing Party 5+7, Merchant 3, Panic 4, Royal Carriage 9, League of Shopkeepers 3.

Start of Buy phase: Arena 2, Market Towns 4, Peaceful Cult 2, Woodworkers' Guild 3

Start of Clean-up: Biding Time 1, Coastal Haven 3, Encampment 4, Friendly 3, Improve 7, River Shrine 7

Also see Way of the Mouse 12.

Variable 🔘 production

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

Includes: Bank, Bounty Hunter, City, Diadem, Farmers' Market, Fool's Gold, Forager, Giant, Huge Turnip, League of Shopkeepers, Miser, Pendant, Philosopher's Stone, Poor House, Pirate Ship, Rice, Soldier, Souk, Trade Route ◆

When you discard this

See BASIC TIMING RULES: WHEN-DISCARD ABILITIES § III. Another ability has to let you discard this card; you can't just choose to do so. This might happen on your turn or on an opponent's turn. When you discard cards during Clean-up, it doesn't trigger.

When-discard abilities only trigger when the card is discarded, not when you put it into your discard pile through gaining it or because another ability tells you to "put" it there.

Includes: Faithful Hound, Trail, Tunnel, Village Green, Weaver

"Put" cards in discard pile: Avoid, Bad Omens, Chancellor, Herb Gatherer, Messenger, Order of Masons, Scavenger, Trusty Steed

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.

Also see TRIGGERED ABILITY: (when-trash) above. ◆

While this is in play

In new printings starting 2020, many of these cards say "while you have this in play" instead. In 2022 most of these were changed to no longer be while-in-play.

The underlined cards in the list below 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 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 (pre-2019), Goons, Overlord (pre-2019), Royal Seal, Talisman, (all pre-2022 versions:) Bridge Troll, Groundskeeper, Haggler, Highway, Hoard, Lighthouse, Merchant Guild, Princess, Quarry, Sauna, Tracker ◆

* * *

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 must follow as long as you have the appropriate card, e.g. in your hand. The ability should either have told you to reveal your cards to confirm this, or 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' cards.

Includes: Graverobber, Small Castle, Treasure Map

In the first edition of the *Base game*, this also included Mine, Moneylender and Throne Room. It also applied to the pre-2021 version of Opulent Castle. \spadesuit

This is a list of all cards in the game except for the basic Treasure, Victory and Curse cards. The list includes Events, Landmarks, Projects, Ways, Allies, Traits, Prophecies, Boons, Hexes, States/Artifacts and Adventures tokens. (Entry words in gray denote non-Kingdom cards.) Each entry includes the expansion symbol (refer to PUBLISHED GAMES on p. 2), followed by the page numbers of places in this document where the card or token is mentioned.

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

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

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

Many cards have been changed in newer printings. Points with a blue number (1) apply to older versions of cards.

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

Abandoned Mine ₩ see Ruins: p. 7, 9

Abundance p. 28, 39, 177, 178, 179

- 1 This Treasure does not give you when you play it. It's a "NEXT TIME" DURATION that triggers the next time you gain an Action card. If you play Abundance multiple times, you get +1 Buy and +3 multiple times when gaining the next Action card.
- 2 See Effects when it's not your turn.
- (3) Clarification: See TRIGGERED ABILITY (3). If you play Abundance on when-gain, it doesn't trigger now, since "the next time" is not this gain.
- Also see Basilica 3+(pre-2022)7, Doctor 5+(pre-2022)7 and Enlightenment 15.

Academy > p. 39, 177, 178

- 1 This might trigger on an opponent's turn.
- ❖ Also see Enlightenment 15.

Acolyte 🐉

- 1 If you don't trash a card from your hand, you may still trash the Acolyte to gain an Augur.
- ② See "Do X To".
- 3 If you play Acolyte without moving it into play, you can't gain an Augur. (Throne Room

- + Acolyte means you may trash a card from hand and gain a Gold both times, but you can gain an Augur no more than once.) See EFFECT WHEN MOVED FROM PLAY.
- See TRIGGERED ABILITY (first trash, then gain Gold, then trash, then gain Augur), and also see Ferryman 5.

Acting Troupe \ p. 19

1 If you play Acting Troupe without moving it into play, you still get 4 Villagers. (Throne Room + Acting Troupe will give you 8 Villagers.) Also see PLAY A CARD WHILE LEAVING IT.

Advance ()

- 1 Gain a card; see CARD COSTS.
- See TRIGGERED ABILITY (5) (first trash, then gain).

Adventurer 🛅

- * Not included in the 2016 Second Edition.
- 1 "DIG FOR" 2 Treasures.

Advisor &

- 1 See GET FROM DECK, THEN DISCARD. (You reveal 3, then discard 1.)
- 2 See REVEAL / LOOK AT CARDS AND DISCARD.

Alchemist | p. 40, 40, 179

- 1 You can put Alchemists onto your deck as long as you have a Potion in play; it doesn't matter if you used the Potion to buy anything. Also see CARDS YOU HAVE IN PLAY.
- 2 New version 2022: Instead of triggering when you discard it in Clean-up, Alchemist now sets up a later ability when you play it, triggering at the start of Clean-up this turn.
- (Pre-2022 version:) See Reckless 8 and Tireless 1.
- ❖ For the 2022 version, also see Improve 5, Reckless 9 and Walled Village 2.

Alley 🗱

1 See GET FROM DECK, THEN DISCARD.

Alliance 👺

- 1 You gain the ones you can, even if some piles are empty.
- You gain each card in turn and in the order given, see TRIGGERED ABILITY.

Alms 🎉

- 1 This checks the CARDS YOU HAVE IN PLAY.
- **2** Gain a card; see CARD COSTS.

Altar 🗰

- 1 If you have no cards in your hand to trash, you still gain a card. Also see CARD COSTS.
- 2 See TRIGGERED ABILITY (5) (first trash, then gain).

Amass 🗱

- 1 This checks the CARDS YOU HAVE IN PLAY.
- **2** Gain a card; see CARD COSTS.

Ambassador > p. 14, 29, 37

- * Not included in the 2022 Second Edition.
- ① Only a card that belongs to a Supply pile can be returned to the Supply. For example, you can't return cards to Ferryman's extra pile or the Loot pile. See Black Market 6.
- 2) The other players GAIN A COPY of the revealed card.
- **3** The other players have to resolve any Reactions before you reveal a card.
- 4 You can return 0, 1 or 2 copies (including the copy you revealed).
- **5** You can only return copies of the revealed card; see COPY OF A CARD.
- Also see EMPTY SUPPLY PILES, and see Way of the Mouse 11.

Amphora J p. 29, 40 (see Loot)

- **1** SEVERAL OPTIONS (two): Get the effects now, or SET UP A LATER ABILITY for next turn.
- Prom rulebook: Amphora only stays in play beyond the current turn if you choose "next turn". If you play it with a throne-room and choose "next turn" at least once, both cards stay in play, and you'll have to remember how many times you chose "next turn".

Amulet 🙎 p. 40

- **1** This Sets up a later ability for next turn.
- SEVERAL OPTIONS (three): +(); trash; or gain.

Animal Fair 👺 p. 41, 179

- Each time you play an Animal Fair, count EMPTY SUPPLY PILES. (EFFECTS ARE IMMEDIATE.)
- 2 Clarification/rulebook: The cost of Animal Fair is always 7. When buying a card, you are allowed to choose Animal Fair even with-

out having **7**, as long as you have an Action card in hand. You may choose to either pay its cost (if you have **7**) or trash an Action card from your hand. (You always use 1 Buy.)

Consequently, Wayfarer gets the cost 7 even when you gain Animal Fair by trashing a card.

3 *Clarification:* If you buy it by trashing a card, the trashing happens before any whenbuy abilities.

Annex ()

- 1 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.
- **2** Clarification: If you have 5 or less cards in your discard pile and choose to shuffle zero cards into your deck, you still shuffle.

Anvil 🗑

- 1 Gain a card; see CARD COSTS.
- \bigcirc See "DO X TO".

Apothecary **J**

Apprentice **J** p. 16

- 1 If there is a COST REDUCTION, Apprentice will draw fewer cards.
- See TRIGGERED ABILITY (first trash, then check cost, then draw).

Approaching Army * p. 11, 11, 14, 37, 38, 171

- ❖ See Special setup § I.
- 1 The extra Attack Supply pile can be bought and gained from like any other Supply pile.
- 2 Clarification: "After you play an Attack card" means after resolving the play ability of the card. This can be resolved before or after other after-play abilities.
- When you play an Omen that activates this Prophecy, you don't get +1 for Attack cards played previously. (EFFECTS ARE IMMEDIATE.)
- However, if you play a Kitsune that activates this Prophecy, you get + for the Kitsune.
- f you play an Omen on after-play of an Attack card (e.g. with Inspiring), activating Approaching Army, you get +1 for the Attack card.

Aqueduct () p. 9, 39, 171, 178, 178, 179

- 1 This has two different when-gain abilities. If you gain a card of both types, you can resolve them in either order. (The description in the *Empires* rulebook about Humble Castle is somewhat misleading, as there is currently no way to put tokens on the Castle pile.)
- 2) This might trigger on an opponent's turn.
- 3 This triggers when you gain a Treasure that belongs to a pile with tokens, wherever you gain the card from (e.g. the trash pile).
- If Defiled Shrine is also in the game, Action Supply piles have tokens on them. If you gain a Treasure from an Action pile (Crown, or via Capitalism, or a split pile such as Encampment/Plunder), you move one token to each of the two Landmarks in any order. The same applies if you gain a Silver or Gold with Enlightenment active and Defiled Shrine in the game.
- With Capitalism, if you gain a Farmers' Market, you move a token from its pile to Aqueduct. With also Innovation (or City-state etc.), you may play the gained Farmers' Market before moving the token to Aqueduct. See TRIGGERED ABILITY 2.
- leads to a Silver or Gold being gained, you may resolve this before taking the from Aqueduct. Examples: gaining Crumbling Castle, Haunted Castle or Territory; gaining a Victory card with Hoard (2022 version) or Rich; gaining Feodum and trashing it with Watchtower; gaining Cemetery or Farmland (2022 version), trashing a card such as Rocks or using Market Square; gaining Silver/Gold with Falconer, Architects' Guild or the 2022 version of Charm or Haggler; gaining a card such as Skulk with Fawning. However, if you gain a Province, your opponents react with Fool's Gold after you take the

Archer 🎉

1 See EACH OTHER PLAYER.

Architects' Guild 🎉 p. 29, 39

- You may use this when you gain a card on your turn or on an opponent's turn. Also see "Do XTO".
- 2 See GAIN ON WHEN-GAIN. You gain a non-Victory card with a lower cost than the gained card. Also see CARD COSTS.
- 3 See TRIGGERED ABILITY (when-gain).
- 4 After using Architects' Guild to gain a card, you may spend another 2 Favors to gain a cheaper card than *that* card.
- **6** Clarification: If you gain a card that changes cost right after you gain it, Architects' Guild

- follows the new cost. This could be gaining Destrier or Fisherman, or resolving another when-gain ability before Architects' Guild. See GAIN A CARD THAT CHANGES COST.
- of If you gain Sycophant, you may resolve its whengain ability first to get Favors to spend on Architects' Guild. See TRIGGERED ABILITY 2: If a Liaison is played as the result of another when-gain ability, you can do this first to get Favors for Architects' Guild.
- You can use Architects' Guild in the middle of resolving an ability (like Artisan); see TRIGGERED ABILITY . When gaining a card with a "when you gain this" ability (like Grand Castle) or that triggers another when-gain ability, you can use Architects' Guild before or after resolving it; see TRIGGERED ABILITY . When you buy a card, gaining a card on when-buy (see GAIN ON WHENBUY), you can use Architects' Guild before resolving the bought card's when-buy ability; see TRIGGERED ABILITY . In all cases, the card you gained could be played with Innovation etc.
- Also see Aqueduct 6 and Your Cost token.

Archive () p. 24, 29, 40

- 1 This SETS UP TWO LATER ABILITIES, one next turn and one the turn after next: Each turn you choose a set-aside card to put into your hand
- 2 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.
- 3 If you play multiple Archives (or a throne-room + Archive), keep separate sets of cards and take one from each set each turn.

Arena () p. 9, 40, 45

- 1 You can only do this once at the start of your Buy phase. You may discard an Action card even if there are no more tokens.
- Resolving Arena could let you draw cards or play a card, see TRIGGERED ABILITY (when-discard), and you can do this before or after other start-of-Buy-phase abilities. This might give you +Favors to use on a triggered Ally. Also see Deluded 4, Envious 3 and Treasure Chest 1.
- Also see Cavalry 4 (and Continue, Launch and Villa).

Aristocrat 🎇 p. 177

1 Each time you play an Aristocrat, check how many Aristocrat CARDS YOU HAVE IN PLAY. The first Aristocrat you play in a turn will normally give you +3 Actions. If you play Procession + Aristocrat you'll get the same effect twice, and then trash the Aristocrat, so

the next Aristocrat you play will give you that effect again. (EFFECTS ARE IMMEDIATE.)

- 2 If you play Aristocrat without putting it in play (see PLAY A CARD WHILE LEAVING IT), it does nothing (unless you already have another one in play).
- If your first Aristocrat is "Enchanted" (by Enchantress) or used to play a Way, your second Aristocrat still draws 3 cards.
- ❖ Also see Kiln 8.

Armory **P** p. 49

1 The card is GAINED TO YOUR DECK. Also see CARD COSTS.

Artificer D. 25, 26, 49

- ① 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 ①.
- 2 The card is GAINED TO YOUR DECK. Also see CARD COSTS.
- 3 See Triggered Ability 7 (first discard, then gain).

Artisan p. 49

- **1** The card is Gained to your hand. Also see Card costs.
- See TRIGGERED ABILITY (1) (first gain, then put onto deck). When-gain abilities might make you draw or discard before you put a card onto your deck.

Artist 🞇

① Each time you play an Artist, check the CARDS YOU HAVE IN PLAY. (EFFECTS ARE IMMEDIATE.) Count how many of them (including the Artist) that are unique—i.e. DIFFERENTLY NAMED from all of the others—and draw that many cards.

Asceticism 🗱

- 1 You pay from your money pool.
- You trash several cards at once, see TRIGGERED ABILITY.

Astrolabe **h** p. 40

1 This SETS UP A LATER ABILITY for next turn.

Avanto (*promo*) p. 11, 37

1 You may play a Sauna (see PLAY AN ACTION CARD). See Sauna.

Avoid J p. 41

- 1 After resolving this Event, you still have the same number of Buys as you had before.
- 2 If you shuffle the turn you buy this, you may look through the cards you will shuffle and keep up to 3 of them aside. After shuffling, you put the chosen cards in your discard pile.
- 3 If you buy Avoid multiple times, you can pick more cards to not shuffle in.
- 1 This doesn't trigger cards that say "WHEN YOU DISCARD THIS".
- This also works when you shuffle your existing deck with Annex, Donate, Famine or Inn.
- **6** Clarification: You may look at the remaining cards in your deck when you shuffle your discard pile.
- Clarification: This works like in Order of Masons 4.
- ❖ Also see Emissary 3 and Swashbuckler 2.

Bad Omens 🤇

- 1 This doesn't trigger cards that say "WHEN YOU DISCARD THIS".
- **2** 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. 7, 9

- * Not included in the 2024 Second Edition.
- **1** The Gold is GAINED TO YOUR DECK.
- 2 The cost of Bag of Gold is (1) for any ability that refers to its cost.

Baker & p. 9

❖ See Divine Wind 5.

Ball 💆 p. 24

- See Your —1 token.
- 1 You gain 2 cards even if you can't take your —1 token. Also see CARD COSTS.
- 2 You choose and gain each card in turn, see TRIGGERED ABILITY 1. Any cost reduction or when-gain ability (like Cargo Ship or Abundance) applied after the first card will be in effect when you gain the next.
- ❖ Also see Destrier 4, Fisherman 4 and Wayfarer 9.

Band of Misfits # p. 177

- ❖ 2019 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2019 version.
- * Note: All the following also applies to Overlord.

- This version does not change itself to another card, nor does it play itself. Instead it PLAYS AN ACTION CARD from the Supply.
- You can only choose a card that is currently on top of a Supply pile. (Choose a card: see CARD COSTS.)
- **See PLAY A CARD WHILE LEAVING IT.**
- The card has the type Command and can't play other Command cards (which include 2019 versions of Captain and Overlord). This is to prevent loops from occurring.
- ❖ Also see Divine Wind 16.

Band of Nomads p. 39, 171

- 1 This triggers when you gain a card costing 3 or more; see CARD COSTS.
- 2 You may use this when you gain a card on your turn or on an opponent's turn. (For getting +Action or +Buy, see Effects when it's NOT YOUR TURN.) Also see "Do X FOR".
- 3 If you buy a card and use Band of Nomads for +1 Buy, you will have the same number of Buys as you had before.
- 4 See Triggered Ability (when-gain).
- **6** When you buy & gain a card in your Buy phase, and you use Band of Nomads to draw a Treasure, you cannot play it. Also see ACTIONS IN YOUR BUY PHASE.
- 6 Clarification: Band of Nomads triggers based on the card's cost right when you gain it, no matter if it changes cost afterwards. See GAIN A CARD THAT CHANGES COST.
- See TRIGGERED ABILITY 2: if a Liaison is played as the result of another when-gain ability, you can do this first to get Favors to spend on Band of Nomads.
- Using Band of Nomads to draw is like Sheepdog (6).
- When you draw with Band of Nomads, you might end up moving the gained card: See MOVE GAINED CARD.
- ❖ Also see Your –② Cost token.

Bandit 🖳

- See EACH OTHER PLAYER.
- You "attack" the other players even if there are no Golds left in the Supply.
- See TRIGGERED ABILITY (each opponent first trashes, then discards).

Bandit Camp 🙌 p. 9

Bandit Fort ()

Banish 👺

① Choose a card, and Exile any number of copies of it from your hand. See COPY OF A CARD.

Bank 🗃 🗑

- **1** This has Variable **0** Production.
- Ocunt the number of Treasure CARDS YOU HAVE IN PLAY. You normally want to play your other Treasures first, to increase the value of Bank
- ❖ Also see Kiln 8.

Banquet ()

- 1 If there are no Coppers left in the Supply, you still gain the other card. Also see CARD COSTS.
- 2 You gain each card in turn and in the order given, see TRIGGERED ABILITY 1.

Barbarian 🎉 p. 178

- See Each other player.
- ② If a player trashes a card that costs ③ or more (see CARD COSTS), they "REMODEL" the card into a card that costs less and has at least one type in common with the trashed card. (If there is no such card, they fail to gain one.)
- 3 *Clarification:* If you're "attacked" by Barbarian but you have no cards in your deck (even after shuffling), you gain a Curse.
- Also see Capitalism 6, Enlightenment 13, Your Cost token and Your Estate token 4.

Bard 🤇

Bargain 📽

- 1 You can buy this Event even with no Horses left. Also see CARD COSTS.
- See TRIGGERED ABILITY (first gain, then opponents gain).

Barge **\$** p. 29, 40

- **1)** SEVERAL OPTIONS (two): Get the **effect** now, or SET UP A LATER ABILITY for next turn.
- From rulebook: Barge only stays in play beyond the current turn if you choose "next turn". If you play it with a throne-room and choose "next turn" at least once, both cards stay in play, and you'll have to remember how many times you chose "next turn".

Baron &

1 New version: See "Do X FOR".

Barracks \ p. 40

1 You start each turn with 1 extra Action in your Action pool, so normally 2.

Basilica () p. 9, 25, 39, 42

- * 2022 (current) version. See Previous versions OF SOME CARDS for the pre-2022 version.
- 1 New version 2022: Basilica now has a whengain instead of when-buy ability, but only when you gain a card in your Buy phase.
- 2 Basilica can trigger several times on your turn. If you buy several cards, then for each of them, check if you have at least 2 left in your money pool at that time. If so, take 2 tokens from Basilica.
- 3 Clarification: If you gain a card that gives or +Coffers, you may resolve that (spending the Coffers) before Basilica checks your money pool. This could be Blessed Village (with certain Boons), Marchland, Nomads, Silk Merchant, Spices, a Treasure via Guildhall or Mining Road, or an Action card via Abundance. Also see TRIGGERED ABILITY (you could also use a Way that gives).

Likewise, you can get from trashing Nomads or trashing via Priest; see GAIN ON WHEN-TRASH: Trash on when-gain.

❖ Also see Possession 7.

Bat 0 p. 10

- 1 You may choose to not trash any cards.
- If you trashed any cards, you must exchange this for a Vampire. (See EXCHANGING § IV.)
- You can trash cards even if it's impossible to exchange the Bat for a Vampire.
- The cost of Bat is 2 for any ability that refers to its cost.
- See TRIGGERED ABILITY (first trash, then exchange). You trash several cards at once. Also see Divine Wind 9.

Baths () p. 9, 40

❖ See Possession 5.

Battle Plan 🎉

• Battle Plan lets you rotate any Supply pile, but it only makes a difference to rotate a split pile.

- ① Clarification: If you rotate the Ruins or Knight pile, you get to look at the necessary cards on top of the pile, one at a time, to see how many identical ones there are.
- \bigcirc See "Do X FOR".

Battlefield () p. 9, 39, 171

1 This might trigger on an opponent's turn.

Bauble p. 23, 39, 42, 179

- 1 SEVERAL OPTIONS (four): +Buy; +0, +Favor; or the ongoing ability mentioned below. (Pick two.)
- 2 You may SET UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain a card, you may put it onto your deck.
- **3** *Clarification:* You have to choose the options first, then do them, in the order given.
- 4 See Move Gained Card and Triggered ability (when-gain).
- **Solution** See TRIGGERED ABILITY **(3)** (playing Bauble on when-gain, you can put the gained card on your deck). Also see Gondola 9.
- ❖ Also see Kiln 5.

Bazaar 💥 🛕

Beggar ₩ p. 24, 38

- 1 The Coppers are GAINED TO YOUR HAND.
- See REACTION TO ATTACK. New version: See "Do X To".
- **3** You may react with several Beggars to the same played Attack.
- **1** From rulebook: Beggar may only be discarded from your hand.
- (5) If you react with for instance Caravan Guard or Diplomat and draw a Beggar, you may still react with it. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING (3) § III.)
- **6** 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.
- ❖ You gain each card in turn, see TRIGGERED ABILITY.

Berserker A p. 13, 25, 39

1 You gain a card, see CARD COSTS.

- 2 Then each other player DISCARDS DOWN TO 3 cards in hand.
- 3 See TRIGGERED ABILITY (when-gain). When you gain this, you might play it (moving it to play). Also see CARDS YOU HAVE IN PLAY.
- You may gain & play Berserker in your Buy phase (usually in the second part). See AC-TIONS IN YOUR BUY PHASE.
- **5** You may gain & play Berserker during an opponent's turn: discard it in that player's Clean-up phase. (Also see Effects when it's NOT YOUR TURN.)
- 6 See Move GAINED CARD. When you gain Berserker and play it, cards like Innovation and Watchtower lose track of it, and Innovation fails to play it. (With the expanded "lose track" rule from 2021, cards that are lost track of can't be played.) If you instead move it with Watchtower or play it with Innovation first, Berserker fails to play itself.
- Clarification: When gaining Berserker, you might play it, gaining a card, then your opponents resolve Road Network, Invest and any Black Cats, Falconers, Mapmakers, Monkeys, Pirates, Searches and Stowaways triggering from that; then they discard down to 3, and then resolve any abilities triggering from your gaining Berserker. (See ADVANCED TIMING RULES: ORDERING SEVERAL PLAYERS' CONCURRENT ABILITIES § III.)
- **(3)** For gaining & playing Berserker, see Trail 10—the timing is the same.
- See TRIGGERED ABILITY ①. When gaining a card with Berserker, when-gain abilities might affect your opponents' hands before they discard, or they might draw (or gain a card to hand) before doing so.
- See TRIGGERED ABILITY 2. When gaining Berserker, if you play an Action card on when-gain, you have an Action in play before Berserker checks. Also, you may resolve other when-gain abilities affecting your opponents (like Cauldron) before or after playing Berserker.
- See TRIGGERED ABILITY (first gain, then opponents discard). Also see Colonnade 4+(pre-2022)8, Way of the Mouse 7 and Your Cost token.

Biding Time \$\mathbf{R}\$ p. 40, 40, 179

- See TRIGGERED ABILITY. If you use Friendly, Improve or River Shrine at the start of Clean-up and play an Omen (e.g. via a when-gain ability such as Innovation), activating Biding Time, you set aside your hand. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)
- If you get a card into your hand at start of Clean-up (e.g. if you gain a card with Improve or River Shrine and put it into your hand with Sleigh), you can resolve

that before or after setting aside your hand. You may also resolve Friendly or Patient first.

Bishop 🕞 🗑

- 1 You get the initial +1 and +1 we even if you have no cards in your hand to trash.
- 2) If there is a COST REDUCTION, Bishop will give you less + 1.
- ❖ See TRIGGERED ABILITY (first trash, then check cost).

Black Cat * p. 21, 39, 171

- 1 If you play this when it's not your turn, deal out the Curses starting with the current player.
- You may react with several Black Cats to the same gain.
- If you react with Black Cat and draw another one (or for instance react with Falconer to gain one to your hand), you may still play that Black Cat. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING § III.) You might also draw one with Monkey, Road Network, etc.—see TRIGGERED ABILITY (when-gain)—and react with it.
- 1 If another player gains a Victory card, and a third player reacts to that with a Black Cat giving you a Curse, and your reacting to that (e.g. with Sheepdog) makes you draw another Reaction card like a Black Cat or Mapmaker, you can still use it to react to the first player's gain. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING 2 § III.)
- **See** REACTION THAT PLAYS ITSELF.
- You can react with Black Cat in the middle of an opponent resolving an ability (like Followers or Governor); see TRIGGERED ABILITY 1. Also see Way of the Mouse 8+12. You might also play Black Cat using another Way.
- Also see Berserker 7, Cauldron 3, Fool's Gold 7, Haunted Castle 4, Messenger (2022) 6 and Skirmisher 4.

Black Market ⊗ (promo) p. 11, 14, 14, 31, 48

- ❖ See Special setup § 1.
- 1 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 also stated on the new 2017 version of the card. See Crown 6 and Highwayman 6.
- 2) This card lets you play Treasures and buy a card in your Action phase. (Peddler will nor-

- mally cost **8**.) You can pay as much as you want from your money pool. You can't buy a card if you have Debt (but see *5* below).
- **3** Buying a card from the Black Market deck doesn't use up a Buy from your Buy pool (but does count as buying a card for Goons etc). In your Buy phase you can buy cards as usual with whatever is left in your money pool.
- Oldarification: See ACTIONS IN YOUR BUY PHASE (second part of Buy phase). If you buy a card from the Black Market deck in the first part of your Buy phase, you may afterwards play more Treasures before buying a card normally.
- (5) Clarification: After the 2022 rules change, you may spend Coffers tokens at any time during your turn. After the 2024 rules change, you may pay off Debt at any time during your turn. You may do both in the middle of resolving Black Market.
- The Black Market deck is not in the Supply, and no cards belong to the Black Market deck. This means you can't return a card to it with Ambassador, Encampment, Experiment, Panic, Snake Witch, Swap or Way of the Butterfly/Horse; also see Exchanging § IV. No tokens will accumulate with Farmers' Market, Temple or Wild Hunt. Encampment will stay set aside (and count as your card) instead of being returned to the Supply. Experiment will stay in play and be discarded in Clean-up.
- Clarification: For interaction with the pre-2020 version of Trader, see that entry (19).
- See TRIGGERED ABILITY (first play each Treasure in turn, then buy). Also see Capitalism 8, Changeling 9, Deluded 1, Duchess 3, Envious 1, Exploration (pre-2022) 3+6, Merchant 2, Mission 1, Patron 6, Scepter 6 and Way of the Mouse 3+12.

Blacksmith 🐉

- ① SEVERAL OPTIONS (three): Draw up to 6; +2 Cards; or +1 Card and +1 Action.
- ❖ Also see Your −1 Card token 2.

- If the Boon is The Moon's, Sea's, Sun's or Wind's Gift and you receive it right away, you might end up moving the gained Blessed Village: See MOVE GAINED CARD. (Receiving The Sun's Gift with the Blessed Village gained onto your deck means that it moves, even if you put it on top.)
- Certain Boons, if you receive them right away, gain you another card (or let you discard a Tunnel to gain a Gold). This is GAINING ON WHEN-GAIN. Also see GAIN ON WHEN-TRASH.
- If you receive The Field's Gift in your Buy phase, the Action is not usable (see ACTIONS IN YOUR BUY PHASE). If you receive The Field's or Forest's Gift when it's not

- your turn, these resources are not usable (see EFFECTS WHEN IT'S NOT YOUR TURN).
- 4 See TRIGGERED ABILITY 2. When gaining Blessed Village, you may resolve other when-gain abilities, such as drawing, before taking the Boon.
- ❖ Also see Basilica 3+(pre-2022)7 and Doctor 5+(pre-2022)7.

Blockade b p. 23, 25, 39, 40, 42, 42, 48, 179

- Olarification: The card is gained directly to your "set aside" area (similarly to gaining to your hand/deck). See GAINED TO YOUR HAND/DECK: If you use Blockade to gain Nomad Camp or a card like Den of Sin, Blockade will set it aside. Also see CARD COSTS.
- 2 This SETS UP TWO LATER ABILITIES: You put the card into your hand at the start of your next turn; plus an ongoing ability (see below) lasting as long as the card is set aside.
- The ongoing ability is that other players gain a Curse whenever they GAIN A COPY of the set-aside card on their turn. (Nothing happens if you make an opponent gain a copy during *your* turn.) See ATTACK UNTIL YOUR NEXT TURN, and see GAIN ON WHEN-GAIN.
- Clarification: If you move the gained card with for instance Watchtower or Gatekeeper (see MOVE GAINED CARD), the ongoing ability immediately ends, and Blockade loses track of the card. Blockade is then discarded in Clean-up this turn. Note that Blockade also loses track of the card if it's set aside—by Cargo Ship, Deliver, Hasty or Rapid Expansion.
- **5** This is cumulative. If you Blockade the same card twice, the other players gain two Curses if they gain a copy of it.
- If you Blockade Curse (gaining one), then when an opponent gains a Curse on their turn, they will gain all the Curses. If they have Trader (2020 version) in hand, they can exchange all the Curses for Silver; they can also choose to get any and all of the rest of the Silvers in the Supply.
- See TRIGGERED ABILITY 2. When-gain abilities (like Ill-Gotten Gains or Cauldron) might affect the Curse pile before you gain one.
- (8) Clarification: See TRIGGERED ABILITY (3) (playing Blockade on an opponent's when-gain, you can make them gain a Curse): See Way of the Mouse 12. Also see Possession 7, Territory 4 and Triumph 3.

Bonfire 🎉

- **1** Trash up to 2 cards from play. See CARDS YOU HAVE IN PLAY and REMOVED FROM PLAY.
- New version 2022: Bonfire can now only trash Coppers.

Border Guard p. 10, 41, 40, 42

- ① If you have Lantern when you play a Border Guard, you instead reveal 3 cards and discard 2.
- 2 If both cards (or all 3 with Lantern) are Actions, you get SEVERAL OPTIONS (two): Either take Lantern or take Horn.
- **3** From rulebook: If you don't have enough cards (after shuffling) to reveal 2 cards (or 3 with Lantern), you don't take Lantern or Horn.
- 1 If you only have one card to reveal, put it into your hand.
- 6 Also see Lantern.

Border Village 7 p. 17, 26, 39, 177

- **1** Gain a card; see CARD COSTS.
- 2 See GAIN ON WHEN-GAIN.
- ❖ See TRIGGERED ABILITY (when-gain). Also see Your -2 Cost token.

Borrow &

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

Bounty Hunter 🗱

- 1 You have to Exile a card (if you have one in hand.)
- 2 If the card you Exiled is now the only COPY OF THAT CARD you have in Exile, you get +3. See VARIABLE PRODUCTION.
- 3 Throne Room + Bounty Hunter will give you +3 twice if you Exile a different card each time (with no copies in Exile already).
- From rulebook: If you can't Exile a card, you don't get +3.
- ❖ Also see Gondola 9, Innovation 9 and Your Exile mat 3.

Bridge & p. 8, 23, 32, 42, 179

1 Playing this causes a COST REDUCTION. See SET UP A LATER ABILITY (ongoing ability). It has a cumulative effect if played multiple times.

Bridge Troll p. 19, 23, 33, 40, 42, 42, 42, 48, 179

- ❖ See Your ─1 token.
- 1 This SETS UP A LATER ABILITY for next turn (+1 Buy).
- **2022:** The COST REDUCTION is now caused by *playing* the Bridge Troll, being in effect both for the rest of this turn and during your next turn. See SET UP A LATER ABILITY (ongoing ability). It has a cumulative effect if played with a throne-room.
- (Pre-2022 version:) WHILE THIS IS IN PLAY, it causes a COST REDUCTION on your turn.

Broker 🐉

- 1 You get a bonus based on the cost of the trashed card: You get SEVERAL OPTIONS (four): +Cards, +Actions, +0 or +Favors.
- 2 If there is a COST REDUCTION, Broker will give a lower bonus
- See TRIGGERED ABILITY (first trash, then check cost, then get the bonus).

Bureaucracy % p. 39, 171

- With Bureaucracy active, when you gain a card that doesn't cost exactly you gain a Copper. See CARD COSTS.
- 2) Bureaucracy is not optional and also triggers when you gain a card on an opponent's turn.
- When you play an Omen that activates this Prophecy, you don't gain a Copper for cards gained previously. (EFFECTS ARE IMMEDIATE.)
- 4 You gain the Copper on when-gain. See GAIN ON WHEN-GAIN.
- **6** Clarification: Bureaucracy triggers based on the card's cost right when you gain it, no matter if it changes cost afterwards. See GAIN A CARD THAT CHANGES COST.
- **6** Clarification: see TRIGGERED ABILITY **3** (playing Omen on when-gain, activating this Prophecy, you gain a Copper). Also see Gondola 9 and Innovation 9.
- Also see Kiln 5, Territory 4, Triumph 3 and Your -2 Cost token.

Bureaucrat p. 22

- 1 The Silver is GAINED TO YOUR DECK.
- 2 You "attack" the other players even if there are no Silvers left in the Supply.

Buried Treasure J p. 39, 40

- ① This Treasure does not give you when you play it, but it SETS UP A LATER ABILITY for next turn.
- See TRIGGERED ABILITY (when-gain). When you gain this, you play it (moving it to play). This could also be in your Action phase or during an opponent's turn.
- 3 If you play this during another player's turn, you get +1 Buy and +3 when it's your turn and discard it in that turn's Clean-up.
- See MOVE GAINED CARD. When you gain Buried Treasure and play it, cards like Mining Road and Watchtower lose track of it, and Mining Road fails to play it. (With the expanded "lose track" rule from 2021, cards that are lost track of can't be played.) If you instead move it with Watchtower or play it with Mining Road first, Buried Treasure fails to play itself.
- For gaining & playing Buried Treasure, see Trail 10 the timing is the same; but it only matters for having another card in play (such as for Leprechaun or Wealthy Village), however see 6 below.
- If you gain Buried Treasure with Enlightenment active, and you use a Way, the description in Trail 10 is more relevant; and you may play it as in Way of the Mouse 7. (Also see EFFECTS WHEN IT'S NOT YOUR TURN.)

Bury J

- **1** After resolving this Event, you still have the same number of Buys as you had before.
- 2 You're not allowed to look through your discard pile before buying this.

Bustling Village () p. 9, 177

Butcher &

- You may "REMODEL" a card into a card that costs up to

 ® more, where x is the number of Coffers tokens you just spent.
- After trashing a card, you may choose to not spend any Coffers tokens, or you may spend

- more than 2 if you had Coffers tokens from before. You may also choose to not trash a card.
- 3 Any Coffers tokens you get from Butcher that you don't use to "remodel" a card, you save for later to spend for +1 as normal (or for a subsequent play of Butcher).
- Clarification (2022 version): You can spend any amount of Coffers. Also see "Do X To".

Cabin Boy J p. 40

- **1** This SETS UP A LATER ABILITY for next turn.
- Next turn you get SEVERAL OPTIONS (two):+O; or trash it.
- **3** For the second option, see "Do *X* TO" and NOT OPTIONAL "IF YOU DO".
- 1 If Cabin Boy is not in play when the next-turn ability triggers, you can't trash it to gain a Duration, but you do get +2. If you play Throne Room + Cabin Boy, it triggers twice next turn; you can trash it only once (and gain one Duration). See Effect when moved from PLAY.
- **6** If you play Cabin Boy with a throne-room and you trash it next turn, the throne-room will stay in play until Clean-up that turn.
- 6 See TRIGGERED ABILITY 6 (first trash, then gain), and see Shaman 3.

Cache 7 p. 39

- * Not included in the 2022 Second Edition.
- 1 You gain 2 Coppers on when-gain. See GAIN ON WHEN-GAIN.

- 1 This Treasure does not give you . It's a "NEXT TIME" DURATION that triggers the next time you gain a Victory card.
- 2 You may choose to not set aside any cards.
- **3** *Clarification:* Even if you don't set aside any cards, Cage stays in play, since trashing it is part of the later ability.
- 1 Next time you gain a Victory card, you trash the Cage (even if you didn't set aside any cards). At the end of that turn (after drawing your next hand if it's your turn) you put the set-aside cards into your hand.

- (for instance if the Cage was removed from play by Mandarin or the pre-2022 version of Counterfeit), you still put the setaside cards into your hand. If you play a throne-room + Cage, then when you gain a Victory card, you trash the Cage and get all the set-aside cards in your hand at the end of that turn. (The throne-room will stay in play until Clean-up.)
- Clarification: See TRIGGERED ABILITY 3. If you play Cage on when-gain, it doesn't trigger now, since "the next time" is not this gain.
- Also see Gain on when-trash, and see Removed from Play regarding "on this". Also see Reckless 9.

Camel Train 👺 p. 39

- Note: Exiling a card from the Supply does not mean *gaining* it.
- ❖ See Gondola 9, Innovation 9 and Your Exile mat 3.

Canal 7 p. 42

- 1 This causes a COST REDUCTION during your turn.
- Remember that during your opponent's turn, costs are reduced if your opponent has a cube on Canal, but not if only you have a cube on it.

Candlestick Maker &

Capital () p. 17, 40

- ① The when-discard ability is not a play ability, so if you play Capital multiple times with a throne-room (like Crown), you still only get ⑥ once. However, if you have several Capitals in play, you get ⑥ for each.
- 2 If you remove Capital from play, preventing it from being discarded, you don't get **6**. This can happen with Counterfeit, Crypt, Herbalist (pre-2022 version), Mandarin or Mint.
- 3 Using Herbalist [2022], Panic, Reckless, Tireless or Trickster to move Capital when discarding it doesn't prevent it from triggering.

Originally, you could only pay off Debt in your Buy phase. But after a 2024 rules change, you may do so at any time during your turn, making the clause on Capital

letting you pay off Debt unnecessary. Capital will be changed accordingly.

Capital City 🎉 p. 48

- **1** See DISCARD, THEN GET FROM DECK.
- **2** Also see "DO X FOR".
- 3 You decide if you want to discard 2 cards right after drawing a card. Then you decide if you want to pay 2 from your money pool. (EFFECTS ARE IMMEDIATE.)
- 1 If you choose to discard 2 cards with only 1 card in your hand, you discard that card but do not get any +0.
- (5) Clarification: After the 2022 rules change, you may spend Coffers tokens at any time during your turn. You may do so in the middle of resolving Capital City.
- See TRIGGERED ABILITY (first discard, then pay, then draw). When-discard abilities might give you or Coffers tokens before you pay.

Capitalism \ p. 8, 34, 36, 37, 42, 171, 177

- Clarification: This changes all Action cards with "+♥" in their text, where ♥ is any amount. It also changes Teacher. It doesn't change a card with just "♥" without the plus. (Putting your +1 token on a pile does not change the card text.)
- 2 Capitalism lets you play these Action cards in your Buy phase (as they are also Treasures). You play these in the first part of your Buy phase, i.e. before buying anything. See ACTIONS IN YOUR BUY PHASE.
- Playing Conclave, Courier, Elder, Shop or Vassal will let you play other Action cards (not changed by Capitalism) in your Buy phase.
- When you play an Action—Treasure card in your Buy phase, this doesn't use an Action from your Action pool.
- **6** A card changed by Capitalism always counts as both an Action and a Treasure, just like Crown; see Crown (3) for more on this.
 - Of course this Action–Treasure card also counts as an Action for cards like Amass, Berserker, Emporium, Housecarl, Improve, Peddler, Scheme, Sea Trade, Vassal and Walled Village.
- All relevant Action cards in the game are changed during your turn, including cards you gain (e.g. for Guildhall), cards of opponents (e.g. for Bandit), in play (e.g. for Alms or

Bank), in your hand (e.g. for Mint), in the Supply (e.g. for Mine) and in the trash (e.g. for Forager). This also matters for Barbarian, Courtier, Falconer, Locusts, Maroon and Rice.

Remember that during your opponent's turn, cards are changed if your opponent has a cube on Capitalism, but not if only you have a cube on it.

- Occupied Clarification: Cards are not changed by Capitalism when you score for Keep, as it's not your turn at the end of the game.
- Black Market, Counterfeit, Fortune Hunter, Herb Gatherer, King's Cache, Mining Road, Storyteller, Tiara and Venture can (via Capitalism) PLAY AN ACTION CARD.
- Counterfeit, Crypt, Herbalist (pre-2022 version), Mandarin and Mint can (via Capitalism) remove a played Action card from play. See REMOVED FROM PLAY. The pre-2022 versions of these cards (and Mandarin) can remove Durations.
- Also see Aqueduct 4-5, Enlightenment 3-4, Herbalist 2+ (pre-2022)7, Highwayman 6+14, Landing Party 6 and Mandarin 6.

Captain ► (*promo*) p. 28, 40, 177

- ① Captain lets you PLAY AN ACTION CARD now, and again next turn as a SET-UP LATER ABILITY. You choose a card now and play it, and then at the beginning of next turn, you choose a card and play it. (This is not optional.)
- You can only choose a card that is currently on top of a Supply pile. (Choose a card: see CARD COSTS.)
- **3** See PLAY A CARD WHILE LEAVING IT.
- 2019 version: The card was given the type Command, and the card text was changed so that Captain can't play other Command cards (which include 2019 versions of Band of Misfits and Overlord). This was done to prevent loops from occurring.
- Captain PLAYS A CARD AT THE START OF YOUR TURN. (Remember that Reserve cards or Prince [pre-2022 version] will not move.)
- ❖ Also see Divine Wind 16.

Caravan 💥 🛕 p. 40

1 This Sets up a later ability for next turn.

Caravan Guard Dp. 20, 38, 40, 179

- This SETS UP A LATER ABILITY for next turn.
- See REACTION TO ATTACK.
- **3** You may react with several Caravan Guards to the same played Attack.

- If you react with Caravan Guard (or for instance Diplomat) and draw a Caravan Guard, you may still play it. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING ③ § III.)
- See REACTION THAT PLAYS ITSELF. If you react with this during another player's turn, you get +1 when it's your turn and discard it in that turn's Clean-up. (Also see EFFECTS WHEN IT'S NOT YOUR TURN.)
- ❖ Also see Way of the Mouse 11.

Cardinal 🖐

- 1 See EACH OTHER PLAYER. (Checks CARD COSTS.)
- 2) The "attacked" player chooses which card to Exile if both cards have the appropriate cost.
- ❖ Also see Your −2 Cost token.

Cargo Ship \ p. 29, 39, 40, 42, 179

- This SETS UP A LATER ABILITY for this turn: You may choose to set aside any one card you gain during this turn (but only a card you gained after you played Cargo Ship; EFFECTS ARE IMMEDIATE.) You make the choice right when you gain a card.
- 2) From rulebook: As long as you set aside a card, this SETS UP A LATER ABILITY for next turn. Otherwise the Cargo Ship doesn't stay in play beyond the current turn.
- 3 See MOVE GAINED CARD and TRIGGERED ABILITY (when-gain).
- 4 If you play Cargo Ship twice, you may set aside two gained cards.
- (5) Clarification: Cargo Ship is discarded in Clean-up if you haven't set aside any cards, which means you may "remodel" it with Improve. But the card you gain then may still be set aside with Cargo Ship.
- 6 Clarification: See TRIGGERED ABILITY 3 (playing Cargo Ship on when-gain, you can set aside the gained card). Also see Gondola 9.
- See REMOVED FROM PLAY regarding "on this". Also see Kiln 5.

Carnival 🔨

1 If several cards with the same name are revealed, discard all but one of these. Put the other revealed cards into your hand. See DIFFERENTLY NAMED CARDS.

2 If you only have one card to reveal, put it into your hand.

Carpenter 🐉

- ① Each time you play a Carpenter, count EMPTY SUPPLY PILES. (EFFECTS ARE IMMEDIATE.)
- 2) If there are no empty Supply piles, you get +1 Action and gain a card; see CARD COSTS.
- 3 If at least one pile is empty, you "REMODEL" a card into a card that costs up to 2 more.

Cartographer 🦙 🛕

1 See REVEAL / LOOK AT CARDS AND DISCARD.

Catacombs ₩ p. 40, 170, 177

- 1 SEVERAL OPTIONS (two): Put the cards into your hand; or discard them and draw.
- 2 See DISCARD, THEN GET FROM DECK.
- 3 See WHEN YOU TRASH THIS.
- **4** Gain a card; see CARD COSTS.
- Also see Gain on when-trash and Triggered Ability (when-trash), and see Your -2 Cost token.

Catapult () p. 9, 178

- 1 You get the initial +1 even if you have no cards in your hand to trash.
- 2 Each other player possibly DISCARDS DOWN TO 3 cards in hand.
- 3 If you trash a Treasure that costs 3 or more, the other players first all gain a Curse, then they all discard. Also see CARD COSTS.
- See TRIGGERED ABILITY (first trash, then check cost). See TRIGGERED ABILITY (1) (opponents first gain Curse, then discard). When-gain abilities might make them draw before they discard.
- ❖ Also see Way of the Mouse 11.

Cathedral > p. 40

1 Trashing is of course not optional.

Cauldron p. 25, 39, 177, 178, 179

- 1 This SETS UP A LATER ABILITY for this turn (when you gain an Action card for the third time), and has a cumulative effect if played multiple times.
- 2 The Cursing ability only triggers if the third Action is gained after Cauldron was played. (The first two could be gained before.) If you gain the third Action before playing Caul-

- dron, Cauldron doesn't give out Curses that turn. (EFFECTS ARE IMMEDIATE.)
- 3 Clarification: You resolve Cauldron, giving your opponents a Curse, before they resolve Road Network, Invest and any Black Cats, Cutthroats, Falconers, Mapmakers, Monkeys, Pirates, Searches and Stowaways triggering from your gain. (See Advanced Timing Rules: Ordering Several Players' Concurrent abilities § III.)
- When gaining the third Action triggers another when-gain ability (like Cursed, Blockade or Swamp Hag [2022 version]), you can resolve Cauldron first; see TRIGGERED ABILITY 2. When you buy a card, gaining the third Action on when-buy (see GAIN ON WHEN-BUY), you can resolve Cauldron before resolving the when-buy ability (like Swamp Hag [pre-2022]); see TRIGGERED ABILITY 4.
- (playing Cauldron on when-gain of the 3rd Action, you give out Curses). Also see Enlightenment 15, Gondola 9 and Innovation 9+10.

Cavalry **\$\pi** p. 39

- 1 See TRIGGERED ABILITY (when-gain).
- 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 Cavalry, you return to your Action phase, keeping any Actions, Buys and O you had left, plus the +1 Buy from Cavalry. (You can now only play Action cards if you had Actions left in your pool. Cavalry would now normally be in your discard pile.)
- **3** You can return to your Action phase several times in a turn.
- From rulebook: 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 (such as Arena, Treasure Chest and Market Towns) trigger again.
- **6** Clarification: When you return to your Action phase, your Buy phase ends. This means endof-Buy phase abilities (Exploration, Pageant, Wine Merchant; and 2022 versions of Hermit, Merchant Guild and Treasury, and also Messenger) can trigger several times in a turn. (This 2022 ruling reverses a previous ruling.) Note that these (e.g. putting Treasury onto your

deck) are resolved after drawing 2 cards with Cavalry.

- 6 See ACTIONS IN YOUR BUY PHASE.
- When gaining Cavalry you might end up moving it; see MOVE GAINED CARD. (It might get shuffled in when you draw the 2 cards. Gaining it onto your deck will cause you to draw it.)
- If you gain Cavalry when it's not your turn, or in your Night or Clean-up phase, the +1 Buy is not usable, and you don't get an Action phase. (See EFFECTS WHEN IT'S NOT YOUR TURN.)
- You can 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, or overpaying for Stonemason), and you gain Cavalry as the first one, you still gain a second card. After gaining the Cavalry, you're in your Action phase, so Peddler normally costs &, Rocks will be gained to your hand, and you will draw due to Footpad when gaining an Action. When you gain Cavalry at the start your Buy phase (e.g. with Woodworkers' Guild), you will resolve all triggered start-of-Buy phase abilities (e.g. Arena and Market Towns) after returning to your Action phase. (See ADVANCED TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES § III.)
- When buying Cavalry, if you gain Rocks due to a when-buy ability (such as the pre-2022 version of Charm), you will gain a Silver to your deck (since it's your Buy phase) due to Rocks, and then gain Cavalry and return to your Action phase. But if you gain Rocks due to a when-gain ability (such as the 2022 version of Charm), you can choose to resolve it after returning to your Action phase, gaining a Silver to your hand. Similarly, if Footpad is in the game, when buying Cavalry and gaining an Action on when-buy, you won't draw. But if you gain an Action on when-gain, you may first return to your Action phase, and draw a card.
- Gaining Cavalry makes you draw; this is like Trail (10).
- See TRIGGERED ABILITY (first draw, then return to Action phase). Also see Exploration 2+(pre-2022)5, Hermit (2022) 6, Merchant Guild (2022) 3, Messenger (2022) 5, Possession 6, River Shrine 5 and Treasury 3.

Cave Dwellers 🐉 p. 40

- 1 See DISCARD, THEN GET FROM DECK.
- 2 If you use this with no cards in your hand to discard, you still draw a card.
- 3 After drawing a card, you may spend another Favor to repeat this. This still counts as one ability, which means you can't resolve other start-of-turn abilities in between.

Cellar p. 19

- See DISCARD, THEN GET FROM DECK.
- ❖ Also see Way of the Chameleon 4.

Cemetery (p. 39

- You may choose to not trash any cards.
- 2 You trash several cards at once, see TRIGGERED ABILITY. Also see TRIGGERED ABILITY 2: When gaining Cemetery, you may resolve other when-gain abilities, such as drawing, before trashing. Also see Sleigh 7.
- ❖ Also see Gain on when-trash, and see Aqueduct 6.

Champion p. 9, 23, 23, 35, 38, 38, 42, 179

- 1 This SETS UP TWO LATER ABILITIES (ongoing abilities): Whenever another player plays an Attack card, it doesn't affect you; and you get +1 Action when you play an Action. (Also see ATTACK UNTIL YOUR NEXT TURN.)
- 2) This has a cumulative effect if played multiple times: Champion played twice will give you +2 Actions when you play an Action.
- **1** This is a TRAVELLER UPGRADE.
- When you play an Action card with Champion in effect, you get +1 Action first. (This changes a previous ruling by the game designer. Previously you got +1 Action after resolving the played card, but this meant that playing a Champion gave you an extra Action.)
- (arification: See TRIGGERED ABILITY. When an opponent plays an Attack, if you play Champion on beforeplay, you're protected. See Way of the Mouse 11.
- ❖ Also see Snowy Village 4.

Chancellor [1]

- * Not included in the 2016 Second Edition.
- 1 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". This doesn't trigger cards that say "WHEN YOU DISCARD THIS".

Change % p. 29

- 1 You may pay off Debt before resolving Change (per the 2024 rules change).
- If you don't have Debt, you "REMODEL" a card into a card with a higher cost in ○. Unlike with other "remodel" cards, ▶ and ♠ amounts in the costs of the trashed and gained cards don't matter. (E.g. you could trash a Copper to gain a Golem.) The gained card can cost any amount as long as it's higher than the trashed card's amount. (This means you can't gain a card with ① in its cost, like Vineyard or Daimyo; and you can't Change an Estate into a Pawn or a Scrying Pool).

- 3 Similarly, the you get is based on the cost difference in only. (Changing an Estate into a Golem would give you 2, and Changing an Alchemist into a Fortune would give you 5.)
- ◆ Clarification: If you gain a card that changes cost right after you gain it, you follow the new cost when taking ●. See GAIN A CARD THAT CHANGES COST. The same applies if the trashed card changes cost.

If you Change a Wayfarer into another card, both cards cost the same, so you will get ①. If you Change a Destrier into another card, Destrier's cost decreases by ①, so you will get ① more.

- (see above) so that the gained card costs less than the trashed card, you still take equal to the difference between the two cards. For instance, if your discard pile is empty and you Change a 2-cost Fisherman into a Silver, the Fisherman now costs 5, so you will get 2 (the difference between 3 and 5).
- **Clarification:** "The difference" refers to the gained card (and the trashed card). If you didn't gain the card, you don't take any , see Possession 6.
- See TRIGGERED ABILITY (§ 1) (first trash, then check cost, then gain, then check costs).

Changeling (p. 19, 23, 25, 37, 39, 50)

- **1)** When you play this, you GAIN A COPY of a CARD YOU HAVE IN PLAY.
- Clarification: You first 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.
- 3 See Triggered Ability 6 (first trash, then gain).
- When you gain a card that costs 3 or more (on your turn or on an opponent's turn), you may exchange it for a Changeling. (See ExCHANGING § IV.) You return the card to its pile no matter where you gained it from. You place the Changeling in your discard pile no matter where you gained the card to. Also see CARD COSTS.
- **See** Move Gained Card and Triggered ability (when-gain).
- 6 Even if you exchanged it for a Changeling, you did gain the card (and triggered any when-gain ability). You didn't gain the Changeling.
- You may exchange a non-Kingdom card, as long as it belongs to a pile. You may not ex-

- change cards that don't belong to a pile, such as Heirlooms, Shelters or Zombies, or cards from the Black Market deck. Also see Ferryman 5-6.
- **3** Clarification: Changeling triggers based on the card's cost right when you gain it, no matter if it changes cost afterwards. See GAIN A CARD THAT CHANGES COST.
- The when-gain ability doesn't work with a Changeling in the Black Market deck.
- ❖ Also see Innovation 4, Loot 3 and Your –② Cost token.

Chapel III III

- 1 You may choose to not trash any cards.
- ❖ You trash several cards at once, see TRIGGERED ABILITY.

Chariot Race ()

- ① Checks CARD COSTS.
- From rulebook: If either player has no cards to reveal (even after shuffling), you don't get the bonuses.
- 3 If you get the bonuses, you can put the T token on the Chariot Race to remind you that it produced +1.
- ❖ Also see Your –② Cost token.

Charlatan ♥ p. 8, 23

- 1 You get the initial +3 even if there are no Curses left in the Supply.
- With Charlatan in the game, all Curses, for the whole game, have the type Treasure (in addition to Curse) and produce ① when played. They are still worth −1 .
- 3 All Curses are Treasures, including cards you gain (e.g. for Guildhall), cards in play (e.g. for Alms or Bank), in your hand (e.g. for Mine) and in the trash (e.g. for Forager). This also matters for Courtier, Falconer, Maroon and Rice.
- **4** *Clarification:* Curses are also Treasures when you score for Keep.
- ❖ Also see Divine Wind 12+14.

Charm () p. 18, 29, 39, 180

- ❖ 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- **1** SEVERAL OPTIONS (two): +Buy and +(); or SET UP A LATER ABILITY for this turn.

- 2 New version 2022: Charm's later ability now triggers when you gain (rather than buy) a card: You gain another card the next time you gain a card this turn. See GAIN ON WHEN-GAIN. It must be a DIFFERENTLY NAMED CARD with the same cost. (See CARD COSTS.) If you play Charm several times, all the cards you choose must be differently named from the gained card, but they can be copies of each other.
- **3** See Triggered ability (when-gain).
- Clarification: If you gain a card that changes cost right after you gain it, Charm follows the new cost. This could be gaining Destrier or Fisherman, or resolving another when-gain ability before Charm. See GAIN A CARD THAT CHANGES COST.
- See Architects' Guild 7—the timing is the same. Charm can affect Territory and Triumph.
- 6 Clarification: See TRIGGERED ABILITY 3. If you play Charm on when-gain, you don't gain a card from Charm now, since "the next time you gain a card" is not this gain.
- ❖ Also see Aqueduct 6 and Kiln 5.

Cheap J p. 171

- 1 This causes a COST REDUCTION for all cards from this pile for the entire game.
- 2 From rulebook: This doesn't apply during setup (for Ferryman, Riverboat, Young Witch or Way of the Mouse).
- ❖ Also see Plateau Shepherds 2, Wayfarer 5.

Church (promo) p. 24, 28, 40

- **1** This SETS UP A LATER ABILITY for next turn.
- You may choose to not set aside any cards.
- Seven if you don't set aside any cards, Church stays in play, since optionally trashing a card is part of the later ability.
- Next turn, after putting the set-aside cards into your hand, you can trash any card from your hand (even if you didn't set aside any cards).
- 3 If you play multiple Churches (or a throne-room + Church), keep separate sets of cards. Next turn, do the following for each time you played Church: Put any one set into your

hand, then optionally trash a card from your hand.

Circle of Witches 🎉 p. 38, 171

- **1)** From rulebook: "After playing a Liaison" means after resolving the play ability of the card. Also see "Do X To".
- The other players can't use Reactions that trigger on an Attack being played, since you didn't play an Attack.
- 3 Clarification: When playing a Liaison, you can use Circle of Witches before or after other after-play abilities. You could for instance before resolving Circle of Witches play another Liaison via Inspiring, or replay the Liaison with Citadel, Daimyo, Flagship or Royal Carriage, and then have enough Favors to resolve Circle of Witches once or potentially twice (once for each Liaison play).

Citadel \ p. 17, 38, 48, 178

- **1** See PLAY A CARD MULTIPLE TIMES.
- From rulebook: You replay the Action card after having resolved its play ability. This is of course not optional.
- 3 Citadel doesn't trigger when you *call* a Reserve card, or when you resolve a set-up ability of a previously played Duration card, only when you *play* a card.
- **1** If you replay a Duration card, you have to remember next turn that it was played twice.
- **5** If you play a throne-room as the first Action card on your turn, Citadel will replay the throne-room.
- Clarification: A card is considered played even before it's resolved: If you play an Action card and somehow play another one as part of the before-play abilities, the first-played Action card is still the one that Citadel will replay. (E.g. you play an Attack, an opponent reacts with Beggar and you react by playing Pirate.)
- 2021 version: Citadel was changed so that it plays the card twice instead of replaying after it was played. The intention was to keep it functioning the same after the expanded "lose track" rule from 2021. However (because of an unintended effect), Citadel was changed back in 2022, and the expanded "lose track" rule is instead slightly different.
- Also see Circle of Witches 3, Capitalism 5, Coronet 3, Crown 3, Enchantress 7, Enlightenment 11+17, Fellowship of Scribes 2, Frigate 5, Inspiring 5, League of Shopkeepers 3 and Werewolf 2.

- Each time you play a City, count EMPTY SUP-PLY PILES. (EFFECTS ARE IMMEDIATE.) If two are more piles are empty, you get all three bonuses.
- **1** This has VARIABLE OPRODUCTION.

City Gate \ p. 40

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

City Quarter ()

City-state 🐉 p. 39, 42

- ① This when-gain ability works identically to Innovation's—see that entry (except 3+15). City-state, like the 2022 version of Innovation, can be used whenever you gain an Action card during your turn, but only once per turn.
- 2 See "Do X To".
- 3 If you gain Sycophant, you may resolve its whengain ability first to get Favors to spend on City-state. See TRIGGERED ABILITY 2: if a Liaison is played as the result of another when-gain ability, you can do this first to get Favors for City-state.
- ❖ Also see Crown 9, Kiln 8-9, Possession 7 and Werewolf 4.

Clerk ♥ p. 40

- 1 Playing this at the start of your turn does not use up an Action from your Action pool.
- 2 You may play several Clerks at the start of your turn, each one before or after other start-of-turn abilities.
- If for instance you draw a Clerk with Hireling, or gain one to your hand with Cobbler, you may still play that Clerk. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)
- This is a Reaction that plays itself, but it can only do so on your turn, so the section REACTION THAT PLAYS ITSELF doesn't apply to it.

Coastal Haven 🐉 p. 41, 43

- 1 From rulebook: You do this before discarding your cards in Clean-up. The chosen cards stay in your hand. Then you draw 5 cards as usual.
- **2** From rulebook: If you were drawing 3 cards because of Outpost, you still only draw 3 cards, not 5.

3 Clarification: Coastal Haven refers to normally discarding your hand in Clean-up. If you discard cards with Friendly, or by playing a card like Minion or Tactician (via gaining it with Improve or River Shrine and playing it with e.g. Innovation), Coastal Haven does not trigger.

Cobbler (p. 40, 49

1 The card is GAINED TO YOUR HAND. Also see CARD COSTS

Coin of the Realm **№** p. 38, 178

- **1** When you play this, it's REMOVED FROM PLAY.
- When you call this, you don't get +1, just +2 Actions. (Also see "Do X FOR".)
- 3 From rulebook: "After resolving an Action" (1st version) means after resolving the play ability of the Action card. The 2017 version has a new phrasing, and in 2020 it was changed again, to "after you play an Action card". The meaning is the same.
- You may call several Coins of the Realm after the same played Action.
- **6** If you play Coin of the Realm with an Action card (such as Black Market, Coronet, Courier, Fortune Hunter, Herb Gatherer, Specialist, Spell Scroll or Storyteller), you may call it after resolving that card.
- ❖ Also see Enlightenment 17.

Collection ♥ p. 23, 39, 42, 177, 178, 179

- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain an Action card, you get a token. It has a cumulative effect if played multiple times. (With Tiara + Collection you get +2 per Action card gained.)
- 2 You only get tokens for Action cards gained after playing Collection. (EFFECTS ARE IMMEDIATE.)
- 3 Clarification: See TRIGGERED ABILITY 3 (playing Collection on when-gain of an Action, you get +1). Also see Enlightenment 15, Gondola 9 and Innovation 9–10.

Colonnade () p. 9, 25, 39, 42, 177, 178

- ❖ 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- New version 2022: Colonnade now has a when-gain instead of when-buy ability,

- See COPY OF A CARD.
- You only take 2
 If tokens when Colonnade triggers even if you have more than one copy of the card in play. Also see CARDS YOU HAVE IN PLAY.
- Clarification: When you gain a card, you may play it via Innovation (or City-state etc.) before resolving Colonnade, thereby taking 2 tokens. This doesn't work if the played card removes itself from play (like Acting Troupe or a Reserve card). You could also play a gained Berserker, Infirmary, Trail, or (with Enlightenment) Buried Treasure; you could play a Falconer, Sheepdog, Stowaway, or (with Enlightenment) Gondola, after gaining one. Also see TRIGGERED ABILITY 2.
- ❖ Also see Enlightenment 15 and Possession 7.

Commerce **

- **1** Counts DIFFERENTLY NAMED CARDS.
- ② Only the cards gained before buying Commerce are counted. (EFFECTS ARE IMMEDIATE.)
- ❖ Also see Possession 5.

Conclave 🤇

- 1 Conclave lets you PLAY AN ACTION CARD.
- 2 Each time you play a Conclave, check the CARDS YOU HAVE IN PLAY. (EFFECTS ARE IMMEDIATE.) The Action you play must be DIFFERENTLY NAMED from all of the cards you have in play.
- 3 This includes the played Conclave, so it doesn't let you play another Conclave.
- ❖ Also see Capitalism 3.

Conjurer 🎉 p. 29, 40

- **1** Gain a card; see CARD COSTS.
- **19** This Sets up a later ability for next turn.
- Olarification: If you play Conjurer without moving it into play (with e.g. the 2019 version of Band of Misfits; see PLAY A CARD WHILE LEAVING IT), you gain a card, but Conjurer's ability loses track of Conjurer, so it will fail to set up the next-turn ability. The card you played it with (like the Band of Misfits) is then discarded in Clean-up this turn.
- Occupance of the conjument of the con

track of it when it goes into your hand next turn. So if you play the same Conjurer again, the throne-room still won't stay in play after that turn (but will stay in play until Clean-up).

❖ Also see Reckless 9.

Conquest ()

- 1 If there are no Silvers left in the Supply, you still get + for any Silvers you gained previously this turn.
- Only Silvers gained up to and including this Conquest are counted. (EFFECTS ARE IMMEDI-ATE.)
- See TRIGGERED ABILITY (1) (first gain, then take 1). Gaining Silver could make you gain more Silvers before counting (also with Duplicate). See Way of the Butterfly 6.
- ❖ Also see Possession 5.

Conspirator **€ ♦** p. 18, 170

- 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. (EFFECTS ARE IMMEDIATE.) 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.
- 2 A played Action that is no longer in play (such as a trashed Mining Village) still counts as one played Action. Duration and Reserve cards that were not played this turn, don't count.
- Also see Capitalism 5, Coronet 3, Crown 3, Enlightenment 11+17, Kiln 9 and Spell Scroll 4.

Continue 🞇

- **1)** *Clarification:* "Once per turn" applies to the whole buy ability.
- When you buy Continue, you first gain a card, then return to your Action phase, keeping the Actions, Buys and you had left, and then getting +1 Action and +1 Buy. (You will have the same number of Buys as before buying Continue.)
- 3 This works similarly to Cavalry's when-gain ability. See Cavalry 3-6, except you don't draw cards with Continue (as in Cavalry 5).

- 4 Gain a card; see CARD COSTS.
- **6** Continue lets you PLAY AN ACTION CARD.
- 6 If you move the Action card when you gain it (e.g. with Watchtower), Continue loses track of it and can't play it after returning to your Action phase. (With the expanded "lose track" rule from 2021, cards that are lost track of can't be played.) See MOVE GAINED CARD. But Continue will play Nomad Camp. Also see Gatekeeper 4 and Siren 3.
- (Tairfication: "It" refers to the gained Action card. If you didn't gain the card (for instance if you were Possessed), Continue can't play it. See Possession 6.
- If you gain another card on top of the Action card in your discard pile (see GAIN ON WHEN-GAIN), Continue won't lose track of the Action card (because of the 2019 errata of the "lose track" rule).
- Also see Exploration 2+(pre-2022)5, Hermit (2022) 6, Merchant Guild (2022) 3, Messenger (2022) 5, River Shrine 5 and Treasury 3.

Contraband p. 23, 23, 42, 180

- Not included in the 2022 Second Edition.
- See Name A CARD. Events or Projects can't be named.
- 2 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.
- 4 You don't have to play all your Treasures. You can't play more Treasures after buying a card.

Contract 🎉 p. 29, 36, 40, 45

- **1** Contract lets you PLAY AN ACTION CARD.
- 2 If you set aside a card, this SETS UP A LATER ABILITY for next turn. Otherwise the Contract doesn't stay in play beyond the current turn. Also see "Do XTO".
- Ontract Plays a CARD AT THE START OF YOUR TURN.
- ❖ Also see Enlightenment 5 and Highwayman 4.

Coppersmith **&** p. 8, 23, 42

- * Not included in the 2016 Second Edition.
- 1 This SETS UP A LATER ABILITY (ongoing ability) for this turn. It has a cumulative effect if played multiple times.

- Only Coppers played after Coppersmith produce an extra (1). (EFFECTS ARE IMMEDIATE.) (Coppers might be played first with Black Market, Coronet, Courier, Farmhands, Fortune Hunter, Herb Gatherer, Mining Road, Prepare, Rapid Expansion, Specialist or Storyteller, or by playing Coppersmith in your Buy phase—see ACTIONS IN YOUR BUY PHASE.)
- 3 Clarification: Coppersmith changes the play ability of all Coppers for the rest of your turn. If Highwayman or Enlightenment prevents you from resolving the play ability of a Copper, Coppersmith doesn't affect that Copper.

Coronet p. 17, 28, see Reward: p. 7, 9

- 1 This is a Treasure that does not give you ...
- 2 See PLAY A CARD MULTIPLE TIMES.
- 3 Coronet always counts as both an Action and a Treasure, regardless of what phase it is. See Crown (3) for more on this (however, the Reward pile will never have *Adventures* tokens).
- This card lets you play a Treasure in your Action phase. If you play a Treasure like Counterfeit or Tiara, more Treasures will be played in addition.
- This lets you play an Action card in your Buy phase. Usually you will play Coronet in the first part of your Buy phase, i.e. before buying anything. See ACTIONS IN YOUR BUY PHASE.
- 6 If the Action card you play makes you draw a Treasure, you can choose that as the Treasure to play with Coronet.
- The cost of Coronet is (1) for any ability that refers to its cost.
- Also see Aqueduct 4, Enchantress 4, Enlightenment 3, Envious 1, Highwayman 6, Horn of Plenty 5, Magic Lamp 5, Merchant 2, Scepter 6, Spoils 1 and Stockpile 1.

Corsair **b** p. 23, 38, 40, 42, 180

- 1 This SETS UP TWO LATER ABILITIES: You draw a card at the start of your next turn; and until then, other players trash the first Silver or Gold they play each turn. See ATTACK UNTIL YOUR NEXT TURN.
- Ocrsair triggers on after-play—after the played Treasure is resolved. When a player plays a Silver or Gold under a Corsair attack,

it produces of even though it's REMOVED FROM PLAY (trashed) afterwards.

- If an opponent gets an extra turn, the first Silver/Gold played on that turn will also be trashed.
- If you play Corsair multiple times, it still only affects the first-played Silver/Gold of each player.
- (S) Clarification: Because of the wording in the card text, Corsair also applies if a player somehow plays a Silver/Gold during another player's turn.
- Clarification: If a player plays Corsair on your turn after you have already played a Silver/Gold, none of your Treasures will be trashed by Corsair that turn.

Council Room The

Count ₩

- SEVERAL OPTIONS (three): Discard; put onto your deck; or gain. Then, SEVERAL OPTIONS (three): +; trash; or gain.
- 2 If you choose to discard but don't have 2 cards in hand, you still get the second effect of your choice. (If you have 1 card, discard that one.) The same applies if you choose to put a card on your deck with no cards in hand.
- See TRIGGERED ABILITY 1 7 (first discard or gain, then trash or gain). When-gain or when-discard abilities might make you draw before you trash. Also see Sleigh 7.
- ❖ You trash several cards at once, see TRIGGERED ABILITY.

Counterfeit ₩ p. 17, 18, 28

- **1** See PLAY A CARD MULTIPLE TIMES.
- 2 If the Treasure leaves play when it's played (like Spoils or Stockpile), 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 Capitalism 9.
- 1 New version 2022: Counterfeit can no longer play Duration cards.
- See TRIGGERED ABILITY (first play twice, then trash). Also see Capital 2, Capitalism 8, Horn of Plenty 5, Idol 1, Magic Lamp 5, Spoils 1, Stockpile 1 and Storyteller 1.

Counting House

* Not included in the 2022 Second Edition.

Courier 🎉

- 1 Courier lets you PLAY AN ACTION CARD or a Treasure card.
- 2) This card lets you play a Treasure in your Action phase. If you play a Treasure like Counterfeit or Tiara, more Treasures will be played in addition. Also see Crown 6 and Highwayman 6.
- **3** *Clarification:* See ACTIONS IN YOUR BUY PHASE (second part of Buy phase).
- 4 Clarification: If your discard pile is empty after discarding the card (which can happen if the discarded card lets you play it, such as Village Green or Weaver), you can't play any card with Courier.
- See TRIGGERED ABILITY (first discard, then play). Also see Sleigh 7.
- Also see Capitalism 3, Envious 1, Merchant 2 and Scepter 6.

Courser < see Reward: p. 7, 9

- ① SEVERAL OPTIONS (four): Draw; +Actions; +O; or gain. (Pick two.)
- From rulebook: You have to choose two different options first, then do them, in the order given.
- The cost of Courser is for any ability that refers to its cost.

Courtier 🔌

- 1 SEVERAL OPTIONS (four): +Action; +Buy; +0; or gain. (Pick different options, one per type the revealed card has. It's not optional: You can't choose to do less.)
- **2** *Clarification:* You have to choose the options first, then do them, in the order given.
- **3** *Clarification:* You get maximum four bonuses, even if the revealed card has more types.
- Also see Capitalism 6, Charlatan 3, Elder 8, Enlightenment 13, Young Witch 4 and Your Estate token 4.

Courtyard &

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

Coven 🐇

1 You get the initial +1 Action and +2 even if there are no Curses left in the Supply.

See NOT OPTIONAL "IF YOU DO". If a player can't gain a Curse, they discard their Curses instead.

Crafters' Guild 🎉 p. 40, 49

1 The card is GAINED TO YOUR DECK. Also see CARD COSTS and "DO X TO".

Craftsman 🗱

1 Gain a card; see CARD COSTS.

Credit 🞇

- 1 You gain a card, see CARD COSTS.
- Clarification: If you gain a card that changes cost right after you gain it, you follow the new cost when taking . See GAIN A CARD THAT CHANGES COST.
- Clarification: "It" refers to the gained card. If you didn't gain the card, you don't take any ; see Possession 6.
- 4 See Triggered ability (1) (first gain, then check cost).

Crew J p. 29, 40

- **1** This SETS UP A LATER ABILITY for next turn.
- Clarification: If you play Crew without moving it into play (see PLAY A CARD WHILE LEAVING IT), you draw now, but Crew's ability loses track of Crew, so it will fail to set up the next-turn ability. The card you played it with (e.g. the 2019 version of Overlord) is then discarded in Clean-up this turn.
- 3 If you play Crew with a throne-room, the throne-room will stay in play until Clean-up next turn.
- ❖ Also see Reckless 9.

Crop Rotation \ p. 40

- **1** See DISCARD, THEN GET FROM DECK.
- **2** See "Do *X* FOR". You may only do this once per turn.

Crossroads > p. 177

- 1 If it's played again with a throne-room, you will get +3 Actions only the first time.
- If your Crossroads is "Enchanted" (by Enchantress) or you play it using a Way, playing Crossroads again won't give +Actions, since it won't be the first time you play Crossroads.
- Also see Reckless 5.

- *Crown* O p. 17, 28, 48, 171, 171
- This is a Treasure that does not give you ...
- **2** See PLAY A CARD MULTIPLE TIMES.
- 3 Crown always counts as both an Action and a Treasure, regardless of what phase it is. You can replay Crown with Citadel, Daimyo, Flagship, Royal Carriage or Scepter even when played in your Buy phase. *Adventures* tokens put on its pile have their effects even in your Buy phase. You can play it using a Way even in your Buy phase. It counts as a played Action (e.g. if you later play Conspirator) even if played in your Buy phase.
- If you play Crown via an ability that lets you play an *Action* in your Buy phase (such as Citadel, Scepter or Toil; see ACTIONS IN YOUR BUY PHASE), Crown will still play a *Treasure* card twice.
- 6 See ACTIONS IN YOUR BUY PHASE.
- of If you play Crown via an ability that lets you play a *Treasure* in your Action phase (such as Black Market, Coronet, Courier, Fortune Hunter, Herb Gatherer, Mining Road, Specialist or Storyteller), Crown will still play an *Action* card twice.
- Clarification: If you play Crown at the start of your turn, you're in your Action phase at that point. See PLAY A CARD AT THE START OF YOUR TURN.
- (S) Clarification: If you play Throne Room + Crown, Crown will play an Action card twice. (You can't choose to start your Buy phase in the middle of resolving an ability. However, see Cavalry 9.)
- If you gain Crown in your Night phase and play it with Innovation (or City-state etc.), it will do nothing. Also see TRIGGERED ABILITY (when-gain).
- Also see Aqueduct 4, Capitalism, Enchantress 4, Enlightenment 3, Highwayman 6, Horn of Plenty 5, Magic Lamp 5, Spoils 1 and Stockpile 1.

Crucible 🚽

- 1 If there is a COST REDUCTION, Crucible will give you less +0.
- See TRIGGERED ABILITY (first trash, then check cost).
- **Crumbling Castle** p. 39, 40, see Castle: p. 10, 37, 46, 48, 50
- **1** See When you trash this.
- 2 You get +1 \(\mathbb{Y} \) even if there are no Silvers left in the Supply.

- **3** You gain a Silver on when-gain. See GAIN ON WHEN-GAIN.
- ❖ Also see Gain on when-trash, and see Aqueduct 6.

Crypt 0. 23, 29, 40, 42, 180

- 1 Choose Treasure CARDS YOU HAVE IN PLAY.
- This sets up later abilities for the start of your turns: Each turn you choose a set-aside card to put into your hand.
- **3** Crypt will only stay in play as long as it has cards set aside.
- 4 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.
- **6** New version 2022: Crypt can no longer set aside Duration cards.
- (Pre-2022 version:) See REMOVED FROM PLAY regarding setting aside Treasure-Durations. Also see Capitalism 9.
- ❖ Also Capital 2.

Crystal Ball 🗑

- 1 If the card is an Action or Treasure, you may play it. See PLAY AN ACTION CARD.
- 2 If you don't trash, discard or play the card, put it back.
- This lets you play an Action card in your Buy phase. Usually you will play Crystal Ball in the first part of your Buy phase, i.e. before buying anything. See ACTIONS IN YOUR BUY
- ❖ Also see Enlightenment 4+15+17.

Cultist **P** p. 24, 40, 177

- As the Ruins are different, it's important that players gain them in turn order even if they are not running out.
- 2 You may play another Cultist (see PLAY AN ACTION CARD).
- 3 Clarification: If you reveal Moat or Shield as a Reaction to a Cultist, you are not automatically unaffected by further Cultists played by that one. You would have to reveal it for each Cultist.
- See WHEN YOU TRASH THIS.
- If you buy a card that trashes Cultist (such as Cemetery, Doctor or Farmland), and you draw Treasures, it's too late to play those Treasure.

- 6 See TRIGGERED ABILITY 1 (first each opponent gains Ruins, then you play another Cultist).
- Also see TRIGGERED ABILITY (when-trash), and see Market Square 4, Monastery 2, Remake 2, Sewers 4 and Way of the Mouse 11.

Cursed p. 39, 171

- 1 You gain a Loot and a Curse on when-gain. See GAIN ON WHEN-GAIN.
- 2) If there aren't any Curses left, you still gain a Loot, and vice versa.
- **3** See Architects' Guild 7—the timing is the same. Cursed can affect Territory.
- 4 See TRIGGERED ABILITY 2. When-gain abilities (like Ill-Gotten Gains or Cauldron) might affect the Curse pile before you gain one.
- ❖ You first gain Loot, then Curse, see TRIGGERED ABILITY.

Cursed Gold p. 6, see Heirloom: p. 4, 7, 10

1 You get the initial +3 even if there are no Curses left in the Supply.

Cursed Village (p. 39

- 1 If the received Hex is Bad Omens, Famine, Haunting, Locusts or War, you might end up moving the gained Cursed Village: See Move GAINED CARD.
- Certain Hexes, if you receive them right away, gain you another card (or let you discard a Tunnel to gain a Gold). This is GAINING ON WHEN-GAIN. Also see GAIN ON WHEN-TRASH.
- 3 See TRIGGERED ABILITY 2. When gaining Cursed Village, you may resolve other when-gain abilities, such as drawing, before taking the Hex.
- ❖ Also see Your −1 Card token 2.

Cutpurse 💥 🛦

Cutthroat J p. 28, 39, 171, 179

- Each other player DISCARDS DOWN TO 3 cards in hand
- This is a "NEXT TIME" DURATION that triggers the next time a player (you or an opponent) gains a Treasure costing 5 or more (see CARD COSTS). You gain multiple Loots then if you played Cutthroat multiple times.
- You gain a Loot on when-gain. See GAIN ON WHEN-GAIN (relevant when you trigger your own Cutthroat).
- 4 If several players' Cutthroats trigger, remember to resolve them in turn order starting with the current player.

- **3** Other players **discard** *before* the "next time" **ability** is activated, so if an opponent **gains** a Treasure when **discarding** (e.g. with Tunnel), you don't **gain** a Loot.
- Cutthroat can gain a Loot when you or an opponent gains a card. See Architects' Guild 7—the timing is the same.
- Clarification: Cutthroat triggers based the card's cost right when you gain it, no matter if it changes cost afterwards. See GAIN A CARD THAT CHANGES COST.
- (3) Clarification: See TRIGGERED ABILITY (3). If you play Cutthroat on when-gain, you don't gain a Loot now, since "the next time" is not this gain. (However, if your gaining a Treasure—making you play Cutthroat—also triggers another player's played Cutthroat, that player's Loot gain will trigger your new Cutthroat.)
- Also see TRIGGERED ABILITY (when-gain), and see Cauldron 3, Ill-Gotten Gains 3, Skirmisher 4 and Your 2 Cost token.

Daimyo ***** p. 17, 28, 28, 38, 178, 179

- 1 This SETS UP A LATER ABILITY for this turn that triggers the next time you play an Action card that isn't a Command card. If you don't play any such cards this turn, Daimyo fails to do anything further.
- See PLAY A CARD MULTIPLE TIMES. If you play Daimyo and then a card that gives +1 Action, you end up with one more Action in your Action pool than you started with.
- 3 Daimyo otherwise works identically to Flagship, see Flagship 3-8.
- Also see Capitalism 5, Circle of Witches 3, Coronet 3, Crown 3, Enchantress 7, Enlightenment 11+17, Fellowship of Scribes 2, Frigate 5, Inspiring 5, League of Shopkeepers 3 and Werewolf 2.

Dame Anna 🙌 (see Knight)

- 1 You may choose to not trash any cards.
- **Oracle 2.** Clarification: "If a Knight is trashed by this" only applies to opponents' Knights, not if you trash a Knight from your hand.
- You trash several cards at once, see TRIGGERED ABILITY.

Dame Josephine ₩ (see Knight)

Dame Molly \ (see Knight)

Dame Natalie 🗰 (see Knight)

1 Gain a card; see CARD COSTS.

Dame Sylvia \ (see Knight)

Death Cart ₩ p. 24, 39

- 1 You may trash the Death Cart. See REMOVED FROM PLAY.
- 2019 version: This card was changed because of the new versions of Band of Misfits, Overlord and Inheritance. See "Do X FOR". If you play Death Cart without moving it into play (e.g. if you played it with Throne Room and trashed it the first time), you only get +5 if you choose to trash an Action card from your hand. See EFFECT WHEN MOVED FROM PLAY.
- (Pre-2019 version:) If you have no Action cards in hand, or choose not to trash one, you have to trash the Death Cart.
- (Pre-2019 version:) If you play Death Cart without moving it into play, you still get +5, and choose to trash the Death Cart (which will fail) or an Action card from your hand. (Throne Room + Death Cart will give you +5 twice, even if you trash Death Cart the first time.) Also see PLAY A CARD WHILE LEAVING IT.
- **5** You gain 2 Ruins on when-gain. See GAIN ON WHEN-GAIN.
- 6 See TRIGGERED ABILITY 2; when gaining Death Cart, you may resolve other when-gain abilities before gaining the Ruins. You gain each Ruins in turn, see TRIGGERED ABILITY.

Defiled Shrine () p. 9, 33, 37, 39, 39, 42, 171, 178, 180

- * 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- ❖ See Special setup § I.
- New version 2022: This now triggers when you gain a Curse (rather than when you buy it), but only if you gain it in your Buy phase. So Defiled Shrine now has two different when-gain abilities. It will trigger if you gain an Action card on an opponent's turn too.
- This triggers when you gain an Action card that belongs to a pile with tokens, wherever you gain the card from (e.g. the trash pile).
- If you gain a Temple, you may take the **transport** from the Temple pile before moving a token to Defiled Shrine. If you gain Farmers' Market or Wild Hunt, you may play it via Innovation (or City-state etc.) before moving a token to Defiled Shrine. Also see TRIGGERED ABILITY .
- If you gain an Action card in your Buy phase, gaining a Curse on when-gain, you may move a token from the Action's pile before taking the on Defiled Shrine. See TRIGGERED ABILITY 2.

Also see Aqueduct 4, Divine Wind 6, Enlightenment 15 and Possession 7.

Delay \$\bigsize{\pi}\$ p. 36, 40

- 1 Delay lets you PLAY AN ACTION CARD. If you set it aside, you have to play it.
- Delay PLAYS A CARD AT THE START OF YOUR TURN.

Deliver p. 23, 39, 41, 42, 180

- After resolving this Event, you still have the same number of Buys as you had before.
- 2 This activates an ongoing ability for this turn: When you gain a card, set it aside (but only cards gained after you bought Deliver; EFFECTS ARE IMMEDIATE.)
- **3** See Move Gained Card and Triggered ability (when-gain).
- 4 At the end of this turn (after drawing your next hand) you put the set-aside cards into your hand.

Deluded p. 10, 23, 40, 42, 180

- * See Delusion.
- 1 You can't buy Action cards for the rest of your turn. This starts after you return Deluded at the start of your Buy phase, so you can buy Actions before then with Black Market. If you go back to your Action phase with Cavalry, Continue, Launch or Villa, you still can't buy Actions.
- **1** 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.
- Clarification: You can resolve other start-of-Buy phase abilities before returning Deluded: Playing Black Market first—e.g. via Market Towns—lets you buy Action cards. If you get Deluded when resolving e.g. Market Towns, you have to return Deluded this Buy phase. See Arena 2, Market Towns 4, Peaceful Cult 2 and Woodworkers' Guild 3.

Delusion (

Delve ()

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

Demand \$\frac{1}{4}\$ p. 49

• If there are no Horses left, you still gain the other card. Also see CARD COSTS.

- 2) The cards are GAINED TO YOUR DECK. The Horse will be lost track of, see GAIN ON WHEN-GAIN.
- 3 You gain each card in turn and in the order given, see TRIGGERED ABILITY 1.

Demesne <a> see Reward: p. 7, 9

1 The cost of Demesne is 1 for any ability that refers to its cost

- **1** This is GAINED TO YOUR HAND instead of to your discard pile.
- ❖ Also see Haunted Woods 3.

Desert Guides 🐉 p. 40

- **1** See DISCARD, THEN GET FROM DECK.
- 2) If you use this with no cards in your hand to discard, you still draw 5 cards.
- 3 After drawing cards, you may spend another Favor to repeat this. This still counts as one ability, which means you can't resolve other start-of-turn abilities in between.

Desperation *

- 1 After successfully resolving this Event, you still have the same number of Buys as you had before.
- ❖ Also see Possession 5.

Destrier \$\infty\$ p. 6, 42, 46, 178

- 1 This costs 6 normally, but 1 less per card you've gained this turn. (Other COST REDUCTION is in addition.) Only cards gained by the current player (the player whose turn it is) affects its cost.
- Prom rulebook: All Destriers have the modified cost during your turn (based on the number of cards you've gained), including those in your hand or deck or belonging to other players.
- 3 Costs can change in the middle of resolving an ability. If you trash a Destrier with Stonemason or Develop, it costs 1 less after you gain the first card. If you for instance Stonemason a Destrier costing 6, you first gain a card cheaper than 6, then gain one cheaper than 5.

1 Likewise, if you buy Ball, or overpay for Stonemason, or use Stonemason or Develop to trash another card, Destrier costs 1 less after you gain the first card. You could for instance Develop a Gold to first gain a 7-cost card, reducing Destrier's cost to 5, then gain Destrier. If you overpay for Stonemason to gain a Destrier, you can't gain a second Destrier.

With the 2022 version of Stonemason, when choosing each card to gain from overpaying, the cost of Destrier has been reduced by gaining Stonemason itself. With the pre-2022 version of Stonemason, the cost is not reduced, since you haven't gained Stonemason vet.

- **S** Clarification: The cost change happens before any when-gain abilities.
- Also see GAIN A CARD THAT CHANGES COST, and see Change 4, Charm (pre-2022) 12, Haggler (pre-2022) 12, Possession 5, Talisman 3 and Wayfarer 4.

Develop p. 24, 29, 49

- **1** "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.
- 2 The cards are GAINED TO YOUR DECK. The first will be lost track of, see GAIN ON WHEN-GAIN.
- 3 You choose and gain each card in turn, see TRIGGERED ABILITY 1. Any cost reduction or when-gain ability (like Taskmaster or Galleria) applied after the first card will be in effect when you gain the next.
- ❖ Also see Destrier 3 and Wayfarer 8-9.

Devil's Workshop op. 10

- 1 When you play this, count how many cards you've gained this turn up until now. You then gain a card (unless the relevant pile is empty), so if you play another Devil's Workshop, the count will be 1 higher. (EFFECTS ARE IMMEDIATE.)
- Gain a card costing up to 4; see CARD COSTS.
- ❖ Also see Possession 5.

Diadem p. 48, see Prize: p. 7, 9

- Not included in the 2024 Second Edition.
- **1** This has VARIABLE **0** PRODUCTION.
- You get +1 per Action you have in your Action pool. If you played no Action cards normally this turn, you get +1. See ACTIONS

- IN YOUR BUY PHASE. (Playing Diadem doesn't use up your Actions.)
- Clarification: If you play Diadem in your Action phase (e.g. via Black Market or Storyteller), you can spend Villager tokens right then, even though you are in the middle of resolving an ability.

Diplomat 4 p. 21, 21, 24, 38

- **1** See REACTION TO ATTACK, and see "Do *X* To".
- **2** 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.
- 4 If you react with for instance Caravan Guard and draw a Diplomat, you may still reveal it. You may react with the same Diplomat several times, if you still have 5 or more cards in hand after resolving it. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING 3 4 § III.)
- **S** Each time you play a Diplomat, check how many cards you have in hand. (EFFECTS ARE IMMEDIATE.)
- If you react with Diplomat and discard Trail, Village Green or Weaver, you can use Way of the Mouse, see that entry (11-12).

Disciple 🙎 p. 9, 17, 28, 29, 40, 171

- 1 See PLAY A CARD MULTIPLE TIMES.
- 2 You GAIN A COPY of the Action card you played.
- **3** This is a TRAVELLER and a TRAVELLER UPGRADE.

Dismantle (promo)

- **1** "REMODEL" a card into a card that costs less, provided the trashed card costs **1** or more (see CARD COSTS). If it does, also gain a Gold. If not, you just trash the card.
- 2 See TRIGGERED ABILITY 5 1 (first trash, then check cost, then gain each card in turn and in the order given). Any when-gain ability (like Guildmaster or Growth) applied after the first card will be in effect when you gain the Gold.

Displace 👺

- 1 Exile a card to gain a DIFFERENTLY NAMED card that costs up to 2 more. This is like "REMODELING" except you *Exile* instead of *trashing* the card.
- ❖ Also see Gondola 9, Innovation 9 and Your Exile mat 3.

Distant Lands 🙎

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

Distant Shore 💸

1 You get the initial +2 Cards and +1 Action even if there are no Estates left in the Supply.

Divine Wind Pp. 41

- Instead of an ongoing ability, this Prophecy has an immediate ability that triggers once when the last Sun token is removed.
- When this triggers, all Kingdom card piles are immediately removed from the Supply, including the extra pile from Young Witch. Base cards are not removed (see COMPONENTS OF THE GAME: BASE CARDS § I). Cards that are outside the Supply are not removed, including Ferryman's Kingdom card pile (see LOCATIONS IN THE GAME: THE SUPPLY § II). No cards are removed from other places, like the trash or the player's decks.
- **3** From rulebook: 10 new random Kingdom card piles are added to the Supply. Do any setup that these cards require. Add any piles required (like Potion, Ruins and Horse) if they haven't already been included. The same goes for Boons and Hexes. (Don't re-shuffle any piles or decks that were included from the start.) The game should not have more than one Ally or Prophecy.
- Clarification: Add 10 new Kingdom cards, not cards that have been used in any way in this game including in the Black Market deck.
- 6 Clarification: If Baker, Druid, Importer, Necromancer or Trade Route is added, do its setup. For Druid, if the Boon deck is already included, set aside the next 3 Boons. For Trace Route, add a token to all Victory Supply piles

- no matter if they have been **gained** from already. If an Ally is added to the game, the players get a Favor mat and 1 Favor token.
- **6** Clarification: Don't repeat the setup of any cards that were included at the start of the game, such as the Defiled Shrine, Tax or Trade Route.
- From rulebook: Don't add any new Heirlooms. Don't add Shelters, Platinum or Colony (but of course keep them if they are already included).
- **3** From rulebook: When Divine Wind is resolved, no Kingdom card piles are empty (even if they were earlier).
 - However, if you have Search in play, and gain the last card from a pile, playing an Omen on when-gain (e.g. with Innovation) and triggering Divine Wind, the Search already triggered.
- From rulebook: Cards cannot be returned to the removed piles.
 - Regarding playing cards from removed piles: You can now play Experiment, Reckless cards, Treasures during Panic, and cards using Way of the Horse without returning them. Encampment will stay set aside (and count as your card). You can't exchange Page, Peasant, Bat or Vampire, give out Curses with Snake Witch, or gain with Way of the Butterfly. (Other Travellers can still be exchanged, and Horse, Madman, Spoils and Wish can be returned.)
- From rulebook: Any tokens on the removed piles are also removed and stop working, such as Adventures tokens and tokens added by Family of Inventors. This includes tokens on empty piles. The tokens go back in the supply.

 If their pile is removed, Farmers' Market, Temple and Wild Hunt won't add any tokens when played.
- ① From rulebook: Traits continue to affect the same cards even if the pile is removed. (But Fawning and Friendly can no longer gain cards.) Bane cards still work against Young Witch. Obelisk still scores for the same cards.
- **10** From rulebook: Ongoing abilities that are active from the start (such as Charlatan, Footpad, Shaman and Trade Route) continue to work even if their piles are removed.
- © Clarification: COST REDUCTION (e.g. from a played Bridge) does not apply during setup of newly added cards, such as Ferryman, Riverboat or Young Witch.

- Clarification: If you trigger Divine Wind in the middle of resolving an ability, abilities mentioned in 12 above are active immediately: If you play an Omen on whengain (e.g. with Innovation) and trigger Divine Wind, adding Footpad to the game, you draw a card. If you play Maroon trashing a Curse and trigger Divine Wind on when-trash, adding Charlatan, you draw 4 cards. If you trigger Divine Wind at the start of your turn, adding Shaman, you gain a card from the trash if possible. If you trigger Divine Wind on when-gain of a Victory card, adding Trade Route, you move the newly added token from that Victory pile. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)
- (Earification: If you're gaining several cards from an ability, such as Develop, Prosper or Receive Tribute, and you trigger Divine Wind in the middle (e.g. by gaining an Omen and playing it with Innovation), any remaining cards can only be gained from the new piles. With Populate you will gain from all the new Action piles. However, with Pilgrimage you cannot gain more cards.
- Clarification: If you play an Omen from the Supply (with Captain or the 2019 version of Band of Misfits or Overlord) to trigger Divine Wind, you continue resolving the Omen even though it's removed.

Doctor & p. 39, 179

- * Not included in the 2024 Second Edition. This means the 2022 version was never printed.
- * 2022 (current) version. See Previous versions OF SOME CARDS for the pre-2022 version.
- See NAME A CARD. You trash the revealed cards that have the chosen name. See REVEAL / LOOK AT CARDS AND TRASH.
- See TRIGGERED ABILITY (first trash, then put cards back). When playing Doctor, you trash several cards at once.
- 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.
- 1 New version 2022: The overpay ability is now resolved on when-gain (instead of when-buy); although you overpay (pay more) when paying for the card. See OVERPAYING § IV. The Doctor will be already be gained when you look at cards.
- Glarification: The following applies to buying any card with an overpay ability: When gaining this after buying it, if a triggered when-buy ability gave you or +Coffers, it's too late to use this to overpay (as in ₹ in the pre-2022 entry for Doctor). It's also too late if you gain a card on when-buy (e.g. from the pre-2022 version of Charm), since you overpay before the card is bought. Also see Possession ₹.

❖ Also see Gain on when-trash and Gain on when-discard.

Dominate ()

- **1** See NOT OPTIONAL "IF YOU DO".
- ❖ Also see Possession 5.

Donate () p. 41, 180

- ❖ 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2021 version.
- Onate now sets up an ability to trigger at the start of your next turn (instead of setting up an after-turn ability), but before any other start-of-turn abilities. So if you set aside cards with e.g. Biding Time, Church, Gear, Haven or Research, you will get those card into your hand after resolving Donate.
- 2 (2022 version): If your hand was affected after buying Donate (e.g. by Militia or Council Room), you'll still have 5 cards after resolving Donate.
- 6 At the end of Donate, you shuffle your hand (not cards that might be in your discard pile such as due to Market Square).
- (2021 version:) Donate sets up an end-of-turn ability (instead of after-turn). This version is not discussed here, since it was never printed.
- ❖ You trash several cards at once, see TRIGGERED ABILITY.

Doubloons J p. 39 (see Loot)

1 You gain a Gold on when-gain. See GAIN ON WHEN-GAIN.

Druid (p. 10, 35

- 1 The Boon deck will only have 9 cards, for any other Fate cards that might be in the game.
- 2 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.
- ❖ Also see Divine Wind 5.

- 1 This is a Treasure that does not give you ...
- 2 See TRIGGERED ABILITY 2: When gaining Ducat, you may resolve other when-gain abilities, such as drawing, before trashing.
- ❖ Also see Gain on when-trash.

Duchess p. 19, 23, 39, 177

❖ Not included in the 2022 Second Edition.

- Each player chooses to discard or put back the top card of their deck. (This is clearer in the new 2016-version card text.)
- 2 You gain the Duchess on when-gain. See GAIN ON WHEN-GAIN. This might happen on an opponent's turn.
- The when-gain ability doesn't work with a Duchess in the Black Market deck, or as the card set aside by Way of the Mouse.

Duke &

Dungeon 🙎 p. 40

- **1** See GET FROM DECK, THEN DISCARD.
- **1** This SETS UP A LATER ABILITY for next turn.

Duplicate Duplicate p. 13, 31, 37, 39, 171, 171

- When you call this, you GAIN A COPY of the card you gained. (Also see CARD COSTS and "DO X TO".)
- 2 This happens on when-gain. See GAIN ON WHEN-GAIN.
- 3 You may call several Duplicates to gain multiple copies of the gained card.
- 4 You may call Duplicate if you gain a card on another player's turn. Your Duplicate is then discarded in the Clean-up of that player.
- (5) Clarification: Duplicate triggers based the card's cost right when you gain it, no matter if it changes cost afterwards. See GAIN A CARD THAT CHANGES COST.
- (6) Clarification: See TRIGGERED ABILITY (5) (playing Duplicate on when-gain, you may gain a copy of the gained card). Also see Innovation 9.
- Also see Conquest 3, Emporium 2, Scepter 5, Territory 4,
 Triumph 3 and Your 2 Cost token.

Earth's Gift, The

- 1 Gain a card; see CARD COSTS.
- **9** See "Do *X* To".
- Also see Your 2 Cost token.

Elder 🐉 p. 41, 178, 180

- 1 Elder lets you PLAY AN ACTION CARD.
- **Orange Series** 2 Clarification: While you are resolving the chosen Action card, if the card tells you to choose among a number of effects, Elder lets you choose one more option. (With "choose one", you choose two, etc.)

- **3** *Clarification:* You have to choose the options first, before doing them.
- From rulebook: You do them in the order given. (They have to be different.) Also see TRIGGERED ABILITY.
- **6** You can choose to get the extra option or not. For instance, with Count you could take an extra option for one of the two "choose" effects and not for the other.
- 6 From rulebook: Elder only affects the Action card if it tells you to choose among several options with the word "choose". This effectively includes all cards that say "choose one" and "choose two", plus Scrap. It doesn't include cards like Barge, Jester or Swindler. (This is clearer in the revised 2024 card text.)
- Telder only works on "choose" effects that you resolve this turn. For instance, Amulet gives you a choice now and next turn; only the "now" choice gets an extra option. (However, Elder + Stronghold lets you choose both options.)
- § From rulebook: If you play Elder + Courtier, you get one extra option, not an extra option per type. Likewise, Elder + Scrap also yields one extra option.
- O Clarification: If you play Elder + Scrap and trash a O-cost card (like Copper or Curse), you do get 1 option with Elder. However, if you don't trash any card (because your hand is empty), you don't do the "choose" effect at all, so Elder gives no extra option.
- If you play Elder + a card that PLAYS A CARD WHILE LEAVING IT (e.g. Captain, Necromancer or via Way of the Mouse), Elder has no effect. The card that is being left (in the Supply, in the trash, or set aside) might have a "choose" effect but is not the card being played by Elder.
- After playing a card with Elder, if you replay it with Royal Carriage or Scepter, Elder has no effect that time.
- **Clarification: Elder affects what the chosen card makes you do: If the chosen card is affected by Enchantress, Highwayman or Enlightenment, Elder will have no effect on it. Likewise, if you use a Way when playing the chosen card, Elder will have no effect; however, see Way of the Chameleon (11). Also see Reckless 7.
- (discarding other cards), but in practice you have no

reason to put the cards in your hand at all, since it makes no difference.

❖ Also see Capitalism 3.

Embargo 3 p. 19, 25, 38, 42

- Not included in the 2022 Second Edition.
- 1 This is REMOVED FROM PLAY (trashed).
- 2019 version: This card was changed because of the new versions of Band of Misfits, Overlord and Inheritance. If you play Embargo without moving it into play, you don't add a token to a Supply pile. (Throne Room + Embargo will give you +2 twice, but you only add one token.) See EFFECT WHEN MOVED FROM PLAY.
- (Pre-2019 version:) If you play Embargo without moving it into play, you still add a token to a Supply pile. (Throne Room + Embargo will give you +2 twice and let you add two tokens—to the same or two different piles.) Also see PLAY A CARD WHILE LEAVING IT.
- Gaining a card from an Embargoed pile without buying it doesn't give you a Curse.
- **6** See GAIN ON WHEN-BUY.
- (1st version only:) Gaining Curses from a pile with several Embargo tokens is one when-buy ability, so must be resolved at once. For instance, if you have a Haggler (pre-2022) in play, you must gain the Haggled card either before or after the Curses. (See ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES (2) § III.)
- New version: With the new 2017 version, each Embargo token creates a separate when-buy ability, so that the above restriction no longer applies.
- **3** For the 2019 version, see NOT OPTIONAL "IF YOU DO". The printed card text from 2020 uses the "Do *X* To" wording instead; note that trashing it is still not optional.
- See TRIGGERED ABILITY 1. When buying from an Embargoed pile, when-buy abilities might affect the Curse pile before you gain one. Also, when buying a card, if you play Embargo on when-buy and you choose the pile you bought from, you will gain a Curse (see ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III) (this doesn't apply to the 1st version).

Embassy 🦙 p. 39

- Not included in the 2022 Second Edition.
- 1 See GET FROM DECK, THEN DISCARD.
- Clarification: You resolve Embassy, giving your opponents a Silver, before they resolve Invest and any Monkeys and Searches triggering from your gain. (See ADVANCED TIMING RULES: ORDERING SEVERAL PLAYERS' CONCURRENT ABILITIES § III.)

- 3 Erratum (1st edition): The description in the 1st-edition 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.
- When gaining Embassy triggers another when-gain ability (like Rich), you can resolve either one first; see TRIGGERED ABILITY 2.

Emissary 🐉

- 1 If you had at least one card in your discard pile when you shuffled it, you get the bonus.
- 2 If your +1 Card token makes you shuffle before you resolve Emissary, you don't get the bonus.
- 3 Clarification: You get the bonus as long as you have at least one card in your discard pile, even if you use Avoid, Fated, Order of Astrologers, Order of Masons or Star Chart to keep aside all the cards.
- ❖ Also see Order of Astrologers 7 (and Order of Masons).

Emporium () p. 9, 25, 39

- 1 This checks the CARDS YOU HAVE IN PLAY when you gain it. (EFFECTS ARE IMMEDIATE.)
- 2 You can call Duplicate, possibly getting 5 Action cards in play, before resolving Emporium's when-gain ability. (If so, you would get +2 ** for both Emporiums.)
- 3 See TRIGGERED ABILITY 2. When gaining Emporium, if you play an Action card on when-gain (e.g. Sheepdog or Trail, or the Emporium itself via Innovation), you have more cards in play before counting them.

Encampment () p. 9, 40, 170, 178, 180

- 1 You get +2 Actions even if you set this aside. See REMOVED FROM PLAY.
- 2) If you set aside Encampment, and then play another one (or the same one again with a throne-room) and you then draw a Gold or Plunder, it still stays set aside. (EFFECTS ARE IMMEDIATE.)
- 3 If you play Encampment without moving it into play, you still get +2 cards and +2 Actions. See PLAY A CARD WHILE LEAVING IT: If Encampment is played this way, you won't be able to set it aside or return it to its pile.
- See TRIGGERED ABILITY. If you use Friendly, Improve or River Shrine at the start of Clean-up and play Encampment (e.g. via a when-gain ability such as Innovation) without revealing Gold or Plunder, you return it

- now. (See Advanced timing rules: More concurrent abilities can trigger 1 § III.)
- (5) Clarification: If you somehow play Encampment during another player's turn (e.g. by playing a Reaction and using Way of the Mouse, see TRIGGERED ABILITY) and set it aside, you return it in that player's Clean-up phase.
- ❖ Also see EMPTY SUPPLY PILES, and see Black Market 6.

- 1 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". See ATTACK UNTIL YOUR NEXT TURN.
- Only the *play* ability is affected. For instance, an Enchanted Highway (pre-2022 version) still gives the **cost** reduction, an Enchanted Tent may still be put onto your deck, and an Enchanted Traveller may still be exchanged. 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.
- If a player plays an Enchanted Duration, the Duration doesn't set anything up (even if it's the pre-2022 version of Lighthouse or Bridge Troll), so it's discarded in Clean-up. Cards that would leave play (Acting Troupe, Embargo, Encampment, Experiment, Feast, Horse, Island, Madman, Pillage, Spell Scroll, Treasure Map, Wish, Reserve cards) will stay in play when Enchanted.
- If a player plays an Action card in their Buy phase as the first one played that turn, it will be Enchanted. This could be a Coronet, a Crown, a Spell Scroll or a card as described in ACTIONS IN YOUR BUY PHASE. If the first played Action card is an "Enlightened" Treasure (Coronet, Crown, Spell Scroll or via Capitalism), it will be Enchanted (which has no effect on that card).
- (5) Clarification: If an opponent gets an extra turn, the first Action played on that turn will also be Enchanted. Erratum: The description in the first edition of the Empires rulebook says that the effect is only on the other players' next turn, which is strictly wrong.
- Clarification: If you play Enchantress multiple times, the other players still only get +1 Card and +1 Action:

- The first Enchantress replaces what the players do, and Enchantresses after that can't replace it again. (And only the first-played Action of each player is affected.)
- Oclarification: The play ability is not actually changed on the Enchanted Action card; rather you get +1 Card and +1 Action instead of resolving it. So you can call Royal Carriage to replay the Action and this time resolve its play ability. Citadel, Daimyo, Flagship or Scepter will replay it in the same way, and also Ghost and Mastermind when they play it again. If the played card is a Duration, this throne-room stays in play.
- Clarification: After-play abilities (such as Coin of the Realm, Royal Carriage, Citadel, Circle of Witches, Flagship or Inspiring) still trigger after you play an Enchanted Action card.
- Clarification: Enchantress (+1 Card, +1 Action) is triggered when you would resolve the played Action card. So if you play an Enchanted Attack card, Reactions are resolved first, as normal. Good Harvest, Kiln, Urchin and Adventures tokens are also resolved first.
- From rulebook (Menagerie): Ways are triggered at the same time as Enchantress, replacing what you do. When you play an Enchanted card, you can choose to apply the Way first, which would mean Enchantress fails, so that you resolve the Way instead of Enchantress' +1 Card, +1 Action. But see Way of the Chameleon 6. Also see Enlightenment 7 and Highwayman 10.
- Clarification: See TRIGGERED ABILITY. If you play Enchantress on another player's before-play, it will trigger: See Way of the Mouse 11. However, if you play Enchantress on their turn after they have played and resolved an Action card, none of their cards will be Enchanted that turn.
- Clarification: A card is considered played even before it's resolved: If you while "Enchanted" play an Action card and somehow play another card as part of the before-play abilities, the first-played Action card is still the Enchanted card. (E.g. you play an Attack, an opponent reacts with Beggar and you react by playing Pirate.)
- Also see Aristocrat 3, Crossroads 2, Elder 12, Harbor Village 8, Lantern 5, Outpost (2017/pre-2023) 12, Reckless 6 and Werewolf 2.

Enclave **

- 1 If there are no Golds left in the Supply, you still Exile a Duchy, and vice versa.
- 2 Note: Exiling a card from the Supply does not mean *gaining* it.

Endless Chalice J p. 23, 40, 42 (see Loot)

- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of the game.
- 2 See PLAY A CARD AT THE START OF YOUR TURN regarding playing Endless Chalice.
- ❖ Also see Panic 6.

Engineer ()

1 Gain a card; see CARD COSTS.

- 2 If you play Engineer without moving it into play, you can't gain a second card. (Throne Room + Engineer can only gain you three cards total.) See EFFECT WHEN MOVED FROM PLAY.
- See TRIGGERED ABILITY (1) (first gain, then trash, then gain). Any cost reduction or when-gain ability (like Sailor or Harsh Winter) applied after the first card will be in effect when you gain the next.

Enhance 🐇

• "REMODEL" a non-Victory card into a card (of any type) that costs up to 2 more. (Also see "Do X To".)

Enlarge J p. 40

- **1** This SETS UP A LATER ABILITY for next turn.
- "REMODEL" a card into a card that costs up tomore.

Enlightenment * p. 8, 22, 37, 38, 42, 178, 180

- Treasures in your Action phase, but you will get +1 Card and +1 Action instead of resolving each Treasure. We will call such a Treasure "Enlightened". If you somehow play a Treasure in an *opponent's* Action phase, it will also be Enlightened. Treasures played in your Buy phase (or at any other time except in an Action phase) work normally.
- Clarification: If you play a Treasure at the start of your turn (e.g. with Farmhands), you're in your Action phase at that point. See PLAY A CARD AT THE START OF YOUR TURN.
- 3 Coronet, Crown, Spell Scroll, and cards changed by Capitalism will also be Enlightened if played in an Action phase.
- Clarification: If you play a Treasure-Omen (via Capitalism) in your Action phase, and this activates Enlightenment, you continue resolving this Treasure as normal. The same applies if you play a Treasure like Crystal Ball or Scepter in your Action phase (e.g. via Black Market, Courier or Storyteller) to play an Omen activating Enlightenment.
- **6** Clarification: Only the play ability is affected. For instance, an Enlightened Talisman still gains a copy, and an Enlightened Capital still makes you take ●. Abilities that are already set up, e.g. from a Contract played pre-

- viously, are not affected, nor is a Coin of the Realm that you call, only Treasures you actually play (in an Action phase).
- O Playing an Enlightened Treasure is like playing a "Waylaid" Treasure as in Highwayman 5+13.
- 7 From rulebook: Ways, Enchantress and Highwayman are triggered at the same time as Enlightenment, replacing what you do. You can choose to get the Way's ability (as when playing an "Enchanted" card as in Enchantress 10). If an Enlightened card is also "Waylaid" (by Highwayman), you can choose to get +1 Card and +1 Action from Enlightenment. But see Way of the Chameleon 6
- (3) Clarification: After-play abilities still trigger after you play an Enlightened card, as in both Enchantress 8 and Highwayman 12.
- ① Clarification: Enlightenment (+1 Card, +1 Action) is triggered when you would resolve the played Treasure. So if you play an Enlightened Attack card, Reactions are resolved first, as normal. Kiln, Urchin and Adventures tokens are also resolved first.
- When you play an Action—Treasure card in your Buy phase, this doesn't use an Action from your Action pool.
- With Enlightenment, a Treasure always counts as both an Action and a Treasure, regardless of what phase it is. You can replay it with Citadel, Daimyo, Flagship, Royal Carriage or Scepter even when played in your Buy phase. You can play a Treasure using a Way even in your Buy phase. It counts as a played Action (e.g. if you later play Conspirator) even if played in your Buy phase.
 - Of course this Action–Treasure card also counts as a Treasure for cards like Alms, Bank, Crypt, Herbalist, Mandarin, Mint, Pendant and Wealthy Village.
- Clarification: Enlightenment does not turn Treasure *piles* into Action piles. This means you can't put *Adventures* tokens on them (except with Seaway), and you can't gain from them with Populate. However, see Inheritance 5.
- (a) All Treasures in the game are also Actions, including cards you gain (e.g. for Academy). cards in play (e.g. for Emporium or Peddler), in your hand (e.g. for Throne Room or Library), in your deck (e.g. for Golem or Vassal) and in the Supply (e.g. for Lurker). This also

- **©** Clarification: With Enlightenment, Treasures are still Actions when you score for Orchard, Triumphal Arch and Vineyard.
- Clarification: If you gain a Treasure (that is not also an Action) and an Omen is played on when-gain activating Enlightenment, it's still only when-gain abilities that trigger on gaining Treasures that will trigger. This could happen by gaining a Gondola and playing an Omen; or gaining a Crystal Ball or Scepter, playing it via Mining Road and playing an Omen. (See TRIGGERED ABILITY 2.) This means that Abundance, Academy, Cauldron, Collection, Colonnade (2022 version), Defiled Shrine or Mirror won't trigger; Falconer won't trigger unless the Treasure already has 2 types. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 3 § III.)
- Clarification: If you gain a Treasure with Ironworks and an Omen is played on when-gain (as in 15 above) activating Enlightenment, it will also be an Action when Ironworks checks. Gaining with Groom, Horn of Plenty, Replace or Sculptor works the same way.
- Clarification: A card is considered played with the types it has before it's resolved. So if you play a Treasure and this leads to activating Enlightenment, you have played a Treasure, not an Action. For example, if you play a Crystal Ball or Scepter, playing an Omen and activating Enlightenment, after-play abilities like Citadel, Coin of the Realm, Daimyo, Fellowship of Scribes, Flagship, Frigate, Harbor Village or Royal Carriage won't trigger on the Treasure, and it's not counted as a played Action card for Conspirator.

The same also applies if Enlightenment is activated on after-play of a Treasure (e.g. with Inspiring); or if Enlightenment is activated by playing an Omen before you resolve a played Treasure (see Kiln 7 and Urchin 8, also see Way of the Mouse 11). Also see 19 below.

- Clarification: If you play a Treasure in your Action phase and Enlightenment somehow is activated before you resolve the Treasure, it will be Enlightened (give +1 Action, +1 Card) when you resolve it (see Kiln 7 and Urchin 8). Also see Way of the Mouse 11.
- Clarification: A card is considered played with the types it has before it's resolved: If you while "Enchanted" (by Enchantress) play a Treasure before playing any Actions in your Action phase, and Enlightenment somehow is activated before you resolve the Treasure (e.g. by another player playing an Omen as in Way of the Mouse 11), that Treasure won't be Enchanted—the next played Action will be. (But the Treasure will be Enlightened, as described in 18 above.)
- Also see Aqueduct 4, Buried Treasure 6, Colonnade 4, Coppersmith 3, Elder 12, Envious 4, Enchantress 4, Fool's Gold 6, Gondola 9, Harbor Village 8+11, Idol 4, Inheritance 5, Innovation 9, Reckless 6, Scepter 7 and Way of the Chameleon 12.

* See Envy.

- 1 Silver and Gold produce 1 (instead of 2 or 3) for the rest of your turn. This starts after you return Envious at the start of your Buy phase, so if you play Silver or Gold before then (with Black Market, Coronet, Courier, Farmhands, Fortune Hunter, Herb Gatherer, Mining Road, Prepare, Rapid Expansion, Reap, Specialist, Spell Scroll or Storyteller), it works as normal. If you go back to your Action phase with Cavalry, Continue, Launch or Villa, they still produce 1.
- 2 If you get Envious during your Action phase, it applies to *this* turn, otherwise your next turn.
- 3 Clarification: You can resolve other start-of-Buy phase abilities before returning Envious: Playing Silver or Gold first as in 1 above—e.g. via Market Towns—works normally. If you get Envious when resolving e.g. Market Towns, you have to return Envious this Buy phase. See Arena 2, Market Towns 4, Peaceful Cult 2 and Woodworkers' Guild 3.
- Clarification: Envious changes the play ability of all Silvers and Golds. If Enlightenment or Highwayman prevents you from resolving the play ability of a Treasure, Envious doesn't affect that Treasure.

Envoy * (promo)

- 1 See GET FROM DECK, THEN DISCARD. (You reveal 5, then discard 1.)
- See REVEAL / LOOK AT CARDS AND DISCARD.

Envy C

Exorcist (p. 10

"REMODEL" a card into a Spirit card that costs less. You choose one (of the appropriate cost) out of the three Spirits.

"REMODEL" a card into a card that costs up tomore.

Expedition p. 41, 43

- 1 In this turn's Clean-up, you draw two more cards than you would otherwise.
- **2** You can buy several Expeditions in a turn.
- ❖ Also see Tireless 3.

Experiment \ p. 33, 39, 171, 177, 178

- **1** This is REMOVED FROM PLAY.
- 2 If you play Experiment without moving it into play, you still get +2 cards and +1 Action. (Throne Room + Experiment will give you +4 cards and +2 Actions.) Also see PLAY A CARD WHILE LEAVING IT.
- 3 See GAIN ON WHEN-GAIN. When you gain an Experiment due to Experiment's when-gain, the when-gain doesn't trigger again.
- Also see EMPTY SUPPLY PILES, and see Black Market 6, Divine Wind 9 and Ferryman 5-6.

Exploration \ p. 40

- * 2022 (current) version. See Previous versions OF SOME CARDS for the pre-2022 version.
- New version 2022: Exploration now counts all gained (not just bought) cards, but only in your Buy phase.
- Clarification: If you have several Buy phases due to Cavalry, Continue, Launch or Villa, Exploration triggers each time, checking the Buy phase that just ended. See Cavalry 5.
- ❖ Also see Possession 5.

Explorer 🔉

- * Not included in the 2022 Second Edition.
- **1** The card is GAINED TO YOUR HAND.

Fair \ p. 40

Fairgrounds 💉 🔨

Counts DIFFERENTLY NAMED CARDS (including itself).

Faithful Hound p. 18, 40, 41, 42, 180

- 1 See WHEN YOU DISCARD THIS.
- 2 You may set it aside 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 it aside, you cannot play it (due to the expanded "lose track" rule from 2021).
- The following applied before the 2021 "lose track" rule change: If you discard Faithful Hound with Vassal and set it aside, you still may play it. You then fail to put it into play (see ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III), then draw 2 cards, and get it in hand at end of turn. Since it's not in play when you play it, it can't be moved by Way of the Butterfly/Horse/Turtle.

- When discarding several cards, if playing a Trail, Village Green or Weaver causes a discarded Faithful Hound to be shuffled in, you can't set it aside.
- ❖ Also see Friendly 4, Improve 6 and River Shrine 6.

Falconer **\$\square** p. 39, 49, 171, 177, 177, 178

- **1** The card is GAINED TO YOUR HAND. Also see CARD COSTS.
- 2 See GAIN ON WHEN-GAIN (relevant when you trigger your own Falconer).
- **3** You may react with several Falconers to the same gain.
- 4 See REACTION THAT PLAYS ITSELF.
- When you gain a card in your Buy phase (with 2 or more types), you may react with Falconer. See ACTIONS IN YOUR BUY PHASE.
- If you gain a Falconer to your hand, you may react with that same Falconer. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER (1) § III.) When a card is gained, you might draw a Falconer with Black Cat, Sheepdog, Footpad, Monkey, etc.; see TRIGGERED ABILITY (when-gain). You may then react with it.
- For reacting with Falconer, see Sheepdog 6-7—the timing is the same. Falconer can affect Governor, Grand Castle, Territory and Triumph. Also see Way of the Mouse 7-8+12.
- Also see Aqueduct 6, Berserker 7, Capitalism 6, Cauldron 3, Charlatan 3, Colonnade 4+(pre-2022)8, Enlightenment 13+15, Haunted Castle 4, Hill Fort 4, Kiln 4+10, Messenger (2022) 6, Skirmisher 4, Young Witch 4, Your -2 Cost token and Your Estate token 4.

Familiar 🜡

Family of Inventors 🐉 p. 40

- ① You spend a token to put it on a pile. Each token causes a COST REDUCTION of ① for the rest of the game for all players.
- **1** Also see Split Piles: Pile type and cost § iv.
- 3 Tokens from Family of Inventors can only go on non-Victory piles. These can't be confused with Coin tokens from Trade Route, as those only go on Victory piles.
- Also see Arena 2, Cavalry 4 (and Continue, Launch and Villa), Divine Wind 10 and Wayfarer 5.

Famine (

- 1 See REVEAL / LOOK AT CARDS AND DISCARD.
- 2 Clarification: If you shuffle zero cards into your deck, you still shuffle.
- Farm ◀ —see Harem

Farmers' Market () p. 33, 178

- 1 This has VARIABLE O PRODUCTION.
- 2 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 +0. Then it starts at +1 again.
- 3 This still functions when the Farmers' Market pile is empty.
- You get +1 Buy even if you trash this. See REMOVED FROM PLAY.
- it into play Farmers' Market without moving it into play (see PLAY A CARD WHILE LEAVING IT), you take the tokens even though you can't trash the card. If you replay it with a throne-room after having trashed it the first time, you still get +0.
- Also see Aqueduct 5, Black Market 6, Defiled Shrine 3+ (pre-2022)7, Divine Wind 10, Ferryman 8 and Way of the Mouse 14.

- 1 If you set aside a card, you must play it next turn. The set-aside card is the only reminder you'll have.
- 2 You may also set aside a card from hand if you gain a Farmhands on an opponent's turn.
- **3** Farmhands lets you PLAY AN ACTION CARD.
- If you set aside a Treasure, this lets you play a Treasure in your Action phase (at start of turn). If you play a Treasure like Counterfeit or Tiara, more Treasures will be played in addition. Also see Highwayman 6.
- **5** If you gain a Farmhands to your hand (e.g. with Transmogrify), it may set itself aside. All other when-gain abilities (e.g. Gatekeeper) then lose track of it. See MOVE GAINED CARD.
- Farmhands Plays a CARD AT THE START OF YOUR TURN.
- Also see TRIGGERED ABILITY 2: When gaining Farmhands, you may resolve other when-gain abilities, such as drawing, before setting aside a card. Also see Sleigh 7.

Farming Village 🦼

- Not included in the 2024 Second Edition.
- ① "DIG FOR" 1 Action or Treasure. Stop on the first card that has either type.

2 Erratum (1st edition): The description in the Cornucopia 1st-edition rulebook says "...will be drawn by this." This is not correct; it puts cards into your hand. This matters for your -1 Card token.

Farmland > p. 38, 39

- New version 2022: Farmland now triggers when you gain it (rather than when you buy it): "REMODEL" a card into a card that costs exactly 2 more, but not another Farmland. See GAIN ON WHEN-GAIN.
- (Pre-2022 version:) When-buy ability: "REMODEL" a card into a card that costs exactly 2 more. Also see GAIN ON WHEN-BUY.
- 3 (2022 version:) See TRIGGERED ABILITY (when-gain).
- See TRIGGERED ABILITY (2) (pre-2022 version: (4)). When-gain/buy abilities might make you draw or discard before you trash a card from your hand. For the 2022 version, also see Sleigh 7.
- ❖ Also see Aqueduct 6.

- See OVERPAYING § IV.
- 2 See Doctor (2022) 5 for more about overpaying.
- ❖ Also see Tireless 3.

Fated **J** p. 41

- You may look through the cards you will shuffle and reveal any Fated cards from them. Keep those cards aside. After shuffling, you put them on the top or on the bottom of the shuffled cards. *Erratum*: The *Plunder* rulebook incorrectly says "deck" instead of "the shuffled cards".
- From rulebook: You can choose to put some of the revealed cards on the top and some on the bottom
- 3 From rulebook: In games with Fated, you can look through the cards you will shuffle even if you have no Fated cards among them. Erratum: The Plunder rulebook incorrectly says "deck" instead of "the cards you're shuffling".
- 1 If you put some Fated cards on *top*, and there are cards remaining in your deck, the Fated cards go *under* those, on top of the shuffled cards.
- **(5)** This also works when you shuffle your existing deck with Annex, Donate, Famine or Inn.
- **6** Clarification: You may look at the remaining cards in your deck when you shuffle your discard pile.

- If you reveal Patron (to get +1 Coffers), you have to put it on the top or bottom.
- When shuffling Shadow cards, you can put each card (Fated and Shadow) in any order on the bottom.
- ❖ Also see Emissary 3.

Fawning p. 29, 39

- You gain the Fawning card on when-gain. See GAIN ON WHEN-GAIN. This can happen on an opponent's turn if you gain a Province then.
- See Architects' Guild 7—the timing is the same. (E.g. gain a Fawning Groundskeeper and play it via Innovation to get +1 ...)
- ❖ Also see Aqueduct 6 and Divine Wind 11.

Fear (

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

Feast p. 19

- * Not included in the 2016 Second Edition.
- 1 If you play Feast without moving it into play, you still gain a card. (Throne Room + Feast will gain two cards.) Also see PLAY A CARD WHILE LEAVING IT.
- Also see CARD COSTS.
- 3 See TRIGGERED ABILITY 6 (first trash, then gain).

Fellowship of Scribes 🎉 p. 38

- **Oracle 1.** Clarification: "After playing an Action" means after resolving the play ability of the card. Also see "Do XTO".
- Clarification: When playing an Action card, you can use Fellowship of Scribes before or after other after-play abilities. You could for instance via Inspiring play a card that gives you more Favors first. If you replay the Action with Citadel, Daimyo, Flagship or Royal Carriage before resolving Fellowship of Scribes, you can then resolve it twice (once for each play); this could matter of you had more than 4 cards after the first play but had 4 or fewer after the second.
- Also see Enlightenment 17, Frigate 5, Inspiring 5 and Landing Party 5.

Feodum ₩ p. 40

- 1 See WHEN YOU TRASH THIS.
- ❖ Also see Gain on when-trash, and see Aqueduct 6.

Ferry 🙎 p. 37

- See Your –2 Cost token.
- 1 Also see Split Piles: Pile type and cost § IV.

Ferryman p. 9, 11, 14, 19, 23, 37, 39, 171, 177

- ❖ See Special setup § I (and see Card costs).
- **1** See GET FROM DECK, THEN DISCARD.
- 2 See GAIN ON WHEN-GAIN.
- **3** From rulebook: The extra Kingdom card pile is not part of the Supply, so it's usually only possible to gain a card from it with Ferryman. However, see 5 below.
- Setup rules that target Supply piles (Defiled Shrine, Obelisk, Tax, Trade Route) and cards such as Band of Misfits, Camel Train, Captain, Family of Inventors, Gladiator, Inheritance, Invest, Lurker, Populate, Salt the Earth, Search, Tower and Transport cannot target the extra pile, and Adventures tokens cannot be placed on it
- 6 Clarification: Experiment, Magpie, Port and Rats can actually gain from Ferryman's extra pile (because of a 2019 rules errata saying that effects that gain a named card can gain from a non-Supply pile). Also, if the extra pile is Changeling, you can exchange gained cards for a Changeling.

However, Acolyte and Small Castle can't gain from the extra pile: They gain a card of a specific *type* (not name), so they only gain from the Supply as normal.

- 6 Cards can be returned to Ferryman's extra pile with Changeling, Panic, Swap, Trader (2020 version) or Way of the Butterfly/Horse; and Experiment can return itself to the pile.
- *Clarification:* A Trait cannot be put on the extra Kingdom card pile.
- (3) Clarification: Herb Gatherer, Old Map, Student, Tent and Town Crier can rotate Ferryman's extra pile, but Battle Plan cannot since it says "Supply pile". Gladiator cannot trash from the pile since it says "from the Supply". But Farmers' Market, Harsh Winter and Temple can add to and take tokens from the pile.
- ❖ See TRIGGERED ABILITY (when-gain). Also see Divine Wind 2+13.

Festival III

Field's Gift, The

Figurehead J p. 40 (see Loot)

1 This Sets up a later ability for next turn.

Figurine J p. 45

 \bigcirc See "Do X FOR"

2 If you play this in the second part of your Buy phase (for instance with Gamble or Mining Road, see ACTIONS IN YOUR BUY PHASE), and you draw Treasures, you cannot play those Treasures.

First Mate J p. 180

- 1 You may PLAY AN ACTION CARD from your hand, and then continue playing copies of that card from your hand. See COPY OF A CARD.
- You choose after playing each card whether to play another copy. If playing a card makes you draw a copy, you may also play that one.
- 3 You draw up to 6 cards in hand after you're done playing all the copies.
- 1 If you don't play any Action cards, you still draw up to 6 cards in hand.
- ❖ You first play each card in turn, then draw, see TRIGGERED ABILITY. Also see Your -1 Card token 2.

Fisherman 🗱 p. 6, 42, 46, 178

- This costs normally, but costs whenever your discard pile is empty during your turn. (Other COST REDUCTION is in addition.) Remember that when you gain a card (for instance through buying it), it's normally placed straight in your discard pile.
- Prom rulebook: All Fishermen have the modified cost during your turn (based on your discard pile), including those in your hand or deck or belonging to other players.
- 3 Costs can change in the middle of resolving an ability. If your discard pile is empty and you trash a Fisherman with Stonemason, it costs 3 more after you gain the first card, since your discard pile then isn't empty anymore. You first gain a card cheaper than 2, then gain one cheaper than 5.
- 4 Likewise, if your discard pile is empty and you buy Ball, or overpay for Stonemason (pre-2022 version), or use Stonemason to trash another card, Fisherman costs 3 more after you gain the first card. If you for instance trash a Silver with Stonemason, you normally can't gain Fisherman as the second card.

With the 2022 version of Stonemason, if you overpay (with discard pile empty), you gain the Stonemason first, so Fisherman costs 3 more before you choose the first card to gain. With the pre-2022 version of Stonemason, if you choose to gain a Fisherman, you normally can't gain a second one.

- (S) In all the scenarios in 3-4, if you move the first-gained card with an ability like Watchtower (see Move GAINED CARD), Fisherman's cost will be reduced also when you gain the second card.
- 6 Clarification: The cost change happens before any when-gain abilities.
- Also see GAIN A CARD THAT CHANGES COST, and see Change 5, Charm(pre-2022) 12, Haggler (pre-2022) 12 and Talisman 3.

Fishing Village 🔌 🛕 p. 28, 40

- **1** This SETS UP A LATER ABILITY for next turn.
- 2 You will start your next turn with 1 extra Action in your Action pool, so normally 2 (if you played one Fishing Village).

Fishmonger 🞇

Flag > p. 10, 41, 43

- 1 As long as you have Flag, you draw one more card in Clean-up than you would otherwise.
- ❖ Also see Tireless 3.

Flag Bearer \ p. 10, 39, 40

1 See When you trash this.

Flagship J p. 17, 28, 28, 28, 38, 178, 180

- 1 This is a "NEXT TIME" DURATION that triggers the next time you play an Action card that isn't a Command card. (It can happen on an opponent's turn if you play a REACTION THAT PLAYS ITSELF, for example).
- Dee Play A CARD MULTIPLE TIMES. Playing both the Flagship and the "next" Action card on the same turn requires 2 Actions from your Action pool. If you play Flagship and then a card that gives +1 Action, you end up with the same amount of Actions as you started with. However, if you played a Flagship on a previous turn, playing a card that gives +1 Action will give you 1 more Action than you started with.
- 3 If you play Flagship multiple times before you play a non-Command Action card, you will replay that card multiple times. (Throne Room + Flagship means you will play the next card three times total.)

However, if you play Throne Room + Throne Room + Flagship, after playing Flagship twice you will replay the second Throne Room again, which means that Flagship will replay that Throne Room twice. In total you will get to "Throne Room" 3 other Action cards. With King's Courts instead of Throne Rooms, you will get to "King's Court" 5 other Action cards.

- 4 Clarification: You replay the Action card after having resolved its play ability. This is of course not optional.
- S Flagship has the type Command and can't play other Command cards (which include 2019 versions of Band of Misfits, Captain and Overlord). This is to prevent loops from occurring.
- Clarification: If you play Flagship and then Band of Misfits (2019 version), Flagship will replay the card that Band of Misfits plays. If that card is a Duration, Flagship will not stay in play (since the Duration is not in play, and throne-rooms only stay in play as long as the Duration they played stays). The Band of Misfits will of course stay in play (per the rule in PLAY A CARD WHILE LEAVING IT).
- Clarification: If you play an Action card that plays Flagship (e.g. Herald), this won't let you replay that Action card, since "the next time" is not this time. Also, if you play Flagship on after-play of an Action card (e.g. with Inspiring), that Action card play won't be "the next time".
- (3) Clarification: A card is considered played even before it's resolved: For example, if you play a Sheepdog before resolving a played Attack card as in Urchin 8, Flagship still replays the Attack, even though the Sheepdog was resolved first.

If you somehow play Flagship itself before resolving a played card (see Kiln 7 and Urchin 8), the Flagship will not replay that card, but the next one played.

Also see Capitalism 5, Circle of Witches 3, Coronet 3, Crown 3, Enchantress 7, Enlightenment 11+17, Fellowship of Scribes 2, Frigate 5, Inspiring 5, League of Shopkeepers 3 and Werewolf 2.

Flame's Gift, The

Fleet \ p. 43

- **Oldarification:** All players who have a Project cube on Fleet get one more regular turn after the game would normally end. Like extra turns, these Fleet turns are not counted for tiebreaker. (See GAME END § II.)
- 2 Clarification: The game effectively continues for one more round before ending, except that only players who have bought Fleet get a regular turn in this round. (The first player to get a Fleet turn is the next player after the player who last had a regular turn).
- **3** Clarification: Since the game continues, any extra turns (from Island Folk, Journey, Mis-

- sion, Outpost, Possession, Seize the Day or Voyage) that were already in queue, which would normally not be resolved if the game had ended, will now be resolved. (This also applies to any other after-turn abilities.) They follow normal turn order, starting with the current player (see ADVANCED TIMING RULES: ABILITIES BETWEEN TURNS § III).
- From rulebook: Any extra turns (or other after-turn abilities) that are triggered during this round, are also resolved as normal. However, once the last Fleet turn has been played, the game is immediately over. No more extra turns (or other after-turn abilities) are resolved. It also doesn't matter if cards had been returned to the Supply so that the gameend conditions are no longer met.
- **6** From rulebook: During the Fleet round, players without a turn keep the hands they drew in their last Clean-up and are still part of the game. All players add up their scores after the Fleet round.
- **6** Clarification: During the Fleet round, i.e. after the game would have normally ended, buying Fleet (on an extra turn) has no effect.

Flourishing Trade 🞇

- **1** This causes a COST REDUCTION of **1** for the rest of the game for all players.
- Prom rulebook: With Flourishing Trade, you may, whenever and as many times as you want, deduct 1 from your Action pool to get +1 Buy. So if you play no Action cards normally on a turn, you can get +1 Buy in your Buy phase.
- Also see Plateau Shepherds 2.

Followers p. 24, see Prize: p. 7, 9

- * Not included in the 2024 Second Edition.
- 1 Each other player DISCARDS DOWN TO 3 cards in hand.
- ② If there are no Curses left in the Supply, a player still discards down to 3 cards.
- 3 The cost of Followers is 1 for any ability that refers to its cost.
- The 1st-edition 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: GROUPING OF EFFECTS § III.

Fool 0 p. 10

- ① 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 do nothing.
- If you play two Fools (or Throne Room + Fool), nothing will happen the second time.
- **3** From rulebook: After receiving each Boon you choose which to receive next.
- At the start of your turn, you can only discard a card to receive a Boon once.

Fool's Gold → p. 6, 39

- When you trash this as a Reaction, the Gold is GAINED TO YOUR DECK. New version: Also see "Do X TO".
- 2 You may react with several Fool's Golds to the same gained Province.
- 3 This might also trigger on your turn (if you cause an opponent to gain a Province).
- You don't gain a Gold if you trash Fool's Gold some other way.
- **3** This has Variable **0** Production.
- If your Fool's Gold is "Waylaid" (by Highwayman), playing Fool's Gold again gives +4, since it won't be the first time you play Fool's Gold. The same applies with Enlightenment if you play a Fool's Gold in your Action phase and then play one in your Buy phase.
- If Black cat, Mapmaker, Monkey or Road Network makes you draw a Fool's Gold when your opponent gains a Province, you may react with it. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER (1) § III.) Also see TRIGGERED ABILITY (when-gain).
- ❖ Also see Reckless 5.

- **1** Each other player DISCARDS DOWN TO 3 cards in hand.
- 2 In games with Footpad, every player who gains a card in an Action phase draws a card (one card per card they gain). It doesn't matter if anyone has any Footpads.
- 3 You also draw a card when you gain a card in an opponent's Action phase.

- 4 See Triggered Ability (when-gain).
- **5** Drawing with Footpad is like Sheepdog (6) (except buying a card would only be relevant with Black Market, in your Action phase).
- When you draw with Footpad, you might end up moving the gained card: See MOVE GAINED CARD.
- Clarification: If you gain a card at the start of your turn (e.g. with Cobbler), you're in your Action phase at that point. Also see PLAY A CARD AT THE START OF YOUR TURN.
- ❖ Also see Cavalry 9–10 (and Villa) and Divine Wind 12+14.

Forager ₩ p. 178

- If you have no cards in your hand to trash, you still get +1 Action and +1 Buy, and also +●.
- 2 Counts DIFFERENTLY NAMED CARDS (Treasures) in the trash.
- This has VARIABLE PRODUCTION. (Count the cards in trash right when you play it.)
- 4 See TRIGGERED ABILITY (5) (first trash, then count cards in trash). You can for instance trash a Treasure with Sewers, potentially giving you more + (1).

Foray &

- 1 If the 3 revealed cards have different names, you gain a Loot. See DIFFERENTLY NAMED CARDS.
- 2 If you buy this with only 1 or 2 cards in your hand, you discard the cards but cannot gain a Loot.
- See TRIGGERED ABILITY (first discard, then gain).

Foresight 🎇 p. 41

- 1 "DIG FOR" an Action card.
- At the end of this turn (after drawing your next hand) you put the set-aside card into your hand.

Forest Dwellers 🐉 p. 40

- \bigcirc See "Do X TO".
- See REVEAL / LOOK AT CARDS AND DISCARD.

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.
- 2 If there are no cards in the Supply with the required cost, you don't gain anything.

- 3 If there is a COST REDUCTION, each card you trash will cost less, reducing the cost of the card to gain. Also see CARD COSTS.
- See TRIGGERED ABILITY (first trash, check cost, then gain). You trash several cards at once.

Fortress P. 40, 170, 177, 178

- 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.
- 2 If you are Possessed and trash Fortress, the Possessor may make you resolve Possession's when-trash ability first, setting aside the Fortress. 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 Mountain Shrine 3.

Fortune () p. 9, 39, 45

- 1 You double the 9 you currently have in your money pool.
- Playing Fortune a second time in a turn only gives you +1 Buy.
- **3** *Clarification:* Only playing Fortune counts as "doubling your **○**". Nothing else prevents Fortune from doubling your **○**.
- Olderification: If some other ability (like Crystal Ball) makes you play Fortune, you may spend Coffers tokens in the middle.
- This checks the CARDS YOU HAVE IN PLAY. You gain Golds on when-gain, see GAIN ON WHEN-GAIN.
- See TRIGGERED ABILITY 2. When gaining Fortune, you may resolve other when-gain abilities, such as playing a Gladiator, before gaining Golds.

Fortune Hunter 🥒

- 1 This card lets you play a Treasure in your Action phase. If you play a Treasure like Counterfeit or Tiara, more Treasures will be played in addition. Also see Crown 6 and Highwayman 6.
- **Output** 2 Clarification: See ACTIONS IN YOUR BUY PHASE (second part of Buy phase).
- 3 See REVEAL / LOOK AT CARDS AND PLAY.
- Also see Capitalism 8, Envious 1, Merchant 2 and Scepter
 6.

Fortune Teller 💉

- * Not included in the 2024 Second Edition.
- Each other player "DIGS FOR" a Victory card or Curse. They stop on the first card that has either type.

Forum () p. 38, 39

- 1 See GET FROM DECK, THEN DISCARD.
- 2 New version 2022: Forum now has a whengain instead of when-buy ability. (Also see Effects when it's NOT YOUR TURN.)
- 3 After buying Forum, you still have the same number of Buys as you had before.

Fountain ()

Friendly J p. 29, 40

- See "Do X To". You can only do this once at the start of Clean-up.
- 2 If the Friendly pile is a split pile, you can discard a Friendly card to gain a differently named one (if it's on top).
- If you get a Friendly card into your hand at start of Clean-up (e.g. if you gain a card with Improve or River Shrine, and Sheepdog or Band of Nomads makes you draw a Friendly card), you can still discard it with Friendly.
- Clarification: If you discard a Faithful Hound, Trail, Tunnel, Village Green or Weaver, the when-discard ability doesn't trigger, since it's your Clean-up phase.
- Also see Biding Time 1-2, Coastal Haven 3, Divine Wind 11, Encampment 4, Improve 7 and River Shrine 7.

Frigate J p. 23, 29, 38, 42, 178, 181

- 1 This SETS UP A LATER ABILITY (ongoing ability): Until the start of your next turn, other players DISCARD DOWN TO 4 cards in hand after playing an Action card (each time they do so). See ATTACK UNTIL YOUR NEXT TURN.
- Prom rulebook: They discard after having resolved the Action card's play ability.
- 3 After you play Frigate, the "attack" already applies to your opponents if they play an Action card during your turn (for example a REACTION THAT PLAYS ITSELF). However, if they play a Reaction like Caravan Guard or Guard Dog, this will be before the "attack" is active.

- 4 Clarification: If all your opponents block it when you play Frigate (e.g. with Moat or Lighthouse), no future ability is set up, so the Frigate will be discarded in Clean-up.
- **6** After playing an Action card under a Frigate "attack", before or after discarding down to 4, your opponent can replay the card with Citadel, Daimyo, Flagship or Royal Carriage, or play another card via Inspiring, or draw with Fellowship of Scribes.
- of If you play Frigate multiple times, it will affect your opponents multiple times when they play an Action card. This might matter if an opponent draws after discarding the first time, e.g. if they discarded a Village Green. (Note that your opponents may resolve after-play abilities mentioned in 5 above—such as Citadel—after all Frigates have affected them.)
- ❖ Also see Enlightenment 17 and Way of the Mouse 11.

Fugitive **2** p. 9, 40

- **1** See GET FROM DECK, THEN DISCARD.
- 2 This is a TRAVELLER and a TRAVELLER UP-GRADE

Galleria 🎉 p. 23, 39, 42, 171, 179

- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain a card costing 3 or 4, you get +1 Buy. Also see CARD COSTS. It has a cumulative effect if played multiple times.
- ② Only cards gained after playing Galleria give you +1 Buy. (EFFECTS ARE IMMEDIATE.)
- **3** Clarification: Galleria triggers based on the card's cost right when you gain it, no matter if it changes cost afterwards. See GAIN A CARD THAT CHANGES COST.
- Clarification: See TRIGGERED ABILITY (3) (playing Galleria on when-gain of a card with the right cost, you get +1 Buy). Also see Gondola 9 and Innovation 9.
- ❖ Also see Kiln 5.

Gamble 🐇

- After resolving this Event, you still have the same number of Buys as you had before.
- Gamble lets you PLAY AN ACTION CARD (if you reveal one).
- 3 It lets you play an Action card in your Buy phase (the second part of your Buy phase). See ACTIONS IN YOUR BUY PHASE.

- Gamble lets you play a Treasure (if you reveal one) in the second part of your Buy phase, which is normally not possible.
- **6** From rulebook: If you choose not to play the card, discard it. If the card is not a Treasure or Action, discard it.

Gang of Pickpockets 🐉 p. 40

- 1 You DISCARD DOWN TO 4 cards in hand if you don't spend a Favor.
- 2 You can resolve this before or after other start-of-turn abilities.

Gardens p. 19

Garrison 🎉 p. 23, 30, 39, 40, 42, 181

- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain a card, you add a Coin token to the Garrison card. It has a cumulative effect if played multiple times. (With Throne Room + Garrison you add two tokens per card gained.)
- From rulebook: Add a Coin tokens from the common pool to Garrison. They have no other meaning there.
- 3 You only add tokens for cards gained after playing Garrison. (EFFECTS ARE IMMEDIATE.)
- From rulebook: If the Garrison is not in play, no tokens are added to it. (See PLAY A CARD WHILE LEAVING IT.) If it leaves play (e.g. with the pre-2022 version of Bonfire, see REMOVED FROM PLAY), it loses all tokens.
- **6** *Clarification:* As long as it gets at least one token, this sets up a later ability for *next* turn. Otherwise the Garrison doesn't stay in play beyond the current turn.
- Next turn, you remove all tokens and draw a card for each you removed. See "Do X FOR". If you played Throne Room + Garrison, it's still only possible to remove the tokens once, so you only draw one card per token.
- Clarification: Garrison is discarded in Clean-up if it has no tokens, which means you may "remodel" it with Improve. You then gain a card, but you can't add a token to Garrison since it's not in play anymore.
- (S) Clarification: See TRIGGERED ABILITY (S) (playing Garrison on when-gain, you add a token). Also see Gondola 9 and Innovation 9.

❖ Also see Kiln 5.

Gatekeeper 👺 p. 23, 39, 40, 42, 178, 181

- 1 This SETS UP TWO LATER ABILITIES: You get +3 at the start of your next turn; and until then, other players Exile certain cards that they gain (see below). See ATTACK UNTIL YOUR NEXT TURN.
- When another player gains an Action or Treasure and they don't already have a COPY OF THAT CARD in Exile, they must Exile it.
- 3 Regarding being "attacked" by Gatekeeper, see TRIGGERED ABILITY (when-gain).
- See MOVE GAINED CARD. If you choose to move the gained card with another ability, your opponent's Gatekeeper can't Exile it. But Gatekeeper Exiles the card before Continue, Hill Fort, Invasion, Reap, Replace, Spell Scroll or Summon can move it
- 6 Your Exile mat only allows you to discard "other copies", meaning not the one you just gained. So if you Exile the gained card, you may not also discard it. (If you already have a copy there, Gatekeeper does nothing, and you may discard all copies from the mat as usual.)
- 6 After you play Gatekeeper, the "attack" already applies to your opponents if they gain cards during your turn (but not for cards gained before you played it; EFFECTS ARE IMMEDIATE).
- Clarification: See TRIGGERED ABILITY 2. If you gain a card that you don't have an Exiled copy of, and you play a card (like Bounty Hunter) on when-gain to Exile a copy of the gained card, you still have to Exile it, since Gatekeeper already triggered. (See ADVANCED TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES § III.)
- Clarification: See TRIGGERED ABILITY (3) (playing Gate-keeper on an opponent's when-gain, you can make them Exile the gained card): See Way of the Mouse 12.

Gather 🞇

- If you can't gain a card (because there are no cards in the Supply with the right cost), you still gain the others. Also see CARD COSTS.
- See TRIGGERED ABILITY 1. You gain the cards in the given order. Any when-gain ability (like Bureaucracy or Mining Road) applied after one card will be in effect when you gain the subsequent cards.

Gear 🙎 p. 29, 29, 40

1 This Sets up a later ability for next turn.

- You may choose to not set aside any cards.
- 3 If you don't set aside any cards, Gear doesn't stay in play beyond the current turn.
- For the new 2017 version, see REMOVED FROM PLAY regarding "under this".

Ghost p. 10, 17, 28, 29, 36, 40, see Spirit: p. 4, 7,

- 1 "DIG FOR" an Action card.
- If you don't find an Action card in your deck, Ghost is discarded this turn.
- 3 You play the Action card twice at the start of your next turn (this is not optional). See PLAY A CARD MULTIPLE TIMES. If the card is a Duration, Ghost stays in play as long as that Duration stays in play. Also see Enchantress 7.
- **Ghost** Plays a card at the start of your turn.
- The cost of Ghost is 4 for any ability that refers to its cost.
- From rulebook: Ghost's start-of-turn ability is one ability, so you can't resolve any other start-of-turn abilities in between playing the Action card twice. (See ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES

 ♀ ♥ III.)
- ❖ Also see Enchantress 7.

Ghost Ship 🔉

❖ Not included in the 2022 Second Edition.

- This is GAINED TO YOUR HAND instead of to your discard pile.
- 2 You will start your next turn with 1 extra Actions in your Action pool, so normally 2 (if you played one Ghost Town).
- ❖ Also see Haunted Woods 3.

Giant 💆

- 1 This checks CARD COSTS.
- 2 You turn your Journey token over, no matter if it has been turned over by another card or Event earlier. See VARIABLE PRODUCTION.
- **3** *Clarification:* If you're "attacked" by Giant but you have no cards in your deck (even after shuffling), you gain a Curse.
- See TRIGGERED ABILITY (each opponent first discards, then gains). Also see Your -2 Cost token.

Gladiator () p. 9, 51, 177

- See COPY OF A CARD.
- 2 From rulebook: If either player has no card to reveal, you get +1 and trash a Gladiator.
- 3 You get +1 even if there are no Gladiators in the Supply to trash.
- 4 You can only trash a Gladiator if it's on top of the pile.
- Also see Ferryman 8, Market Square 5, Priest 5, Sewers 2 and Tomb 2.

Goat p. 45, see Heirloom: p. 4, 7, 10

Goatherd 👺

- 1 You draw even if you don't trash a card.
- **Output** 2 Clarification: Goatherd counts how many times your right-hand player trashed a card (so a Fortress trashed twice counts as two).
- Only cards the player trashed during their last completed turn count, not cards they might have trashed afterwards, such as during your turn.
- See TRIGGERED ABILITY (first trash, then draw).

Gold Mine 🗱

• From rulebook: If you choose to gain a Gold, you will get +4.

Golem **J** p. 15

- 1 "DIG FOR" 2 Action cards.
- Golem lets you PLAY AN ACTION CARD (twice). (This is not optional.)
- **3** See REVEAL / LOOK AT CARDS AND PLAY.
- See TRIGGERED ABILITY () (first discard, then play each card in turn).

Gondola → p. 29, 39, 40, 48

- 1 SEVERAL OPTIONS (two): Get the effect now, or SET UP A LATER ABILITY for next turn.
- Depend the current turn if you choose "next turn". If you play it with a throne-room and choose "next turn" at least once, both cards stay in play, and you'll have to remember how many times you chose "next turn".
- **3** When you gain Gondola, you may PLAY AN ACTION CARD.
- Gaining Gondola lets you play an Action card in your Buy phase (usually in the second part). See ACTIONS IN YOUR BUY PHASE.

- **S** You may play an Action card if you gain Gondola during an opponent's turn: discard the card in that player's Clean-up phase. (Also see EFFECTS WHEN IT'S NOT YOUR TURN.)
- 6 When it's not your turn, if you play a card that affects the other players (like Swindler or Catapult), start with the current player.
- 1 If you play a Duration during another player's turn, its "next turn" ability triggers when it's your turn and the card is discarded that turn. However, if you for instance play Secret Cave without discarding 3 cards (see DURATION CARDS: FAILING TO SET UP LATER ABILITIES § IV), the card is discarded in the current player's Clean-up.
- **Solution** Gondola lets you play a card on when-gain in the same way as described in the entry for Way of the Mouse 7a+7b+7c+7d. (See 9 below for examples related to 7c.)

In some of these scenarios Gondola would have to be gained on when-gain (such as with Architects' Guild or Falconer) when gaining another card.

- If, when gaining Gondola, you play a Duplicate, you may call it and gain a copy of the Gondola; if you play a Garrison, you add a token to it; a Galleria, you get +1 Buy; a Guildmaster, you get +1 Favor; a Livery, you gain a Horse; a Haggler (2022 version) (if you bought the Gondola), you gain a card; a Mining Road or Sailor, you may play the Gondola; a Cargo Ship, you may set aside the Gondola; a Tracker, you may put the Gondola on your deck; an Omen activating Bureaucracy/ Growth/Harsh Winter/Progress/Rapid Expansion, it triggers on the Gondola gain. With Enlightenment active, a Bauble, Cauldron, Collection, Royal Seal or Tiara played by Gondola can also trigger on the gain.
- When gaining Gondola you might end up moving it if you play a card that draws; see Move GAINED CARD. (It might get shuffled in when you draw. Gaining it onto your deck might cause you to draw it.)
- ① See TRIGGERED ABILITY ②. When gaining Gondola, you may resolve other when-gain abilities, such as drawing, before playing a card from hand. If you play Gondola itself on when-gain (with Sailor or Mining Road), you can get +② before playing the Action card.
- Gondola can PLAY A CARD AT THE START OF YOUR TURN If you gain it then (e.g. via Cobbler, Crafters' Guild, Enlarge or Pirate). See TRIGGERED ABILITY (when-gain). Also see Peaceful Cult 2 and Woodworkers' Guild 3.
- Also see GAIN ON WHEN-GAIN, GAIN ON WHEN-TRASH and GAIN ON WHEN-DISCARD (play a card that gains, trashes or discards when gaining Gondola), and see Enlightenment 15.

Good Harvest 🏶 p. 38

- When Good Harvest is active, it gives you +1 Buy and +1 when you play a DIFFERENT-LY NAMED Treasure for the first time on your turn (so the first time you play a Copper, the first time you play a Silver, etc.).
- This triggers before you resolve the played Treasure. So if you play a Treasure—Omen (via Capitalism) that activates this Prophecy, you *don't* get +1 Buy and +1 for that Treasure.
- The first copy of each Treasure only gives you +1 Buy and +1 if it's played after the Omen that activates this Prophecy. If you for instance play a Crown before that Omen, Good Harvest won't give you +1 Buy and +1 for playing Crown that turn, even if you also play one later. (Effects are immediate.) (Treasures might be played first with Black Market, Coronet, Courier, Enlightenment, Farmhands, Fortune Hunter, Hasty, Herb Gatherer, Mining Road, Patient, Prepare, Rapid Expansion, Reap, Specialist or Storyteller, or by playing the Omen in your Buy phase—see Actions in Your Buy Phase.)
- Clarification: Good Harvest triggers on before-play. If you play a Treasure, and somehow an Omen is played before resolving it (see Kiln 7 and Urchin 8, also see Way of the Mouse 11), activating Good Harvest, you get +1 Buy and +1 for that Treasure. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)

Goons p. 17, 17, 25, 38, 42

- ❖ Not included in the 2022 Second Edition.
- Each other player DISCARDS DOWN TO 3 cards in hand.
- WHILE THIS IS IN PLAY, when you buy a card, you get a token.
- 3 You don't get a work token if you gain a card in another way than through buying it, nor if you buy an Event or Project.
- 4 Clarification: See TRIGGERED ABILITY 4. When buying a card, if you play Goons on when-buy, you get +1 for the buy. See Innovation 12.

Governor 🎉 🏲 (promo)

① SEVERAL OPTIONS (three): 1: Draw, and each other player draws; 2: gain, and each other

- player gains; or 3: "remodel", and each other player may "remodel".
- 2 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.
- See TRIGGERED ABILITY 1 regarding the "remodel" option: You might affect your opponents' hands before they "remodel" (e.g. with Haunted Castle or Lost City), or they might draw (or gain a card to hand) before doing so.
- ❖ Also Your –② Cost token.

Grand Castle (p. 39, see Castle: p. 10, 37, 46, 48, 50

- ① 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. Also see CARDS YOU HAVE IN PLAY.
- 2 See TRIGGERED ABILITY 2: When gaining Grand Castle, you may resolve other when-gain abilities, such as drawing, before revealing your hand. Also see Sleigh 7.

- 1 You don't have to play all your Treasures. You can't play more Treasures after buying a card.
- 2 This checks the CARDS YOU HAVE IN PLAY. Played Coppers that were trashed (or otherwise removed from play) are not in play anymore. (See Bonfire, Counterfeit, Mandarin and Mint.)

Graverobber ₩ p. 24, 49, 51, 55

- SEVERAL OPTIONS (two): Gain from the trash; or "remodel".
- 2 You may choose to "REMODEL" an Action into a card (of any type) that costs up to 3 more.
- 3 If you choose to gain a card from the trash, it's GAINED TO YOUR DECK. Also see CARD COSTS. When-gain abilities will trigger.
- **1** It's possible to gain non-Kingdom cards from the trash.
- ❖ Also see Overlord (pre-2019 version).

Great Hall 🥜

* Not included in the 2016 Second Edition.

Great Leader * p. 38

- **1** Clarification: "After each Action card you play" means after resolving the play ability of the card.
- When you play an Omen that activates this Prophecy, you don't get +1 Action for Action cards played previously. (EFFECTS ARE IMMEDIATE.)
- 3 However, if you play an Omen that activates this Prophecy, you get +1 Action for that Omen. If you play that Omen with an Action card (such as Herald, Shop or Specialist), you get another +1 Action for that.
- Clarification: If you play an Omen on after-play of an Action card (e.g. with Inspiring), activating Great Leader, you get +1 Action for both played cards (+2 total).
- ❖ Also see Snowy Village 4.

Greed 🤇

1 The Copper is GAINED TO YOUR DECK.

Groom **\$\square** p. 171, 177, 178

- 1 If you gain a card that has several of the types, you get all relevant bonuses (gain Horse, gain Silver, +1 Card & +1 Action). Also see CARD COSTS.
- **2** Resolve them in the order given.
- Clarification: "It" refers to the gained card. If you didn't gain the card, you don't get any bonus; see Possession 6.
- You gain each card in turn, see TRIGGERED ABILITY ①. Any when-gain ability (like Tracker or Abundance) applied after the first card will be in effect when you gain the next.
- ❖ Also see Enlightenment 16.

Grotto J p. 29, 40

- 1 This SETS UP A LATER ABILITY for next turn.
- You may choose to not set aside any cards.
- 3 If you don't set aside any cards, Grotto doesn't stay in play beyond the current turn.
- Mext turn: See DISCARD, THEN GET FROM DECK.
- ❖ See REMOVED FROM PLAY regarding "on this".
- **Groundskeeper** () p. 23, 39, 39, 42, 42, 171, 178, 179
- **1** New version 2022: Groundskeeper now SETS UP A LATER ABILITY (ongoing ability) for the

- rest of this turn: When you gain a Victory card, you get a token. It's cumulative if played with a throne-room.
- 2) (2022 version:) Only Victory cards gained after playing Groundskeeper give you a token. (Effects are immediate.)
- (Pre-2022 version:) WHILE THIS IS IN PLAY, when you gain a Victory card, you get a token.
- 4 Clarification: See TRIGGERED ABILITY (3) (playing Groundskeeper on when-gain of a Victory card, you get +1 (1)). For the pre-2022 version of Groundskeeper, see Way of the Mouse 7c. For the 2022 version, see Your Estate token 7 (with your Estate token on Groundskeeper you can play a gained Estate as in Innovation 9).

Growth **%** p. 29, 39, 171, 178

- 1 See GAIN ON WHEN-GAIN. You gain a card with a lower cost than the gained Treasure. Also see CARD COSTS.
- ② Growth is not optional and also triggers when you gain a card on an opponent's turn.
- **3** When you play an Omen that activates this Prophecy, you don't gain a card for Treasures gained previously. (EFFECTS ARE IMMEDIATE.)
- 4 See Triggered ability (when-gain).
- If you gain a Treasure from Growth, Growth will trigger again to make you gain a card cheaper than that, etc., until you gain a non-Treasure or there are no cheaper cards to gain.
- **6** Clarification: If you gain a card that changes cost right after you gain it, Growth follows the new cost. This could be gaining Destrier or Fisherman, or resolving another whengain ability before Growth. See GAIN A CARD THAT CHANGES COST.
- See Architects' Guild 7—the timing is the same (but Growth is mandatory). Growth can affect Territory.
- (S) Clarification: See TRIGGERED ABILITY (S) (playing Omen on when-gain of a Treasure, activating this Prophecy, you gain a cheaper card). Also see Gondola 9 and Innovation 9.
- ❖ Also see Kiln 5 and Your –② Cost token.

Guard Dog ▲ p. 38

- See REACTION TO ATTACK.
- 2 You may react with several Guard Dogs to the same played Attack.

- 3 If you react with Guard Dog (or for instance Diplomat) and draw a Guard Dog, you may still play it. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING 3 § III.)
- 4 Each time you play a Guard Dog, after drawing two cards, check how many cards you have in hand. (EFFECTS ARE IMMEDIATE.)
- **6** See REACTION THAT PLAYS ITSELF.
- ❖ Also see Way of the Mouse 11.

Guardian (p. 23, 23, 35, 38, 40, 42, 49, 181

- 1 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. (Also see ATTACK UNTIL YOUR NEXT TURN.)
- Quardian is GAINED TO YOUR HAND instead of to your discard pile.
- Clarification: The end of the ongoing ability (protecting you from Attacks) is when your turn starts, before any start-of-turn-abilities.
- ❖ Also see Haunted Woods 3.

Guide **9** p. 40

- **1** When you play this, it's REMOVED FROM PLAY.
- 2 If you play Guide without moving it into play, it won't go to your Tavern mat. See PLAY A CARD WHILE LEAVING IT.
- **3** See DISCARD, THEN GET FROM DECK. (Also see "Do *X* To".)
- 4 You can call this to draw 5 cards even if you have no cards in your hand.

Guildhall > p. 39, 171, 178

- 1 This might trigger on an opponent's turn.
- **2** Clarification: After the 2022 rules change, you may spend Coffers tokens at any time during your turn. This means you can even spend the token the same turn after buying a Treasure.
- Also see Basilica 3+(pre-2022)7 and Doctor 5+(pre-2022)7.

Guildmaster 🐉 p. 23, 39, 42, 179

• This SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain a card, you get +1 Favor. It has a cumulative effect if played multiple times. (With Throne

- Room + Guildmaster you get +2 Favors per card gained.)
- You only get Favors for cards gained after playing Guildmaster. (EFFECTS ARE IMMEDI-ATE.)
- 3 Clarification: See TRIGGERED ABILITY 3 (playing Guild-master on when-gain, you get +1 Favor). Also see Gondola 9 and Innovation 9.
- ❖ Also see Kiln 5.

Haggler p. 23, 29, 30, 39, 42, 179

- ❖ 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- 1 You gain a non-Victory card with a lower cost than the bought card. Also see CARD COSTS.
- 2 New version 2022: Haggler now SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: It triggers when you *gain* a card instead of when you *buy* it, but only a card that you bought. See GAIN ON WHEN-GAIN. It's cumulative if played with a throne-room.
- **3** Only cards **gained** after **playing** Haggler give you another card. (EFFECTS ARE IMMEDIATE.)
- 4 See Triggered ability (when-gain).
- **6** Clarification: If you gain a card that changes cost right after you gain it, Haggler follows the new cost. This could be gaining Destrier or Fisherman, or resolving another whengain ability before Haggler. See GAIN A CARD THAT CHANGES COST.
- **6** See Architects' Guild 7—the timing is the same. Haggler can affect Territory.
- Or Clarification: See TRIGGERED ABILITY (3) (playing Haggler on when-gain, you gain a cheaper card than the gained card). Also see Gondola 9 and Innovation 9.
- ❖ Also see Aqueduct 6, Kiln 5 and Possession 7.

Hamlet 🦼 🔨

 \bigcirc New version: See "Do X FOR".

Hammer (see Loot)

1 Gain a card; see CARD COSTS.

Harbinger A

Harbor Village J p. 38, 170, 178, 181

- ① This SETS UP A LATER ABILITY for this turn: After you have played and resolved your next Action card, Harbor Village checks whether it gave you +○, and if so gives you +①. (This means Harbor Village checks on after-play of the next Action card.)
- 2 From rulebook: Harbor Village checks if the Action card gave you +0, not if you got +0 from other abilities when playing it, such as your +1 token or The Field's Gift. Getting Coffers tokens is not getting +0. However, see 8 below.
- 3 From rulebook: If the next card you play is also a Harbor Village (for instance if you play Throne Room + Harbor Village), it has not given you + when the first Harbor Village checks, even if it gives you + after you play a third Action card. So the first Harbor Village will not give you the bonus. (EFFECTS ARE IMMEDIATE.) However, see 9 below.
- From rulebook/clarification: You'll get the bonus even if you lost the ○, such as with Storyteller (pre-2022 version) or Poor House. However, your ─1 token makes you get +0 instead of +1, so you won't get the bonus.
- If you play a card like Black Market, Storyteller or Capital City (that lets you pay) on after-play of an Action card (e.g. with Inspiring), you can choose +1 from Harbor Village before or after.
- Clarification: If you play an Action card that plays Harbor Village (e.g. Vassal), that Action card won't be "the next Action" played. Also, if you play Harbor Village on after-play of an Action card (e.g. with Inspiring), that card won't be "the next Action" played.
- Clarification: Harbor Village checks the next time you play an Action card, so if you replay the card (e.g. with Royal Carriage) before Harbor Village checks, Harbor Village still checks the first play. For example, if you play a Steward choosing +2 Cards, and then replay the Steward choosing +2, Harbor Village won't give you the bonus.
- (or Highwayman via Capitalism), Harbor Village gives you nothing. However, if you play the Action card using a Way that gives + (), such as Way of the Sheep, you'll get the bonus (because of a 2023 rules change about Ways, see WAYS § IV). Also see Reckless 7.
- Clarification: If the next Action card gives + 10 on after-play of itself, you can resolve this before Harbor Village checks, thereby getting the bonus from Harbor Village: If you play another Harbor Village as the next

- card and Inspiring lets you play a card giving +1 (e.g. Festival), the 2nd Harbor Village gives you the bonus, so the 1st one does as well. Also, if you play an Inspiring Merchant as the next card, playing a card such as Storyteller to play a Silver, Merchant gives +1, so Harbor Village gives you the bonus. Also see Kiln 9.
- Clarification: A card is considered played even before it's resolved: For example, if you play a Sheepdog before resolving a played Attack card as in Urchin 8, Harbor Village still checks the Attack, even though the Sheepdog was resolved first.

If you somehow play Harbor Village itself before resolving a played card (see Kiln 7 and Urchin 8), the Harbor Village will not check that card, but the next one played.

- Clarification: With Enlightenment active, Action—Treasures that give you without a "+" (such as Copper, Silver and Gold), if played in your Buy phase, still count as giving you + for Harbor Village.
- ❖ Also see Enlightenment 17 and Reckless 3.

Harem &

* In 2023 this card was renamed "Farm".

Harsh Winter **2** p. 39, 42, 171

- When you play an Omen that activates this Prophecy, you don't take or add for cards gained previously. (EFFECTS ARE IMMEDIATE.)
- 2) This triggers when you gain a card that belongs to a pile, wherever you gain the card from (e.g. the trash pile). This includes non-Kingdom cards and Ferryman's extra pile (but not the Black Market deck). Starting Coppers and Estates belong to their respective piles.
- Clarification: See TRIGGERED ABILITY 3 (playing Omen on when-gain, activating this Prophecy, you add or take from the gained card's pile). Also see Gondola 9 and Innovation 9.
- ❖ Also see Ferryman 8, Kiln 5 and Possession 7.

Harvest 🦼

- ❖ Not included in the 2024 Second Edition.
- **1** Counts DIFFERENTLY NAMED CARDS.

Hasty J p. 39, 40, 171

- See TRIGGERED ABILITY (when-gain). If you gain a Hasty card on your turn or on an opponent's turn, you set it aside.
- 2 See MOVE GAINED CARD. If you move it with another ability first, Hasty can't set it aside, and therefore can't play it next turn. (With the expanded "lose track" rule from 2021, cards that are lost track of can't be played.)

- **3** Hasty lets you PLAY AN ACTION CARD or a Treasure card. (This is not optional.)
- 1 If the Hasty card is a Treasure, this lets you play a Treasure in your Action phase (at start of turn). If you play a Treasure like Counterfeit or Tiara, more Treasures will be played in addition. Also see Highwayman 6.
- (if the Clash pile is Hasty), a card that can't normally be played. Territory then goes into play but has no play ability; but any Adventures token on the Clash pile will trigger.
- 6 Hasty Plays a card at the Start of Your Turn.

Haunted Castle () p. 39, see Castle: p. 10, 37, 46, 48, 50

- 1 If there are no Golds left in the Supply, the players still put cards onto their deck.
- 2 You gain a Gold on when-gain. See GAIN ON WHEN-GAIN.
- 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.
- Clarification: First you gain a Gold, then your opponents resolve any Monkeys, Pirates and Searches triggering from that; then they put two cards on their decks, and then resolve Road Network and any Black Cats, Falconers, Mapmakers and Monkeys from your gaining Haunted Castle. (See ADVANCED TIMING RULES: ORDERING SEVERAL PLAYERS' CONCURRENT ABILITIES § III.)
- See TRIGGERED ABILITY 2. When gaining Haunted Castle, you may resolve other when-gain abilities affecting your opponents before or after.
- 6 See TRIGGERED ABILITY 1 (first gain Gold, then opponents put cards). When-gain abilities might make them draw before they put cards.
- ❖ Also see Aqueduct 6 and Possession 7.

Haunted Mirror p. 10, 40, see Heirloom: p. 4, 7,

- **1** See When you trash this. Also see "Do X to".
- 2 If you have a Market Square in hand when you trash a Haunted Mirror, it's not possible to resolve both, since you can only discard Market Square once. You have to choose whether to gain a Gold or a Ghost.
- 3 See TRIGGERED ABILITY 6: When trashing Haunted Mirror, you may resolve other when-trash abilities, such as drawing, before discarding an Action card.
- Also see Gain on when-trash, and Triggered Ability (when-trash: first discard, then gain).

Haunted Woods p. 23, 39, 40, 42, 181

- ❖ 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- 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. See ATTACK UNTIL YOUR NEXT TURN.
- 2022: Haunted Woods now triggers when the player *gains* the card instead of when they *buy* it, but only a card that they bought.
- If you buy Nomad Camp when another player has played Haunted Woods, you first gain the Nomad Camp onto your deck, then put your hand on your deck. Likewise, if you buy a Den of Sin, Ghost Town, Guardian or Night Watchman, it's gained to your hand before Haunted Woods's effect.
- See TRIGGERED ABILITY 2. You may resolve other when-gain abilities, such as drawing, before or after putting cards on your deck.
- (playing Haunted Woods on an opponent's when-gain, you can make them put their hand on their deck): See Way of the Mouse 12.
- ❖ Also see Possession 7.

Haunting (

Haven 3 p. 29, 40

- **1** This SETS UP A LATER ABILITY for next turn.
- 2) If you play Haven but have no cards to set aside, Haven doesn't stay in play beyond the current turn.
- For the new 2017 version, see REMOVED FROM PLAY regarding "under this".

Herald & p. 38, 39, 181

- 1 Herald lets you PLAY AN ACTION CARD. (This is not optional.)
- When you buy Herald, you 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).
- 3 New version 2022: The overpay ability is now resolved on when-gain (instead of when-buy); see OVERPAYING § IV. The Herald will already be gained, so you may choose it from your discard pile.

- (In the second of the secon
- See Doctor 5+(pre-2022)7 for more about overpaying.

Herb Gatherer 🐉 p. 15

- 1 This doesn't trigger cards that say "WHEN YOU DISCARD THIS".
- 2 This card lets you play a Treasure in your Action phase. If you play a Treasure like Counterfeit or Tiara, more Treasures will be played in addition. Also see Crown 6 and Highwayman 6.
- **3** Clarification: See ACTIONS IN YOUR BUY PHASE (second part of Buy phase).
- Also see Capitalism 8, Envious 1, Merchant 2, Scepter 6 and Way of the Mouse 3.

Herbalist **b** p. 23, 40, 42, 179

- ❖ 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- New version 2022: Instead of triggering when you discard it in Clean-up, Herbalist now SETS UP A LATER ABILITY when you play it, letting you choose one Treasure you discard this turn. If you play Herbalist with a throne-room, you may choose multiple Treasures.
- With Capitalism, you may choose the Herbalist itself.
- If a card is not discarded (for instance if it's a Duration that stays in play) Herbalist can't put it onto your deck.
- See Panic 5, Prince (pre-2022) 13, Reckless 8, Tireless 1, and Travellers (via Capitalism) in EXCHANGING § IV.
- ❖ Also see Capital 3.

Hermit **P** p. 9, 40, 179

- * 2022 (current) version. See Previous versions OF SOME CARDS for the pre-2022 version.
- 1 SEVERAL OPTIONS (two): Trash from discard pile; or trash from hand. (This is optional: you can choose to do neither.)
- **Q** Gain a card; see CARD COSTS.
- 3 See TRIGGERED ABILITY (5) (first trash, then gain).

- 4 New version 2022: Instead of trashing the Hermit and gaining a Madman, you exchange the Hermit for a Madman (see Exchanging § IV). Instead of triggering when you discard it in Clean-up, Hermit now sets up an ability when you play it: At the end of your Buy phase this turn, you may exchange it if you didn't gain any cards in this Buy phase. Also, all gained (not just bought) Victory cards matter, but only in your Buy phase.
- (S) If you play Hermit in your Buy phase (see ACTIONS IN YOUR BUY PHASE), any cards you gained previously in the Buy phase still count.
- **6** Clarification: If you have several Buy phases due to Cavalry, Continue, Launch or Villa, Hermit triggers and checks the Buy phase that just ended. See Cavalry 5.
- If the Hermit is not in play (for instance if it was trashed by Procession or set aside by Royal Galley), you can't exchange it. See EFFECT WHEN MOVED FROM PLAY.
- ❖ Also see Possession 5.

Hero 🙎 p. 9, 40

- Gain a Treasure of your choice from the Supply (even one with or in its cost).
- **2** This is a TRAVELLER and a TRAVELLER UP-GRADE

Hideout 🔪

❖ See TRIGGERED ABILITY (first trash, then gain).

Highway p. 8, 23, 33, 42, 42, 179

- 1 New version 2022: The COST REDUCTION is now caused by *playing* the Highway. See SET UP A LATER ABILITY (ongoing ability). It has a cumulative effect if played with a throne-room.
- (Pre-2022 version:) WHILE THIS IS IN PLAY, it causes a COST REDUCTION.

Highwayman 🐉 p. 22, 23, 38, 40, 42, 181

- This SETS UP TWO LATER ABILITIES: You discard it and draw 3 cards at the start of your next turn; and until then, other players do not resolve the first Treasure card they play each turn. We will call that Treasure "Waylaid". See ATTACK UNTIL YOUR NEXT TURN.
- 2 See DISCARD, THEN GET FROM DECK.
- 3 If you play Highwayman without moving it into play (see PLAY A CARD WHILE LEAVING

- IT), you still draw 3 cards next turn. If you play Throne Room + Highwayman, you draw 6 cards next turn even though you can only discard Highwayman once. (The Throne Room is discarded in Clean-up of that turn as usual.)
- 6 If a player plays a Waylaid Duration (such as Abundance, Astrolabe, Buried Treasure, Cage or Gondola), the Duration doesn't set anything up, so it's discarded in Clean-up. Cards that would leave play (Coin of the Realm, Spoils, Stockpile) will stay in play when Waylaid.
- of If a player plays a Treasure in their Action phase (via Black Market, Courier, Farmhands, Fortune Hunter, Hasty, Herb Gatherer, Mining Road, Patient, Prepare, Rapid Expansion, Reap, Sailor, Specialist or Storyteller) as the first one played that turn, it will be Waylaid. This could also be a Coronet, Crown, Spell Scroll, or a card changed by Capitalism (in which case it would be as in Enchantress 2-3).
- From rulebook: If an opponent gets an extra turn, the first Treasure played on that turn will also be Waylaid.
- If you play Highwayman multiple times, it still only affects the first-played Treasure of each player.
- If you somehow first play Scheme at the start of your turn, you can put Highwayman onto your deck when you discard it, and then draw it and 2 other cards. — If the Highwayman is Reckless or Tireless, those abilities trigger when you discard it.
- From rulebook: Ways, Enchantress and Enlightenment are triggered at the same time as Highwayman, replacing what you do. If the Waylaid card is also an Action (Coronet, Crown, Spell Scroll or via Capitalism), you can choose to get the Way's ability (as when playing an "Enchanted" card as in Enchantress 10). If the Waylaid card is also Enchanted or "Enlightened", you can choose to get +1 Card and +1 Action from Enchantress/Enlightenment. But see Way of the Chameleon 6.—

 If the Waylaid card is also an Action, it works similarly to Enchantress 7–8.
- Clarification: The play ability is not actually changed on the Waylaid Treasure; you just don't resolve it. So if you played it with Specialist, you can replay it to re-

- solve its play ability. If the played Treasure is a Duration, Specialist stays in play.
- Clarification: After-play abilities (like Corsair, Landing Party, Merchant, Panic and Sauna) still trigger after you play a Waylaid card.
- (13) Clarification: Highwayman's ability is triggered when you would resolve the played Treasure. So if you play a Waylaid Attack card, Reactions are resolved first, as normal. Good Harvest, Kiln, Urchin and Adventures tokens are also resolved first.
- (1) Clarification: If you buy Capitalism without having played any Treasures, and this changes one of your played Action cards into a Treasure, that card was not the "first Treasure" you played. So if you then play a Treasure (e.g. with Gamble), it will be Waylaid.
- (S) Clarification: Because of the wording in the card text, Highwayman also applies if you somehow play a Treasure during another player's turn (unlike Enchantress, which only applies on each player's own turn).
- Clarification: See TRIGGERED ABILITY. If you play Highwayman on another player's before-play, it will trigger, e.g. see Way of the Mouse 11. However, if you play Highwayman on their turn after they have already played and resolved a Treasure, none of their Treasures will be Waylaid that turn.
- (i) Clarification: A card is considered played even before it's resolved: If you while "Waylaid" play a Treasure and somehow play another card as part of the before-play abilities, the first-played Treasure is still the Waylaid card. (E.g. you play a Relic, an opponent reacts with Beggar and you react by playing Pirate.)
- Also see Coppersmith 3, Elder 12, Envious 4, Fool's Gold 6, Harbor Village 8, Idol 4 and Reckless 6.

Hill Fort 🎉

- **1** Gain a card; see CARD COSTS.
- 2 After gaining a card you get SEVERAL OP-TIONS (two): Put it in hand; or +1 Card and +1 Action.
- 3 If you move the gained card (e.g. with Watchtower), Hill Fort loses track of it and can't put it into your hand. See MOVE GAINED CARD. But Hill Fort will move Nomad Camp. Also see Gatekeeper 4 and Siren 3.
- 1 If you gain a Falconer, Sheepdog or Stowaway and then put it into your hand with Hill Fort, it's too late to react with it.
- (5) Clarification: "It" refers to the gained card. If you didn't gain the card (for instance if you were Possessed), Hill Fort doesn't move any card. See Possession 6.
- of If you gain the card to your discard pile and gain another card on top of it (see GAIN ON WHEN-GAIN), Hill Fort won't lose track of the covered card (because of the 2019 errata of the "lose track" rule).
- See TRIGGERED ABILITY (first gain, then draw).

Hireling D. 23, 40, 42

- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of the game.
- 2 This has a cumulative effect if played multiple times: Hireling played twice will give you +2 Cards at the start of each turn.
- See PLAY A CARD AT THE START OF YOUR TURN regarding playing Hireling.
- ❖ Also see Reckless 9.

Hoard p. 19, 23, 39, 42, 171, 178, 179

- ❖ 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- New version 2022: Hoard now SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: It triggers when you gain a Victory card instead of when you buy it, but only a card that you bought. See GAIN ON WHENGAIN. It's cumulative if played with a throne-room.
- Only Victory cards gained after playing Hoard give you a Gold. (EFFECTS ARE IMMEDI-ATE.)
- **3** Clarification: See TRIGGERED ABILITY **3** (playing Hoard on when-gain of a bought Victory card, you gain a Gold). See Your Estate token 7 (with your Estate token on e.g. Courier you can play a gained Estate and play a Hoard as in Innovation 10).
- ❖ Also see Aqueduct 6 and Territory 4.

Horn > p. 10, 40, 181

- * See Border Guard.
- You may only put one Border Guard onto your deck each turn with Horn.
- See Prince (pre-2022) 13, Reckless 8 and Tireless 1.

Horn of Plenty p. 45, 171

- ① 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 DIFFER-ENTLY NAMED CARDS in play. Also see CARD COSTS.
- 2 This checks the CARDS YOU HAVE IN PLAY. (Also see EFFECTS ARE IMMEDIATE.)
- 3 If you gain a Victory card with Horn of Plenty, trash the Horn of Plenty.

- 4 Normally you want to play Horn of Plenty last, to have the maximum number of differently named cards in play.
- **5** If you use a card like Coronet, Counterfeit, Crown, Specialist or Tiara to play Horn of Plenty twice, you gain two cards. But if you gain a Victory card the first time, it won't count itself the second time, since it's trashed; you can still gain a Victory card the second time.
- Clarification: "It" refers to the gained card. If you didn't gain the card, you don't trash Horn of Plenty; see Possession 6.
- See TRIGGERED ABILITY (first gain, then trash). Also see Enlightenment 16.

Horse **\$** p. 10

- **1** This is REMOVED FROM PLAY.
- 2) If you play Horse without moving it into play, you still get +2 cards and +1 Action. (Throne Room + Horse will give you +4 cards and +2 Actions.) Also see PLAY A CARD WHILE LEAVING IT (only regarding playing Horse from the trash, since it's not in the Supply).
- 3 The cost of Horse is 3 for any ability that refers to its cost.

Horse Traders of p. 18, 22, 38, 40, 181

- * Not included in the 2024 Second Edition.
- 1 You get +1 Buy and +3 even if you don't have 2 cards in your hand to discard. (If you only have 1 card, discard that one.)
- See REACTION TO ATTACK.
- **3** You may react with several Horse Traders to the same played Attack.
- 1 If you react with for instance Caravan Guard or Diplomat and draw a Horse Traders, you may still react with it. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING 3 § III.)

Hostelry 🗱 p. 39

- 1 You gain the Horses on when-gain. See GAIN ON WHEN-GAIN. (Also see "DO X TO".)
- You reveal the Treasures before discarding them

- 6 Clarification: If you discard Patron (via Capitalism), you get +1 Coffers when you reveal it.
- See TRIGGERED ABILITY 2. When gaining Hostelry, you may resolve other when-gain abilities, such as drawing, before discarding Treasures.

Housecarl \checkmark see Reward: p. 7, 9

- This checks the CARDS YOU HAVE IN PLAY (including itself), and counts DIFFERENTLY NAMED CARDS. (Also see EFFECTS ARE IMMEDIATE.)
- The cost of Housecarl is for any ability that refers to its cost.

Hovel ₩ p. 38, 39, see Shelter: p. 7, 9

- **1** New version 2022: Hovel now has a whengain instead of when-buy ability. This might trigger on an opponent's turn.
- (Pre-2022 version:) You may not trash this if you gain
 a Victory card in another way than through buying it.
- ❖ Also see Gain on when-trash.

- This has VARIABLE PRODUCTION. (Count your Coffers tokens right when you play it, after getting +2 Coffers.)
- The cost of Huge Turnip is 0 for any ability that refers to its cost.

Humble Castle see Castle: p. 10, 37, 46, 48, 50

Hunter 🎉

• Clarification: You put one card at a time into your hand in the order given. If you reveal Village, Mill and Copper, and you choose Mill first (as an Action), you will not get the Village.

Hunting Grounds Pp. 40

- **1)** WHEN YOU TRASH THIS, you get SEVERAL OPTIONS (two): Gain Duchy; or gain Estates.
- Also see Gain on when-trash and Triggered Ability (when-trash), and see Your Estate token 7.

Hunting Lodge 🐇

- **1** See DISCARD, THEN GET FROM DECK. Also see "Do *X* For".
- Clarification: If you have no cards in hand to discard (because your -1 Card token canceled the initial +1 Card), you can still draw 5 cards.

Hunting Party

1 "DIG FOR" a card that is DIFFERENTLY NAMED from all of the cards in your hand.

Idol 0 p. 181

- 1 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. (EFFECTS ARE IMMEDIATE.)
- 2 You can respond with a Reaction card when an opponent plays Idol. (See 3 below.)
- Idol (before 2020) says "when you play this", but it has a play ability like all other Action and Treasure cards. Consequently, before-play abilities (like Reactions) are resolved first. The new printing, as of 2020, does not say this.
- If your first Idol is "Waylaid" (by Highwayman), your second Idol still gives out a Curse. The same applies with Enlightenment if you play an Idol in your Action phase and then play one in your Buy phase.
- ❖ Also see Kiln 8.

Ill-Gotten Gains p. 39

- Not included in the 2022 Second Edition.
- 1 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.
- (See ADVANCED TIMING RULES: ORDERING SEVERAL PLAYERS' CONCURRENT ABILITIES § III.)
- When gaining Ill-Gotten Gains triggers another when-gain ability (like Cursed, Blockade or Swamp Hag [2022 version]), you can resolve Ill-Gotten Gains first; see TRIGGERED ABILITY 2. When you buy a card, gaining Ill-Gotten Gains on when-buy (see GAIN ON WHEN-BUY), you can resolve it before resolving the when-buy ability (like Swamp Hag [pre-2022]); see TRIGGERED ABILITY 4.
- **Erratum** (1st edition): The description in the 1st-edition *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. 10, see Spirit: p. 4, 7, 10
- 1 Imp lets you PLAY AN ACTION CARD.
- Each time you play an Imp, check the CARDS YOU HAVE IN PLAY. (EFFECTS ARE IMMEDIATE.) The Action you play must be DIFFERENTLY NAMED from all of the cards you have in play.
- 3 This includes the played Imp, so it doesn't let you play another Imp.
- The cost of Imp is 2 for any ability that refers to its cost.

Imperial Envoy 🞇

Importer 🎉 p. 10, 40

- **1** This Sets up a later ability for next turn.
- **2** Gain a card; see CARD COSTS.
- ❖ Also see Divine Wind 5.

Improve > p. 40, 170, 181

- This SETS UP A LATER ABILITY for this turn, and has a cumulative effect if played multiple times.
- At the start of Clean-up this turn, before discarding anything, you may choose an Action CARD YOU HAVE IN PLAY and immediately "REMODEL" it into a card (of any type) that costs exactly 1 more. You can only choose a card that would be discarded this turn, so not a Duration card that will stay in play. (Also see "Do X To".) Any when-discard ability on that card (such as Scheme or a Traveller) will not trigger.
- 3 You can choose the Improve itself.
- Remember that COST REDUCTIONS for this turn, or from cards in play, still apply in Clean-up (except Peddler's cost reduction).
- **1** If you "remodel" an Alchemist (2022 version) or Walled Village, that card's ability loses track of it and can't put it onto your deck.
- Clarification: If you somehow discard a Faithful Hound, Trail, Tunnel, Village Green or Weaver via gaining a card with Improve, the when-discard ability doesn't trigger, since it's your Clean-up phase.
- TSee TRIGGERED ABILITY. If you use Friendly, Improve or River Shrine at the start of Clean-up and play an/another Improve (e.g. via a when-gain ability such as Innovation), you may Improve a/another card. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)

- (S) Clarification: If you somehow play Improve during another player's turn (e.g. by playing a Reaction and using Way of the Mouse, see TRIGGERED ABILITY), it does trigger in that player's Clean-up phase.
- Also see Biding Time 1, Cargo Ship 5, Coastal Haven 3, Encampment 4, Garrison 7, Taskmaster 8 and Walled Village 2.

- See OVERPAYING § IV.
- 2 See TRIGGERED ABILITY (when-gain). When you gain this after overpaying, you play it (moving it to play).
- When you buy Infirmary in your Buy phase and overpay to play it, you cannot play any Treasures you draw with it. Also see ACTIONS IN YOUR BUY PHASE.
- 1 Infirmary triggers once for each 1 you overpaid. You resolve each one in turn, first drawing a card and then optionally trashing a card (and possibly triggering and resolving when-trash abilities after each; see TRIGGERED ABILITY: when-trash).
- See Move Gained Card. When you gain Infirmary and play it, cards like Innovation and Watchtower lose track of it, and Innovation fails to play it. (With the expanded "lose track" rule from 2021, cards that are lost track of can't be played.) If you instead move it with Watchtower or play it with Innovation first, Infirmary fails to play itself.
- You can play Infirmary (after overpaying) before resolving other when-gain abilities (like opponent's Haunted Woods [2022 version] or Pious); see TRIGGERED ABILITY .
- When gaining Infirmary (after overpaying), you must resolve the pre-2002 version of your Trashing token or opponent's Haunted Woods before playing Infirmary.
- See Doctor 5 for more about overpaying.
- Also see Colonnade 4 and Way of the Mouse 7b+7c, and see GAIN ON WHEN-TRASH.

Inheritance 🧸

- 1 Choose a card; see CARD COSTS.
- 2 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 considered gaining a card.
- **§** From rulebook: Each player can buy this Event once per game.

- **Quantity** 2019 version: See the entry on Your Estate token in this reference for the current version. See the entry in PREVIOUS VERSIONS OF SOME CARDS for the pre-2019 version.
- With Enlightenment active, you can set aside a Treasure from the Supply. But note that with the 2019 version of Inheritance, your Estates are not Treasures and would normally have to be played in your Action phase, the set-aside Treasure giving you +1Card and +1 Action.
- 6 2019 version: This version was changed so that it can't set aside a Command card (which includes 2019 versions of Band of Misfits, Captain and Overlord). This was done to prevent loops from occurring. It was also changed so that it can set aside a Victory card.
- **7) 2022 version:** Now the Estates themselves are also given the Command type when you buy Inheritance.
- ❖ Also see Teacher 1.

Inherited \mathcal{J} p. 11

- ❖ See Special setup § I.
- ① Starting with an Inherited card doesn't count as gaining it (if it has a when-gain ability).
- Clarification: If Stash is Inherited, you can place it anywhere in your deck. If a Shadow card is Inherited, place it at the bottom.

Inn p. 25, 39

- 1 See GET FROM DECK, THEN DISCARD.
- See TRIGGERED ABILITY (when-gain).
- 3 If the Inn shuffles itself into your deck, cards like Watchtower lose track of it. See MOVE GAINED CARD.
- Olderification: If you shuffle zero cards into your deck when gaining Inn, you still shuffle.
- (5) Clarification: If you gain an Inn and choose to shuffle some cards into your deck but leave the Inn in your discard pile, you can afterwards reveal Watchtower to put the Inn onto your deck.
- Clarification (1st version 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.

Innkeeper 🎉

- 1 SEVERAL OPTIONS (three): Draw 1; draw 3 and discard 3; or draw 5 and discard 6.
- 2 See GET FROM DECK, THEN DISCARD.

Innovation \ p. 25, 26, 39, 39, 42, 171, 177, 178

- * Note: All points below also apply to City-state (except 3+15), Sailor (except 1+3+15), Mining Road (except 1-3+6+15) and Rush (except 1+3+7+15-16). See those entries.
- 1 See TRIGGERED ABILITY (when-gain). If you gain an Action card during an opponent's turn, Innovation doesn't trigger.
- **2** Innovation lets you PLAY AN ACTION CARD.
- **New version 2022:** You can now use Innovation on any Action card you gain on your turn (not just the first one), but only once per turn.
- See MOVE GAINED CARD. You move the gained card to play. If you move it with another ability first, Innovation can't play it.

With the pre-2021 version of Innovation, this was because the instruction to set aside the gained card failed. With the expanded "lose track" rule from 2021, cards that are lost track of can't be played, so the "set aside" clause is no longer necessary.

A card played with Innovation can't be exchanged for a Changeling, or exchanged for a Silver with Trader (2020 version). A played Villa can't put itself into your hand (see Villa 5). Also see Berserker 6, Infirmary 5 and Trail 7.

- 6 If you gain a card on when-gain (see GAIN ON WHEN-GAIN), you may use Innovation to play the first card after having gained both, as long as it was not covered on top of your deck.
- Innovation lets you play an Action card in your Buy phase. Usually you will play it in the second part of your Buy phase, as a result of buying it. See ACTIONS IN YOUR BUY PHASE.
- You can play a gained card in the middle of resolving an ability (like Artisan). If you gain several cards (e.g. with Ball), you decide whether to play the first one via Innovation before choosing the next to gain. See TRIGGERED ABILITY 1.
- When gaining a card with a "when you gain this" ability (like Farmhands), you can choose to play it via Innovation before or after resolving the card's own when-gain ability. You can also play a gained card before another when gain-ability (like Aqueduct). See TRIGGERED ABILITY 2. Also see Aqueduct 5, Colonnade 4 and Defiled Shrine 3+(pre-2022)7.
- When gaining a card with a when-gain ability (like Duplicate or Livery), you can play it (or gaining & playing a card like Herald to play a Duplicate/Livery), which can then trigger on the gain. See TRIGGERED ABILITY 3: If you gain a Duplicate and play it via Innovation, you may call it and gain a copy of it. If you

- gain & play a (cost-reduced) Galleria, you get +1 Buy; a Garrison, you add a token to it; a Guildmaster, you get +1 Favor; a Livery, you gain a Horse; a Skirmisher, you "attack"; a Haggler (2022 version), (if you bought it) you gain a card; an Omen activating Bureaucracy, you gain a Copper; a Treasure-Omen (via Capitalism) activating Growth, you gain a card; an Omen activating Harsh Winter, you add or take ... With Enlightenment active, a played Collection or Cauldron can also trigger on its own gain.
- If you gain a card like Courier or Storyteller and play it via Innovation, and it plays Cauldron or Collection, it can trigger on the gain. The same applies if you gain a card like Elder and play it to play Taskmaster. See TRIGGERED ABILITY 3.
- (See GAIN ON WHEN-BUY), you may play the gained card via Innovation before resolving the bought card's when-buy ability. See TRIGGERED ABILITY 4. Also see Colonnade (pre-2022) 8.
- Clarification: Gaining a card on when-buy (as above): If the gained & played card has a when-buy ability which is active while it's in play (like Goons, or if you gained & played a card like Herald playing a Goons), it can trigger on the buy (see ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER (2) § III).
- Innovation can PLAY A CARD AT THE START OF YOUR TURN if you gain a card then (e.g. via Cobbler, Crafters' Guild, Importer or Transmogrify). See TRIGGERED ABILITY (when-gain). Also see Peaceful Cult 2 and Woodworkers' Guild 3.
- The contents of your Action pool and money pool remain until the end of your turn. This can matter if you gain a card such as Black Market or Storyteller in your Night phase and play it via Innovation.
- (Pre-2022 version:) If you choose not to use Innovation on the first Action card you gain in a turn, you can't use it later that turn. Also keep this in mind regarding 5 above. — If you gain a card on when-buy (see GAIN ON WHEN-BUY), Innovation will play that card, not the card you bought.
- (2022 version:) See TRIGGERED ABILITY (when-gain). If you gain a card on when-gain (such as with Architects' Guild or Falconer), you may play this card in the same way as described in the entry for Way of the Mouse 7a+7b+7c.
- ❖ Also see Crown 9, Kiln 8-9, Possession 7 and Werewolf 4.

Insignia J p. 23, 39, 42, 179 (see Loot)

- 1 You SET UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain a card, you may put it onto your deck.
- **2** See Move Gained Card and Triggered ability (when-gain).
- 3 Clarification: See TRIGGERED ABILITY 3 (playing Insignia on when-gain, you can put the gained card on your deck—e.g. Wealthy Village or a Cursed card).

Inspiring p. 38, 42, 171, 171, 181

1 Inspiring lets you PLAY AN ACTION CARD.

- Prom rulebook: "After playing an Inspiring card" means after having resolved the card's play ability.
- 3 If the Inspiring card is a Treasure, this lets you play an Action card in your Buy phase. Usually it will be in the first part of your Buy phase, i.e. before buying anything. See ACTIONS IN YOUR BUY PHASE.
- ② Each time you play an Inspiring card, check the CARDS YOU HAVE IN PLAY. (EFFECTS ARE IMMEDIATE.) The Action you play from your hand must be DIFFERENTLY NAMED from all of the cards you have in play. (You could play another, differently named, Inspiring card if the Inspiring pile is a split pile.)
- After playing an Inspiring Action card, before or after using Inspiring to play an Action card from your hand, you can replay the Inspiring card with Citadel, Daimyo, Flagship or Royal Carriage, or draw with Fellowship of Scribes.
- Also see Approaching Army 5, Circle of Witches 3, Fellowship of Scribes 2, Flagship 7 (and Daimyo), Frigate 5, Great Leader 4, Harbor Village 5-6+9, Landing Party 5+7, League of Shopkeepers 3, Panic 4 and Royal Carriage 9.

Invasion p. 29, 36

- Even if the Duchy pile or Loot pile is empty, you gain the other cards (and first may play an Attack card).
- 2 Invasion lets you play an Attack card (either Action or Treasure). See PLAY AN ACTION CARD.
- 3 It lets you play an Action (Attack) card in your Buy phase (the second part of your Buy phase). See ACTIONS IN YOUR BUY PHASE.
- Invasion lets you play a Treasure (the Loot and possibly the Attack) in the second part of your Buy phase, which is normally not possible.
- The Action card you gain is GAINED TO YOUR DECK. It's possible to gain a card with

 or

 one in its cost.
- 6 If you move the gained Loot (e.g. with Watchtower), Invasion loses track of it and can't play it. (With the expanded "lose track" rule from 2021, cards that are lost track of can't be played.) See MOVE GAINED CARD. Also see Gatekeeper 4.

- (7) Clarification: "It" refers to the gained Loot. If you didn't gain the Loot (for instance if you were Possessed), Invasion can't play it. See Possession 6.
- (3) If you gain another card on top of the Loot in your discard pile (see GAIN ON WHEN-GAIN)—e.g. the Gold from Doubloons—Invasion won't lose track of the Loot (because of the 2019 errata of the "lose track" rule).
- You first play an Attack, then gain a Duchy, an Action and a Loot in that order, then play the Loot, see TRIGGERED ABILITY 1. Any when-gain ability from the Attack (like Skirmisher) or applied after gaining the Action card (like Livery) will be in effect when you gain the subsequent cards.

Inventor > p. 23, 42, 181

- **1** Gain a card; see CARD COSTS.
- Playing this causes a COST REDUCTION. See SET UP A LATER ABILITY (ongoing ability). It has a cumulative effect if played multiple times.
- 3 Card costs are not reduced when you gain the card, since the cost reduction happens afterwards. (EFFECTS ARE IMMEDIATE.) However, if you play Inventor one more time, the cost reduction from the first play of Inventor applies when you gain a card with the second.
- See TRIGGERED ABILITY (1) (first gain, then cost reduction). The cost reduction will not be in effect when you resolve any when-gain abilities for the gain.

Invest 2 p. 23, 39, 41, 42, 171, 181

- **1)** From rulebook: "Invest in" a card means to buy Invest to Exile that card.
- 2 You Exile an Action card from the Supply, then activate an ongoing ability that lasts as long as that particular card is still on your Exile mat: When another player gains or Invests in a COPY OF THAT CARD, you draw 2 cards.
- **3** This is cumulative: If you Invest in another copy of the same card, you draw 4 cards, etc.
- Weep the Invested cards separate from any other cards you might Exile. (You can put them half under the mat.) Other Exiled cards—even if they happen to be copies of an Invested card—do not draw you cards.
- **6** If you choose to discard the copies of an Invested card (via your Exile mat's ability), remember that you have to discard all; you can't keep only the Invested cards.

- **6** Note: Exiling a card from the Supply does not mean *gaining* it.
- Invest can trigger in the middle of an opponent resolving an ability (like Pillage [2019] or Soothsayer); see TRIGGERED ABILITY 1.
- Also see Berserker 7, Cauldron 3, Embassy 2, Messenger (2022) 6, Search 9 and Skirmisher 4.

Investment 🕅

- SEVERAL OPTIONS (two): +•; or trash the Investment to get +•.
- **②** For the second option, see "Do *X* To" and NOT OPTIONAL "IF YOU DO".
- 3 Counts DIFFERENTLY NAMED CARDS (Treasures) in your hand.
- **1** If you have no cards in your hand to trash, you still choose one of the two options.
- 6 If you play Investment without moving it into play, you can't get tokens. (Crown + Investment means you trash a card from your hand both times, but get + no more than once.) See EFFECT WHEN MOVED FROM PLAY.
- 6 See TRIGGERED ABILITY 6 (first trash from hand, then reveal hand). When-trash abilities (e.g. Rats or Trail) might let you draw before you reveal your hand.

Ironmonger ₩

- 1 See DISCARD, THEN GET FROM DECK.
- If a card is revealed that has several of the types, you get all relevant bonuses (+1 Action, +1, +1 Card).

Ironworks P p. 171, 177, 178

- 1 If you gain a card that has several of the types, you get all relevant bonuses (+1 Action, +1, +1 Card). Also see CARD COSTS.
- Clarification: "It" refers to the gained card. (On the Second-Edition version, this is instead explicitly stated.) If you didn't gain the card, you don't get any bonus; see Possession 6.
- ❖ Also see Enlightenment 16.

Island 3 p. 24, 170, 181

- 1 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.

3 If you play Island without moving it into play, you still set aside a card from your hand. (Throne Room + Island lets you set aside the Island and two other cards.) Also see PLAY A CARD WHILE LEAVING IT.

Island Folk 🎉 p. 40, 41, 182

- Olarification: You may use this at the end of your turn, either before or after resolving other end-of-turn abilities. You will already have drawn your next hand. If you use it (spending Favors), you will get an extra turn after this turn (this is clearer in the 2023 version).
- \bigcirc See "Do X To".
- 3 New version 2023: Island Folk now cannot give you a third turn in a row. See Outpost 4–5.
- (Interpretation (Interpretation) (Int
- \Leftrightarrow Also see Lich 5+10 and Possession 12-13+15-16.

Jack of All Trades 🦙 🕍

- **1** See DISCARD, THEN GET FROM DECK.
- See TRIGGERED ABILITY () (first gain, then discard, then draw, then trash). When-gain or when-discard abilities might make you draw before you trash.
- ❖ Also see Your −1 Card token 2.

Jester p. 29, 37

- **1** See EACH OTHER PLAYER.
- 2 If the revealed card is a non-Victory card, you get SEVERAL OPTIONS (two): You GAIN A COPY; or the player does.
- See TRIGGERED ABILITY (each opponent first discards, then gains).

Jewelled Egg J p. 40

- See WHEN YOU TRASH THIS.
- Also see Gain on when-trash and Triggered ability (when-trash).

Jewels J p. 40 (see Loot)

- **1** This SETS UP A LATER ABILITY for next turn.
- 2 If you play a throne-room (like Specialist) + Jewels, the throne-room is discarded in Clean-up next turn as usual.
- ❖ Also see Panic 6.

Journey p. 41, 41, 42, 179

- **1)** New version 2023: Journey now cannot give you a third turn in a row. See Outpost 4-5.
- 2 (2023 version:) If you buy Journey, you don't discard any cards from play this turn, even if Journey fails to give you an extra turn. The reason it might fail could be that you resolve an extra turn from another ability first, or you bought Journey on an extra turn, or you played Lich.
- 3 The cards in play don't do anything special (you don't resolve their play ability) on the extra turn. While-in-play abilities continue to work of course. Durations that would have stayed in play anyway behave as normal.
- On the turn you buy Journey, start-of-Clean-up abilities like River Shrine and Walled Village trigger, but not abilities like Improve or Scheme.
- (Pre-2023 version:) Journey checks if the previous turn was yours when you buy it. If it was, buying Journey has no effect. See Outpost 9-10 in PREVIOUS VERSIONS OF SOME CARDS.
- (Pre-2023 version:) If you buy Journey successfully, you don't discard any cards from play this turn, even if you resolve an extra turn from another ability first, or if Lich makes you skip the Journey turn. The cards stay in play until the Clean-up phase of whatever turn happens first.
- ❖ Also see Lich <u>5+9−10</u> and Possession <u>12−13+15−16</u>.

Journeyman &

- See NAME A CARD.
- 2 "DIG FOR" 3 cards that don't have the name you said.
- Treatum: The description in the Guilds rulebook says "This draws you three cards..." This is not correct; it puts cards into your hand. This matters for your -1 Card token.

Joust < p. 9, 40

- 1 If you set aside a Province, you gain a Reward. (See "Do X To".) The card is GAINED TO YOUR HAND.
- **?** From rulebook: When you gain a Reward, you gain whichever you want from the Reward pile. The available Rewards are always open to see.
- **§** From rulebook: You discard the set-aside Province when you discard your cards in

Clean-up. (You can discard it before or after other cards; see YOUR TURN: C—CLEAN-UP PHASE.)

Junk Dealer 🗰

1 You get +1 Action and +1 even if you don't have a card in your hand to trash.

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 .
- ❖ Also see Capitalism 7 and Charlatan 4.

Kev \ p. 10, 40

See PLAY A CARD AT THE START OF YOUR TURN regarding taking Key.

Kiln **%** p. 22, 29, 33, 38, 170, 182

- This SETS UP A LATER ABILITY for this turn: When you next play a card (of any type), you may GAIN A COPY before resolving the card.
- 2 You can only use Kiln on the very next card you play, you can't save the effect for later.
- If you play Throne Room + Kiln, the second time you play Kiln will be the "next time", so you may then gain a copy of Kiln. Then you may gain a copy of the next card you play (because of the second time you played Kiln).
- 4 You gain a copy before resolving the card: If you react with Sheepdog (or Falconer, Pirate, Mapmaker or Stowaway) to the gain, you will first play Sheepdog, then resolve the card. If you play Throne Room + Kiln and gain a Kiln (as in 3 above), playing Sheepdog, you can't gain a copy of Sheepdog, since the second play of Kiln has not been resolved yet.
- Gildmaster, Sailor, Search, Skirmisher, Tiara, Way of the Seal, an Omen activating Bureaucracy, Growth (via Capitalism), Harsh Winter, Progress or Rapid Expansion, or the 2022 version of Charm, Haggler or Tracker.

It also applies to Abundance, Cage, Cauldron and Collection with Enlightenment active. It also applies to any of these cards, plus Cutthroat, Groundskeeper (2022), Hoard (2022), Mining Road, Secluded Shrine and Taskmaster, when you gain another card on when-gain. For example, if you play Collection, gaining a copy of it from Kiln, and gain an Action card from Architects' Guild, Collection doesn't give you +1 for gaining the Action. (However, any while-in-play ability on the played card would be active, such as on the pre-2022 version of Groundskeeper.)

- Clarification: If you have a "+" Adventures token on the card's pile, you may choose to gain a copy (from Kiln) before or after resolving the token.
- When gaining the copy, it's possible to play it with for example Innovation or Mining Road before resolving the first-played card. If it's a card like Crown or Conclave, it can play a different card. It's also possible to use Way of the Mouse (see 7a) to play a different card. If you play Gondola, you can play a different card before resolving it. See TRIGGERED ABILITY (when-gain).
- If after Kiln you play a Leprechaun (or Aristocrat, Sea Chart, Swamp Shacks, Tormentor / Bank, Idol), playing the copy as in 6 above, both will be in play when you resolve both. When playing a card like Changeling or Horn of Plenty (that cares about the CARDS YOU HAVE IN PLAY), other cards could enter play on whengain.
- Olarification: While you're resolving Kiln's set up ability (gaining a copy), the played card is still considered played, even though it hasn't been resolved yet. For example, if after playing Kiln (as your first card) you play a Conspirator, playing the copy as in 6 above, you will have played 3 cards when you resolve the second Conspirator (even though it's only the second card you're resolving), so will get +1 Card and +1 Action. Then you'll resolve the first Conspirator and get +1 Card and +1 Action again. Likewise, if after Kiln you play Harbor Village, playing the copy and then resolving both, both will give you +1 if you play e.g. Market next. And if after Kiln you play another Kiln, playing the copy, both will trigger on the next card you play after that.
- Clarification: Likewise, the next card after Kiln is the next one played (not necessarily resolved): For example, if you play a Sheepdog before resolving a played Attack card as in Urchin 8, Kiln still gives you a copy of the Attack, even though the Sheepdog was resolved first.

If you somehow play Kiln itself before resolving a played card (as in 6 above [playing another Kiln on when-gain] or Urchin 8), the Kiln will not gain a copy of that card, but the next one played.

❖ Also see Enlightenment 17-18, Flagship 8, Good Harvest 4, Harbor Village 10, Landing Party 8 and Reckless 3.

Kind Emperor * p. 29, 40, 41, 49, 182

1 In addition to the ongoing ability (start-of-turn), this Prophecy has an immediate ability that triggers once when the last Sun token is removed. Neither is optional.

- **?** From rulebook: Only the player who removes the last token gains a card right then. From then on all players gain a card at start their turns.
- 3 Gain an Action card of your choice from the Supply (even one with dor in its cost).
- **1** The card is GAINED TO YOUR HAND.
- (See PLAY A CARD AT THE START OF YOUR TURN), you gain an Action card twice: first immediately, and then before or after any other start-of-turn abilities.
- For playing Mountain Shrine, River Shrine or Rustic Village to activate Kind Emperor, see TRIGGERED ABILITY (1) (first gain, then trash/discard). When-gain abilities might make you draw or discard before you trash/discard from your hand.
- For playing Poet to activate Kind Emperor, see TRIG-GERED ABILITY (1) (first gain, then check cost).
- If you play Kitsune to activate Kind Emperor, you first gain the card from Kind Emperor, then your opponents gain Curse and/or you gain Silver. See TRIGGERED ABILITY 1. Any when-gain ability (like Secluded Shrine or Monkey) applied after the first gain will be in effect when the other cards are gained. The first gain might affect the Silver or Curse pile (e.g. Embassy or Blockade).

King's Cache ✓ p. 17, 28

- This Treasure does not give you ●, but lets you play another Treasure. See PLAY A CARD MULTIPLE TIMES.
- Also see Capitalism 8, Horn of Plenty 5, Magic Lamp 5, Spoils 1, Stockpile 1 and Storyteller 1.

King's Castle see Castle: p. 10, 37, 46, 48, 50

King's Court 🔊 🗘 p. 17, 17, 28

1 See Play a Card multiple times.

Kintsugi 🞇

- "REMODEL" a card into a card that costs up to more, provided that you have gained a Gold this game. Otherwise you just trash a card.
- See TRIGGERED ABILITY (first trash, then check if you have gained Gold).

Kitsune 🗱

- SEVERAL OPTIONS (four): +Actions; +●; give out Curses; or gain Silver. (Pick two.)
- From rulebook: You have to choose two different options first, then do them in the order given.
- ❖ Also see Kind Emperor 8.

- *Knight* (*type*) ₩ p. 7, 9, 37, 46, 48, 50
- ❖ See Special setup § I.
- 1 All 10 Knights have the same basic effects. In addition they each have their own unique effects.
- 2 See EACH OTHER PLAYER. (Checks CARD COSTS.)
- The "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.
- If you play a Knight without moving it into play, you still do everything except trashing the Knight. (With Throne Room you do everything twice even if the Knight is trashed the first time.) Also see PLAY A CARD WHILE LEAVING IT.
- ❖ See TRIGGERED ABILITY (each opponent first trashes, then discards). Also Your -2 Cost token.

Laboratory The American

Labyrinth () p. 9, 39

- 1 You can only do this once per turn.
- 2 Labyrinth doesn't trigger if you gain cards during an opponent's turn.
- ❖ Also see Possession 7.

Lackeys > p. 39

Landing Party p. 29, 38, 170, 179

- 1 This is a "NEXT TIME" DURATION that triggers the next time you play a Treasure as the first card on a turn. (This could be during an opponent's turn if you for instance gain a Buried Treasure then.)
- From rulebook: You put the Landing Party on your deck after having resolved the Treasure's play ability.
- **3** Calling a Reserve card or resolving a set-up ability of a previously played Duration card doesn't matter for Landing Party, only the first card you play on a turn.
- Oldarification: If you play Landing Party without moving it into play (see PLAY A CARD WHILE LEAVING IT), you get +2 Cards and

+2 Actions, but Landing Party's ability loses track of it, so it will fail to set up the future ability. The card you played it with (e.g. the 2019 version of Band of Misfits) is then discarded in Clean-up this turn.

- After playing a Treasure that triggers Landing Party, you can put Landing Party on your deck before resolving Fellowship of Scribes or Inspiring.
- Clarification: If you buy Capitalism and this changes the first card you played this turn into a Treasure, this does not retroactively trigger Landing Party.
- Clarification: If you play a Treasure (as the first card on a turn) (e.g. Crown) that plays Landing Party, this won't let you put the Landing Party on your deck now, since it's not "the next time". Also, if you play Landing Party on after-play of a Treasure (e.g. with Inspiring), that Treasure card play won't be "the next time".
- (8) Clarification: A card is considered played even before it's resolved: At the start of your turn, if you play a card and somehow play another before resolving it, the first-played card is still the one that matters for Landing Party. (E.g. you play an Attack, an opponent reacts with Beggar and you react by playing Pirate.)

If you play a Treasure as the first card on a turn, and somehow play Landing Party itself before resolving it, you can't put the Landing Party on your deck that turn.

❖ Also see Reckless 9.

Lantern \ p. 8, 10, 41, 42, 177, 182

- * See Border Guard.
- 1 2019-version: The new version of Lantern triggers when you play any Border Guard instead of changing just your Border Guards. The differences are detailed in 2-4 below.
- Clarification: With the 2019 version of Inheritance, if you have your Estate token on a Border Guard and play an Estate...

(pre-2019 Lantern) ...the set-aside Border Guard is yours, so it will be changed by Lantern.

(2019 Lantern) ...you play the set-aside Border Guard, so Lantern will trigger.

Clarification: If you somehow play a Border Guard that is not yours (in the trash, in the Supply or set aside; see PLAY A CARD WHILE LEAVING IT)...

 $(pre-2019\ Lantern)$...it will not be changed by Lantern, since only your Border Guards are.

(2019 Lantern) ...Lantern will trigger.

- For interactions with the pre-2019 version of Inheritance, see Your Estate token 18-19 on p. 178.
- Clarification: Lantern only affects Border Guard's specific play ability: If you play a Border Guard after another player has played Enchantress, it will be "Enchanted" and Lantern will have no effect. If you play a Border Guard and choose to use a Way, Lantern will have no effect; however, see Way of the Chameleon (11). Also see Reckless 7.

Launch J

- **1** *Clarification:* "Once per turn" applies to the whole buy ability.
- When you buy Launch, you return to your Action phase, keeping the Actions, Buys and you had left, and then getting +1 Card, +1 Action and +1 Buy. (You will have the same number of Buys as before buying Launch.)
- 3 This works similarly to Cavalry's when-gain ability. See Cavalry 3-6. Unlike with Cavalry (5), end-of-Buy phase abilities are resolved before drawing a card with Launch.
- Also see Exploration 2+(pre-2022)5, Hermit (2022) 6, Merchant Guild (2022) 3, Messenger (2022) 5, River Shrine 5 and Treasury 3.

League of Bankers 🎉 p. 40

- 1 You just count your Favor tokens.
- Also see Arena 2 and Cavalry 4 (and Continue, Launch and Villa).

League of Shopkeepers 3 p. 38, 45, 171

- From rulebook: "After playing a Liaison" means after resolving the play ability of the card.
- 2 You just count your Favor tokens. If you have 10 or more, you get all three bonuses.
- (once for each Liaison play).

Legionary () p. 44

- The other players have to resolve any Reactions before you decide whether to reveal a Gold.
- 2 The other players possibly DISCARD DOWN TO 2 cards in hand. If a player already has 2 or less cards in hand, they still draw 1.
- **3** See DISCARD, THEN GET FROM DECK.
- ❖ Also see Way of the Mouse 11.

Leprechaun (p. 10

• Each time you play a Leprechaun, check how many CARDS YOU HAVE IN PLAY (including the Leprechaun). (EFFECTS ARE IMMEDIATE.)

See TRIGGERED ABILITY (1) (first gain a Gold, then gain a Wish or receive a Hex). When-gain abilities might give you more cards in play before you count. (If you gain a Gold with 7 cards in play, and call Duplicate, you will then receive a Hex because you will have 8 cards in play.)

❖ Also see Kiln 8.

Library Till Time

• 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.

2 If you have to shuffle, don't include the set-aside cards. Continue until you have 7 cards in hand, not counting the set-aside cards.

❖ Also see Your −1 Card token 2.

Lich 🎉 p. 40, 41, 170, 170, 177, 177, 178

O Skipping a turn means that the next time you would take a turn, you instead do nothing. This could also be an extra turn (from Island Folk, Journey, Mission, Outpost, Possession, Seize the Day or Voyage). The skipped turn doesn't count as you having a turn (e.g. for next player's Smugglers). If you play a card like Swamp Hag (see ATTACK UNTIL YOUR NEXT TURN), it will be in effect while your opponents take several turns.

Olarification: If you have several extra turns set up, you choose which to take first, and that will be the one that is skipped. It doesn't matter if you triggered this extra turn (e.g. by playing Outpost) before or after playing Lich.

3 From rulebook: If you play Lich multiple times, you will skip that many turns.

From rulebook: A skipped regular turn still counts as a turn for tie-breaker. (See GAME END § II.)

5 If you take a second turn in a row because your opponents all skipped their turns, **playing** Outpost or Voyage, **buying** Journey or Mission or paying for Island Folk, will fail.

WHEN YOU TRASH THIS, you discard it (moving it from the trash to your discard pile). This is not gaining it. It was still trashed.

1 It's possible to gain non-Kingdom cards from the trash. Also see CARD COSTS.

If you are Possessed and trash Lich, the Possessor may make you resolve Possession's when-trash ability first, setting aside the Lich. In that case Lich's ability loses track of it, so it doesn't get discarded, but you still gain a cheaper card (and the Lich ends up in your discard pile anyway).

If you play Lich and Outpost/Voyage on the same turn, skipping the extra turn, Outpost/Voyage stays in play until the Clean-up phase of the following turn—usually the next player's turn. Similarly, if you play Lich and buy Journey on the same turn, your cards remain in play until the Clean-up phase of the following turn.

With 2023 versions of Outpost, Voyage, Journey, Mission and Island Folk: See Outpost 4. If you play Lich and (for instance) Outpost and Mission on the same turn, and choose to take the Mission turn first, it will be skipped by Lich, but then you will get the Outpost turn.

You can't use Lich to skip a turn that you wouldn't have gotten anyway: If you play both Lich and (for instance) Outpost when the previous turn was yours, Outpost won't give you an extra turn, so Lich will skip your *next* turn. (This is also true for the pre-2023 versions of these cards.)

Also see GAIN ON WHEN-TRASH and TRIGGERED ABILITY (when-trash), and see Mountain Shrine 3 and Your -2 Cost token.

Lighthouse 3 h p. 20, 23, 23, 33, 35, 38, 38, 40, 42, 42, 179

1 This SETS UP A LATER ABILITY for next turn (+1).

2 Lighthouse's ongoing ability is: If another player plays an Attack card, the Attack card doesn't affect you. (Also see ATTACK UNTIL YOUR NEXT TURN.)

3 New version 2022: The ongoing ability is now activated on play and lasts until the start of your next turn. See SET UP A LATER ABILITY (ongoing ability). This means you are not protected during your next turn, for instance if an opponent plays Black Cat.

Clarification (2022 version): The end of the ongoing ability (protecting you from Attacks) is when your turn starts, before any start-of-turn-abilities.

(Pre-2022 version:) The protection lasts WHILE THIS IS IN PLAY.

Clarification: See TRIGGERED ABILITY. When an opponent plays an Attack, if you play Lighthouse on beforeplay, you're protected. See Way of the Mouse 11.

Litter 🞇

Livery **\$\overline{\pi}\$** p. 23, 25, 39, 42, 171, 182

- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain a card costing 4 or more, you gain a Horse. Also see CARD COSTS. It has a cumulative effect if played multiple times.
- 2 Only cards gained after playing Livery give you a Horse. (EFFECTS ARE IMMEDIATE.)
- 3 You gain the Horse on when-gain. See GAIN ON WHEN-GAIN.
- Clarification: Livery triggers based on the card's cost right when you gain it, no matter if it changes cost afterwards. See GAIN A CARD THAT CHANGES COST. So if you play Livery twice and then gain a Wayfarer costing 4 or more, you gain two Horses.
- (a) Clarification: See TRIGGERED ABILITY (a) (playing Livery on when-gain of a card with the right cost, you gain a Horse). Also see Gondola 9 and Innovation 9.
- ❖ Also see TRIGGERED ABILITY (when-gain), and see Kiln 5.

Loan 🔊 p. 13

- * Not included in the 2022 Second Edition.
- **1** "DIG FOR" a Treasure.
- See TRIGGERED ABILITY (first trash, then discard).

Locusts C p. 178

- 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.
- ❖ See TRIGGERED ABILITY (first trash, then gain). Also see Capitalism 6, Enlightenment 13, Your -2 Cost token and Your Estate token 4.

Longship J p. 40

1 This SETS UP A LATER ABILITY for next turn.

Lookout 💥 🛦

- ① 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.
- See REVEAL / LOOK AT CARDS AND TRASH.
- See TRIGGERED ABILITY (first trash, then discard, then put card back).

Loot (type) p. 4, 7, 11, 46, 50

❖ See Special setup § 1.

- **1)** From rulebook: Loot cards are not in the Supply; they can only be gained from their pile with abilities that say "gain a Loot".
- **2** From rulebook: All cards in the Loot pile are face down. When you gain a Loot, you gain the top card, showing it to the other players.
- A Loot card may be returned to its pile with Changeling, Panic or Trader (2020 version), or—if the Loot is Spell Scroll or Enlightenment is active—Swap or Way of the Butterfly/Horse. The returned card will go on top as in normal piles.
- 4 The cost of a Loot is 7 for any ability that refers to its cost.

Looting J

Lost Arts D p. 37

- See Your +1 Action token.
- Also see Split piles: Pile type and cost § iv.

Lost City p. 25, 39

1 See TRIGGERED ABILITY 2. When gaining Lost City, you may resolve other when-gain abilities affecting your opponents (like Cauldron) before or after.

- * See Fool.
- **1** This State is active every turn as long as you have it Also see "Do XTO"
- See PLAY A CARD AT THE START OF YOUR TURN regarding taking Lost in the Woods.

1 You get the initial +1 even if there are no Silvers left in the Supply.

Lurker **4** p. 29, 51

- **1)** SEVERAL OPTIONS (two): Trash from the Supply; or gain from the trash.
- 2 Remember that when-trash abilities and when-gain abilities will trigger.
- 3 It's possible to gain non-Kingdom cards from the trash, and cards with or in their cost.
- 4 You can only trash the top card of a pile.
- Also see Market Square 5, Priest 5, Sewers 2 and Tomb 2.

Madman ₩ p. 9

- **1** See NOT OPTIONAL "IF YOU DO".
- **1** This is REMOVED FROM PLAY.

- 3 If you play Madman without moving it into play, you don't draw cards. (Throne Room + Madman means you get +2 Actions both times but you only draw once.) See EFFECT WHEN MOVED FROM PLAY.
- 4 The cost of Madman is 1 for any ability that refers to its cost.

Maelstrom J

- 1 If you buy this with less than 3 cards in your hand (even 0), you trash the cards you have, and the other players still have to trash a card.
- ❖ You trash several cards at once, see TRIGGERED ABILITY.

Magic Lamp see Heirloom: p. 4, 7, 10

- 1 If 6 or more of the CARDS YOU HAVE IN PLAY (including the Magic Lamp) are unique—i.e. DIFFERENTLY NAMED from all of the others—you trash Magic Lamp to gain 3 Wishes.
- 2 This is REMOVED FROM PLAY when you trash it.
- **3** See NOT OPTIONAL "IF YOU DO".
- You don't gain Wishes if you trash Magic Lamp some other way.
- ⑤ If you play Magic Lamp without moving it into play, you don't gain Wishes. (Using Coronet, Counterfeit, Crown, Specialist or Tiara to play Magic Lamp twice means you get +① both times, but you only gain Wishes once.) See Effect when Moved from Play.
- ❖ See TRIGGERED ABILITY (first trash, then gain).

Magnate 🕅

1 Count the number of Treasure cards in your hand.

Magpie 🙎 p. 177

- 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.
- ❖ Also see Ferryman 5.

Mandarin 7 p. 39

- ❖ Not included in the 2022 Second Edition.
- You get +3 even if you have no cards in your hand to put onto your deck.

- 2) Before gaining Mandarin, remember that you don't have to play all your Treasures. (You can't play more Treasures after buying a card.)
- **3** See CARDS YOU HAVE IN PLAY and REMOVED FROM PLAY. Also see Capitalism 9.
- 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. (See ADVANCED TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES § III.) Also see Pilgrimage 4.
- If you gain Mandarin onto your deck (with a card like Artificer), it will be covered by the Treasures and lost track of. But you could use an ability like Cargo Ship (see MOVE GAINED CARD) before moving the Treasures.
- See TRIGGERED ABILITY 2. When gaining Mandarin, if you play Treasure cards on when-gain (which via Capitalism may include the Mandarin itself) before resolving Mandarin's when-gain, you put the Treasures on your deck.
- ❖ Also see Capital 2.

Mapmaker p. 39, 171

- 1 If you only have 1 or 2 cards to look at, put it/them into your hand.
- 2 You may react with several Mapmakers to the same gain.
- If you react with Mapmaker and put another one in your hand (or for instance react with Falconer to gain one to your hand), you may still play that Mapmaker. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING § III.) You might also draw one with Band of Nomads, Black Cat, etc.—see TRIGGERED ABILITY (when-gain)—and react with it.
- 4 See REACTION THAT PLAYS ITSELF.
- & you may react with Mapmaker when you buy & gain a Victory card in your Buy phase. If this makes you put Treasures in your hand, you cannot play them. Also see ACTIONS IN YOUR BUY PHASE.
- Tor reacting with Mapmaker, see Sheepdog 6-7—the timing is the same. Mapmaker can affect Cemetery, Farmland, Followers, Governor, Grand Castle and Pious. Also see Way of the Mouse 7-8+12.
- When you react with Mapmaker, you might end up moving the gained card: See MOVE GAINED CARD.

Also see Berserker 7, Cauldron 3, Fool's Gold 7, Haunted Castle 4, Kiln 4, Messenger (2022) 6 and Skirmisher 4.

Marauder **#** p. 9

- As the Ruins are different, it's important that players gain them in turn order even if they are not running out.
- 2) The other players gain a Ruins even if you can't gain a Spoils.
- See TRIGGERED ABILITY (1) (first you gain, then each opponent gains). When-gain abilities from your gain might get them a card like Watchtower or Trader in hand before gaining.

March 🚜

- **1** March lets you PLAY AN ACTION CARD.
- 2 It lets you play an Action card in your Buy phase (the second part of your Buy phase). See ACTIONS IN YOUR BUY PHASE.

Marchland ► (promo) p. 39

- Marchlands also count themselves when scoring.
- 2 See Effects when it's not your turn.
- \bigcirc See "Do X FOR".
- When you gain Marchland and discard cards, when-discard abilities (such as Faithful Hound, Trail, Tunnel, Village Green and Weaver) trigger. See TRIGGERED ABILITY.

Also see GAIN ON WHEN-DISCARD.

- When gaining Marchland you might end up moving it if you discard a card that draws, like Trail; see MOVE GAINED CARD.
- Also see Basilica 3+(pre-2022)7 and Doctor 5+(pre-2022)7.

Margrave 🦙 🕍

1 Each other player draws 1, then DISCARDS DOWN TO 3 cards in hand. (See GET FROM DECK, THEN DISCARD.)

Market p. 12

Market Square ₩ p. 21, 23, 40

- **1** See TRIGGERED ABILITY (when-trash). New version: Also see "Do *X* To".
- 2 Trashing one of your cards might happen on your turn or on an opponent's turn.
- **3** 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, Overgrown Estate or Rats), and you draw a Market Square, you can still react with that Market Square. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING 3 4 § III.) This way it's even possible to discard the same Market Square twice for the same trashing, 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.
- 6 If an effect tells you to trash a card, but you fail to do so (e.g. if you have no cards in your hand to trash), Market Square doesn't trigger.
- ❖ Also see Gain on when-trash, and see Haunted Mirror 2.

Market Towns 🎉 p. 40

- **1** Market Towns lets you PLAY AN ACTION CARD.
- 2 It lets you play an Action card in your Buy phase (the first part of your Buy phase). See ACTIONS IN YOUR BUY PHASE.
- 3 After completely resolving the Action card, you may spend another Favor to play another one. This still counts as one ability, which means you can't resolve other start-of-Buy phase abilities in between.
- 4 You can resolve Market Towns before or after other start-of-Buy-phase abilities. See Deluded 4, Envious 3 and Treasure Chest 1.
- Also see Arena 2 and Cavalry 4 (and Continue, Launch and Villa).

Maroon ✓ p. 178

See TRIGGERED ABILITY (first trash, then count types). Also see Capitalism 6, Charlatan 3, Enlightenment 13, Young Witch 4 and Your Estate token 4.

Marquis 🐉

- 1 See GET FROM DECK, THEN DISCARD.
- 2 You DISCARD DOWN TO 10 cards in hand.

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, so no when-gain abilities will trigger.

- All players pass cards simultaneously. You can't look at the card being passed to you until you've passed a card.
- (1st version only:) See GET FROM DECK, THEN... (You draw 2, then pass 1.)
- New version: The card text was changed in the Second 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 cards in hand. (With the old version it was possible in a two player game to construct a deck to trash all or most cards in your opponent's deck.)

Mastermind **\$\square** p. 17, 28, 40

- 1 You choose a card from your hand next turn. See PLAY A CARD MULTIPLE TIMES. If the card is a Duration, Mastermind stays in play as long as that Duration stays in play. Also see Enchantress 7.
- If you Mastermind another Mastermind, the first one stays in play as long as the Duration it played—the second Mastermind—stays in play. If you next turn use the second Mastermind on another Duration, both Masterminds stay in play as long as that Duration does.
- Mastermind Plays a CARD AT THE START OF YOUR TURN.
- ❖ Also see Enchantress 7.

Masterpiece & p. 30, 38, 39, 179

- * Not included in the 2024 Second Edition. This means the 2022 version was never printed.
- New version 2022: The overpay ability is now resolved on when-gain (instead of when-buy); see OVERPAYING § IV. See GAIN ON WHEN-GAIN.
- (Pre-2022 version:) You may overpay. (Also see GAIN ON WHEN-BUY.)
- See Doctor 5+(pre-2022)7 for more about overpaying.

Menagerie 💉 🔨

- Note: Menagerie is also the name of a Dominion expansion. See Dominion: Menagerie in the INDEX in the back.
- 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. 9

- 1 Each other player possibly DISCARDS DOWN TO 3 cards in hand.
- With one card in hand you can choose to trash that card, but then Mercenary would do nothing further.
- 3 The cost of Mercenary is 1 for any ability that refers to its cost.
- See TRIGGERED ABILITY (first trash, then draw). You trash several cards at once.

Merchant p. 18, 18, 38, 182

- 1 This SETS UP A LATER ABILITY for this turn (when you first play a Silver), and 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, Merchant doesn't give +1 that turn. (EFFECTS ARE IMMEDIATE.) (Silver might be played first with Black Market, Coronet, Courier, Enlightenment, Farmhand, Fortune Hunter, Herb Gatherer, Mining Road, Prepare, Rapid Expansion, Specialist or Storyteller, or by playing Merchant in your Buy phase—see ACTIONS IN YOUR BUY PHASE.)
- Merchant triggers on after-play, just like Sauna. See TRIGGERED ABILITY. If you use Sauna to trash a Trail or a card that gains a card on when-trash, and play Merchant (via e.g. Innovation or Way of the Mouse), you get +1. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)
- Also see Harbor Village 9.

Merchant Camp 🎉 p. 40

1 See Panic 5, Prince (pre-2022) 13, Reckless 8 and Tireless 1.

- * 2022 (current) version. See Previous versions OF SOME CARDS for the pre-2022 version.
- 1 New version 2022: Merchant Guild now SETS UP A LATER ABILITY for this turn: At the end of your Buy phase, you get +1 Coffers for each card you gained in that Buy phase. It's cumulative if played with a throne-room. Also, it counts all gained (not just bought) cards, but only in your Buy phase.

Merchant Guild was changed because of the new 2022 rule that you may spend Coffers tokens at any time during your turn. It gives you the tokens at the end of your Buy phase instead of during it, so that you can't spend them the same turn.

- If you play Merchant Guild in your Buy phase (see ACTIONS IN YOUR BUY PHASE), any cards you gained previously in the Buy phase still count.
- Clarification: If you have several Buy phases due to Cavalry, Continue, Launch or Villa, a played Merchant Guild triggers each time, checking the Buy phase that just ended. See Cavalry 5.
- ❖ Also see Possession 5 and Wine Merchant 5.

Merchant Ship \searrow p. 40

1 This SETS UP A LATER ABILITY for next turn.

Messenger **4** p. 39, 171

- * 2022 (current) version. See Previous versions OF SOME CARDS for the pre-2022 version.
- You may not look through your deck as you put it into your discard pile.
- 2) This doesn't trigger cards that say "WHEN YOU DISCARD THIS".
- Mew version 2022: Messenger now triggers when you gain it (rather than when you buy it): If it's the first card you gain in your Buy phase, you gain a card costing up to 4 and the other players GAIN A COPY of it. See GAIN ON WHEN-GAIN. Also see CARD COSTS.
- Clarification: "It" refers to the gained card. If you didn't gain the card, the other players don't gain a copy; see Possession 6.
- S Clarification: If you have several Buy phases due to Cavalry, Continue, Launch or Villa, Messenger's whengain ability can trigger each time.
- Clarification: When gaining Messenger, you gain a card, then your opponents resolve Invest, Road Network and any Black Cats, Falconers, Mapmakers, Monkeys, Pirates, Searches and Stowaways triggering from that; then you make them gain a copy; and in the end they resolve any abilities triggering from your gaining Messenger. (See ADVANCED TIMING RULES: ORDERING SEVERAL PLAYERS' CONCURRENT ABILITIES § III.)
- See TRIGGERED ABILITY 2. Cost reduction might be applied on when-gain before you gain a card costing up to 4. Also, you may resolve Messenger before other when-gain abilities. And when buying a card, gaining Messenger on when-buy (see GAIN ON WHEN-BUY), you can resolve it before resolving the when-buy ability; see TRIGGERED ABILITY 4.
- See TRIGGERED ABILITY (when-gain). See TRIGGERED ABILITY (first you gain, then each opponent gains). When-gain abilities from your gain might get them a card like Watchtower or Trader in hand before gaining.

❖ Also see Cavalry 5 and Possession 7.

Militia p. 22

1 Each other player DISCARDS DOWN TO 3 cards in hand.

Mill 🍳

- 1 If you choose to discard 2 cards with only 1 card in your hand, you discard that card but do not get any +0.
- **2** Also see "Do X FOR".

Miller 🎉

1 If you only have one card to look at, put it into your hand.

Mine p. 22

- **1** "REMODEL" a Treasure into a Treasure that costs up to **3** more.
- **2** The card is GAINED TO YOUR HAND.
- **3** *New version:* The card text was changed in the Second Edition, so that the effect is optional.

Mining Road p. 39, 42, 179

- 1 This SETS UP A LATER ABILITY for this turn: You may choose to play any one Treasure card you gain during this turn (but only a card you gained after you played Mining Road; EFFECTS ARE IMMEDIATE.) You make the choice right when you gain a card.
- 2 If you play Mining Road twice, you may play two gained Treasures (but not the same card twice, due to the expanded "lose track" rule from 2021).
- 3 See TRIGGERED ABILITY (when-gain). This when-gain ability works like Innovation's, except that Mining Road can only be used on Treasures. See the Innovation entry (except 1-3+6+15)—note that many examples there are non-Treasure cards and so do not apply to Mining Road; but playing a card like Crown or Orb allows Action cards to be played (also see Capitalism 8).

Mining Road can play Treasures like Bauble, Cauldron, Collection, Royal Seal and Tiara on when-gain.

1 Mining Road lets you play a Treasure in your Action phase. See ACTIONS IN YOUR BUY PHASE (second part of Buy phase). Also see Crown 6 and Highwayman 6.

- 6 Mining Road lets you play a Treasure in the second part of your Buy phase (if you gain a Treasure then), which is normally not possible.
- 6 Clarification: See TRIGGERED ABILITY 3 (playing Mining Road on when-gain of a Treasure, you can play the gained card). Also see Gondola 9.
- Also see Basilica 3+(pre-2022)7, Crown 9, Doctor 5+ (pre-2022)7, Envious 1, Kiln 8, Merchant 2 and Werewolf
 4.

Mining Village P op. 18, 25

- 1 You get +2 Actions even if you trash this. See REMOVED FROM PLAY. (New version: Also see "Do X FOR".)
- If you play Mining Village without moving it into play, you can't get +2. (Throne Room + Mining Village means you get +1 card and +2 Actions both times, but +2 no more than once.) See Effect when MOVED FROM PLAY.

Minion ₽ ❖ p. 20, 44

- SEVERAL OPTIONS (two): 1: +•; or 2: discard your hand, draw cards, and make each other player discard and draw.
- 2 See DISCARD, THEN GET FROM DECK.
- **3** The other players have to **resolve** any Reactions before you choose an option.
- 1 If you choose option 2 with no cards in your hand to discard, you still draw 4 cards.

- * 2022 (current) version. See Previous versions OF SOME CARDS for the pre-2022 version.
- 1 New version 2022: Mint now has a whengain instead of when-buy ability: It trashes non-Duration Treasures in play.
- Defore buying Mint, remember that you can play any Treasures you want. You can't play more Treasures after buying a card.
- **See** CARDS YOU HAVE IN PLAY and REMOVED FROM PLAY. Also see Capitalism 9.
- 4 You GAIN A COPY of the Treasure you reveal.
- **3** If you gain a Mint with Royal Seal in play, both cards' when-gain abilities trigger. You may put the Mint onto your deck even if you trash the Royal Seal first. (See ADVANCED

- TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES § III.) Also see Pilgrimage 4.
- 6 You trash several cards at once, see TRIGGERED ABILITY. Also see GAIN ON WHEN-TRASH.
- See TRIGGERED ABILITY 2. When gaining Mint, if you play Treasure cards on when-gain (e.g. gain a Treasure and play it with Mining Road, or gain a Crown and play it with Innovation) before resolving Mint's when-gain, you trash the Treasures.
- ❖ Also see Capital 2.

Mirror p. 29, 39, 171, 177, 178, 179

- **1** After resolving this Event, you still have the same number of Buys as you had before.
- When you buy this, you SET UP A LATER ABILITY for this turn: The next time you gain an Action card, you GAIN A COPY of it. If that doesn't happen this turn, Mirror does nothing.
- 3 You gain the copy on when-gain. See GAIN ON WHEN-GAIN.
- Mirror has a cumulative effect if bought multiple times: If you buy it twice, you get two copies of the next gained Action card.
- ❖ Also see Enlightenment 15.

Miser 🙎 p. 9

- SEVERAL OPTIONS (two): Put Copper on Tavern mat; or +0.
- **2** This has VARIABLE **()** PRODUCTION.

Miserable (p. 10

See Misery.

Misery (p. 10

1 If you already have Twice Miserable, nothing happens.

Mission p. 15, 23, 23, 41, 42, 182

- 1 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 and Projects.
- 2) New version 2023: Mission now cannot give you a third turn in a row. See Outpost 4-5.
- (Pre-2023 version:) Mission checks if the previous turn was yours when you buy it. See Outpost 9-10 in PREVIOUS VERSIONS OF SOME CARDS.
- ❖ Also see Lich 5+10 and Possession 12-13+15-16.

- **1** See REACTION TO ATTACK. New version: See "Do X to".
- 2 If you reveal this, any effects of the Attack card won't affect you. (Also see ATTACK UNTIL YOUR NEXT TURN.)
- 3 If you react with for instance Caravan Guard or Diplomat and draw a Moat, you may still reveal it. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING 3 § III.)
- ❖ Also see Cultist 3.

Modify 🐉

- ① After trashing a card, you get SEVERAL OPTIONS (two): 1: +1 Card and +1 Action; or 2: Gain a card. The second option means you "REMODEL" a card into a card that costs up to 2 more.
- If you choose to trash and draw, see TRIGGERED ABILITY (first trash, then draw).

Monastery 0 p. 54

- 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.)
- Clarification: You trash each card as a separate effect (possibly triggering and resolving when-trash abilities after each).

This means that you might draw before trashing the next card. See TRIGGERED ABILITY (5).

- **1** If you gain more cards while trashing with Monastery, the number of cards you can trash still doesn't change. (EFFECTS ARE IMMEDIATE.)
- ❖ Also see Possession 5.

Moneylender 🛅 🚎

- **1** *New version:* The card text was changed in the Second Edition, so that the effect is optional.
- 2 See NOT OPTIONAL "IF YOU DO" (only for the first version).
- **1** New version: See "DO *X* FOR".

Monkey **b** p. 23, 39, 40, 42, 42, 179

1 This SETS UP TWO LATER ABILITIES: You draw a card at the start of your next turn; and until then, you draw a card whenever the player to your right gains a card (ongoing ability).

- 2 This has a cumulative effect if played multiple times: Monkey played twice will draw two cards when your opponent gains a card.
- The ongoing ability starts right away: You draw a card if your right-hand opponent gains a card during your turn (but only for cards gained after you played Monkey; EFFECTS ARE IMMEDIATE).
- If you take an extra turn after the turn you played Monkey, your right-hand opponent won't trigger Monkey during their turn.
- The end of the ongoing ability is immediately when your turn starts, before any start-of-turn-abilities are resolved.
- Monkey can trigger in the middle of your opponent resolving an ability (like Pillage [2019] or Soothsayer); see TRIGGERED ABILITY 1.
- Clarification: See TRIGGERED ABILITY 3 (playing Monkey on an opponent's when-gain, you draw a card): See Way of the Mouse 12.
- Also see Berserker 7, Cauldron 3, Embassy 2, Fool's Gold 7, Haunted Castle 4, Ill-Gotten Gains 3, Messenger (2022) 6 and Skirmisher 4.

Monument 🗃 🗑

Moon's Gift, The

Mountain Folk 🎉 p. 40

 \bigcirc See "Do X TO".

Mountain Pass () p. 39

- ❖ 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2021 version.
- 1 This can only trigger once in the game.
- Prom rulebook: If you gained the Province, the player to your left bids first, and then the players bid in turn order. Each player bids a amount higher than the previous bid or passes.
- 3 New version 2022: Mountain Pass now is resolved right when you gain the Province (instead of setting up an after-turn ability). This means you will possibly get the before buying other things, but might pay off some or all of it this turn.
- (2021 version:) Mountain Pass sets up an end-of-turn ability (instead of after-turn). This version is not discussed here, since it was never printed.

Mountain Shrine 🏶 p. 178

- Each time you play a Mountain Shrine, check if there are Action cards in the trash (after trashing). (EFFECTS ARE IMMEDIATE.)
- 2 If you don't trash a card, you still draw 2 cards if there are Action cards in the trash.
- 3 See TRIGGERED ABILITY (a) (first trash, then check cards in trash). If you trash Lich or Fortress, it will not be in the trash when you check.
- ❖ Also see Kind Emperor 6.

Mountain Village 🔪

1 See NOT OPTIONAL "IF YOU DO". If you have any cards in your discard pile, you take one of them. You only draw a card if your discard pile is empty.

Mountain's Gift, The

Mountebank 🔊 p. 24

- * Not included in the 2022 Second Edition.
- 1 If there aren't any Curses left in the Supply, a player still gains a Copper, and vice versa.
- Opponents first gain Curse, then Copper, see TRIGGERED ABILITY.

Museum ()

See DIFFERENTLY NAMED CARDS.

Mystic \

See Name a Card.

Native Village 🔌 🛕 p. 18

- 1 SEVERAL OPTIONS (two): Set aside a card onto your mat; or take all the cards from your mat.
- 2 You are not allowed to look at the top card of your deck before choosing what to do.

Navigator 💥

* Not included in the 2022 Second Edition.

Nearby p. 39, 171

- After buying a Nearby card, you still have the same number of Buys as you had before.
- 2 See Effects when it's not your turn.

Necromancer (p. 10, 41, 177

- Necromancer lets you PLAY AN ACTION CARD.
- Each time you play a Necromancer, choose a face-up card in the trash, and then turn it face

- down. (EFFECTS ARE IMMEDIATE.) At the end of your turn, you turn all the cards face up again.
- **Olarification:** The chosen card is turned face down before it's resolved. (This is clearer in the revised 2021 card text.) This means it can't be chosen again by another Necromancer while the first Necromancer is being resolved.
- **1** Clarification: Face-down cards in the trash are still open information. They can be gained with abilities that can gain from the trash.
- **6** Clarification: See PLAY A CARD WHILE LEAVING IT. If you use Necromancer to play a throne-room or a card like Band of Misfits, playing a Duration, Necromancer stays in play as long as the Duration does.
- ❖ Also see Divine Wind 5 and Overlord (pre-2019 version).

Necropolis see Shelter: p. 7, 9

Night Watchman (p. 49

- This is GAINED TO YOUR HAND instead of to your discard pile.
- 2 See REVEAL / LOOK AT CARDS AND DISCARD.
- ❖ Also see Haunted Woods 3.

Ninja 🏶 p. 36

1 Each other player DISCARDS DOWN TO 3 cards in hand

Noble Brigand p. 22, 25, 38, 182

- * Not included in the 2022 Second Edition.
- **1** 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.
- 1 Noble Brigand (before 2020) says "when you play this", but it has a play ability like all other Action and Treasure cards. Consequently, before-play abilities (like Reactions) are resolved first. The new printing, as of 2020, does not say this.
- (a) Clarification (2020 version): "When you buy this, do its attack" still doesn't mean that buying Noble Brigand counts as playing an Attack (for Moat etc).
- See TRIGGERED ABILITY (each opponent first trashes, then discards; or discards, then gains; then you gain).

Nobles &

1 SEVERAL OPTIONS (two): Draw; or +Actions.

Nomad Camp > p. 49, 178

- * Not included in the 2022 Second Edition.
- From rulebook: Nomad Camp isn't whengain (despite being worded that way on the 1st version of the card); rather it's GAINED TO YOUR DECK instead of to your discard pile. This is made clearer in the new 2016-version card text
- **Oracle 2.** 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 Continue 6, Haunted Woods 3, Hill Fort 3, Spell Scroll 8 and Summon 3.

Nomads p. 39, 40

- **1** See When you trash this.
- 2 See Effects when it's not your turn.
- ❖ Also see Basilica 3+(pre-2022)7 and Doctor 5+(pre-2022)7.

Oasis 🦙 🗛

- 1 See GET FROM DECK, THEN DISCARD.
- 2 You get +1 Action and +1 even if you don't have a card in your hand to discard.

Obelisk () p. 9, 37, 177

- See Special Setup § I. All cards from the chosen pile count.
- ❖ Also see Divine Wind 11.

Old Map 🐉

- **1** See GET FROM DECK, THEN DISCARD, and DISCARD, THEN GET FROM DECK.
- If you have no cards in hand to discard (because your -1 Card token canceled the initial "+1 Card"), you still draw a card for the last "+1 Card".

Old Witch 🔪

- 1 See EACH OTHER PLAYER.
- 2 If the Curse pile is empty, the other players may still trash a Curse from their hand.
- 3 If a player is unaffected by Attacks (with Champion, Guardian, Lighthouse, Moat or Shield), they neither gain a Curse nor may trash one.

- 4 See TRIGGERED ABILITY 1 (opponents first gain Curse, then may trash). When-gain abilities might make them draw before they trash. Also see Sleigh 7.
- **Opulent Castle (**) p. 55, see Castle: p. 10, 37, 46, 48, 50
- 2) (2021 version:) You reveal the Victory cards as you discard them.

Oracle 🦙

- * Not included in the 2022 Second Edition.
- See EACH PLAYER.
- 2 See DISCARD, THEN GET FROM DECK.
- 3 If you put back the cards you revealed, you will draw them.
- ❖ Also see Way of the Chameleon 4.

Orb (see Loot)

- **1** SEVERAL OPTIONS (two): Play a card; or +Buy and +**○**.
- You may play an Action or Treasure from your discard pile. See PLAY AN ACTION CARD.
- 3 This lets you play an Action card in your Buy phase. Usually you will play Orb in the first part of your Buy phase, i.e. before buying anything. See ACTIONS IN YOUR BUY PHASE.

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.)
- ❖ Also see Enlightenment 14.

Order of Astrologers 🎉 p. 41

- 1 If you spend at least 1 Favor, you may look through the cards you will shuffle and keep some of them aside. For each Favor spent you may keep one card. After shuffling, you put the chosen cards on top of the shuffled cards (in any order you wish).
- Prom rulebook: First spend 1 Favor, look through the cards, then spend any amount of additional Favors.
- 3 If there are cards remaining in your deck (per the rules change for shuffling introduced in the Second Edition of the *Base game*), your chosen cards go *under* those, on top of the shuffled cards.

- From rulebook: You can't spend Favors when shuffling during setup.
- This also works when you shuffle your existing deck with Annex, Donate, Famine or Inn.
- Clarification: You may look at the remaining cards in your deck when you shuffle your discard pile. You may do this before deciding to spend any Favors.
- If Emissary or Underling makes you shuffle, you don't have the +Favors yet, so can't spend them on Order of Astrologers.
- ❖ Also see Emissary 3 and Stash 5.

Order of Masons 🐉 p. 41

- 1 If you spend at least 1 Favor, you may look through the cards you will shuffle and keep some of them aside. For each Favor spent you may keep up to two cards. After shuffling, you put the chosen cards in your discard pile.
- 2) This doesn't trigger cards that say "WHEN YOU DISCARD THIS".
- **1** This works like in Order of Astrologers 2+4-7.
- Clarification: If you need a number of cards from your deck, and you keep so many cards aside that there are less cards in your deck after shuffling than the amount you need, you don't shuffle again, even though the cards you kept aside are now in your discard pile. However, abilities that get one card at a time (like Sage or Library) will make you shuffle again.
- Also see Emissary 3 and Swashbuckler 2

Outpost 3 p. 15, 29, 41, 41, 43, 177, 182

- Note: A new version of Outpost was published in 2017, but in 2023 it was reverted back to its original version. This is the original and current version. See the entry in PREVIOUS VER-SIONS OF SOME CARDS for the 2017 version.
- 1 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.
- 2 If you play Outpost, you only draw 3 cards in Clean-up, even if the Outpost fails to give you an extra turn. The reason it might fail could be that you resolve an extra turn from another ability first, or you played Outpost on an extra turn, or you played Lich.
- 3 Clarification: Normally Outpost is discarded in the Clean-up of your extra turn. The turn you play it, its ability of giving an extra turn is resolved after this turn. Consequently, if you play two Outposts (or Throne Room + Out-

post), 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 subsequent Clean-up, which is normally in the next player's turn. (See MORE ABOUT YOUR TURN: CLEAN-UP PHASE § II.) With Throne Room + Outpost, both stay in play until the subsequent Clean-up. If you play an Outpost that fails to give you an extra turn as described in 2 above, it will stay in play until Clean-up of the following turn.

- 1 The new 2023 versions of Outpost, Voyage, Journey, Mission and Island Folk are limited to giving you a second turn in a row. If you trigger several of these cards on the same turn, you will only get one extra turn—the one you choose to resolve first. However, see Seize the Day 2 and Lich 10.
- 6 With pre-2023 versions of Voyage, Journey, Mission and Island Folk: See 9 in the 2017-version Outpost entry. If you for instance buy pre-2023 Journey and Mission and play current Outpost and Voyage on the same turn, you will only get the Outpost or Voyage turn if you resolve it first (and only one of them), but will then get both the Journey and Mission turns.
- If you somehow play Outpost on an opponent's turn, you get an extra turn after their turn, using your current hand, and then draw 3 cards in that turn's Clean-up.
- ❖ Also see Coastal Haven 2, Lich 5+9-10 and Possession 12-13+15-16.

Overgrown Estate p. 6, 40, see Shelter: p. 7, 9

- **1** See When you trash this.
- 2 If you buy a card that trashes Overgrown Estate (such as Cemetery, Doctor or Farmland), and you draw a Treasure, it's too late to play that Treasure.
- Also see TRIGGERED ABILITY (when-trash), and see Market Square 4, Monastery 2, Remake 2 and Sewers 4.

Overlord () p. 8, 42

* Except for the cost of the card you can choose, this functions exactly like Band of Misfits; see that card. For the pre-2019 version of Overlord, see the pre-2019 version of Band of Misfits in PREVIOUS VERSIONS OF SOME CARDS.

(Pre-2019 version:) If you play an Overlord from the trash (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.

Paddock 🗱

- 1 You get the initial +2 even if you can't gain 2 Horses, and you still get the +Actions.
- **2** Each time you play a Paddock, count EMPTY SUPPLY PILES. (EFFECTS ARE IMMEDIATE.)
- ❖ See Triggered Ability (first gain, then check Supply).

Page 🙎 p. 9, 31, 40, 170, 171, 178

- **1** This is a TRAVELLER.
- Also see EMPTY SUPPLY PILES, and see Divine Wind 9, Prince (pre-2022) 13, Reckless 8 and Tireless 1.

Pageant \ p. 32, 40

- ① At the end of your Buy phase, if you have at least ① in your money pool, you may pay ① to get a Coffers token. (You can only do this once per Buy phase.) Also see "Do X FOR".
- Also see Cavalry 5 (and Continue, Launch and Villa) and Wine Merchant 5.

Palace ()

• A set is one of each (Copper, Silver and Gold). A card isn't counted in more than one set.

Panic p. 14, 34, 37, 38, 40, 170, 171, 182

- Occarification: This has an after-play ability and a when-discard ability: Each time you play a Treasure, you get +2 Buys after resolving its play ability. Each time you discard a Treasure, you have to return it.
- When you play an Omen that activates this Prophecy, you don't get +2 Buys for Treasures played previously. (EFFECTS ARE IMMEDIATE.)
- 6 However, if you play a Treasure-Omen (via Capitalism) that activates Panic, you get +2 Buys for that Treasure. If you play an Omen with a Treasure (such as Crown, Crystal Ball or Scepter) that activates Panic, you get +2 Buys for that Treasure.
- If you play an Omen on after-play of a Treasure (e.g. with Inspiring), activating Panic, you get +2 Buys for the Treasure.
- If another when-discard ability is triggered that also moves the Treasure and you resolve that ability first, Panic loses track of the card and can't return it. (This could be

Herbalist [2022 version], Tireless, Trickster; or if it's an Action–Treasure: Prince [pre-2022 version], Scheme, Way of the Frog; or via Capitalism: Merchant Camp, Tent, Treasury [pre-2022 version] or a Traveller.) If you resolve Panic first, the other ability can't move the card. Also see Herbalist (pre-2022) 9.

- 6 If the Treasure is removed from play (see REMOVED FROM PLAY), or if it stays in play (such as Endless Chalice), you don't return it. Jewels is not discarded so won't be returned.
- You will return non-Kingdom cards as long as they belong to a pile. You will not return cards that don't belong to a pile, such as Heirlooms or cards from the Black Market deck. Also see Ferryman 6.
- ❖ Also see EMPTY SUPPLY PILES, and see Capital 3, Divine Wind 9 and Loot 3.

Pasture see Heirloom: p. 4, 7, 10

Pathfinding p. 37

- * See Your +1 Card token.
- Also see Split piles: Pile type and cost § iv.

Patient J p. 34, 36, 40, 40, 182

- 1 If you set aside Patient cards at start of Cleanup, you set up a next-turn ability. (Also see "Do *X* To".) You can play the set-aside Patient cards in any order, which might matter if they're from a split pile.
- Patient lets you PLAY ACTION CARDS or Treasure cards. (This is not optional if you set them aside.)
- 3 If the Patient card is a Treasure, this lets you play a Treasure in your Action phase (at start of turn). If you play a Treasure like Counterfeit or Tiara, more Treasures will be played in addition. Also see Highwayman 6.
- When you play a set-aside card, the unplayed cards are still set aside, not in your hand, in play or in your deck.
- f you get a Patient card into your hand at start of Clean-up (e.g. if you trash a Rats with Improve and draw a Patient card, or trash a Patient Fortress with Improve), you can still set it aside with Patient.
- 6 Clarification: Patient's start-of-turn ability is one ability, so you can't resolve any other start-of-turn abilities in between playing multiple set-aside Pa-

tient cards. (See ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES (2) § III.)

- Clarification: Patient makes it possible to play Territory (if the Clash pile is Patient), a card that can't normally be played. Territory then goes into play (for abilities that check the CARDS YOU HAVE IN PLAY) but does nothing when played; but any Adventures token on the Clash pile will trigger.
- Patient Plays a CARD AT THE START OF YOUR TURN.
- ❖ Also see Biding Time 2.

Patrician () p. 9

O Checks CARD COST.

Patrol 🌂

Patron \ p. 41, 41, 42

- From rulebook: When an effect tells you to reveal a card or cards, and Patron is one of the revealed cards, you get +1 Coffers.
- 2 New version 2022: Patron now only gives you Coffers during an Action phase (which includes an opponent's Action phase).

This change was made to prevent the possibility of getting infinite by buying Pursue and revealing Patrons. Additionally, you can't trigger Patron with Foray, Foresight, Gamble, Ghost, Investment, Loan, Raider or Venture.

- Oiscarding or trashing a Patron does not count as revealing it, even though the other players can see it.
- Revealing your hand or discard pile does count, since you reveal all cards in it.

Archer, Bureaucrat, Pillage, Raider, Snake Witch, Taxman and Villain can make you reveal your hand. Bad Omens can make you reveal your discard pile.

- (2022 version): If you reveal Patron at the start of your turn, you're in your Action phase at that point. See PLAY A CARD AT THE START OF YOUR TURN.
- **6** Clarification: If you play Black Market and Patron is one of the three revealed cards, you get +1 Coffers.
- ❖ Also see Fated 7, Hostelry 3 and Witch's Hut 3.

Pawn 🖋 🍳

- ① SEVERAL OPTIONS (four): Draw; +Action; +Buy; or +②. (Pick two.)
- **2** From rulebook: You have to choose two different options first, before doing them.
- **3** *Clarification:* You do them in the order given.

Peaceful Cult 🎉 p. 33, 40, 45

- 1 First spend the Favors, then choose and trash the cards.
- Resolving Peaceful Cult could let you draw cards or play a card, see TRIGGERED ABILITY (when-trash), and you can do this before or after other start-of-Buyphase abilities. See Deluded 4, Envious 3 and Treasure Chest 1.
- You trash several cards at once, see TRIGGERED ABILITY. Also see Arena 2 and Cavalry 4 (and Continue, Launch and Villa).

Pearl Diver 🔉

* Not included in the 2022 Second Edition.

Peasant p. 9, 31, 40, 170, 171, 178

- **1** This is a TRAVELLER.
- Also see EMPTY SUPPLY PILES, and see Divine Wind 9, Prince (pre-2022) 13, Reckless 8 and Tireless 1.

Peddler 📆 ♥ p. 6, 42, 46

- 1 This checks the number of Action CARDS YOU HAVE IN PLAY in your Buy phase.
- **2** Clarification: During your Buy phase, Peddler's cost is modified for all players (based on the number of Action cards in your play area). This is made clearer in the 2020 printing.
- 3 The cost of Peddler is modified during your Buy phase, but is 8 at all other times (barring other COST REDUCTION). For instance if you trash Peddler with a Remodel during your Action phase, it normally costs 8. Also see Black Market 2, Improve 4 and River Shrine 4.
- 4 But if you play ACTIONS IN YOUR BUY PHASE, Peddler's cost is modified.
- ❖ Also see Gain a card that changes cost.

Pendant J

- 1 This checks the Treasure CARDS YOU HAVE IN PLAY (including itself), and counts DIFFERENT-LY NAMED CARDS.
- This has VARIABLE PRODUCTION. (Count the cards in play right when you play it.)

Peril J

- \bigcirc See "Do X TO".
- See TRIGGERED ABILITY (first trash, then gain).

Philosopher's Stone

- ① 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.)
- 2 This has VARIABLE OPRODUCTION.
- Erratum (1st edition): The description in the 1st-edition 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.

Piazza **→** p. 40

- 1 Piazza lets you PLAY AN ACTION CARD. (This is not optional.)
- Piazza Plays a card at the Start of Your Turn.

Pickaxe 1

- 1 You get the initial +1 even if you have no cards in your hand to trash.
- 2 If you trash a card that costs 3 or more, you gain a Loot. See CARD COSTS.
- **3** The Loot is GAINED TO YOUR HAND. You have to show it to your opponents.
- See TRIGGERED ABILITY (§) (first trash, then check cost).

Pilgrim J

1 See GET FROM DECK, THEN PUT BACK. (You draw 4, then put 1 onto your deck.)

Pilgrimage 💆 p. 29

- 1 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.
- **3** 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. This means you can't gain two cards from a split pile.
 - If you gain a Mandarin or Mint (2022 version), removing Treasures from play, you still gain a copy of a Treasure if you chose it.
- **(3)** You can choose any of the cards you have in play. However, you will only gain a copy of a card if it's available in the Supply.

- See TRIGGERED ABILITY 1. Any when-gain ability (like Groundskeeper or Livery) applied after one card will be in effect when you gain the subsequent cards.
- ❖ Also see Divine Wind 15.

Pillage ₩ p. 9

- **1** See EACH OTHER PLAYER.
- 2019 version: This card was changed because of the new versions of Band of Misfits, Overlord and Inheritance. If you play Pillage without moving it into play, nothing happens. (Throne Room + Pillage will only work once.) See EFFECT WHEN MOVED FROM PLAY.
- 3 You "attack" the other players even if you can't gain 2 Spoils.
- (Pre-2019 version:) If you play Pillage without moving it into play, you still gain 2 Spoils and choose a card to discard for each player. (Throne Room + Pillage will gain you 4 Spoils, and let you choose a card to discard for each player twice—but only players who still have 5 or more cards in hand the second time.) Also see PLAY A CARD WHILE LEAVING IT.
- (2019 version:) See TRIGGERED ABILITY (1) (first gain Spoils, then opponents discard). When-gain abilities might make them draw before they discard.

Pious p. 39, 171

- 1 See TRIGGERED ABILITY 2: When gaining a Pious card, you may resolve other when-gain abilities, such as drawing, before trashing. Also see Sleigh 7.
- ❖ Also see Gain on when-trash.

Pirate **b** p. 39, 40, 171, 178, 182

- **1** This SETS UP A LATER ABILITY for next turn.
- 2 The Treasure is GAINED TO YOUR HAND. Also see CARD COSTS.
- **3** You may react with several Pirates to the same gain.
- 4 See REACTION THAT PLAYS ITSELF.
- **S** You may react with Pirate when you gain a Treasure in your Buy phase. See ACTIONS IN YOUR BUY PHASE.
- When a Treasure is gained, if you for instance react with Falconer to gain Pirate to your hand, you may still play that Pirate. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING § III.) You might also draw a Pirate with Black Cat, Sheepdog, Monkey, etc.—see TRIGGERED ABILITY (when-gain)—and react with it.
- For reacting with Pirate, see Sheepdog 6-7—the timing is the same. Also see Way of the Mouse 7-8+12.
- Also see Berserker 7, Cauldron 3, Ill-Gotten Gains 3, Kiln 4, Messenger (2022) 6 and Skirmisher 4.

Pirate Ship \$\infty\$ p. 20, 30

- * Not included in the 2022 Second Edition.
- 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.
- **3** This has Variable **Q** Production.
- The other players have to resolve any Reactions before you choose an option.
- **5** You get only one Coin token even if several players trashed a Treasure.
- Clarification (1st version): 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 version): This erratum only matters for the pre-2019 version of Inheritance; see entry on Your Estate token (4) on p. 177. Also see that entry for a further clarification (21).
- See TRIGGERED ABILITY (each opponent first trashes, then discards).

Pixie (

- **1** If you don't trash this, you don't get anything. Also see "Do *X* To".
- 2 This is REMOVED FROM PLAY if you trash it.
- 3 If you play Pixie without moving it into play, you can't receive the Boon. (Throne Room + Pixie means you get +1 card and +1 Action both times, but can only receive the Boon once.) See EFFECT WHEN MOVED FROM PLAY.
- See TRIGGERED ABILITY (first trash, then receive Boon, then receive it again).

Plague (

1 The Curse is GAINED TO YOUR HAND.

Plan 🙎 p. 37

- See Your Trashing token.
- **1** Also see Split Piles: Pile type and cost § IV.

Plateau Shepherds 🐉

- ① Count your Favor tokens and your ②-cost cards (see CARD COSTS). You score 2 per unit for the lowest number.
- Clarification: Bridge Troll, Canal and your -2 Cost token don't reduce costs when you score for Plateau Shepherds, as it's not your turn at the end of the game. Also, no cards (like the pre-2022 version of Highway) will be left in play. However, Cheap and Flourishing Trade will still be in effect.

Plaza &

1 New version: See "Do X FOR".

Plunder () p. 9, 45

❖ **Note:** Plunder is also the name of a Dominion expansion. See *Dominion:* Plunder in the INDEX in the back.

Poacher A

- **1** See GET FROM DECK, THEN DISCARD.
- 2 Each time you play a Poacher, count EMPTY SUPPLY PILES. (EFFECTS ARE IMMEDIATE.)

Poet 🗱

- ① Checks CARD COST.
- ❖ Also see Kind Emperor 7.

Pooka 🤇

- \bigcirc See "DO X FOR".
- See TRIGGERED ABILITY (first trash, then draw).

Poor House 🗰

- This has VARIABLE PRODUCTION. Each time you play a Poor House, count the Treasures in your hand.
- 2 You deduct 1 from your money pool per Treasure. Your money pool can never go below 0, but if you had any 0 before playing Poor House, you might lose more than 4 after revealing your hand.
- 3 If you have your —1 token, it's removed when Poor House gives you +4 (instead giving you +3), before you deduct of for the Treasures in your hand. This means that you will always get the full value of the Treasures you play.
- With the 2024 rules change for paying off Debt, you can pay off Debt after getting +⁴ but before deducting .
- ❖ Also see Way of the Chameleon 4.

Populate \$\infty\$ p. 29, 37

- 1 You gain the top card from each *Action Supply pile*. See SPLIT PILES: PILE TYPE AND COST § IV. (You will gain a Ruins.)
- You do not gain a card from non-Supply piles.
- 3 You gain them in whatever order you choose. Keep track of which piles you have gained from already in case when-gain abilities trigger. (See TRIGGERED ABILITY.)

- See TRIGGERED ABILITY 1. Any when-gain ability (like Skirmisher or Search) applied after one card will be in effect when you gain the subsequent cards.
- Also see Divine Wind 15, Enlightenment 12 and Your Estate token 5.

Port p. 9, 38, 39, 176, 177

- New version 2022: Port now has a when-gain instead of when-buy ability: See GAIN ON WHEN-GAIN. When you gain a Port due to Port's when-gain, the when-gain doesn't trigger again.
- (Pre-2022 version:) See GAIN ON WHEN-BUY.
- ❖ Also see Ferryman 5.

Possession p. 15, 19, 22, 24, 25, 29, 41, 40, 41, 41, 41, 42, 50, 177, 178, 182

- **1** This Sets up a later ability.
- 2 The player being Possessed is the one taking the extra turn, not you. You just make decisions and gain cards. The "you" and "your" in all abilities refer to the Possessed player. If the Possessed player plays an Attack, it affects you as normal.
- **3** 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, the Possessed player in any case gets their regular turn.
- during 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.) This matters for Baths, Destrier and Exploration (2022 version), or if you make them play Devil's Workshop, Monastery, River Shrine, Wild Hunt or the 2022 versions of Hermit, Merchant Guild or Treasury, or buy Commerce, Conquest, Desperation, Dominate, Receive Tribute, Ritual, Scrounge or Triumph, or if the next player plays Smugglers or Treasure Hunter. Also see Trader (pre-2020) 15.

Note that nobody gets \(\bar{\psi} \) with Wild Hunt, Conquest, Dominate or Triumph, nobody trashes with Ritual, and nobody gains from the Supply with Receive Tribute or Scrounge.

No when-gain abilities trigger for the Possessed player (but when-buy abilities

- do). No **effect** that refers to the original card will happen, like on Change, Ironworks or Replace. If Cavalry or Villa is **gained**, no player will return to their Action phase. Also see Trader (pre-2020) 15-16.
- Clarification: When the Possessed player would gain a card, the when-gain ability on Blockade, City-state, Harsh Winter, Haunted Castle, Innovation or Labyrinth won't trigger at all. With the 2022 versions of the following cards, the when-gain ability won't trigger at all in these scenarios: if the Possessed player buys a card with an overpay ability; with Haggler, Haunted Woods or Swamp Hag, if the Possessed player buys a card; with Basilica, Colonnade, Defiled Shrine, Messenger or Tax, if the Possessed player would gain a card in their Buy phase. Also see Trader (pre-2020) 17.
- When the Possessed player's cards are trashed, they 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 2, Lich 8 and Trail 8.)
- New version (2018): You get any tokens the Possessed player would get. (See 16 below for earlier versions.)
- When you Possess someone, you can make them spend their Coffers, Villager or Favor tokens, but not your own. You can also make them pay off their Debt, but not your own.
- The extra turn is the Possessed player's next turn, so any "next turn" abilities (such as from Durations) are triggered on that turn.
- Any extra turn given on the Possessed player's turn (from Island Folk, Journey, Mission, Outpost, Possession, Seize the Day or Voyage) is resolved as normal (i.e. you don't get to control that turn).
- New version 2023: Possession now cannot give your opponent a second extra turn in a row. So playing Possession more than once in a turn will only produce one extra turn. (However, if you play Possession and (e.g.) Outpost, you will get the extra turn from Outpost, and then your opponent will get the extra turn from Possession.)
- (Pre-2023 version:) Possession can give several extra turns. Throne Room + Possession gives two extra turns.
- If you were Possessed on your previous turn, Island Folk, Journey, Mission, Outpost and Voyage won't give you an extra turn. (For the 2023 versions of those

cards, it's because this would give you a third turn in a row, and for the pre-2023 versions, it's because the previous turn was yours.) However, if one of these cards were triggered during your Possessed turn, you would get the extra turn (provided that this would only be your second turn in a row), and then your normal turn.

- Clarification: If two extra turns are in queue 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, even though the player was Possessed on that turn. (This 2015 ruling reverses a previous ruling by the game designer). Also see Donate (pre-2021) 5 and Mountain Pass (pre-2021) 6.
- Clarification: If you play Throne Room + Mining Village (or another card that trashes itself) while Possessed, trashing the Mining Village the first time, the trashed card is set aside per Possession's when-trash ability. Mining Village is not in the trash, but it can't be trashed again since its play ability has lost track of it. See example 2 in ADVANCED TIMING RULES: THE "LOSE TRACK" RULE § III.
- **Erratum** (pre-2018 version): The text on Possession (1st version) specifies that you gain cards, not tokens, and this is also stated in the Alchemy rulebook. However, the Empires rulebook (first edition) introduced the erratum that you now get any tokens the Possessed player would get. But the printed 2018-version Possession card changed the rule again: You get tokens the Possessed player would get (no other tokens).

With the version specified in *Empires*, 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.

Pouch see Heirloom: p. 4, 7, 10

Poverty (

1 DISCARD DOWN TO 3 cards in hand.

Practice 🎇 p. 17

- **1** See Play a Card multiple times.
- If you replay a Duration card, you have to remember next turn that it was played twice.
- 3 Practice lets you play an Action card in your Buy phase (the second part of your Buy phase). See ACTIONS IN YOUR BUY PHASE.

Prepare J p. 36, 40

- 1 If you buy this, you set up a next-turn ability.
- Prepare lets you PLAY ACTION CARDS and Treasure card. (This is not optional.)
- **3** Prepare is not cumulative if **bought** several times. (You will only **play** the cards once.)
- This lets you play Treasures in your Action phase (at start of turn). If you play a Treasure like Counterfeit or Tiara, more Treasures will

be **played** in addition. Also see Highwayman 6.

- **6** When you play a set-aside card, the unplayed cards are still set aside, not in your hand, in play or in your deck.
- Clarification: Prepare's start-of-turn ability is one ability, so you can't resolve any other start-of-turn abilities in between playing the set-aside cards. (See ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES § III.)
- Prepare PLAYS A CARD AT THE START OF YOUR TURN.
- ❖ Also see Envious 1 and Merchant 2.

Priest \ p. 23, 40, 42, 182

- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you trash a card, you get +2. It has a cumulative effect if played multiple times.
- 2 You get the initial +2 even if you have no cards in your hand to trash, and you still get the ongoing ability.
- 3 You trash a card with Priest *before* the ongoing ability activates, so you don't get +2 from that trashing. (EFFECTS ARE IMMEDIATE.) However, if you play Priest one more time, the ongoing ability from the first play of Priest applies when you trash a card with the second.
- ① Likewise, If you trash a card with Sewers because you trashed a card with Priest, this will be before the Priest's ongoing ability is activated, so will not give you +② either. (See TRIGGERED ABILITY.)
- **6** Priest's when-trash ability triggers even when you trash a card from the Supply (with Gladiator, Lurker or Salt the Earth).
- 6 If an effect tells you to trash a card, but you fail to do so (e.g. if you have no cards in your hand to trash), Priest's when-trash ability doesn't trigger.
- Olarification: If you gain a Priest via trashing a card such a Catacombs, and play the Priest (via a whengain ability such as Innovation), it gives you +2 for the trashing. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER § III.) See TRIGGERED ABILITY (when-trash).

Prince (promo) p. 23, 28, 40, 42, 171, 182

- Note: 2022 (current) version. See the entry in PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- 1 Prince lets you PLAY AN ACTION CARD.
- When you set aside an Action card, that card is not played this turn. (Choose a card: see CARD COSTS.)
- This version is a Duration that stays in play for the rest of the game, and the set-aside Action card never enters play. The card is played at the start of each turn without entering play. See PLAY A CARD WHILE LEAVING IT.
- Prince SETS UP A LATER ABILITY (ongoing ability) for the rest of the game. It has a cumulative effect if played multiple times: Throne Room + Prince lets you set aside two cards to be played each turn.
- **6** If you play Prince but don't set aside a card, Prince doesn't stay in play beyond the current turn.
- **6** You can't set aside a Prince when playing Prince, since you can't choose a Duration card.
- The card has the type Command and can't play other Command cards (which include 2019 versions of Band of Misfits, Captain and Overlord). This is to prevent loops from occurring.
- Prince PLAYS A CARD AT THE START OF YOUR TURN. Also see PLAY A CARD AT THE START OF YOUR TURN regarding playing Prince.
- ❖ See REMOVED FROM PLAY regarding "on this".

Princess p. 23, 42, 42, 179, see Prize: p. 7, 9

- * Not included in the 2024 Second Edition.
- New version 2022: The COST REDUCTION is now caused by playing the Princess. See SET UP A LATER ABILITY (ongoing ability). It has a cumulative effect if played with a throneroom.
- (Pre-2022 version:) WHILE THIS IS IN PLAY, it causes a COST REDUCTION.
- The cost of Princess is for any ability that refers to its cost.

Prize Goat (see Loot)

Procession ₩ p. 17, 18, 28, 170

1 See Play a Card multiple times.

- 2 "REMODEL" the played Action into a card that costs exactly 1 more. Note that even if you are not able to trash the played Action, you gain a card; see 4 below.
- Seven though the Action is REMOVED FROM PLAY (trashed) afterwards, it still produces any Actions, Buys and , and resolves any other play ability. If you use Procession to play e.g. Merchant, Scheme or Improve twice, the future ability will trigger twice.
- 1 If the Action leaves play when it's played (like Acting Troupe, 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—with a cost of exactly more than the cost of the played card.
- 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.
- **6 2019 version:** Procession can no longer play Duration cards, making the following erratum irrelevant.
- Terratum (pre-2019 version): 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 2016 ruling on keeping throne-rooms in play when used on a Duration. (See DURATION CARDS: PLAYING A DURATION CARD MULTIPLE TIMES § IV).
- See TRIGGERED ABILITY (5) (first play twice, then trash, then check cost, then gain).
- ❖ Also see Aristocrat 1.

Progress % p. 39

- 1 See Move Gained Card and Triggered Ability (when-gain).
- 2) Progress is not optional and also triggers when you gain a card on an opponent's turn.
- **3** Clarification: See TRIGGERED ABILITY **3** (playing Omen on when-gain, activating this Prophecy, you put the gained card on your deck). Also see Gondola 9.
- Also see Kiln 5.

Prosper J p. 29, 183

- ① The Treasures must be DIFFERENTLY NAMED CARDS (and be in the Supply). They can have or in their cost.
- You may choose to not gain any Treasures (after the Loot). You may gain Treasures even if the Loot pile is empty.
- 3 You choose after gaining each card which to gain next, if any. Keep track of which cards you have already gained with Prosper in case when-gain abilities trigger. (See TRIGGERED ABILITY.)
- If gaining a Treasure from a split pile reveals a differently named Treasure underneath, you may then gain that one. (This can be possible with Capitalism.)
- (5) You first gain a Loot, then gain each Treasure in turn, see TRIGGERED ABILITY (1). Any when-gain ability (like Insignia or Charm [2022]) applied after one card will be in effect when you gain the subsequent cards.
- ❖ Also see Divine Wind 15.

Pursue 43

- After resolving this Event, you still have the same number of Buys as you had before.
- 2 See NAME A CARD. You put back the revealed cards that have the chosen name.
- ❖ Also see Patron 2.

Puzzle Box J p. 41 (see Loot)

- 1 This SETS UP A LATER ABILITY for the end of this turn if you set aside a card.
- At the end of this turn (after drawing your next hand) you put the set-aside card into your hand.

Quarry p. 23, 42, 42, 179, 42

- **1** New version 2022: The COST REDUCTION is now caused by *playing* the Quarry. See SET UP A LATER ABILITY (ongoing ability). It has a cumulative effect if played with a throne-room.
- (Pre-2022 version:) WHILE THIS IS IN PLAY, it causes a COST REDUCTION for Action cards.

Quartermaster J p. 23, 40, 42

- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of the game.
- 2 At the start of each turn you get SEVERAL OPTIONS (two): Gain; or put into your hand.

- 3 Clarification: The card is gained directly to your "set aside" area (similarly to gaining to your hand/deck). See GAINED TO YOUR HAND/DECK: If you use Quartermaster to gain Nomad Camp or a card like Den of Sin, Quartermaster will set it aside. Also see CARD COSTS. The set-aside cards are face up.
- 4 From rulebook: If you play multiple Quarter-masters, keep separate sets of cards to add to or take from each turn. But if you play Throne Room + Quartermaster, keep one set of cards that you twice each turn either add a card to or take a card from. (Quartermaster's ability refers to taking cards "from this"—the cards on the Quartermaster card—not cards that the ability itself put there. Note that this still doesn't mean that these cards are considered to be in play.)
- (5) Clarification: However, if you play Throne Room + Overlord and play Quartermaster both times, keep two separate sets of cards (which should also be separate from other players' sets if they played Overlord + Quartermaster).
- **6** See PLAY A CARD AT THE START OF YOUR TURN regarding playing Quartermaster.
- See REMOVED FROM PLAY regarding "on this", and also see Reckless 9.

Quest A

- 1 SEVERAL OPTIONS (three): Discard 1 Attack; discard 2 Curses; or discard 6 cards.
- 2 You discard what you can according to your choice, but only gain a Gold if you're able to discard all the required cards.
- ❖ See TRIGGERED ABILITY (first discard, then gain).

Rabble 🕞 🗑

Raid &

- ❖ See Your −1 Card token.
- 1 This checks the CARDS YOU HAVE IN PLAY.
- 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. 40

- This checks the CARDS YOU HAVE IN PLAY (including itself). 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

Rapid Expansion % p. 39, 40, 177, 178

- With Rapid Expansion active, gaining an Action or Treasure card is like gaining a Hasty card; see Hasty 1-4+6.
- Clarification: See TRIGGERED ABILITY (playing Omen on when-gain, activating this Prophecy, you set aside the gained card). Also see Gondola 9.
- ❖ Also see Kiln 5.

Ratcatcher 💆 p. 40

- **1)** When you play this, it's REMOVED FROM PLAY.
- If you play Ratcatcher without moving it into play, it won't go to your Tavern mat. See PLAY A CARD WHILE LEAVING IT.
- 3 Also see "Do X TO" (regarding the start-of-turn ability).

Rats p. 9, 23, 40, 177

- See WHEN YOU TRASH THIS.
- If you buy a card that trashes Rats (such as Cemetery, Doctor or Farmland), and you draw a Treasure, it's too late to play that Treasure.
- See TRIGGERED ABILITY (first gain, then trash). When-gain abilities might make you draw before you trash.
- Also see TRIGGERED ABILITY (when-trash), and see Ferryman 5, Market Square 4, Monastery 2, Remake 2 and Sewers 4.

Raze 💆 p. 170

- SEVERAL OPTIONS (two): Trash this; or trash a card from your hand.
- 2 If there is a COST REDUCTION, Raze will let you look at fewer cards.
- 3 You get +1 Action even if you trash this. See REMOVED FROM PLAY.
- If you play Raze without moving it into play (e.g. if you played it with Throne Room and trashed it the first time), you only look at cards from your deck if you choose to trash a card from your hand. You may choose to trash the Raze instead, but then nothing will happen. See EFFECT WHEN MOVED FROM PLAY.

See TRIGGERED ABILITY (first trash, then check cost, then look at cards).

Reap 2 p. 40

- ① If you move the Gold when you gain it (e.g. with Watchtower), Reap loses track of it and can't set it aside. See MOVE GAINED CARD. Also see Gatekeeper 4.
- See NOT OPTIONAL "IF YOU DO".
- 3 The Gold will be played at the start of your turn, in your Action phase.
- Clarification: "It" refers to the gained Gold. If you didn't gain it (for instance if you were Possessed), there is no card to set aside, so Reap does nothing further. See Possession 6.
- ❖ Also see Envious 1 and Highwayman 6.

Rebuild ₩

- 1 See NAME A CARD. You can say any name, not just names of Victory cards.
- 2) "DIG FOR" a Victory card that doesn't have the name you said.
- **3** "REMODEL" the Victory card into a Victory card that costs up to **3** more.
- See TRIGGERED ABILITY (first discard, then trash, then gain).

Receive Tribute 🏶 p. 29

- 1 The Action cards must be DIFFERENTLY NAMED CARDS (and be in the Supply), and also differently named from the CARDS YOU HAVE IN PLAY. They can have or in their cost.
- Olarification: The Action cards don't have to be differently named from the cards you've gained earlier this turn.
- 3 *Clarification:* You choose after gaining each card which to gain next, if any. Keep track of which cards you have already gained with Receive Tribute in case when-gain abilities trigger.

If you gain a Mandarin or Mint (2022 version), removing an Action–Treasure like Crown from play, you could gain Crown as a subsequent card. If you play a card like Sheepdog after gaining a card, you cannot gain Sheepdog as a subsequent card, since it's in play.

- If gaining an Action card from a split pile reveals a differently named one, you may then gain that one.
- See TRIGGERED ABILITY (1). Any when-gain ability (like Sailor or Rapid Expansion) applied after one card will be in effect when you gain the subsequent cards.

❖ Also see Divine Wind 15 and Possession 5.

Reckless J p. 31, 37, 40, 41, 170, 171, 171, 183

- This has two separate abilities: an ability that triggers when you're playing the Reckless card, and a when-discard ability.
- 2 From rulebook: When you play a Reckless card, you resolve its play ability an extra time. Just like when playing a card with Throne Room, you resolve it completely, then resolve it again; and any later abilities (like Durations) are set up twice. Playing Throne Room + a Reckless card means you resolve the play ability four times.
- 3 Clarification: However, this is not playing it an extra time; you only play the card once. Reactions (and other before-play abilities) only trigger once, before you start resolving the play ability as usual. After-play abilities (such as Fellowship of Scribes or Frigate) only trigger once, after you're done resolving the play ability twice.

A Reckless Kiln gains two copies the next time you play a card after the Kiln. A Reckless Harbor Village might give +2 the next time you play an Action card after the Harbor Village.

- ① If the Reckless card is removed from play when you play it (see REMOVED FROM PLAY), you still resolve its play ability an extra time. (Also see 9 below.)
- The first time in a turn that you play a Reckless Crossroads, you get +3 Actions twice. Similarly, a Reckless Fool's Gold would give you +1 twice, and a Reckless Outpost (2017/pre-2023 version) would give you two extra turns (but only your first Clean-up draw would be limited).
- Clarification: If you don't resolve the Reckless card's play ability because of Enchantress, Enlightenment or Highwayman, Reckless does nothing. Likewise, if you use a Way when playing the card, Reckless does nothing; however, see Way of the Chameleon (11). In any case you still have to return the card when discarding it from play.
- Clarification: Elder, Lantern and Harbor Village will trigger off both times you follow the Reckless card's play ability. (So with Reckless Steward it doesn't matter for Harbor Village which of the two times you choose +2.) Moat, Lighthouse, Champion, Guardian and Shield will also work against both times.
- If another when-discard ability is triggered that also moves the Reckless card and you resolve that ability first, Reckless loses

track of the card and can't return it. (This could be Herbalist [2022 version], Horn, Merchant Camp, Page, Peasant, Scheme, Tent, Trickster, Way of the Frog, or the pre-2022 versions of Alchemist, Hermit, Treasury or Prince.) If you resolve Reckless first, the other ability can't move the card. Also see Herbalist (pre-2022) 9 and Hermit (pre-2022) 11.

- If the Reckless card is removed from play (see REMOVED FROM PLAY), or if it stays in play (such as Hireling, Quartermaster, Samurai or the 2022 version of Prince), you don't return it. Cage, Conjurer, Crew, Landing Party, Search—and Alchemist (2022 version) or Walled Village if it's put on your deck—are not discarded so won't be returned.
- Also see EMPTY SUPPLY PILES, and see Capital 3, Divine Wind 9 and Highwayman 9.

Recruiter \

- 1 If there is a COST REDUCTION, Recruiter will give you fewer Villagers.
- ❖ See TRIGGERED ABILITY (first trash, then check cost).

Relic **2** p. 183

- ❖ See Your −1 Card token.
- 1 You can respond with a Reaction card when an opponent plays Relic. (See 2 below.)
- Relic (before 2020) says "when you play this", but it has a play ability like all other Action and Treasure cards. Consequently, before-play abilities (like Reactions) are resolved first. The new printing, as of 2020, does not say this.

Remake p. 24, 29, 54

- **1** "REMODEL" a card into a card that costs exactly **1** more. (Do this twice.)
- 2) First you "remodel" one card (and possibly resolve when-trash and when-gain abilities), then another.

This means that you might draw before trashing the next card. See TRIGGERED ABILITY (5) (1).

3 If you only have one card in your hand, just "remodel" that card.

Remodel p. 19, 46

"REMODEL" a card into a card that costs up tomore.

Renown • p. 23, 42, 179, see Reward: p. 7, 9

- Playing this causes a COST REDUCTION. See SET UP A LATER ABILITY (ongoing ability). It has a cumulative effect if played multiple times
- The cost of Renown is for any ability that refers to its cost.

Replace **⁴** p. 171

- "REMODEL" a card into a card that costs up tomore.
- 2 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.
- 3 If you move the gained card (e.g. with Watchtower), Replace loses track of it and can't put it on your deck. See MOVE GAINED CARD. Also see Gatekeeper 4 and Siren 3.
- If you didn't gain the card (for instance if you were Possessed), Replace doesn't move any card or give out Curses. See Possession 6.
- Before the 2019 errata of the "lose track" rule, if you gained the card to your discard pile and gained another card on top of it (see GAIN ON WHEN-GAIN), Replace would immediately lose track of the covered card. However, currently (per the 2019 errata), cards in your discard pile are never lost track of.
- See TRIGGERED ABILITY (first trash, then gain). Also see Enlightenment 16 and Way of the Mouse 11.

Research > p. 29, 40

- **1** This SETS UP A LATER ABILITY for next turn.
- 2 If there is a COST REDUCTION, Research will set aside fewer cards.
- Olarification: If you trash a card that costs on you don't have any cards in your deck to set aside, the Research doesn't stay in play beyond the current turn.
- See TRIGGERED ABILITY (first trash, then check cost, then set aside), and see REMOVED FROM PLAY regarding "on this".

Rice 🗱

- 1 This has VARIABLE OPRODUCTION.
- 2 Count the unique types on all CARDS YOU HAVE IN PLAY (including the Rice): A type that appears on several of the cards only counts once. (Also see EFFECTS ARE IMMEDIATE.)

Also see Capitalism 6, Charlatan 3, Enlightenment 13, Young Witch 4 and Your Estate token 4.

Rice Broker 🎇 p. 178

1 If you trash a card that has both types, you draw 7 cards.

Rich p. 39, 171

- 1 You gain a Silver on when-gain. See GAIN ON WHEN-GAIN.
- See Embassy 4.
- ❖ Also see Aqueduct 6 and Territory 4.

Ride 🖐

Ritual () p. 178

- 1 See NOT OPTIONAL "IF YOU DO".
- 2) If there is a COST REDUCTION, Ritual will give you less + 17.
- 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. (See TRIGGERED ABILITY.)
- See TRIGGERED ABILITY (1) (first gain, then trash). When-gain abilities might make you draw before you trash.
- ❖ Also see Possession 5.

River Shrine **%** p. 40, 183

- You may choose to not trash any cards.
- Whether you trash any cards or not, you SET UP A LATER ABILITY: At the start of Clean-up this turn, you gain a card if you didn't gain any cards in your Buy phase this turn. You will gain multiple cards if you played River Shrine multiple times.
- **3** Gain a card; see CARD COSTS.
- Remember that COST REDUCTIONS for this turn, or from cards in play, still apply in Clean-up (except Peddler's cost reduction).
- **5** From rulebook: If you had several Buy phases (via Cavalry, Villa, Continue or Launch), you only gain a card from River Shrine if you didn't gain any cards in any of them. It doesn't matter when in your turn you played the River Shrine
- **6** Clarification: If you somehow discard a Faithful Hound, Trail, Tunnel, Village Green or Weaver via gaining a card with River Shrine, the when-discard ability doesn't trigger, since it's your Clean-up phase.

- Friendly, Improve or River Shrine at the start of Clean-up and play a River Shrine (e.g. via a when-gain ability such as Innovation), that River Shrine might gain you a card now. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)
- Clarification: If you somehow play River Shrine during another player's turn (e.g. by playing a Reaction and using Way of the Mouse, see TRIGGERED ABILITY), you don't gain a card.
- You trash several cards at once, see TRIGGERED ABILITY. Also see Biding Time 1, Coastal Haven 3, Encampment 4, Improve 7, Kind Emperor 6, Possession 5 and Taskmaster 8.

Riverboat * p. 11, 14, 40

- ❖ See Special setup § I (and see CARD COSTS).
- Riverboat SETS UP A LATER ABILITY for next turn. It has a cumulative effect if played multiple times.
- 2) Next turn you play the set-aside card. See PLAY AN ACTION CARD.
- **3** Clarification: See PLAY A CARD WHILE LEAVING IT. If the set-aside card is a throne-room (like Crown) or a Band of Misfits, and you play it to play a Duration, Riverboat stays in play as long as the Duration does.
- ◆ The set-aside card is not in the Supply. No
 ▼ tokens will accumulate if the card is Wild Hunt.
- 6 Riverboat PLAYS A CARD AT THE START OF YOUR TURN. (Remember that Reserve cards will not move.)

River's Gift, The p. 41

- 1 This also works if you receive it on an opponent's turn.
- ❖ Also see Sacred Grove 2 and Tireless 3.

Road Network > p. 25, 39, 171

- This might trigger on your turn or on an opponent's turn.
- Road Network might trigger in the middle of an opponent resolving an ability (like Followers or Governor); see TRIGGERED ABILITY 1.
- Also see Berserker 7, Cauldron 3, Fool's Gold 7, Haunted Castle 4, Messenger (2022) 6 and Skirmisher 4.

Rocks p. 9, 39, 40, 45

- **1** See When you trash this.
- The Silver is GAINED TO YOUR DECK/HAND
- 3 If you gain or trash Rocks on another player's turn, the Silver goes to your hand.

- 4 You gain a Silver on when-gain. See GAIN ON WHEN-GAIN.
- Also see Gain on when-trash, and see Cavalry 9-10 (and Villa).

Rogue p. 51

- 1 See EACH OTHER PLAYER. (Checks CARD COSTS.)
- 2 If there are any cards of the appropriate cost in the trash, you have to gain one of them. Also see CARD COSTS. When-gain abilities will trigger. Otherwise, each other player reveals cards and possibly trashes one.
- 3 The "attacked" player chooses which card to trash if both have the appropriate cost.
- 1 It's possible to gain non-Kingdom cards from the trash.
- See TRIGGERED ABILITY (each opponent first trashes, then discards). Also see Overlord (pre-2019 version) and Your -2 Cost token.

Ronin 🞇

❖ See Your −1 Card token 2.

Root Cellar 🗱

Rope 1 p. 40

1 This Sets up a later ability for next turn.

Royal Blacksmith ()

Royal Carriage 🙎 p. 17, 28, 28, 38

- **1** When you play this, it's REMOVED FROM PLAY.
- If you play Royal Carriage without moving it into play, it won't go to your Tavern mat. See PLAY A CARD WHILE LEAVING IT.
- 3 See PLAY A CARD MULTIPLE TIMES. (Also see "Do X TO".) When you *play* a Royal Carriage, you use one Action from your Action pool and get back +1 Action. When *calling* Royal Carriage, if you for instance call three (see 7 below) after playing a card that gave +1 Action, you get another +3 Actions.
- ① From rulebook: "After resolving an Action" (1st version) means after resolving the play ability of the Action card. The 2017 version has a new phrasing, and in 2020 it was changed again, to "after you play an Action card". The meaning is the same.

- **S** You can't call Royal Carriage after *calling* a Reserve card, or after resolving a set-up ability of a previously played Duration card, only after *playing* a card.
- You may only call Royal Carriage if the played Action card is still in play. See CARDS YOU HAVE IN PLAY.
- You may call several Royal Carriages to replay the same card. You may also call Royal Carriage to replay a card that was just played multiple times by a throne-room. Also see Werewolf 2.
- (such as Elder, First Mate, Golem, Herald or Throne Room), you may call it after resolving that card, to replay it.
- If you play a Royal Carriage on after-play of an Action card (e.g. with Inspiring), you can call that Royal Carriage to replay the card.
- Also see Capitalism 5, Circle of Witches 3, Coronet 3, Crown 3-4, Enchantress 7, Enlightenment 11+17, Fellowship of Scribes 2, Frigate 5, Inspiring 5, League of Shopkeepers 3, Scepter 5 and Werewolf 2.

Royal Galley 🎉 p. 29, 40

- **1** Royal Galley lets you PLAY AN ACTION CARD.
- 2 If you choose to play a card, this SETS UP A LATER ABILITY for next turn. Otherwise the Royal Galley doesn't stay in play beyond the current turn.
- **See** NOT OPTIONAL "IF YOU DO".
- (like Action leaves play when it's played (like Acting Troupe, Madman or a Reserve card), Royal Galley will be unable to set it aside (as it has lost track of it). In this case Royal Galley is discarded in Clean-up this turn.
- If Royal Galley plays a card that would stay in play (such as a throne-room or Band of Misfits [2019 version] that plays a Duration), Royal Galley still sets it aside.
- If Royal Galley plays a throne-room, and next turn the throne-room plays a Duration, Royal Galley is discarded in Clean-up that turn (as normal).

- Royal Galley Plays a Card at the Start of Your Turn.
- ❖ See TRIGGERED ABILITY (first play, then set aside).

Royal Seal p. 39, 42

- ❖ Not included in the 2022 Second Edition.
- WHILE THIS IS IN PLAY, when you gain a card, you may put it onto your deck.
- 2 See Move Gained Card and Triggered Ability (when-gain).
- 3 Clarification: See TRIGGERED ABILITY 3 (playing Royal Seal on when-gain, you put the gained card on your deck). (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 2 § III). Also see Gondola 9.
- ❖ Also see Mandarin 4 and Mint 5+(pre-2022)9.

Ruined Library see Ruins: p. 7, 9

Ruined Market w see Ruins: p. 7, 9

Ruined Village w see Ruins: p. 7, 9

Rush p. 39, 183

- 1 After resolving this Event, you still have the same number of Buys as you had before.
- 2 This SETS UP A LATER ABILITY for this turn: The next time you gain an action card, you may play it.
- 3 Buying Rush twice in a row will not allow you to play the next gained Action card more than once (due to the expanded "lose track" rule from 2021). But after playing a gained Action once, you can buy Rush again to play the next gained Action.
- 4 See TRIGGERED ABILITY (when-gain). This when-gain ability works like Innovation's. See the Innovation entry (except 1+3+7+15-16).

Some cards referred to in Innovation 7 (like Artisan) are relevant with Rush if you play the card in your Buy phase with Gamble, Invasion, March, Practice or Toil, or if you return to your Action phase with Continue or Launch. Innovation 13 applies if you return to your Action phase with Continue or Launch.

❖ Also see Crown 9 and Werewolf 4.

Rustic Village 🞇

- 1 If you choose to discard 2 cards with only 1 card in your hand, you discard that card but do not draw another.
- 2 See DISCARD, THEN GET FROM DECK.
- \bigcirc Also see "Do X FOR".

Saboteur &

- Not included in the 2016 Second Edition.
- **1** See EACH OTHER PLAYER.
- Each other player "DIGS FOR" a card that costsor more. Also see CARD COSTS.
- 3 The player may "REMODEL" that card into a card that costs up to ⊗, where ⊗ is ② less than the trashed card. For example if the trashed card costs ⑤, a card costing up to ③ may be gained.
- See TRIGGERED ABILITY (each opponent first trashes, then gains, then discards). Also see Your -2 Cost token.

Sack of Loot

1 You get the initial +1 and +1 Buy even if there are no Loots left in the pile.

Sacred Grove (

- 1 The Field's Gift and The Forest's Gift are the Boons that the other players may not receive.
- ② 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 () p. 178

• If you trash a card that has several of the types, you get all relevant bonuses (+2 Cards and +2 Actions; +2; +2).

Sage ₩

① "DIG FOR" a card that cost ③ or more. Also see CARD COSTS.

Sailor \(\Lambda \) p. 39, 40, 42, 183

- 1 This SETS UP A LATER ABILITY for this turn: You may choose to play any one Duration card (Action, Treasure or Night) you gain during this turn (but only a card you gained after you played Sailor; EFFECTS ARE IMMEDIATE.) You make the choice right when you gain a card.
- 2 If you play Sailor twice, you may play two gained Durations (but not the same one twice, due to the expanded "lose track" rule from 2021).

- 3 Sailor makes it possible to play a Night card (such as Raider) in your Action or Buy phase.
- 4 See TRIGGERED ABILITY (when-gain). This when-gain ability works like Innovation's, except that Sailor can only be used on Durations. See the Innovation entry (except 1+3+15)—note that many examples there are non-Duration cards and so do not apply to Sailor; but playing a card like Royal Galley allows other non-Duration Action cards to be played.
- Sailor lets you play a Treasure (if it's a Duration) in your Action phase. See ACTIONS IN YOUR BUY PHASE (second part of Buy phase). Also see Highwayman 6.
- 6 Sailor lets you play a Treasure in the second part of your Buy phase (if you gain a Treasure–Duration then), which is normally not possible.
- Sailor also SETS UP A LATER ABILITY for *next* turn. If you didn't gain any Durations (or chose not to play any of them with Sailor), you still get the next-turn ability, so Sailor stays in play. This ability is also cumulative.
- Clarification: See TRIGGERED ABILITY (1) (playing Sailor on when-gain of a Duration, you can play the gained card). Also see Gondola 9.
- ❖ Also see Kiln 5.

Salt the Earth ()

- 1 You get the initial +1 \(\bar{\pi} \) even if there are no Victory cards left in the Supply.
- You can only trash the top card of a pile.
- Also see Market Square 5, Priest 5, Sewers 2 and Tomb 2.

Salvager 💥 🛕

- 1 You get +1 Buy even if you have no cards in your hand to trash.
- 2) If there is a COST REDUCTION, Salvager will give you less +0.
- (3) Clarification (1st version): The meaning is: "+ equal to its cost in Coins". (This is clarified in the Alchemy rulebook, and is fixed on the new 2017-version card.)
- ❖ See TRIGGERED ABILITY (first trash, then check cost).

Samurai **%** p. 23, 40, 42

- Each other player DISCARDS DOWN TO 3 cards in hand. (This only happens when you play Samurai.)
- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of the game.
- See PLAY A CARD AT THE START OF YOUR TURN regarding playing Samurai.
- ❖ Also see Reckless 9.

Sanctuary 👺

- See Gondola 9, Innovation 9 and Your Exile mat 3.
- **Sauna** (promo) p. 11, 23, 37, 38, 38, 42, 42, 183
- You may play an Avanto (see PLAY AN ACTION CARD).
- 2022: Sauna now SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you play a Silver, you may trash a card from your hand. It's cumulative if played with a throne-room.
- (Pre-2022 version:) WHILE THIS IS IN PLAY, when you play a Silver, you may trash a card from your hand. If you have two Saunas in play, you may trash up to two cards each time you play a Silver.
- ❖ See Merchant 3.

Save **9** p. 41

- After resolving this Event, you still have the same number of Buys as you had before.
- 2 From rulebook: The card is set aside face down.
- 3 Clarification (1st version): You can only buy this Event once per turn. +1 Buy is part of the buy ability.

Scavenger ₩

- 1 You may not look through your deck as you put it into your discard pile.
- 2 This doesn't trigger cards that say "WHEN YOU DISCARD THIS".
- 3 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.

Scepter \ p. 17, 28, 28

- 1 SEVERAL OPTIONS (two): +(); or replay an Action card (see PLAY A CARD MULTIPLE TIMES).
- 2 You can only replay an Action CARD YOU HAVE IN PLAY and which you played this turn (so not a Duration that you played on a previous turn or a Reserve that you called).
- 3 If you play multiple Scepters, you may replay the same Action card multiple times.
- Scepter lets you play an Action card in your Buy phase. Usually you will play Scepter in the first part of your Buy phase, i.e. before buying anything. See ACTIONS IN YOUR BUY PHASE.
- 6 Clarification: "Still in play" means the Action card can't have left play after you played it, even if it has entered play again as with certain Reserve cards. So if you play a Duplicate or Royal Carriage and call it the same turn, you still can't replay it with Scepter.
- Scepter can replay a card that isn't finished being resolved yet, such as the Crown, Black Market, Coronet, Courier, Fortune Hunter, Herb Gatherer, Specialist or Storyteller that played the Scepter.
- **New version 2024:** Scepter now only lets you replay non-Command cards, and is itself a Command card.

This change was made with the release of *Rising Sun* to prevent you from using Scepter to replay itself infinitely when Enlightenment is active.

Also see Capitalism 5, Coronet 3, Crown 3-4, Enchantress 7 and Enlightenment 4+11+15+17.

Scheme p. 18, 18, 18, 31, 40, 42, 183

- 1 This SETS UP A LATER ABILITY for this turn. If you play Scheme with a throne-room, you may choose multiple Action cards.
- 2 You may choose the Scheme itself.
- 3 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.
- 4 See Hermit (pre-2022) 11-12, Panic 5, Prince (pre-2022) 13, Reckless 8, Tireless 1, and Travellers in EXCHANGING § IV.
- **New version:** With the new 2016 version, you no longer choose a card in the start of Clean-up. Rather

you choose a card when you discard it from play. This has no practical difference.

Also see Highwayman 9.

Scholar \

- **1** See DISCARD, THEN GET FROM DECK.
- 2) If you don't have any cards in your hand to discard, you still draw 7 cards.

Scout &

Not included in the 2016 Second Edition.

Scouting Party A

- 1 See GET FROM DECK, THEN DISCARD. (You look at 5, then discard 3.)
- **2** See REVEAL / LOOK AT CARDS AND DISCARD.
- After resolving this Event, you still have the same number of Buys as you had before.

Scrap 🐝

- SEVERAL OPTIONS (six): +Card; +Action; +Buy; +O; gain Silver; or gain Horse. (Pick different options, one per 1) the trashed card costs. It's not optional: You can't choose to do less.)
- 2 From rulebook: You have to choose the options first, then do them, in the order given.
- **3** If there is a COST REDUCTION, Scrap will give you fewer options.
- **1** Clarification: You get maximum six bonuses, even if the trashed card costs more.
- See TRIGGERED ABILITY (first trash, then check cost, then resolve the bonuses in the order given). Also see Elder 8-9.

Scrounge J

- 1 SEVERAL OPTIONS (two): trash; or gain Estate from trash and another card.
- 2 For the second option, see NOT OPTIONAL "IF YOU DO". Also see CARD COSTS.
- 3 You gain each card in turn and in the order given, see TRIGGERED ABILITY 1.
- ❖ Also see Possession 5.

Scrying Pool **J** p. 23

- See EACH PLAYER.
- 2 "DIG FOR" a non-Action card.
- **3** 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.
- **Serratum (2018 version):** The Alchemy rulebook says: "If you run out of cards without revealing an Action card...". It should instead say "non-Action card".

Sculptor \ p. 49, 171, 178

- 1 The card is GAINED TO YOUR HAND. Also see CARD COSTS.
- Clarification: "It" refers to the gained card. If you didn't gain the card, you don't get +1 Villager; see Possession 6.
- ❖ Also see Enlightenment 16.

Sea Chart 🛕

- 1 This checks the CARDS YOU HAVE IN PLAY (including itself). See COPY OF A CARD.
- **9** From rulebook: You put the revealed card (not the one in play) into your hand.
- ❖ Also see Kiln 8.

Sea Hag 🔉

- * Not included in the 2022 Second Edition.
- **1** For the other players, the Curse is GAINED TO THEIR DECK.
- 2 The other players discard the top card of their deck even if there are no Curses left
- See TRIGGERED ABILITY (each opponent first discards, then gains).

Sea Trade 🗱

- 1 This counts the Action CARDS YOU HAVE IN
- 2 If you draw Treasures, you cannot play them since you are in the second part of your Buy phase.
- 3 If you can't draw the total number of cards, you may still trash up to that many.
- You may choose to not trash any cards.
- ❖ You trash several cards at once, see TRIGGERED ABILITY.

Sea Witch **b** p. 40

- 1 This SETS UP A LATER ABILITY for next turn.
- **2** For the next-turn ability, see GET FROM DECK, THEN DISCARD.

Search p. 28, 39, 40, 183

- 1 This is a "NEXT TIME" DURATION that triggers the next time a player (you or an opponent) empties a Supply pile.
- See EMPTY SUPPLY PILES. Search triggers immediately when the last card is removed from a Supply pile. (EFFECTS ARE IMMEDIATE.)
- 3 Clarification: If a player gains the last card from a pile, Search triggers as a when-gain ability. See GAIN ON WHEN-GAIN (relevant when you trigger your own Search) and TRIGGERED ABILITY (when-gain).
- Clarification: If a player trashes the last card from a pile (with Gladiator, Lurker or Salt the Earth), Search triggers as a when-trash ability. See TRIGGERED ABILITY (whentrash).
- Search: If you play Throne Room + Search, you gain 2 Loots when a Supply pile empties. (The throne-room will stay in play until Clean-up.) If you play Search without moving it into play (see PLAY A CARD WHILE LEAVING IT), you still gain a Loot when a Supply pile empties.
- 6 If several players' Searches trigger, remember to resolve them in turn order starting with the current player.
- Clarification: See TRIGGERED ABILITY 3. If emptying a pile makes you play Search (e.g. on when-gain), you don't gain a Loot now, since it's not "the next time".
- Search can gain a Loot when you or an opponent gains a card. See Architects' Guild 7—the timing is the same. Search can affect Territory and Triumph.
- Olarification: If you buy Invest to Exile the last card from a pile, opponents who Invested in that card can draw 2 cards before or after trashing their Search.
- See TRIGGERED ABILITY (first trash, then gain). Also see Berserker 7, Cauldron 3, Divine Wind 8, Embassy 2, Ill-Gotten Gains 3, Kiln 5, Reckless 9, Messenger (2022) 6 and Skirmisher 4.

Sea's Gift, The

Seaway p. 37, 171

- See Your +1 Buy token.
- 1 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.)
- ② Also see Split Piles: Pile type and cost § IV.
- **3** Clarification: "It" refers to the gained card. If you didn't gain the card, you don't move your +1 Buy token; see Possession 6.
- ❖ See TRIGGERED ABILITY (first gain, then move token).

Secluded Shrine \nearrow p. 28, 39, 171, 178, 183

- This is a "NEXT TIME" DURATION that triggers the next time you gain a Treasure.
- 2 You may choose to not trash any cards when you gain the Treasure. (The Secluded Shrine would still be discarded that turn.)
- 3 If you play Secluded Shrine multiple times, you trash up to 2 cards multiple times when you gain your next Treasure.
- You trash several cards at once, see TRIGGERED ABILITY; however, if Secluded Shrine triggers multiple times, each trashing effect (of up to 2 cards) is separate. Also see TRIGGERED ABILITY 2: When triggering Secluded Shrine, you may resolve other when-gain abilities, such as drawing, before trashing. Also see Sleigh 7.
- **Second State of Stat**
- ❖ Also see GAIN ON WHEN-TRASH.

- 1 This SETS UP A LATER ABILITY if you discard 3 cards. Otherwise the Secret Cave doesn't stay in play beyond the current turn.
- ② 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.
- 3 If you play Throne Room + Secret Cave and only discard 3 cards once, you'll have to remember this for next turn.

Secret Chamber Pp. 21, 38

- * Not included in the 2016 Second Edition.
- See REACTION TO ATTACK.
- 2 For the Reaction ability, see GET FROM DECK, THEN PUT BACK. (You draw 2, then put 2 onto your deck.)
- **3** When you put cards back, you can put the revealed Secret Chamber itself back.

4 If you react with for instance Caravan Guard and draw a Secret Chamber, you may still reveal it. You may react with the same Secret Chamber several times. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING 3 4 § III.)

Secret Passage 🔌

- ① See GET FROM DECK, THEN PUT BACK. (You draw 2, then put 1 in your deck.)
- **Orange Colorification:** 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.

Seer \

1 This checks CARD COSTS.

Seize the Day 👺 p. 41

- **1** *Clarification:* Each player can buy this Event once per game.
- With 2023 versions of Outpost, Voyage, Journey, Mission and Island Folk: See Outpost 4. If you trigger Seize the Day and (for instance) Outpost on the same turn, you will get both extra turns as long as you take the Seize the Day turn last. This would give you three turns in a row. Buying Seize the Day on an extra turn would also result in three turns in a row.
- (3) With pre-2023 versions of Outpost, Voyage, Journey, Mission and Island Folk: See Outpost (2017/pre-2023) 9.
- ❖ Also see Possession 12-13+16.

Sentinel 🎉

- 1 See REVEAL / LOOK AT CARDS AND TRASH.
- See TRIGGERED ABILITY (first trash, then put back). You trash several cards at once.

Sentry A

- 1 You look at 2 cards, then trash any of them, then discard any of the remaining cards, then put the rest back.
- See REVEAL / LOOK AT CARDS AND DISCARD/ TRASH.
- See TRIGGERED ABILITY (first trash, then discard, then put cards back). You trash several cards at once.

Settlers () p. 9

Sewers \ p. 40, 54

- When you trash a card, Sewers lets you additionally trash a card (any card) from your hand. Trashing with Sewers will not trigger Sewers again. Also see Priest 4.
- 2) This might happen on your turn or on an opponent's turn. Sewers triggers even when you trash a card from the Supply (with Gladiator, Lurker or Salt the Earth).
- 3 If you trash several cards at once—e.g. with Chapel—Sewers triggers once for each (see TRIGGERED ABILITY: when-trash), so that you may afterwards use Sewers to trash one card per card trashed with Chapel. Each is a separate when-trash ability: You resolve each one in turn, optionally trashing a card (and possibly triggering and resolving other when-trash abilities after each).
- This means that if you initially trashed cards like Cultist, Overgrown Estate or Rats, you resolve all whentrash abilities (from those cards and from Sewers) in any order. (You might for instance first draw from Rats, then optionally trash.) If you use Sewers itself to trash a card like Rats, you draw right away, before resolving any more Sewers trashings (see TRIGGERED ABILITY 3).
- **6** If an effect tells you to trash a card, but you fail to do so (e.g. if you have no cards in your hand to trash), Sewers doesn't trigger.
- ❖ Also see Forager 4 and Priest 4.

Sextant (see Loot)

1 See REVEAL / LOOK AT CARDS AND DISCARD.

Shaman p. 19, 23, 40

- 1 In games with Shaman, every player must gain a card from the trash every turn, if possible. Also see CARD COSTS. It doesn't matter if anyone has any Shamans. When-gain abilities will trigger.
- 2) It's possible to gain non-Kingdom cards from the trash.
- 3 If you trash a card at the start of your turn (e.g. with Amulet or Rope), you may first resolve Shaman, gaining nothing if the trash pile is empty, and then trash with e.g. Amulet. You can first trash Cabin Boy, then gain it back with Shaman.
- ❖ Also see Divine Wind 12+14.

Shanty Town &

Sheepdog \$\square\$ p. 20, 39

- 1 You may react with several Sheepdogs to the same gain.
- 2) If you react with Sheepdog and draw another one (or for instance react with Falconer to gain one to your hand), you may still play that Sheepdog. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING 3 § III.) You might also draw one with Band of Nomads, etc.—see TRIGGERED ABILITY (when-gain)—and react with it.
- **3** See REACTION THAT PLAYS ITSELF.
- 4 You may react with Sheepdog when you buy & gain a card in your Buy phase. If this makes you draw Treasures, you cannot play them. Also see ACTIONS IN YOUR BUY PHASE.
- f you gain a Sheepdog to your hand, you may react with that same Sheepdog. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER (1) § III.)
- You can react with Sheepdog in the middle of resolving an ability (like Artisan); see TRIGGERED ABILITY ●. When gaining a card with a "when you gain this" ability (like Grand Castle) or that triggers another when-gain ability, you can play Sheepdog before or after resolving it; see TRIGGERED ABILITY ②. When you buy a card, gaining a card on when-buy (see GAIN ON WHEN-BUY), you can play Sheepdog before resolving the bought card's when-buy ability; see TRIGGERED ABILITY ④.
- In the interactions above, you might also play Sheepdog using a Way.
- When you react with Sheepdog, you might end up moving the gained card: See Move GAINED CARD.
- Also see Colonnade 4+(pre-2022)8, Hill Fort 4, Kiln 4+10 and Way of the Butterfly/Mouse/Rat 6/7/2.

Shepherd (

1 See DISCARD, THEN GET FROM DECK.

Shield p. 23, 35, 38 (see Loot)

- ① See REACTION TO ATTACK. Also see "Do X TO".
- 2 If you reveal this, any effects of the Attack card won't affect you. (Also see ATTACK UNTIL YOUR NEXT TURN.)
- 3 If you react with for instance Caravan Guard or Diplomat and draw a Shield, you may still reveal it. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING 3 § III.)
- ❖ Also see Cultist 3.

- Shop <
- **1** Shop lets you PLAY AN ACTION CARD.
- 2 Each time you play a Shop, check the CARDS YOU HAVE IN PLAY. (EFFECTS ARE IMMEDIATE.) The Action you play must be DIFFERENTLY NAMED from all of the cards you have in play.
- 3 This includes the played Shop, so it doesn't let you play another Shop.
- ❖ Also see Capitalism 3 and Way of the Mouse 3.

Shy p. 40

- 1 See DISCARD, THEN GET FROM DECK.
- 2 See "Do X FOR". You can only do this once at the start of your turn.

Sibyl 菱

1 See GET FROM DECK, THEN PUT BACK. (You draw 4, then put 2 back.)

Sickness 🏶 p. 40

- 1 You get SEVERAL OPTIONS (two): Discard; or gain.
- **1** The Curse is GAINED TO YOUR DECK.
- **3** You can resolve this before or after other start-of-turn abilities.

Silk Merchant > p. 39, 40

- See WHEN YOU TRASH THIS.
- 2 Clarification: After the 2022 rules change, you may spend Coffers tokens at any time during your turn. This means you can even spend it the same turn after buying Silk Merchant.
- Also see Basilica 3+(pre-2022)7 and Doctor 5+(pre-2022)7.

Silk Road

- * Not included in the 2022 Second Edition.
- Silk Roads also count themselves.
- **Erratum (2016 edition):** The description in the *Hinterlands* rulebook says that Silk Road is worth **3 W** if you have 11 Victory cards. This is wrong; it's worth **2 W**.

Silos > p. 40

- 1 See DISCARD, THEN GET FROM DECK.
- 2 You reveal the Coppers as you discard them.

Silver Mine

- ① This Treasure does not give you ○, but it lets you gain a card when you play it. See CARD COSTS.
- **1** The card is GAINED TO YOUR HAND.

Sinister Plot \ p. 40

- **1** SEVERAL OPTIONS (two): Add a token; or remove tokens and draw.
- Prom rulebook: Add Coin tokens from the common pool and keep them on Sinister Plot next to your Project cube.
- **3** You remove all your tokens and **draw** a card for each. See "Do *X* FOR".

Sir Bailey (see Knight)

Sir Destry (see Knight)

Sir Martin ₩ (see Knight)

1 This Knight has a lower cost than the others.

Sir Michael ₩ (see Knight)

Each other player DISCARDS DOWN TO 3 cards in hand. This happens before they reveal cards from their deck.

Sir Vander 🏶 p. 40 (see Knight)

- **1** See When you trash this.
- ❖ Also see Gain on when-trash.

Siren J p. 39, 40

- **1** This Sets up a later ability for next turn.
- When you gain Siren, you may trash an Action card from your hand. If you don't, you have to trash the gained Siren instead.
- See MOVE GAINED CARD. If you choose to move the gained Siren with another ability, the Siren's ability can't trash it. But its ability trashes it before Continue, Hill Fort, Replace, Spell Scroll or Summon can move it.
- See TRIGGERED ABILITY 2: When gaining Siren, you may resolve other when-gain abilities, such as drawing, before trashing.
- ❖ Also see GAIN ON WHEN-TRASH, and see Your −1 Card token 2.

Skirmisher 🎉 p. 23, 25, 39, 42, 179

This SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain an

- Attack card, each other player DISCARDS DOWN TO 3 cards in hand.
- Skirmisher only triggers for Attack cards gained after playing Skirmisher. (EFFECTS ARE IMMEDIATE.)
- 3 Reaction cards such as Moat can be used when Skirmisher is played, not later in the turn when Attack cards are gained.
- Clarification: When gaining an Attack, you resolve Skirmisher, making your opponents discard, before they resolve Road Network, Invest and any Black Cats, Cutthroats, Falconers, Mapmakers, Monkeys, Pirates, Stowaways and Searches. (See ADVANCED TIMING RULES: ORDERING SEVERAL PLAYERS' CONCURRENT ABILITIES § III.)
- If you play Skirmisher multiple times, it will affect your opponents multiple times when you gain an Attack card. This might matter if an opponent draws after discarding the first time, e.g. if they discarded a Village Green. (Note that your opponents resolve whengain abilities mentioned in 4 above—such as Road Network—after all Skirmishers have affected them.)
- See TRIGGERED ABILITY 2. When gaining an Attack, you may resolve other when-gain abilities affecting your opponents (like Cauldron, or playing the Attack with an ability like Innovation) before or after Skirmisher's discard effect.
- Clarification: See TRIGGERED ABILITY 3 (playing Skirmisher on when-gain of an Attack, you make the other players discard). Also see Innovation 9.
- ❖ Also see Kiln 5 and Urchin 5.

Skulk (p. 39

- 1 You gain a Gold on when-gain. See GAIN ON WHEN-GAIN.
- 2) The other players have to resolve any Reactions before the Hex is drawn.

Sky's Gift, The

- 1 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.
- \bigcirc See "Do X TO".
- ❖ See TRIGGERED ABILITY (first discard, then gain).

Sleigh **%** p. 39

- When you discard this as a Reaction, you get SEVERAL OPTIONS (two): put in hand; or put on deck. You may do this when you gain a card on your turn or on an opponent's turn. (Also see "Do XTO".)
- 2 Clarification: Sleigh may only be discarded from your hand.

- 3 See Move GAINED CARD and TRIGGERED ABIL-ITY (when-gain). You can move the gained card with Sleigh even though you discarded the Sleigh on top of it.
- 4 You may react with (discard) several Sleighs to the same gain, although only the first one would let you move the gained card.
- When gaining a card, if a when-gain ability (e.g. Footpad or Sheepdog) puts a Sleigh in your hand, you may react with it (as long as the gained card hasn't moved). See TRIGGERED ABILITY (when-gain). (See REACTION CARDS: RESOLVING REACTIONS AND TIMING § § III.)
- of If you gain a Sleigh to your hand, you may react with that same Sleigh. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.) However, the Sleigh would stay in your discard pile due to the "lose track" rule.
- For reacting with Sleigh, see Sheepdog 6-7—the timing is the same. With Count, Secluded Shrine or opponent's Old Witch, you can put the gained Copper/Treasure/ Curse in hand before trashing. When gaining Cemetery, Farmhands, Farmland (2022 version), Grand Castle, Souk or a Pious card, you can put the gained card in hand before trashing/revealing/setting aside.

Small Castle () p. 55, see Castle: p. 10, 37, 46, 48, 50

- ① SEVERAL OPTIONS (two): Trash the Small Castle; or trash a Castle from your hand.
- 2 See NOT OPTIONAL "IF YOU DO".
- If you play Small Castle without moving it into play (e.g. if you played it with Throne Room and trashed it the first time), you only gain a Castle if you choose to trash a Castle from your hand. You may choose to trash the Small Castle instead, but then nothing will happen. See Effect when MOVED FROM PLAY.
- See TRIGGERED ABILITY (first trash, then gain), and also see Ferryman 5.

Smithy Till

Smugglers 💥 🛕 p. 37

- Clarification: The card you choose must cost or less now. It doesn't matter what its cost was when your right-hand player gained it. (See COST REDUCTION. Also see CARD COSTS.)
- Olarification: You first choose any of the cards your right-hand player gained on their last turn (currently costing up to 6). However, you will only GAIN A COPY of that card if it's available in the Supply.

- Only cards the player gained during their last completed turn count, not cards they might have gained afterwards, such as during your turn.
- Clarification: For interaction with the pre-2019 version of Band of Misfits, see that entry (23) on p. 170.
- Also see Possession 5 and Your Cost token.

Snake Witch p. 171, 178

- 1 If all the cards in your hand have different names, you may reveal your hand. If you have no cards in your hand, you may reveal it. See DIFFERENTLY NAMED CARDS.
- **2** From rulebook: If you do reveal your hand, you must return the Snake Witch to its pile. If you did return it, you give out Curses. (see "Do XTO") See NOT OPTIONAL "IF YOU DO".
- **3** This is REMOVED FROM PLAY if you return it.
- If you play Snake Witch without moving it into play, you can't return it. (Throne Room + Snake Witch means you get +1 card and +1 Action both times, but can only give out Curses once.) See Effect when Moved from PLAY.
- ❖ Also see EMPTY SUPPLY PILES, and see Black Market 6 and Divine Wind 9.

Snowy Village \$\forall p. 23, 41, 42

- ① Only +Actions you would get after playing Snowy Village are ignored. (EFFECTS ARE IMMEDIATE.) You keep any Actions you already had in your Action pool.
- 2 After having played Snowy Village, playing another Snowy Village (or the same one via a throne-room) will not give you +Actions.
- 3 After having played Snowy Village, spending Villager tokens will not give you +Actions. But you may spend any Villagers in the middle of resolving Snowy Village right before resolving the "ignore any further +Actions" effect.
- Champion gives you +1 Action before resolving Snowy Village, so you get that +Action from Champion, but then no more that turn. Great Leader gives you +1 Action after resolving a played Action card, so you will not get that +Action when playing Snowy Village.

Soldier 2 p. 9, 40

① Each time you play a Soldier, check the CARDS YOU HAVE IN PLAY. (EFFECTS ARE IMMEDIATE.)

- 2 You get +1 for each other Attack card in play, so this card doesn't count itself. However, it counts other Soldier cards. This has VARIABLE PRODUCTION.
- **3** This is a TRAVELLER and a TRAVELLER UP-GRADE.

Soothsayer &

- 1 Only players who gained a Curse draw a card. See NOT OPTIONAL "IF YOU DO".
- 2) The other players gain a Curse even if you can't gain a Gold.
- New version: With the new 2018 version, each player gains a Curse and draws before the next player does. This could only matter if reacting with Sheepdog using a Way. See EACH OTHER PLAYER.
- See TRIGGERED ABILITY 1 (first you gain; then each opponent gains, then draws). When-gain abilities from your gain might get them a card like Watchtower or Trader in hand before gaining.

Sorcerer 🐉

- **1** See EACH OTHER PLAYER.
- See NAME A CARD.
- 3 Clarification: "If wrong" means "if it's not the named card". If your opponent plays Sorcerer and you have no cards in your deck (even after shuffling), you don't gain a Curse. (This 2024 ruling reverses a previous ruling.)

Sorceress 🎉

- See Name a card.
- **2** Clarification: If you play Sorceress and you have no cards in your deck (even after shuffling), the other players don't gain a Curse.

Souk p. 39

- This has VARIABLE PRODUCTION. Each time you play a Souk, count the cards in your hand.
- You deduct 1 from your money pool per card. Your money pool can never go below 0, but if you had any 0 before playing Souk, you might lose more than 7 when deducting.
- 3 If you have your —1 token, it's removed when Souk gives you +7 (instead giving you +6), before you deduct of for the cards in your hand. This means that you will always get the full value of the Treasures you play.

- 4 You may choose to not trash any cards when you gain this.
- With the 2024 rules change for paying off Debt, you can pay off Debt after getting $+\sqrt{0}$ but before deducting $\sqrt{0}$.
- 6 You trash several cards at once, see TRIGGERED ABILITY. Also see TRIGGERED ABILITY ②: When gaining Souk, you may resolve other when-gain abilities, such as drawing, before trashing. Also see Sleigh 7.
- Also see GAIN ON WHEN-TRASH, and see Way of the Chameleon 4.

Specialist 🎉 p. 17, 28, 29, 171

- 1 You PLAY AN ACTION CARD or a Treasure card.
- 2 Then you get SEVERAL OPTIONS (two): *1:* Play the card again; or *2:* GAIN A COPY of it. The first option means you PLAY A CARD MULTIPLE TIMES.
- 3 Specialist lets you play a Treasure in your Action phase. If you play a Treasure like Counterfeit or Tiara, more Treasures will be played in addition. Also see Crown 6 and Highwayman 6.
- **1** Clarification: See ACTIONS IN YOUR BUY PHASE (second part of Buy phase).
- Also see Envious 1, Highwayman 11, Horn of Plenty 5, Magic Lamp 5, Merchant 2, Scepter 6, Spoils 1 and Stockpile 1.

Spell Scroll (see Loot)

- 1 This Treasure does not give you 0, but it lets you gain a card when you play it. See CARD COSTS
- When you play Spell Scroll, trashing it is not optional. See NOT OPTIONAL "IF YOU DO" and "DO X TO".
- 3 If you play Spell Scroll without moving it into play, you don't gain a card. (Using Throne Room or Tiara to play Spell Scroll twice means you only gain one card.) See EFFECT WHEN MOVED FROM PLAY.
- Spell Scroll always counts as both an Action and a Treasure, regardless of what phase it is. You can play it using a Way even in your Buy phase. It counts as a played Action (e.g. if you later play Conspirator) even if played in your Buy phase.
- **S** Spell Scroll lets you PLAY AN ACTION CARD or a Treasure card.

- 6 This card lets you play a Treasure in your Action phase. If you play a Treasure like Counterfeit or Tiara, more Treasures will be played in addition.
- This card lets you play an Action card in your Buy phase, before buying anything. See ACTIONS IN YOUR BUY PHASE.
- If you move the gained card (e.g. with Watchtower), Spell Scroll loses track of it and can't play it. (With the expanded "lose track" rule from 2021, cards that are lost track of can't be played.) See MOVE GAINED CARD. But Spell Scroll will play Nomad Camp. Also see Gatekeeper 4 and Siren 3.
- Olarification: "It" refers to the gained card. If you didn't gain the card (for instance if you were Possessed), Spell Scroll can't play it. See Possession 6.
- If you gain the card to your discard pile and gain another card on top of it (see GAIN ON WHEN-GAIN), Spell Scroll won't lose track of the covered card (because of the 2019 errata of the "lose track" rule).
- See TRIGGERED ABILITY (first trash, then gain, then play). Also see Aqueduct 4, Enchantress 4, Enlightenment 3, Envious 1 and Highwayman 6.

Spice Merchant 🦙 🕍

- If you trash a Treasure, you get SEVERAL OPTIONS (two): Draw and +Action; or +● and +Buy.
- **1** New version: See "Do X To".
- See TRIGGERED ABILITY (first trash, then draw).

Spices \ p. 39

- **Oldarification:** After the 2022 rules change, you may spend Coffers tokens at any time during your turn. This means you can even spend them right after buying Spices.
- Also see Basilica 3+(pre-2022)7 and Doctor 5+(pre-2022)7.

Spoils # p. 9

- 1 This is REMOVED FROM PLAY. If you use Coronet, Counterfeit, Crown, Specialist or Tiara to play a Spoils twice, you get +3 both times. Also see Counterfeit 2.
- 2 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. 39, see Castle: p. 10, 37, 46, 48, 50
- 1 When you gain this, you get SEVERAL OPTIONS (two): Gain Duchy; or gain Estates.
- 2 You gain a Duchy or 3 Estates on whengain. See GAIN ON WHEN-GAIN.

- * Not included in the 2016 Second Edition.
- See EACH PLAYER.

Squire **P** p. 29, 40

- **1** 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 one in its cost).
- ❖ Also see GAIN ON WHEN-TRASH.

Stables 🦙 🗛

1 See DISCARD, THEN GET FROM DECK. New version: See "DO X FOR".

Staff (see Loot)

- This lets you PLAY AN ACTION CARD.
- This lets you play an Action card in your Buy phase. Usually you will play Staff in the first part of your Buy phase, i.e. before buying anything. See ACTIONS IN YOUR BUY PHASE.

Stampede 🐇

- 1 This checks the CARDS YOU HAVE IN PLAY.
- **1** The Horses are GAINED TO YOUR DECK.

Star Chart \ p. 41

- 1 You may look through the cards you will shuffle and keep one of them aside. After shuffling, you put the chosen card on top of the shuffled cards.
- 2 If there are cards remaining in your deck (per the rules change for shuffling introduced in the Second Edition of the *Base game*), your chosen card goes *under* those, on top of the shuffled cards.
- 3 This also works when you shuffle your existing deck with Annex, Donate, Famine or Inn.
- Clarification: With the 2021 rules change, you may look at the remaining cards in your deck when you shuffle your discard pile.

❖ Also see Emissary 3 and Stash 5.

Stash **↑** (*promo*) p. 41

- **1** From rulebook: You may only place Stashes that you are shuffling in your deck. This is made clearer in the new 2017-version card text.
- You can't look at the other cards you are shuffling when you shuffle.
- S Clarification: You may look at the remaining cards in your deck when shuffling your discard pile. -Longer explanation: Since the rules change introduced in the Second 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 new 2017 version 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 and put those cards under your remaining deck. With the 2021 rules change, the 2017-version clause is no longer necessary, since you may always look at the remaining cards in your deck when you shuffle your discard pile.
- Clarification (2017 version): 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.
- You can put Stashes anywhere among placed Shadow cards or cards placed by Order of Astrologers or Star Chart.
- ❖ Also see Inherited 2.

Steward &

- **1** SEVERAL OPTIONS (three): Draw; +(); or trash.
- You trash several cards at once, see TRIGGERED ABILITY.

Stockpile 🐇

- 1 This is REMOVED FROM PLAY. If you use Coronet, Counterfeit, Crown, Specialist or Tiara to play Stockpile twice, you get +3 and +1 Buy both times. Also see Counterfeit 2.
- 2 You don't have to play all your Treasures.

Stonemason & p. 24, 29, 30, 38, 39, 179

- "REMODEL" a card into two cards that cost less.
- When you overpay for Stonemason, the two Action cards you gain can be different. Overpaying with a will let you gain two cards with in their costs. You can't overpay with (See CARD COSTS.)

- **3** New version 2022: The overpay ability is now resolved on when-gain (instead of when-buy); see OVERPAYING § IV. See GAIN ON WHEN-GAIN.
- (Pre-2022 version:) Also see GAIN ON WHEN-BUY.
- (2022 version:) See TRIGGERED ABILITY 2. Cost reduction might be applied on when-gain before you resolve the overpay ability. Also see Doctor (2022) 5 for more.
- (Pre-2022 version:) See TRIGGERED ABILITY (1). Cost reduction might be applied on when-buy before you overpay. Also see Doctor (pre-2022) 7 for more.
- You choose and gain each card in turn (both when "remodeling" and overpaying), see TRIGGERED ABILITY

 1. Any cost reduction or when-gain ability (like Bauble or Garrison) applied after the first card will be in effect when you gain the next.
- See TRIGGERED ABILITY (when-gain). Also see Destrier 3-4, Fisherman 3-4 and Wayfarer 8-9.

Storeroom

- 1 See DISCARD, THEN GET FROM DECK.
- You may discard zero cards first (and so draw zero cards), and then discard cards to get .
- 3 See TRIGGERED ABILITY 7 (first discard, then draw, then discard again). When-discard abilities might let you draw more before you discard again.
- Also see Way of the Chameleon 4.

Storyteller 🧸 p. 16, 48

- 1 This card lets you play Treasures in your Action phase: Storyteller lets you play three from your hand. If you play Treasures like Counterfeit or Tiara, more Treasures will be played in addition. Also see Crown 6 and Highwayman 6.
- 2 You may choose to not play any Treasures.
- 3 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 ① in your money pool (but will keep any d you had).
- **Orderification:** See ACTIONS IN YOUR BUY PHASE (second part of Buy phase).
- **New version 2022:** This version gives you +1 Card before you pay instead of giving you +1 extra to pay. The result is almost always the same.
- Clarification: After the 2022 rules change, you may spend Coffers tokens at any time during your turn. After the 2024 rules change, you may pay off Debt at

any time during your turn. You may do both in the middle of resolving Storyteller.

See TRIGGERED ABILITY (first play each Treasure in turn, then draw). Also see Capitalism 8, Envious 1, Merchant 2, Scepter 6 and Way of the Chameleon 4.

Stowaway p. 39, 40, 179

- **1** This SETS UP A LATER ABILITY for next turn.
- 2 You may react with several Stowaways to the same gain.
- 3 See REACTION THAT PLAYS ITSELF.
- You may react with Stowaway when you gain a Duration card in your Buy phase. See ACTIONS IN YOUR BUY PHASE.
- When a Duration is gained, if you for instance react with Falconer to gain Stowaway to your hand, you may still play that Stowaway. (See REACTION CARDS: RESOLVING REACTIONS AND TIMING § § III.) You might also draw a Stowaway with Sheepdog, Monkey, etc.—see TRIGGERED ABILITY (when-gain)—and react with it.
- If you gain a Stowaway to your hand, you may react with that same Stowaway. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)
- For reacting with Stowaway, see Sheepdog 6-7—the timing is the same. Also see Way of the Mouse 7-8+12.
- Also see Berserker 7, Cauldron 3, Colonnade 4+(pre-2022)8, Hill Fort 4, Kiln 4, Messenger (2022) 6 and Skirmisher 4.

Stronghold % p. 29, 40

- SEVERAL OPTIONS (two): Get +● now, or SET UP A LATER ABILITY for next turn.
- Prom rulebook: Stronghold only stays in play beyond the current turn if you choose +3 Cards. If you play it with a throne-room and choose +3 Cards at least once, both cards stay in play, and you'll have to remember how many times you chose +3 Cards.

Student 🎉 p. 178

- 1 You get +1 Action even if you put this onto your deck. See REMOVED FROM PLAY.
- 2 If you have no cards in your hand to trash, you still get the initial +1 Action and may rotate the Wizards.
- 3 If you play Student without moving it into play, you don't put it onto your deck, but you still may rotate the Wizards and you still trash a card from hand (possibly getting +1 Favor). (With Throne Room you do every-

thing twice.) See PLAY A CARD WHILE LEAVING IT.

Summon ► (*promo*) p. 11, 32, 40

- **1** Gain a card; see CARD COSTS.
- **2** Summon lets you PLAY AN ACTION CARD.
- 3 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. See MOVE GAINED CARD. But Summon will set aside Nomad Camp. Also see Gatekeeper 4 and Siren 3.
- See NOT OPTIONAL "IF YOU DO".
- (5) 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 6.
- Before the 2019 errata of the "lose track" rule, if you gained a card to your discard pile and gained another card on top of it (see GAIN ON WHEN-GAIN), Summon would immediately lose track of it. However, currently (per the 2019 errata), cards in your discard pile are never lost track of.
- Summon Plays a CARD AT THE START OF YOUR TURN.

Sunken Treasure 3 p. 29, 45, 45

- 1 This Treasure does not give you 0, but it lets you gain an Action card when you play it.
- 2 Each time you play a Sunken Treasure, check the CARDS YOU HAVE IN PLAY. The card you gain must be DIFFERENTLY NAMED from all of the cards you have in play.
- 3 Gain an Action card of your choice from the Supply (even one with or in its cost).

Sun's Gift, The

1 See REVEAL / LOOK AT CARDS AND DISCARD.

Supplies 👺

- **1** The Horse is GAINED TO YOUR DECK.
- 2) You get the initial +11 even if there are no Horses left.

Survivors see Ruins: p. 7, 9

Swamp Hag 🎎 p. 23, 39, 40, 42, 179

- ❖ 2022 (current) version. See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- 1 This SETS UP TWO LATER ABILITIES: You get +3 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.) See Attack until your next turn.

- 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.
- **3** New version 2022: Swamp Hag now triggers when the player *gains* a card instead of when they *buy* it, but only a card that they bought. See GAIN ON WHEN-GAIN.
- See TRIGGERED ABILITY 2. When-gain abilities (like Ill-Gotten Gains or Cauldron) might affect the Curse pile before you gain one.
- **See Triggered Ability** (playing Swamp Hag on an opponent's when-gain, you can make them gain a Curse): See Way of the Mouse 12.
- ❖ Also see Possession 7 and Territory 4.

Swamp Shacks J

- 1 Each time you play a Swamp Shacks, count the CARDS YOU HAVE IN PLAY (including the Swamp Shacks). (EFFECTS ARE IMMEDIATE.)
- ❖ Also see Kiln 8.

Swamp's Gift, The p. 10

Swap 🎉 p. 14, 37, 49

- Return an Action card to gain a DIFFERENTLY NAMED Action card costing up to **S**. Also see CARD COSTS. Also see "Do XTO".
- You may return a non-Kingdom card, as long as it belongs to a pile. You may not return cards that don't belong to a pile, such as Heirlooms, Shelters or Zombies, or cards from the Black Market deck. Also see Ferryman 6.
- **3** The card is GAINED TO YOUR HAND.
- You can't gain a card from the same pile you returned a card to (such as a split pile), since the returned card will be on top.
- ❖ Also see EMPTY SUPPLY PILES.

Swashbuckler \ p. 10

- 1 If your discard pile is empty after drawing, you do nothing further. Otherwise you take a Coffers token and possibly Treasure Chest.
- If drawing causes you to shuffle, you can leave cards in your discard pile with Avoid or Order of Masons in order to get +1 Coffers.

Also see Treasure Chest 1.

Swindler P 🔌 p. 29

- **1** See EACH OTHER PLAYER.
- 2) For each player, you have to choose a card in the Supply of the required cost, if there is one. (See CARD COSTS.)
- See TRIGGERED ABILITY (each opponent first trashes, then gains). Also see Your - Cost token.

Sword (see Loot)

1 Each other player DISCARDS DOWN TO 4 cards in hand.

Sycophant 🎉 p. 39, 40

- ① See NOT OPTIONAL "IF YOU DO". If you can't discard all three cards, you still get +③ as long you discarded it least one.
- See WHEN YOU TRASH THIS.
- Also see Architects' Guild 6, City-state 3 and Trappers' Lodge 3.

Tactician \$\infty \begin{aligned} \begin{ali

- **1** This SETS UP A LATER ABILITY for next turn.
- 2 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 somehow draw cards in between, for example with your +1 Card token on the Tactician pile.)
- The new 2017 version first checks if you have at least one card in hand, but it makes no functional difference.
- 4 (1st version:) See NOT OPTIONAL "IF YOU DO".

Talisman p. 38, 42, 176

- * Not included in the 2022 Second Edition.
- 1 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 and GAIN ON WHEN-BUY.)
- 2 You don't gain a copy if you gain a card in another way than through buying it.
- 3 Clarification: See TRIGGERED ABILITY ①. If the bought card changes cost (like Destrier, Fisherman or Wayfarer) because you resolve another when-buy ability before resolving Talisman, this won't matter for Talisman: You gain a copy if the bought card cost ④ or less when you bought it.
- 4 Clarification: See TRIGGERED ABILITY 4. When buying a non-Victory card costing up to 4, if you play Talis-

man on when-buy, you gain a copy of the bought card. See Innovation 12.

❖ Also see Mint 9.

Tanuki 🞇

"REMODEL" a card into a card that costs up tomore.

Taskmaster p. 29, 39, 40, 42, 171, 179

- 1 This SETS UP A LATER ABILITY for this turn: If you gain a card costing exactly 5 this turn, you set up a later ability for *next* turn. Also see CARD COSTS.
- 2) If you don't gain a 5-cost card this turn, the Taskmaster doesn't stay in play beyond the current turn
- Only cards gained after playing Taskmaster matter. (EFFECTS ARE IMMEDIATE.)
- 1 The next-turn ability repeats the play ability: You get +1 Action and +1, and set up the later ability that checks if you gain a card costing exactly 5 that turn, and so on. Taskmaster will repeat this ability (and stay in play) every turn as long as you keep gaining at least one 5-cost card each turn.
- S Repeating the ability is not *playing* the card, so you can't use a Way, it doesn't count for Conspirator, and it doesn't trigger after-play abilities. You only played Taskmaster when you first played it.
- of If you play Throne Room + Taskmaster, you get +2 Actions and +2 now and each turn while the ability continues. (You still only need to gain one 5-cost card each turn.)
- O Clarification: Taskmaster triggers based on the card's cost right when you gain it, no matter if it changes cost afterwards. See GAIN A CARD THAT CHANGES COST.
- Olarification: Taskmaster is discarded in Clean-up if you haven't gained a 5-cost card that turn, which means you may "remodel" it with Improve. But if you then gain a 5-cost card (via Friendly, River Shrine or another Improve), this still makes Taskmaster trigger: It will repeat its ability even though it's trashed.
- O Clarification: See TRIGGERED ABILITY (3) (playing Task-master on when-gain of a card with the right cost, you set up the next-turn ability). Also Innovation 10.

Tax () p. 9, 38, 39, 42

- **1** New version 2022: Tax now triggers when you gain a card (rather than when you buy it), but only if you gain it in your Buy phase.
- 2 This triggers when you gain a card that belongs to a pile with tokens, wherever you gain the card from (e.g. the trash pile). Starting Coppers and Estates belong to their respective piles.
- (Pre-2022 version:) Gaining a card from a pile without buying it leaves the tokens on the pile.
- (2022 version:) If you gain a Black Market, you may play it via Innovation (or City-state etc.) before taking the from its pile. See TRIGGERED ABILITY 2.
- ❖ Also see Divine Wind 6. For the 2022 version, also see Possession 7.

Taxman A

- Not included in the 2024 Second Edition.
- 1 You may "REMODEL" a Treasure into a Treasure that costs up to 3 more.
- **1** The card is GAINED TO YOUR DECK.
- **3** See COPY OF A CARD.
- The other players have to resolve any Reactions before you trash a card.
- ❖ Also see Way of the Mouse 11.

Tea House 🞇

Teacher p. 9, 37, 40

- ❖ 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 *Adventures* tokens to an Action Supply pile. You can't move it to a pile where you already have any of your other tokens (including your −2 Cost token and your Trashing token). Opponents' tokens don't hinder you. Having your Estate token on a card set aside from a pile doesn't hinder you. (Also see "Do XTO".)
- 2 Other abilities that move your *Adventures* tokens can still put a token on a pile where Teacher has put a token.
- **1** This is a TRAVELLER UPGRADE.
- When you call it, it gets discarded that turn as usual, and might be drawn and played again later.

- **3** Also see Split Piles: Pile type and cost § IV.
- **Erratum (2017 edition):** The description in the Adventures rulebook mistakenly says that you get +1 Card and +1 Action when you play Teacher.
- ❖ Also see Capitalism 1.

Temple () p. 39

- **1** Trash 1 to 3 DIFFERENTLY NAMED CARDS.
- You get the initial +1 weven if you have no cards in your hand to trash, and you still add 1 token to the Temple pile.
- 3 Also add when the Temple pile is empty (which only matters if a Temple is returned to its pile with Ambassador, Reckless, Swap or Way of the Butterfly/Horse, or you can gain it from the trash).
- You trash several cards at once, see TRIGGERED ABILITY. Also see TRIGGERED ABILITY 2: When gaining Temple, if you play Temple on when-gain, you can add a token before taking them from the pile.
- Also see Black Market 6, Defiled Shrine 3+(pre-2022)7, Ferryman 8 and Divine Wind 10.

Tent 🎉 p. 33, 40

① See Panic 5, Prince (pre-2022) 13, Reckless 8 and Tireless 1.

Territory 🎉 p. 39

- 1 Each time you gain a Territory (after moving it), count EMPTY SUPPLY PILES. (EFFECTS ARE IMMEDIATE.)
- You gain Golds on when-gain, see GAIN ON WHEN-GAIN.
- **3** Counts DIFFERENTLY NAMED CARDS at end of game (including itself).
- See TRIGGERED ABILITY 2. When gaining Territory, you may resolve other when-gain abilities, such as gaining a card to empty a pile, before gaining Golds. (This could also be Blockade, Bureaucracy, Duplicate, Hoard [2022], Rich or Swamp Hag [2022].) See Way of the Butterfly/Rat 6/2.
- ❖ Also see Aqueduct 6, Hasty 5 and Patient 7.

Thief III

- Not included in the 2016 Second Edition.
- **Oldarification:** "They" is used as a singular pronoun, and should actually have been "he" to be consistent with all other cards.

(All card texts in Empires and later sets, including new 2016–18 editions of previous sets, use "they" as a singular pronoun.)

- See EACH OTHER PLAYER.
- 3 *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, in any order. When-gain abilities will trigger.
- ① It's possible to gain non-Kingdom Treasures from the trash, and Treasures with or in their cost.
- See TRIGGERED ABILITY (opponents first trash, then you gain [each card in turn], then they discard).

Throne Room p. 15, 17, 17, 18, 19, 24, 24, 25, 28, 28, 44

- **1** See PLAY A CARD MULTIPLE TIMES.
- **New version:** The card text was changed in the Second Edition, so that the **effect** is optional.
- Also see Crown 8.

Tiara p. 17, 23, 28, 39, 42, 179

- This is a Treasure that does not give you ...
- 2 You SET UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain a card, you may put it onto your deck.
- **3** See Move Gained Card and Triggered ability (when-gain).
- Then, you may play a Treasure twice, see PLAY A CARD MULTIPLE TIMES. If this makes you gain a card, you can put it onto your deck.
- **S** Clarification: See TRIGGERED ABILITY **3** (playing Tiara on when-gain, you can put the gained card on your deck). Also see Gondola 9.
- Also see Capitalism 8, Horn of Plenty 5, Kiln 5, Magic Lamp 5, Merchant 2, Spoils 1 and Stockpile 1.

Tide Pools **b** p. 40

1 This SETS UP A LATER ABILITY for next turn.

Tireless J p. 31, 40, 41, 171

If another when-discard ability is triggered that also moves the Tireless card and you resolve that ability first, Tireless loses track of the card and can't set it aside. (This could be Herbalist [2022 version], Horn, Merchant Camp, Page, Panic, Peasant, Scheme, Tent, Trickster, Way of the Frog, or the pre-2022 versions of Alchemist, Hermit, Treasury

- or Prince.) If you resolve Tireless first, the other ability can't move the card. Also see Hermit (pre-2022) 11.
- At the end of this turn (after drawing your next hand) you put the set-aside card onto your deck.
- 3 If you draw cards at the end of this turn (from Farrier, The River's Gift or Way of the Squirrel), you may put the Tireless card on your deck first in order to draw it. But Expedition and Flag happens when you draw your hand, before Tireless triggers.
- ❖ Also see Capital 3 and Highwayman 9.

Toil *

- After resolving this Event, you still have the same number of Buys as you had before.
- **2** Toil lets you PLAY AN ACTION CARD.
- 3 It lets you play an Action card in your Buy phase (the second part of your Buy phase). See ACTIONS IN YOUR BUY PHASE.

Tomb () p. 40

- When you trash cards, you get +1 ₩ per card. This might happen on your turn or on an opponent's turn.
- 2 Tomb triggers even when you trash a card from the Supply (with Gladiator, Lurker or Salt the Earth).
- 3 If an effect tells you to trash a card, but you fail to do so (e.g. if you have no cards in your hand to trash), Tomb doesn't trigger.

Tools 1 p. 29

- ① This Treasure does not give you ○, but it lets you GAIN A COPY of a card you or any of your opponents have in play (including itself).
- 2 See CARDS YOU HAVE IN PLAY.
- (3) Clarification: You can choose any of the cards any player has in play. However, you will only gain a copy of a card if it's available in the Supply.

Tormentor \bigcirc p. 10

1 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.

- 2 The other players have to resolve any Reactions before the Hex is drawn.
- Also see Kiln 8 and Urchin 5.

Torturer & p. 18

- Each other player gets SEVERAL OPTIONS (two): Discard; or gain.
- **2** For the other players, the Curse is Gained to Their hand.

Tournament p. 9

- Not included in the 2024 Second Edition.
- 1 All players may reveal a Province. If you do, discard it and gain a Prize or a Duchy. The other players may not do this.
- **2** From rulebook: If you reveal a Province, you get SEVERAL OPTIONS (two): Gain Duchy; or gain Prize. The card is GAINED TO YOUR DECK.
- **3** From rulebook: All players reveal any Provinces before you decide what do gain.
- From rulebook: When you gain a Prize, you gain whichever you want from the Prize pile. The available Prizes are always open to see.
- 6 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 ()

1 Counts EMPTY SUPPLY PILES.

Town 🎉

SEVERAL OPTIONS (two): Draw and +Actions; or +Buy and +○.

Town Crier 🎉

1 SEVERAL OPTIONS (three): +0; gain; or draw and +Action.

Tracker p. 23, 39, 39, 42, 42, 179

- **1** New version 2022: Tracker now SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain a card, you may put it onto your deck.
- If receiving the Boon makes you gain a card, you can put it onto your deck.
- (Pre-2022 version:) WHILE THIS IS IN PLAY, when you gain a card, you may put it onto your deck.

- See Move Gained Card and Triggered ability (when-gain).
- (playing Tracker on when-gain, you can put the gained card on your deck). (Pre-2022 version: See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 2 § III.) Also see Gondola 9.

Trade &

See TRIGGERED ABILITY (first trash, then gain). You trash several cards at once.

Trade Route p. 8, 23, 37

- * Not included in the 2022 Second Edition.
- ❖ See Special setup § I.
- 1 This has VARIABLE OPRODUCTION.
- 2 You get +1 Buy and +0 even if you have no cards in your hand to trash.
- 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.
- Trashing a Victory card from the Supply (with Lurker or Salt the Earth) does not move the token from the pile.
- (S) New version: With the new 2017 version, you trash a card first, which could lead to gaining a Victory card and thus adding a token to the mat before you get + O. See TRIGGERED ABILITY (S) (first trash, then count tokens).
- ❖ Also see Divine Wind 5-6+12+14.

Trader 7, 29, 50, 178

- * *Note:* 2020 (current) version. See the entry in PREVIOUS VERSIONS OF SOME CARDS for the pre-2020 version.
- If there is a COST REDUCTION, Trader will give you fewer Silvers when you trash a card.
- See TRIGGERED ABILITY (first trash, then check cost, then gain).
- 2 You may use the Reaction when you gain a card on your turn or on an opponent's turn.
- \bigcirc See "Do X To".
- 1 Trader's Reaction is now a when-gain ability that exchanges the gained card for a Silver. (See EXCHANGING § IV.) You may only do this if there are any Silvers left in the Supply. You return the card to its pile no matter

- where you gained it from. You place the Silver in your discard pile no matter where you gained the card to.
- **See** MOVE GAINED CARD and TRIGGERED ABILITY (when-gain).
- 6 Even if you exchanged it, you did gain the card (and triggered any when-gain ability). You didn't gain the Silver.
- You may exchange a non-Kingdom card, as long as it belongs to a pile. You may not exchange cards that don't belong to a pile, such as Heirlooms, Shelters or Zombies, or cards from the Black Market deck. Also see Ferryman 6.
- When gaining a card, if a when-gain ability (e.g. Footpad or Sheepdog) puts a Trader in your hand, you may react with it (as long as the gained card hasn't moved). See TRIGGERED ABILITY (when-gain). (See REACTION CARDS: RESOLVING REACTIONS AND TIMING § § III.)
- If you gain a Trader to your hand, you may react with that same Trader to exchange it for a Silver. (See AD-VANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIG-GER 1 § III.)
- Also see Black Market 6, Blockade 6, Innovation 4 and Loot 3.

Trading Post & 🗘 p. 19

- See NOT OPTIONAL "IF YOU DO".
- **1** The Silver is GAINED TO YOUR HAND.
- 3 If you only have 1 card in hand, you trash it but don't gain a Silver.
- See TRIGGERED ABILITY (first trash, then gain). You trash several cards at once.

Tragic Hero 🤇

- 1 This is REMOVED FROM PLAY when you trash it.
- 2 Gain a Treasure of your choice from the Supply (even one with or in its cost).
- 3 If you play Tragic Hero without moving it into play, you still draw cards and gain a Treasure. (With Throne Room you draw twice and gain two Treasures even if the Tragic Hero is trashed the first time) Also see PLAY A CARD WHILE LEAVING IT.
- See TRIGGERED ABILITY (first trash, then gain).

Trail p. 39, 40, 40, 42, 47, 170, 177, 178

- From rulebook: Trail has a when-gain, when-trash and when-discard ability, and none of them trigger during Clean-up.
- 2 Trail's when-discard ability is similar to Village Green's. See Village Green 3–6 and 9.
- WHEN YOU TRASH THIS, you may play it (moving it from trash to play). This is not gaining it, but it's yours again. It was still trashed.
- See TRIGGERED ABILITY (when-gain). When you gain this, you may play it (moving it to play).
- 6 When you buy & gain a Trail in your Buy phase, you cannot play any Treasures you draw with it. Also see ACTIONS IN YOUR BUY PHASE
- **6** See REACTION THAT PLAYS ITSELF. (Also see EFFECTS WHEN IT'S NOT YOUR TURN.)
- O See Move GAINED CARD. When you gain Trail and play it, cards like Innovation and Watchtower lose track of it, and Innovation fails to play it. (With the expanded "lose track" rule from 2021, cards that are lost track of can't be played.) If you instead move it with Watchtower or play it with Innovation first, Trail fails to play itself.
- If you are Possessed and trash Trail, the Possessor may make you resolve Possession's when-trash ability first, setting aside the Trail. In that case Trail's ability loses track of it, so you can't play it (due to the expanded "lose track" rule.)
 - Likewise, if you use Watchtower to trash a Trail on when-gain, Trail has triggered both on when-gain and on when-trash, but can only play itself once.
- You can play Trail when discarding it in the middle of resolving an ability (like Artisan); see TRIGGERED ABIL-ITY .
- You can react with Trail when gaining it in the middle of resolving an ability (like Artisan); see TRIGGERED ABILITY 1. You can react with Trail before resolving other when-gain abilities (like your Trashing token [2022]), or before resolving a "when you gain this" ability (like Hostelry) if you gain Trail on when-gain (e.g. with Architects' Guild or Falconer); see TRIGGERED ABILITY 2. You can also gain Trail on when-buy as in TRIGGERED ABILITY 4.
- Also see TRIGGERED ABILITY (when-trash), and see Arena 2, Colonnade 4+(pre-2022)8, Diplomat 6, Faithful Hound 5, Friendly 4, Improve 6, River Shrine 6, Witch's Hut 2 and Way of the Mouse 7+9-10.

Training p. 37

- See Your +11 token.
- **1** Also see Split Piles: Pile type and cost § IV.

Transmogrify **2** p. 40, 49

- **1)** When you play this, it's REMOVED FROM PLAY.
- 2 If you play Transmogrify without moving it into play, it won't go to your Tavern mat. See PLAY A CARD WHILE LEAVING IT.
- You may call this to "REMODEL" one card into a card that costs up to 1 more. (Also see "Do XTO".)
- **1** Clarification: The card is GAINED TO YOUR HAND. (This is clear in the new 2017-version card text.)

Transmute **J** p. 178

- If you trash a card that has several of the types, you gain all relevant cards (Duchy, Transmute, Gold).
- See TRIGGERED ABILITY (first trash, then gain each card in turn and in the order given).

Transport **

- 1 SEVERAL OPTIONS (two): Exile a card; or move an Exiled card.
- 2 You may move an Action card from your Exile mat whether it was put there by Transport or by another ability.
- 3 Note: Exiling a card from the Supply does not mean *gaining* it.

Trappers' Lodge 🎉 p. 39

- ① You may use this when you gain a card on your turn or on an opponent's turn. (Also see "Do XTO".)
- **2** See Move Gained Card and Triggered Ability (when-gain).
- 3 If you gain Sycophant, you may resolve its whengain ability first to get a Favor to spend on Trappers' Lodge. See TRIGGERED ABILITY 2: if a Liaison is played as the result of another when-gain ability, you can do this first to get Favors.

Travelling Fair p. 23, 32, 39, 42, 183

• After resolving this Event, you will have one more Buy than you had before.

2 See Move Gained Card and Triggered ability (when-gain).

Treasure Chest \ p. 10, 40

- Clarification: If you take the Treasure Chest at the start of your Buy phase (by playing Swashbuckler via e.g. Market Towns), it will trigger now. See Arena 2, Market Towns 4, Peaceful Cult 2 and Woodworkers' Guild 3.
- ❖ Also see Cavalry 4 (and Continue, Launch and Villa).

Treasure Hunter (p. 9, 40)

- **1** This is a TRAVELLER and a TRAVELLER UP-GRADE
- Only Silvers the player gained during their last completed turn count, not Silvers they might have gained afterwards, such as during your turn.
- ❖ Also see Possession 5.

Treasure Map \$\infty \bigsep\$ p. 55, 177

- 1 See NOT OPTIONAL "IF YOU DO".
- 2 The Golds are GAINED TO YOUR DECK.
- If you don't have another Treasure Map in your hand, you just trash the played Treasure Map.
- If you play Treasure Map without moving it into play, you don't gain Golds. (With 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.
- (a) Clarification: For interaction with the pre-2019 version of Band of Misfits, see that entry (4) on p. 170.
- Clarification: The "two Treasure Maps" in the card text means "those two Treasure Maps"—the ones just referred to.
- See TRIGGERED ABILITY (5) (first trash, then trash, then gain).

Treasure Trove 🙎

- 1 If there are no Golds left in the Supply, you still gain a Copper, and vice versa.
- You gain each card in turn and in the order given, see TRIGGERED ABILITY.

Treasurer \ p. 10, 29

- SEVERAL OPTIONS (three): Trash; gain from the trash; or take Key.
- **2** If you gain a card, when-gain abilities will trigger. The card is GAINED TO YOUR HAND.

3 It's possible to gain non-Kingdom Treasures from the trash, and Treasures with or ■ in their cost.

Treasury 3 h p. 40, 179

- * 2022 (current) version. See Previous versions OF SOME CARDS for the pre-2022 version.
- New version 2022: Instead of triggering when you discard it in Clean-up, Treasury now sets up an ability when you play it: At the end of your Buy phase this turn, you may put it onto your deck if you didn't gain any Victory cards in this Buy phase. Also, all gained (not just bought) Victory cards matter, but only in your Buy phase. (If Treasury is PLAYED WHILE LEAVING IT or REMOVED FROM PLAY, you can't put it on your deck.)
- 2 If you play Treasury in your Buy phase (see ACTIONS IN YOUR BUY PHASE), any Victory cards you gained previously in the Buy phase still count.
- Clarification: If you have several Buy phases due to Cavalry, Continue, Launch or Villa, Treasury triggers and checks the Buy phase that just ended. See Cavalry 5.
- ❖ Also see Possession 5.

Tribute &

- * Not included in the 2016 Second Edition.
- 1 If a card is revealed that has several of the types, you get all relevant bonuses for that card (+2 Actions, +2, +2 Cards).
- 2) If two cards with the same name are revealed, only one of them gives you a bonus. See DIFFERENTLY NAMED CARDS.

Trickster \mathcal{J} p. 40, 41, 42, 183

- 1 This SETS UP A LATER ABILITY for this turn, when you discard a Treasure from play. If you play Trickster with a throne-room, you may choose multiple Treasures.
- 2) At the end of this turn (after drawing your next hand) you put the set-aside card into your hand.
- See Panic 5, Prince (pre-2022) 13, Reckless 8, Tireless 1, and Travellers (via Capitalism) in EXCHANGING § IV.
- ❖ Also see Capital 3.

Triumph ()

- 1 See NOT OPTIONAL "IF YOU DO".
- Only the cards gained up to and including this Triumph are counted. (EFFECTS ARE IMMEDI-ATE.)
- 3 See TRIGGERED ABILITY 1 (first gain, then take 1).
 Gaining the Estate could make you gain more cards before counting (also via Blockade, Bureaucracy or Duplicate.) Also see Your Estate token 7 and Way of the Butterfly/Rat 6/2.
- ❖ Also see Possession 5.

Triumphal Arch ()

- Out of all your DIFFERENTLY NAMED Action cards, the one you have the second most copies of scores you 3 per copy (i.e. per card). (See COPY OF A CARD.)
- 2) If it's a tie for most copies or for second most copies, you score for one of the tied cards.
- ❖ Also see Enlightenment 14.

Trusty Steed see Prize: p. 7, 9

- * Not included in the 2024 Second Edition.
- SEVERAL OPTIONS (four): Draw; +Actions; +○; or gain and put deck in discard pile. (Pick two.)
- 2 From rulebook: You have to choose two different options first, then do them, in the order given.
- 3 You may not look through your deck as you put it into your discard pile.
- 1 This doesn't trigger cards that say "WHEN YOU DISCARD THIS".
- **6** The cost of Trusty Steed is **1** for any ability that refers to its cost.

Tunnel p. 40, 42, 47

- ① See TRIGGERED ABILITY (when-discard). (New version: Also see "Do X to".)
- 2 See WHEN YOU DISCARD THIS.
- **3** You don't gain a Gold if Tunnel is revealed for some other reason, for instance if you have to reveal your hand and you have a Tunnel.
- 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. (See BASIC TIMING RULES: WHEN-DISCARD ABILITIES.)

- The above also applies when an opponent plays Militia and you discard Tunnel and Watchtower. (Before a 2022 rules change, you discarded one card at a time when DISCARDING DOWN TO X CARDS IN HAND, so you could use the Watchtower in this example.)
- Before the 2019 errata of the "lose track" rule, if an opponent played Warrior and you discarded a Tunnel and gained a Gold on top of it, Warrior would lose track of Tunnel and wouldn't be able to trash it. However, currently (per the 2019 errata), cards in your discard pile are never lost track of.
- Also see Gain on when-discard, and see Blessed Village 2, Cursed Village 2, Friendly 4, Improve 6 and River Shrine 6.

Twice Miserable p. 10

* See Misery.

Underling 🎉

University **J**

1 Gain a card; see CARD COSTS.

Upgrade P. 19, 29, 46

1 "REMODEL" a card into a card that costs exactly **1** more.

Urchin **P** p. 9, 22, 25, 33, 38, 183

- **1** Each other player DISCARDS DOWN TO 4 cards in hand.
- 2 If you play another Attack card with Urchin in play, you may trash the Urchin, thereby gaining a Mercenary. You do this before resolving the other Attack card. (New version: Also see "Do XTO".)
- 3 From rulebook: The before-play ability (below the dividing line) only triggers if you play another Attack card, not if you play the same Urchin multiple times with a throne-room.
- 4 You don't gain a Mercenary if you trash Urchin some other way.
- 3 If you play a Skirmisher with Urchin in play, you gain a Mercenary before resolving the Skirmisher, so Skirmisher's when-gain ability is not active yet: you don't make the other players discard. If you play a Tormentor with Urchin in play, you gain an Imp, since the Urchin is trashed.
- **6** Clarification: If you have your +1 Card token on the other Attack card's pile, you may choose to gain Mercenary before or after drawing a card.

- If you play the gained Mercenary via Innovation (or City-state etc.), the Mercenary affects the other players before you resolve the played Attack.
- When gaining Mercenary, it's possible to play Sheepdog or Falconer before resolving the played Attack card. It's also possible to use Way of the Mouse (see 7a) to play a different card. See TRIGGERED ABILITY (whengain).
- See TRIGGERED ABILITY (first trash, then gain), and see Enlightenment 17-18, Flagship 8, Good Harvest 4, Harbor Village 10 and Kiln 10.

Vagrant ₩

Vampire (p. 10

- 1 The other players have to resolve any Reactions before the Hex is drawn.
- **2** Gain a card; see CARD COSTS.
- **3** You must exchange this for a Bat. (See EXCHANGING § IV.)
- You "attack" the other players and gain a card even if it's impossible to exchange the Vampire for a Bat.
- Also see EMPTY SUPPLY PILES. See TRIGGERED ABILITY (first gain, then exchange). Also see Divine Wind 9.

Vassal p. 15

- Vassal lets you PLAY AN ACTION CARD. The card moves from your discard pile to play.
- See TRIGGERED ABILITY (first discard, then play). Also see Capitalism 3, Faithful Hound 3-4, Village Green 6+12 (and Trail and Weaver) and Way of the Mouse 3.

Vault 🕞 🛡

- **1** For the "other player" effect, see DISCARD, THEN GET FROM DECK.
- 1 New version: See "Do X FOR" and "Do X TO".

Venture 🗟

- * Not included in the 2022 Second Edition.
- 1 "DIG FOR" a Treasure.
- 2 See TRIGGERED ABILITY (7) (first discard, then play).
- ❖ Also see Capitalism 8.

Villa () p. 39

- 1 See Triggered Ability (when-gain).
- This has a when-gain ability: It's moved from your discard pile (or wherever it was gained to) to your hand.
- 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 +1.
- 1 This when-gain ability works similarly to Cavalry's (except that Villa is put in your hand). See Cavalry 3-6+9-10.
- When you put Villa into your hand, cards like Watchtower lose track of it. If you instead move it with Watchtower first, Villa fails to move itself to your hand, but you still get +1 Action and return to your Action phase. See MOVE GAINED CARD.
- If you gain Villa when it's not your turn, the +1 Action is not usable, and you don't get an Action phase. (Also see EFFECTS WHEN IT'S NOT YOUR TURN.)
- Also see Exploration 2+(pre-2022)5, Hermit (2022) 6, Innovation 4, Merchant Guild (2022) 3, Messenger (2022) 5, Possession 6, River Shrine 5 and Treasury 3.

Village III

Village Green 🐉 p. 29, 40, 40, 42, 47, 183

- **1)** SEVERAL OPTIONS (two): Get the **effect** now, or SET UP A LATER ABILITY for next turn.
- Village Green only stays in play beyond the current turn if you choose "next turn". If you play it with a throne-room and choose "next turn" at least once, both cards stay in play, and you'll have to remember how many times you chose "next turn".
- WHEN YOU DISCARD THIS, you may play it (moving it from your discard pile to play). See TRIGGERED ABILITY (when-discard).
- 4 See ACTIONS IN YOUR BUY PHASE.
- **(3)** If you need to DISCARD DOWN TO X CARDS IN HAND, you first discard all necessary cards, and then may react with Village Green to draw. You don't have to discard again then.

This is a rules change from 2022: Before, if you reacted with Village Green to $\frac{draw}{ds}$ a card, you still had to continue $\frac{ds}{ds}$ until you were left with x cards.

When discarding several Village Greens at once, if playing one causes another one to be shuffled in, you can't play that one. Also, if you discard Village Green with Vassal and choose to use Village Green's Reaction ability to play it, you cannot also play it with Vassal.

This is due to the expanded "lose track" rule from 2021.

- You can play Village Green in the middle of resolving an ability (like Artisan); see TRIGGERED ABILITY .
- If you discard Village Green due to an opponent's Warrior and you choose to play the Village Green, Warrior will lose track of it and can't trash it.
- 2020 version: Now you have to reveal Village Green to be able to play it. (Also see "Do X το".) This version works exactly as in 6 above; this "reveal" clause is unnecessary after the 2021 rules change.
- (Pre-2020 version and pre-2021 rules change:) After discarding several Village Greens at once, if playing one causes another one to be shuffled in, you play that one without putting it in play.
- (Pre-2020 version and pre-2021 rules change:) If you discard Village Green with Vassal and use Village Green's Reaction ability to play it, you still may play it with Vassal. If you use Way of the Butterfly/Horse/Turtle on one of the plays, and choose "next turn" on the other, no cards will be left in play to remind you.
- Also see Arena 2, Diplomat 6, Faithful Hound 5, Friendly 4, Improve 6, River Shrine 6, Witch's Hut 2 and Way of the Mouse 9.

Villain \

- See CARD COSTS.
- ❖ Also see Your –② Cost token.

Vineyard **J**

❖ See Enlightenment 14.

Voyage 🎉 p. 23, 29, 41, 42, 179

- **1** This SETS UP A LATER ABILITY: You get an extra turn after this one.
- 2 From rulebook: During this extra turn you can't play more than 3 cards total from your hand. This includes all types of cards. Cards played from other places (e.g. via Captain, Crystal Ball, Delay, Golem or Vassal) don't count. But if you are told to play a card from your hand (e.g. via Throne Room, Storyteller or Toil), this counts. When a throne-room replays a card, it's not played from your hand.

Innovation/City-state/Sailor/Mining Road/Rush normally plays the card from your discard pile, but if the card was gained to your hand, this counts as a card played from your hand.

- **Solution New version 2023:** Voyage now cannot give you a third turn in a row. See Outpost 4–5.
- (2023 version:) Voyage now functions identically to Outpost as described in Outpost 3.
- (5) If you somehow play Voyage on an opponent's turn, you get the Voyage turn after their turn, using your current hand, and then your regular turn.
- Clarification: When you play a Shadow card from your deck, it doesn't count as a card played from your hand. However, if you have already played 3 cards from your hand, you can't play any Shadow cards from your deck either.
- (Pre-2023 version:) Voyage checks if the previous turn was yours when you play it. See Outpost 9-10 in PREVIOUS VERSIONS OF SOME CARDS. Unlike that version of Outpost, playing Voyage multiple times on a turn will give that many extra turns (as long as the previous turn wasn't yours when you play it).
- (Pre-2023 version:) If you play several Voyages, you discard each when it's done, so they will not be discarded at the same time. With Throne Room + Voyage you leave the Throne Room in play until both turns are done.
- ❖ Also see Lich 5+9-10 and Possession 12-13+15-16.

Wall ()

Walled Village ★ (promo) p. 25, 40

- At the start of Clean-up, before discarding 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 both of them onto your deck.
- Clarification: If you trash a card from play with Improve, or put an Alchemist (2022 version) onto your deck, and this leaves you with two cards in play, you may now put Walled Village onto your deck.
- (3) Clarification: If you somehow play Walled Village during another player's turn (e.g. by playing a Reaction and using Way of the Mouse, see TRIGGERED ABILITY), it does trigger in that player's Clean-up phase.
- ❖ Also see Improve 5, Prince (pre-2022) 17 and Reckless 9.

Wandering Minstrel 🦞

War (

- O "DIG FOR" a card that costs (3) or (4). Also see CARD COSTS.
- See TRIGGERED ABILITY (first trash, then discard). Also see Your -2 Cost token.

War Chest 🕅

- ① This Treasure does not give you ○, but it lets you gain a card when you play it. See CARD COSTS.
- See NAME A CARD. You can't gain the named card with War Chest (but you could gain it in other ways).
- 3 The restriction is cumulative: Each time you play War Chest, you can't gain any of the cards named this turn.

Warehouse 🔌 🛕 p. 17

1 See GET FROM DECK, THEN DISCARD.

Warlord 🎉 p. 23, 23, 40, 42, 183

- 1 This SETS UP TWO LATER ABILITIES: You draw 2 Cards at the start of your next turn; and until then, other players can't play Action cards that they have two or more copies of in play. See ATTACK UNTIL YOUR NEXT TURN.
- If your opponent has played Warlord: Before playing each Action card from your hand, check the CARDS YOU HAVE IN PLAY. The Action you play must be DIFFERENTLY NAMED from any Action card that you already have two or more copies of in play. Otherwise, you may not play it.
- from rulebook: Only Action cards played from hand are prevented. Cards played from other places (e.g. via Captain, Delay, Golem or Vassal) are not played from your hand. But if you are told to play a card from your hand (e.g. via Imp, Throne Room or Toil), this counts. When a throne-room replays a card, it's not played from your hand.

Innovation/City-state/Sailor/Mining Road/Rush normally plays the card from your discard pile, but if the card was gained to your hand, this counts as a card played from your hand.

- After you play Warlord, the "attack" already applies to your opponents if they play cards during your turn (such as Black Cats). However, they can play Caravan Guards and Guard Dogs unrestricted before you resolve the Warlord
- State of a Shadow card in play, you can't play any more copies of that card from your deck either.

Warrior **2** p. 9, 40

- 1 This checks the CARDS YOU HAVE IN PLAY.
- 2 Each other player discards, and possibly trashes, one card at a time. (Checks CARD COSTS.)
- 3 If you play multiple Warriors, each one will usually make the other players discard more cards than the previous Warrior. (EFFECTS ARE IMMEDIATE.)
- This is a Traveller and a Traveller Up-GRADE
- ❖ See TRIGGERED ABILITY (each opponent first discards, then trashes). Also see Tunnel 6, Village Green 9 (and Trail and Weaver) and Your −2 Cost token.

- 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. (New version: Also see "Do XTO".)
- 2 See TRIGGERED ABILITY (when-gain). Also see GAIN ON WHEN-TRASH. (When you gain a "gain on when-trash" card, you may trash it with Watchtower to gain another card.)
- **See MOVE GAINED CARD.**
- 4 Even if you trashed it, you did gain the card (and triggered any when-gain ability).
- When gaining a card, if a when-gain ability (e.g. Band of Nomads or Sheepdog) puts a Watchtower in your hand, you may react with it (as long as the gained card hasn't moved). See TRIGGERED ABILITY (when-gain). (See REACTION CARDS: RESOLVING REACTIONS AND TIMING § III.)
- ❖ Also see Tunnel 4 and Your −1 Card token 2.

Way of the Butterfly \$\ p. 14, 37

- Return the card to its pile in order to gain a card that costs exactly more. This is like "REMODELING" except you *return* instead of *trashing* the card. (Also see "Do XTO".)
- You may return a non-Kingdom card, as long as it belongs to a pile. You may not return cards that don't belong to a pile, such as Shel-

- ters, Zombies, or cards from the Black Market deck. Also see Ferryman 6.
- of If you play a card without moving it into play, and use Way of Butterfly, you can't return it, so you gain nothing; see EFFECT WHEN MOVED FROM PLAY. (With Throne Room, you can't use this Way successfully both times.)
- Also applies to Way of the Horse/Turtle: If you play Throne Room on a card that is moved from play (like Mining Village or Student), and you play it normally the first time, the Way can't move it the second time. If you use the Way the first time, the card can't move itself the second time (due to the "lose track" rule); but any effects that are not contingent on it moving will happen. If you play Throne Room on a card, and use the Way to move it on one of the plays of the card, only the Throne Room will be left in play. See REMOVED FROM PLAY.
- **6** You can't gain a card from the same pile you returned a card to (such as a split pile), since the returned card will be on top.
- With a REACTION THAT PLAYS ITSELF, this Way can be used to gain a card with the same timing as Sheepdog (6). This can affect Conquest, Territory and Triumph.
- Also see EMPTY SUPPLY PILES, GAIN ON WHEN-GAIN and GAIN ON WHEN-DISCARD, and see Divine Wind 9, Faithful Hound 4 and Village Green 12.

Way of the Camel *

• Note: Exiling a card from the Supply does not mean *gaining* it.

Way of the Chameleon 🐉 p. 33, 183

- 1 You resolve the effects of (the play ability of) the card you played, but all +Cards you get this turn are + instead, and vice versa (keeping their values).
- Only +Cards and + that you get are changed. For instance if you play Governor using this Way, the other players' "+1 Card" is unchanged.
- Only +Cards and +○ you get this turn are changed. For instance if you play Merchant Ship, you get +2 Cards this turn, but +② next turn as normal.

- From rulebook: Only card drawing denoted with "+" is changed to +○. For instance "draw 2 cards" is unchanged. (Also see 12 below.)
 - This means that some cards that were revised in the 2016–18 editions are functionally different with Way of the Chameleon depending on which edition you're using; namely Cellar, Oracle, Storeroom and Storyteller.
 - , as on Poor House or Sook, is not changed by this Way.
- **6** From rulebook: If you play a Vassal, Throne Room or similar using this Way, the card that it plays is unaffected by this Way.
- 6 Clarification: The ruling for how this Way works was changed in 2023: Unlike with the other Ways, with Way of the Chameleon you're following the Action card's play ability. This means that Enchantress, Enlightenment and Highwayman will still affect the card. (The other Ways can let you escape Enchantress, Enlightenment or Highwayman, but Way of the Chameleon cannot.)
- O Clarification: Your —1 token and —1 Card token trigger on the changed effects. (E.g., a Militia gives +2 Cards and will trigger your —1 Card token but not your —1 token.)
- **3** *Clarification:* "This" on the card text still refers to the card, and you trash, return, etc. the card according to its instructions.
- Oldarification: If it's a Duration, leave the card in play as you normally would. This also applies if it's a throne-room playing a Duration or a card like Captain playing a Duration.
 - Examples: If you play a Caravan using Way of the Mule, the Caravan doesn't stay in play. But if you play it using Way of the Chameleon, it does.
- Clarification: If you play a card using another Way, for instance Way of the Sheep, you can't also use Way of the Chameleon.
- Clarification: With the 2023 ruling (see 6 above), Elder, Harbor Village, Lantern and Reckless will trigger off cards played using this Way. (See Elder 12, Harbor Village 8, Lantern 5 and Reckless 7.) Moat, Lighthouse, Champion, Guardian and Shield will also work against Attack cards played using this Way. (Previously, before this ruling about Way of the Chameleon and the 2023 ruling about Ways [see WAYS § IV], technically Moat etc. would not work in this case.)
- Clarification: With Enlightenment active, Action-Treasures that give you without a "+" (such as Copper, Silver and Gold), if played in your Buy phase, are still changed by Way of the Chameleon into +Cards.

Way of the Frog **\$\infty\$** p. 31, 40, 183

- 1 This sets up a when-discard ability.
- 2) If you play a Duration multiple times with a throne-room, and you use Way of the Frog one of the times, the Duration will not be discarded, so Way of the Frog does nothing.
- 3 See Hermit (pre-2022) 11, Panic 5, Prince (pre-2022) 13, Reckless 8, Tireless 1 and Travellers in EXCHANGING § IV.
- This Way also works if you use it on an opponent's turn. (See REACTION THAT PLAYS IT-SELF.)

Way of the Goat 👺

❖ See GAIN ON WHEN-TRASH.

Way of the Horse **\$\text{\$\price}\$** p. 14, 37

- 1 You can return a non-Kingdom card, as long as it belongs to a pile. You cannot return cards that don't belong to a pile, such as Shelters, Zombies, or cards from the Black Market deck. Also see Ferryman 6. If you can't return it, the card stays in play (you still get +2 Cards and +1 Action.)
- 2 If you play a card without moving it into play, and use Way of the Horse, you can't return it, but still get +2 Cards and +1 Action. (With Throne Room you get +4 Cards and +2 Actions if you use this Way both times.)
- 3 This works as in Way of the Butterfly 4.
- With a REACTION THAT PLAYS ITSELF, this Way can be used to draw similarly to Sheepdog (6).
- Also see EMPTY SUPPLY PILES, and see Divine Wind 9, Faithful Hound 4 and Village Green 12.

Way of the Mole 🖐

- 1 See DISCARD, THEN GET FROM DECK.
- If you don't have any cards in your hand to discard, you still get +1 Action and draw 3 cards.
- With a REACTION THAT PLAYS ITSELF, this Way can be used to draw similarly to Sheepdog (6).
- ❖ Also see GAIN ON WHEN-DISCARD.

Way of the Monkey 🐇

Way of the Mouse **\$\text{\$\price}\$** p. 10, 14, 48

- Note: Points 7a+7b+7c below also apply to City-state, Innovation (2022 version), Mining Road and Sailor. See Innovation 16.
- See Special Setup § I (and see Card Costs).
- When using this Way you play the set-aside card. See PLAY AN ACTION CARD. We will call that card the "Mouse card".
- 2 See PLAY A CARD WHILE LEAVING IT. *Clarification:* When the Mouse card would have stayed in play in Clean-up, leave the played Action card in play.

Examples: If the Mouse card is Fishing Village and you play a Workshop using Way of the Mouse, the Workshop stays in play. Conversely, if the Mouse card is Workshop and you play a Fishing Village using Way of the Mouse, the Fishing Village doesn't stay in play.

- 3 See REACTION THAT PLAYS ITSELF. If the Mouse card is Shop or Vassal, any Action card in your deck could be played. If it's Black Market or Herb Gatherer, any Treasure could be played.
- 4 When it's not your turn, if you play a card that affects the other players (like Swindler or Catapult), start with the current player.
- If you play a Duration during another player's turn, its "next turn" ability triggers when it's your turn, and the card is discarded from play that turn. However, if you for instance play Secret Cave without discarding 3 cards (see DURATION CARDS: FAILING TO SET UP LATER ABILITIES § IV), the card is discarded from play in the current player's Clean-up.

The card in play would normally be the card played using Way of the Mouse, with the Mouse card being a Duration (as in 2 above). It could also be a Duration played by the Mouse card being Shop, Vassal, Black Market or Herb Gatherer.

- Clarification: If you play a card with a while-in-play ability (e.g. Highway [pre-2022 version] or Goons) using Way of the Mouse, and the card stays in play (because the Mouse card is a Duration), that ability will be active after your turn. However, "you" on the card refers only to the player who has it in play. (The cost reduction from the pre-2022 version of Highway or Princess will affect all players.)
- Reacting to your own gain with Sheepdog, Falconer, Mapmaker, Pirate or Stowaway (sometimes Berserker, Infirmary or Trail):
 - **a.** You can play a card in the middle of you or an opponent resolving an ability (like Artisan or Catapult). If

you gain several cards (e.g. with Ball), you can play a card before choosing the second. See TRIGGERED ABILITY

1.

- **b.** When gaining a card with a "when you gain this" ability (like Fortune), or that triggers another whengain ability (like Basilica [2022]), you can play a card before or after resolving it. See TRIGGERED ABILITY 2.
- c. When gaining a card, you can play a card with a when-gain ability (like Duplicate or Livery), which can then trigger on the gain. See Innovation 9 for more on this. If you play a card with a when-gain ability that is active while it's in play (like the pre-2022 version of Groundskeeper), it will trigger (see ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER (3) § III).
- **d.** When buying a card, gaining a card on when-buy (see GAIN ON WHEN-BUY), you can play a card before resolving the bought card's when-buy ability. See TRIGGERED ABILITY 4.
- (8) Reacting to opponent's gain with Black Cat, Falconer, Mapmaker, Pirate or Stowaway:
 - You can play a card in the middle of an opponent resolving an ability. When an opponent buys a card, gaining a card on when-buy, you can play a card before they resolve the bought card's when-buy ability. Also see 12 below.
- Reacting to discarding Trail, Village Green or Weaver: You can play a card in the middle of resolving an ability (like Artificer). See TRIGGERED ABILITY (whendiscard). Also see Arena 2.
- Reacting to trashing Trail:

 You can play a card in the

You can play a card in the middle of resolving an ability (like Altar). See TRIGGERED ABILITY (whentrash).

Reacting to opponent's Attack with Caravan Guard or Guard Dog:

If you play a Lighthouse or Champion, their Attack doesn't affect you (see ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER § III). If you play Enchantress or Highwayman, or an Omen activating Enlightenment, it affects the resolution of their Attack card. If you play a Frigate, it triggers after that Attack is resolved. With opponent's Ambassador, Catapult, Cultist, Legionary, Replace, Taxman or Young Witch, you could play a card that affects your opponent's hand before they do something with their hand. Also see Enlightenment 17–19.

- If your opponent gains a card, you can react with Black Cat, Falconer, Mapmaker, Pirate or Stowaway to play a Blockade, Gatekeeper or Monkey, which will trigger on the gained card. Likewise, if they buy a card, you can play Haunted Woods or Swamp Hag, which will trigger on the bought card. (With the pre-2022 version of Haunted Woods or Swamp Hag, they would have to gain a card on when-buy; see GAIN ON WHEN-BUY.) (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III).
- Way of the Mouse can PLAY A CARD AT THE START OF YOUR TURN if you gain or discard a card then (e.g. via Cabin Boy, Crafters' Guild, Importer or Transmogrify; or Guide) and use a REACTION THAT PLAYS ITSELF.
- The Mouse card is not in the Supply. No \(\frac{\text{to}}{\text{to}} \) tokens will accumulate if the card is Farmers' Market.

- (S) Clarification: If there are two Ways in the game, you may use the other Way when playing the Mouse card.
- ❖ Also see GAIN ON WHEN-GAIN, GAIN ON WHEN-TRASH and GAIN ON WHEN-DISCARD, and see Duchess 3.

Way of the Mule *

Way of the Otter 🗱

With a REACTION THAT PLAYS ITSELF, this Way can be used to draw similarly to Sheepdog (6).

Way of the Owl *

- With a REACTION THAT PLAYS ITSELF, this Way can be used to draw similarly to Sheepdog (6).
- ❖ See Your −1 Card token 2.

Way of the Ox 👺

Way of the Pig 🐇

With a REACTION THAT PLAYS ITSELF, this Way can be used to draw similarly to Sheepdog (6).

Way of the Rat 👺 p. 29

- 1 You GAIN A COPY of the played card. (Also see "Do X To".)
- With a REACTION THAT PLAYS ITSELF, this Way can be used to gain a card with the same timing as Sheepdog (6). This can affect Territory and Triumph.
- ❖ Also see Gain on when-gain and Gain on when-discard.

Way of the Seal **\$\square** p. 23, 39, 42, 183

- 1 This SETS UP A LATER ABILITY (ongoing ability) for the rest of this turn: When you gain a card, you may put it onto your deck.
- 2 See Move Gained Card and Triggered Ability (when-gain).
- 3 Clarification: See TRIGGERED ABILITY 3 (playing a card using this Way on when-gain, you can put the gained card on your deck).
- Also see Kiln 5.

Way of the Sheep 🐇

Way of the Squirrel * p. 41

- This Way also works if you use it on an opponent's turn. (See REACTION THAT PLAYS IT-SELF.)
- **2** You can use this several times in a turn, to draw more cards.
- ❖ Also see Tireless 3.

Way of the Turtle * p. 40

1 You play the card at the start of your next turn. See PLAY AN ACTION CARD. You may then choose to use Turtle again (and so on).

- 2 See NOT OPTIONAL "IF YOU DO".
- (3) If you play a card without moving it into play, and use Way of the Turtle, you can't set it aside, so nothing happens; see EFFECT WHEN MOVED FROM PLAY. (With Throne Room, you can't use this Way successfully both times.)
- 4. This works as in Way of the Butterfly 4.
- f you play a Duration multiple times with a throne-room and use Way of the Turtle one of the times, the Duration will be set aside (and the throne-room will be discarded). Next turn you will both get the "next turn" ability and play the Duration again. (If you play it normally now, it will stay in play in Clean-up according to the Duration rules.)
- May of the Turtle Plays a CARD AT THE START OF YOUR TURN.
- ❖ Also see Faithful Hound 4 and Village Green 12.

Way of the Worm 👺

• Note: Exiling a card from the Supply does not mean *gaining* it.

Wayfarer * p. 6, 42, 46, 177, 178, 178, 183

- 1 This costs 6 normally, but after any player gains a card (other than Wayfarer) on a given turn, Wayfarer gets the same cost. This lasts for the rest of the turn or until another card is gained.
- Prom rulebook: "Last other card gained" means "last card gained other than a Wayfarer".
- Wayfarer copies the cost of any gained cards, however they are gained (including Curses). See CARD COSTS.
- Clarification: Wayfarer copies the current cost of the last-gained card. If you for instance gain a Destrier costing 6, Destrier's cost will immediately fall to 5, and Wayfarer's cost will follow.
- **6** From rulebook: COST REDUCTION only affects Wayfarer's default cost of **6**. If Wayfarer is copying the cost of another card, only cost reduction on that card applies (which Wayfarer would copy), not cost reduction on Wayfarer itself.

- Consequently, if your —2 Cost token is on the Wayfarer pile, or there are Favor tokens from Family of Inventors on it, or Wayfarer is Cheap, this only reduces the default cost. If Wayfarer is copying another card's cost, those tokens or Trait on Wayfarer have no effect.
- 6 All Wayfarers have the modified cost, including those in your hand or deck or belonging to other players.
- Wayfarer can have a cost with or mit.
- 3 Costs can change in the middle of resolving an ability. If you trash a Wayfarer with Stonemason or Develop, it gets the cost of the first card you gain before you gain the second. If you for instance Develop a Wayfarer costing 6 to first gain a 5-cost card, you then have to gain one costing exactly 6 (1) more than Wayfarer's new cost).
- O Likewise, if you buy Ball, or overpay for Stonemason, or use Stonemason to trash another card, you can always gain Wayfarer as the second card (since it will have the same cost as the first). You could for instance Stonemason an Estate to gain a Copper, then gain a Wayfarer costing O. However, if you Develop a card, you can never gain Wayfarer as the second card.

With the 2022 version of Stonemason, when choosing the first card to gain from overpaying, Wayfarer copies the cost of Stonemason. With the pre-2022 version of Stonemason, Wayfarer does not copy the cost, since you haven't gained Stonemason yet.

- Clarification: The cost change happens before any when-gain abilities.
- Also see GAIN A CARD THAT CHANGES COST, and see Animal Fair 2, Change 4, Charm (pre-2022) 12, Haggler (pre-2022) 12 and Talisman 3.

Wealthy Village J p. 25, 39

- When you gain this, it checks the Treasure CARDS YOU HAVE IN PLAY, and counts DIFFERENTLY NAMED CARDS.
- 2) This checks the cards in play right when you gain it. (EFFECTS ARE IMMEDIATE.)
- 3 You gain a Loot on when-gain. See GAIN ON WHEN-GAIN.
- 4 See TRIGGERED ABILITY 2. When gaining Wealthy Village, if you play a Treasure on when-gain, you have more cards in play before counting.

Weaver A p. 40, 42, 47

- 1 SEVERAL OPTIONS (two): Gain two Silvers; or gain a card (also see CARD COSTS).
- Weaver's when-discard ability is similar to Village Green's. See Village Green 3–6 and 9. For points 5 and 6, reacting with Weaver can make you draw if you for instance gain Cavalry; see TRIGGERED ABILITY: when-gain.
- **3** See REACTION THAT PLAYS ITSELF.
- 1 You can play Weaver in the middle of resolving an ability (like Artisan); see TRIGGERED ABILITY 1.
- Also see Arena 2, Diplomat 6, Faithful Hound 5, Friendly 4, Improve 6, River Shrine 6 and Way of the Mouse 9.

Wedding ()

● You get the initial +1 **W** even if there are no Golds left in the Supply.

Werewolf (p. 171

- 1 The other players have to resolve any Reactions before the Hex is drawn.
- Werewolf always counts as an Action (and all its other types), regardless of what phase it is. You can replay it with Citadel, Daimyo, Flagship or Royal Carriage even in your Night phase (and it will give out another Hex). Adventures tokens can be put on the Werewolf pile, having their effects even in your Night phase (but usually 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. You can play it using a Way even in your Night phase.
- 3 Likewise, Werewolf is also an Attack card when played in your Action phase—even though it doesn't affect other players—so Reactions to Attacks can be used.
- Clarification: If you play Throne Room + Werewolf in your Action phase, Werewolf will draw cards twice. (You can't choose to start your Night phase in the middle of resolving an ability.) Similarly, if you gain Werewolf in your Buy phase and play it via Innovation (or City-state etc.), it will draw cards (also see TRIGGERED ABILITY: when-gain).
- Clarification: If you play Werewolf at the start of your turn, you're in your Action phase at that point. See PLAY A CARD AT THE START OF YOUR TURN.

Wharf **\(\) \(\)** p. 40

1 This SETS UP A LATER ABILITY for next turn.

Wheelwright A p. 29

- Gain an Action card with the same or a lower cost than the discarded card; see CARD COSTS. It can be a copy of the discarded card.
- **2** See "Do X TO".
- 3 You may discard a card even if there are no Action cards of that cost or less.
- 4 See TRIGGERED ABILITY ((first discard, then gain).

Wild Hunt ()

- SEVERAL OPTIONS (two): Draw and add **\$\Psi\$**; or gain and take **\$\Psi\$**.
- 2) If you choose the first option, you add 1 \(\forall \) token even if you can't \(\forall \) any cards.
- **3** For the second option, see NOT OPTIONAL "IF YOU DO".
- **1** This still functions when the Wild Hunt pile is empty.
- See TRIGGERED ABILITY (first gain, then take).
 Gaining the Estate could make you play another Wild Hunt and add a token before taking them; or an opponent could play a Wild Hunt to take the tokens before you. Also see Your Estate token 7.
- Also see Black Market 6, Defiled Shrine 3+(pre-2022)7, Divine Wind 10, Riverboat 4 and Possession 5.

Will-o'-Wisp p. 10, see Spirit: p. 4, 7, 10

- ① Checks CARD COST.
- The cost of Will-o'Wisp is for any ability that refers to its cost.

Windfall ()

Wind's Gift, The

1 See GET FROM DECK, THEN DISCARD.

Wine Merchant p. 25, 40

- 1 When you play this, it's REMOVED FROM PLAY.
- 2) If you play Wine Merchant without moving it into play, you still get +1 Buy and +4. (Throne Room + Wine Merchant will give you that twice.) See PLAY A CARD WHILE LEAVING IT
- 3 At the end of your Buy phase, if you have at least 2 in your money pool, you may discard any Wine Merchants you have on your Tavern mat. (A Wine Merchant can never be called.)

- Clarification: After the 2022 rules change, you may spend Coffers tokens at the end of your Buy phase.
- (5) Clarification: With (2) in your money pool, you may first discard Wine Merchants, then pay (1) for a Coffers token If you have bought Pageant. If you get Coffers from Merchant Guild (2022 version), you may spend those in order to discard Wine Merchants.
- ❖ Also see Cavalry 5 (and Continue, Launch and Villa).

Wish (p. 10, 49

- **1** This is REMOVED FROM PLAY.
- 2 See NOT OPTIONAL "IF YOU DO".
- **3** The card is Gained to your hand. Also see Card costs.
- If you play Wish without moving it into play, you don't gain a card. (Throne Room + Wish means you get +1 Action both times but only gain one card.) See EFFECT WHEN MOVED FROM PLAY.
- The cost of Wish is for any ability that refers to its cost.

Wishing Well &

1 See NAME A CARD.

Witch p. 21, 23

Witch's Hut

- **1** See GET FROM DECK, THEN DISCARD.
- Clarification: You reveal both cards before discarding them. So if you discard a Trail or Village Green and playing it makes you shuffle the other discarded card into your deck, you still give out Curses.
- 3 *Clarification:* If you discard Patron, you get +1 Coffers when you reveal it.

Wolf Den ()

Wolf Den counts your unique cards, i.e. cards that are DIFFERENTLY NAMED from all your other cards.

Woodcutter I

* Not included in the 2016 Second Edition.

Woodworkers' Guild 🐉 p. 29, 40, 45

- ① See NOT OPTIONAL "IF YOU DO": You gain an Action card if you trashed one. Also see "Do *X* TO".
- 2 Gain an Action card of your choice from the Supply (even one with or in its cost).

- 3 Resolving Woodworkers' Guild could let you draw cards or play a card, see TRIGGERED ABILITY (whentrash), and you can do this before or after other start-of-Buy-phase abilities. See Deluded 4, Envious 3 and Treasure Chest 1.
- See TRIGGERED ABILITY (first trash, then gain). Also see Arena 2 and Cavalry 4 (and Continue, Launch and Villa).

Worker's Village 🗟 🛡

Workshop III III

1 Gain a card; see CARD COSTS.

Young Witch p. 8, 11, 14, 37, 177

- * See Special setup § I (and see CARD COSTS).
- **1** See GET FROM DECK, THEN DISCARD.
- 2) You "attack" the other players even if you don't have 2 cards in your hand to discard.
- 3 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.
- *Bane" is not a type (for Courtier, Falconer, Maroon or Rice).
- See TRIGGERED ABILITY (1) (first you discard, then opponents reveal Bane).
- ❖ Also see Divine Wind 2+11 and Way of the Mouse 11.

Your +1 Action token ♣ p. 38, 45

- See Lost Arts.
- See ACTIONS IN YOUR BUY PHASE.

Your +1 Buy token ♣ p. 38

* See Seaway.

Your +1 Card token **№** p. 38

- See Pathfinding.
- ❖ Also see Emissary 2, Tactician 2 and Urchin 6.

Your +**1** *token* **№** p. 38

* See Training.

Your −1 Card token p. 35, 41, 42, 44

- See Borrow, Raid and Relic.
- 1 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 stays

- on your deck. See Envoy 3, Farming Village 2 and Journeyman 3.
- 2 Cards that draw to x cards (Blacksmith, Cursed Village, First Mate, Jack of All Trades, Library, Ronin, Siren, Watchtower and Way of the Owl) will first remove your token, then draw to x cards. However, if you already have x cards in hand, they won't remove your token.
- 3 Clarification: When drawing, this token works as a card on your deck (that you remove instead of put in your hand). So, 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.
- 1 If you already have this token on your deck, an effect that puts it there does nothing.
- ❖ Also see Way of the Chameleon 7.

Your −**1 token №** p. 35, 41, 42, 48

- * See Ball and Bridge Troll.
- 1 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 does nothing.
- Also see Poor House 3, Souk 3 and Way of the Chameleon 7.

Your **−②** *Cost token* **३** p. 8, 42

- See Ferry.
- While this is on a Supply pile, it causes a COST REDUCTION for cards from that pile on your turn.
- 2 Remember that other players' cards from that pile are also changed on your turn, and also that the cards from *their* "-2 Cost token" pile are *not* changed on your turn.

This matters for Barbarian, Cardinal, Chariot Race, Cutthroat, Giant, Governor, Knights, Locusts, Rogue, Saboteur, Smugglers, Swindler, Villain, War and Warrior; and when it's not your turn: Architects' Guild, Band of Nomads, Berserker, Border Village, Bureaucracy, Catacombs, Changeling, Cutthroat, Duplicate, The Earth's Gift, Falconer, Growth and Lich.

❖ Also see Wayfarer 5.

Your Estate token p. 8, 14, 37, 42, 48

- Note: 2019 and 2022 (current) version of Inheritance. See the entry in PREVIOUS VERSIONS OF SOME CARDS for the pre-2019 version.
- * See Inheritance.
- This version changes all Estates in the game (rather than just yours), but only during your turns. Estates *play* the set-aside card (rather than getting its abilities). This means that any other abilities of the card (e.g. when-buy, when-gain, when-trash or Reaction abilities) can't be used. See PLAY AN ACTION CARD.
- Ouring your turns, Estates are Action-Victory-Command cards with the play ability "Play the card with your Estate token, leaving it there," in addition to giving 1 at the end of the game. (These may be called "Inherited Estates".) (Prior to 2022 the Estates were Action-Victory cards.)
- **See** PLAY A CARD WHILE LEAVING IT.
- 4 All Estates in the game are changed during your turn, including those of opponents (e.g. for Rabble), in play (e.g. for Peddler), in your hand (e.g. for Shanty Town), in the Supply (e.g. for University) and in the trash (e.g. for Lurker). This also matters for Barbarian, Courtier, Falconer, Locusts, Maroon and Rice.
- **6** Clarification: The Estate pile is still a Victory pile (not an Action pile). This means you can't put Adventures tokens on this pile (except with Seaway), and you can't gain an Estate with Populate.
- **6** Clarification: Estates are not Action cards when you score for Vineyards or Triumphal Arch, as it's not your turn at the end of the game.
- You can play a gained Inherited Estate with e.g. Innovation; see TRIGGERED ABILITY (when-gain). See Followers 5, Groundskeeper 4, Hoard 3, Hunting Grounds, Triumph 4 and Wild Hunt 5.
- If an opponent has bought Inheritance and you haven't, your Estates are Actions during their turn. If you play an Estate then (e.g. via gaining Gondola), it goes into play (for abilities that check the CARDS YOU HAVE IN PLAY) but does nothing when played.
- ❖ Also see Lantern (2019 version) 2.

Your Exile mat **\$\square** p. 16, 31, 39

❖ See Exile § IV.

- When you gain a card, you may discard all other copies from your mat. (See COPY OF A CARD.) You can't choose to just discard some of them.
- When you discard cards from your Exile mat, when-discard abilities (such as Faithful Hound, Trail, Tunnel, Village Green and Weaver) trigger. See TRIGGERED ABILITY.

Also see GAIN ON WHEN-DISCARD.

- Clarification: See TRIGGERED ABILITY 2. If Bounty Hunter, Camel Train, Displace or Sanctuary is played as the result of a when-gain ability, and you Exile a copy of the gained card, you may then discard that copy from your Exile mat.
- Also see Gatekeeper.

Your Trashing token 🙎 p. 39, 39

- * See Plan.
- **1** New version 2022 (Plan): Your token now triggers when you gain a card from the pile (rather than when you buy it). This can also be on an opponent's turn.
- This triggers when you gain a card that belongs to the pile with your token, wherever you gain the card from (e.g. the trash pile).
- (Pre-2022 version:) You may not trash a card if you gain a card from this pile in another way than through buying it.
- See TRIGGERED ABILITY 2 (pre-2022 version: 4). When-gain/buy abilities might make you draw or discard before you trash a card from your hand.
- Also see GAIN ON WHEN-TRASH. For the pre-2022 version, also see Infirmary 7.

Zombie Apprentice see Zombie: p. 4, 7, 10

- \bigcirc See "DO X FOR".
- See TRIGGERED ABILITY (first trash, then draw).

Zombie Mason (see Zombie: p. 4, 7, 10

1 "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, 7, 10

Previous versions of some cards

Here you can find previous version of some cards that have been changed in newer editions. These cards have explanations for the two versions that are different enough that it's better to have them separate. (For the current versions, see the main Card Reference above.)

A great many entries in the main Card Reference refer to the pre-2019 versions of **Band of Misfits** and **your Estate token** (Inheritance). Most of these references are included as simple page numbers instead of text.

Band of Misfits P p. 8, 14, 42

- Pre-2019 version
- Note: All the following also applies to Overlord (pre-2019 version).
- ① 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, see PLAY AN ACTION CARD.) This means that you will have played two Action cards, which matters for Conspirator. (This 2015 ruling reverses a previous ruling by the game designer.) It also means that when playing Band of Misfits, it (and not the chosen card) will be the "first card" for Landing Party and the "next card" for Harbor Village. Kiln's set-up ability will trigger before you choose an Action card.
- Sand 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. However, An "Enchanted" (by Enchantress) Band of Misfits will not play another card (and so will just be a 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 Acting Troupe). (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, Lich or Trail, it will be trashed and moved to your hand/discard pile/play area; and if you play Band of Misfits as a Page, Peasant, a Reckless card, or a Treasure during Panic (e.g. via Capitalism), it will be returned to the Band of Misfits pile when you discard it.

With Treasure Map: 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 new 2017-version card text of Treasure Map.)

- (5) If Band of Misfits (played as another card) is somehow trashed from play, abilities like Catacombs, Improve, Lich, Procession and Raze check its cost after it has left play, and at that point it's just Band of Misfits again.
- 6 If you play Band of Misfits as a Reserve card or an Island, it will be just a Band of Misfits for the rest of the game.
- Oldrification: 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.)
- 8 *Note:* If you apply the expanded "lose track" rule from 2021 to this pre-2019 version of Band of Misfits, it's not possible to play it when it's not in play. (When it's not in play, it loses track of itself and so can't play itself.) This means the descriptions in 9, 10 and 12 below are not valid.
- Olarification: If you play Throne Room + Band of Misfits as a card that is removed from play (like a Mining Village that is trashed), it will be a Band of Misfits again when you play it the second time, so you choose again (note: see 8 above). See 10 below.

- Clarification: When you play a Band of Misfits without putting it in play, you choose an Action card from the Supply to play it as, as normal (note: see 8 above). The card will stay where it is (because of the "lose track" rule) and remain Band of Misfits (since it's not in play), but you will resolve the play ability of the chosen card. (This 2015 ruling reverses a previous ruling by the game designer.) This counts as playing the chosen card for all purposes (such as Reactions to Attacks). If you choose 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 EFFECT WHEN MOVED FROM PLAY.
- 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 Acting Troupe (or another card being removed from play, see 9 above) and choose to play it as a Duration the second time (note: see 8 above), the Throne Room doesn't stay in play, since the Duration is no longer in play. You set up the future effect even though the Band of Misfits stays in the trash.
- Clarification: If you gain a Band of Misfits with Ironworks, playing it via e.g. Innovation as an Action–Victory card—or Action–Treasure card (e.g. Crown or via Capitalism)—it will have those types when Ironworks checks. Gaining with Groom, Horn of Plenty, Replace or Sculptor works the same way. However, if the card is removed from play (such as an Island), it will be just an Action when checked. If you gain a Band of Misfits and play it via Innovation, it will have the chosen card's cost; see GAIN A CARD THAT CHANGES COST.
- Clarification: A gained Band of Misfits will also have another name if played with Innovation (unless it leaves play): With Messenger, the other players gain a copy of the chosen card. With Seaway, you put your +1 Buy token on the chosen card's pile. If calling Duplicate or triggering a bought Mirror, you may play the Band of Misfits first to gain a copy of the chosen card. With Defiled Shrine, you may play it before moving a token, to move a token from the pile of the chosen card. With Harsh Winter, you may play it first to add or take from the chosen card's pile.
- Clarification: If you gain Band of Misfits and play it via Innovation, it's still only when-gain abilities that trigger on gaining Actions that will trigger. This is relevant for Aqueduct, Battlefield, Black Cat, Cage, Cutthroat, Groundskeeper, Growth, Guildhall, Hoard (2022 version), Mapmaker, Pirate, Road Network and Secluded

- Shrine; Falconer won't trigger. Invest only triggers if your opponent Invested in Band of Misfits. Ferryman won't trigger. Band of Nomads, Bureaucracy, Galleria, Livery and Taskmaster care about the cost of Band of Misfits. Also, Band of Nomads, Duplicate, Galleria, Livery and Taskmaster won't trigger if you play a gained Overlord with Innovation. Also, when-gain Traits (Cursed, Hasty, Nearby, Pious, Rich) won't trigger if you gain & play Band of Misfits as cards with those Traits. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER § § III.)
- Clarification: When you play Band of Misfits, afterplay abilities (like Approaching Army or Panic) trigger based on the chosen card. (But see 2 above.) This is also true if you remove the card from play first, since a card is considered played with the types it has before it's resolved: Playing Band of Misfits as a Student still triggers Circle of Witches or League of Shopkeepers; and playing Band of Misfits as an Inspiring or Reckless Acting Troupe triggers that Trait.
- Clarification: If you put a "+" Adventures token on Band of Misfits, you will get the bonus from the token when you play Band of Misfits. If you play Band of Misfits as a card which also has a token on its pile, you will also get that bonus. 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). If you play Band of Misfits as a card with a Trait, it will have that Trait while it's in play (Cheap, Inspiring, Reckless or Tireless).
- (I) 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. If you play it as an Experiment or Snake Witch, you return it to the Band of Misfits pile.
- Clarification: At the end of the game, the card will always be just Band of Misfits, even if it was played as a Duration that's still in play (since it's put into your deck before scoring).
- With Crown: 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 (except via a card like Scepter).
- With Disciple or Specialist: If you play Disciple/ Specialist + Band of Misfits, you gain a copy of what the card is now. If it's still in play, it's the chosen card. If it left play (e.g. if you chose to play it as a Mining Village and trash it), it's Band of Misfits.
- With Prince: If you set aside a Band of Misfits with Prince, you can choose a new card for Band of Misfits each turn.
- With Smugglers: Smugglers gains a card your righthand player gained. If the player gained a Band of Misfits and played it that same turn as a Duration (so that it's still in play), Smugglers still gains a Band of Misfits.
- With Werewolf: You can't play Band of Misfits as Werewolf in your Night phase, since Band of Misfits is not a Night card.
- ❖ Also see Your Estate token (pre-2019 version) 7-8.

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Basilica () p. 9, 25, 38

- * Pre-2022 version
- 4 See 2 in the 2022-version entry.
- Sasilica doesn't trigger if you gain a card in another way than through buying it, nor if you buy an Event or Project.
- When buying a card with an overpay ability (pre-2022 versions), you can resolve Basilica before overpaying. (E.g., if you have 2 left for Basilica, you can also overpay with these 2.)
- Clarification: If you buy a card, gaining a card on when-buy (see GAIN ON WHEN-BUY) that gives or +Coffers, you may resolve that (spending the Coffers) before Basilica checks your money pool. This could be Blessed Village (with certain Boons), Marchland, Nomads, Silk Merchant, Spices, a Treasure via Guildhall or Mining Road, or an Action card via Abundance. Also see TRIGGERED ABILITY (you could also use a Way that gives).

Likewise, you can get of from trashing Nomads or trashing via Priest; see GAIN ON WHEN-TRASH: Trash on when-buy.

Charm () p. 18, 29, 38

- ❖ Pre-2022 version
- 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 Charm several times, all the cards you choose 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 another card.
- See GAIN ON WHEN-BUY.
- If you buy a card from a split pile, 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. (See Split Piles § IV).
- Clarification: See TRIGGERED ABILITY ①. If the bought card changes cost (like Destrier, Fisherman or Wayfarer) because you resolve another when-buy ability before resolving Charm, Charm follows the new cost.
- Clarification: See TRIGGERED ABILITY 4. When buying a card, if you play Charm on when-buy, you don't gain a card from Charm now, since "the next time you buy a card" is not this buy.

Colonnade () p. 9, 25, 38, 177

- ❖ Pre-2022 version
- See COPY OF A CARD.
- 6 See 3 in the 2022-version entry.
- Colonnade doesn't trigger if you gain an Action card in another way than through buying it.
- (8) Clarification: If you buy a card, gaining a copy of that card on when-buy (e.g. with Talisman), you may play the gained card as outlined in 4 in the 2022-version entry for Colonnade. Also see TRIGGERED ABILITY 4.

Defiled Shrine () p. 9, 37, 38, 39, 171, 178

- Pre-2022 version
- * See Special setup § I.
- This has a when-gain ability and a when-buy ability. It will trigger if you gain an Action card on an opponent's turn too.
- This doesn't trigger if you gain a Curse in another way than through buying it.
- \bigcirc See 2-3 in the 2022-version entry.
- If you buy a Curse, gaining an Action card on whenbuy (via Charm [pre-2022 version] and cost reduction), you move a token from its pile before taking the on Defiled Shrine. See TRIGGERED ABILITY
- Also see Aqueduct 4 and Enlightenment 15.

Doctor & p. 38

- ❖ Pre-2022 version
- See 1-3 in the 2022-version entry.
- (pre-2022) 7 for details. Also see Basilica (pre-2022) 6.
- Remember that the overpay ability will happen before you gain the Doctor.
- ❖ Also see Gain on when-trash.

Donate () p. 41

- * Pre-2021 version
- 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.
- 6 Clarification: Any extra turns are resolved after Donate.

- Clarification: Game-end 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 game-end conditions are not checked until after the next player's turn, so that player will get their turn anyway.
- When you resolve Donate, it's possible to gain cards by trashing e.g. Catacombs. But remember that it's not any player's turn, so Blockade, Canal, Capitalism, City-state, Harsh Winter, Haunted Castle, Innovation, Labyrinth, The River's Gift, your -2 Cost token and your Estate token (2019 version) have no effect, and costs are not affected by Bridge Troll, Destrier or Fisherman. If the next player plays Goatherd, Smugglers or Treasure Hunter, it's what you gained on your last actual turn that matters.
- Clarification: With a Reaction like Sheepdog, you can use a Way during Donate. Because it's no player's turn, Way of the Chameleon/Frog/Seal/Squirrel would have no or limited effect. This is also true if you use Way of the Mouse or Gondola to play Bauble, Bridge, Cage, Cargo Ship, Cauldron, Charm, Collection, Conspirator, Contraband, Coppersmith, Corsair, Crossroads (since you haven't done anything "this turn"), Crown, Daimyo, Elder, Fool's Gold, Fortune, Galleria, Garrison, Guildmaster, Harbor Village, Highwayman, Insignia, Inventor, Kiln, Landing Party, Livery, Merchant, Messenger, Mining Road, Necromancer (don't turn card), Outpost, Priest, Possession, River Shrine, Renown, Sailor, Scepter, Scheme, Skirmisher, Snowy Village, Taskmaster, Tiara, Trickster, Voyage, War Chest, Wayfarer, or the 2022 versions of Haggler, Herbalist, Hoard, Princess, Quarry or Tracker. Citadel, Horn, Mountain Pass (pre-2022), revealing Patron (2022), and opponent's Enchantress or Highwayman would have no effect. Played cards are discarded in the Clean-up of the next player.
- Clarification: During Donate, if you play Cage or Puzzlebox, or discard Faithful Hound or a Tireless card, the "end of turn" ability happens at the end of the following turn (normally the next player's).
- You trash several cards at once, see TRIGGERED ABILITY.

Exploration \ p. 40

- * Pre-2022 version
- 3 From rulebook: This only checks if you bought a card in your Buy phase (not if you bought a card in your Action phase via Black Market). This is clearer in the revised 2021 card text.
- If you only gained cards in other ways than through buying them, and only bought Events or Projects, you still get the tokens from Exploration.
- Clarification: See 2 in the 2022-version entry.
- If you buy a card in your Buy phase via Black Market (see ACTIONS IN YOUR BUY PHASE), this counts as having bought a card in your Buy phase.

Haggler p. 29, 30, 38, 42

- * Pre-2022 version
- 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 or Project.
- See GAIN ON WHEN-BUY.
- If you buy a card from a split pile, 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. (See SPLIT PILES § IV.)
- Clarification: See TRIGGERED ABILITY 4. If the bought card changes cost (like Destrier, Fisherman or Wayfarer) because you resolve another when-buy ability before resolving Haggler, Haggler follows the new cost.
- (I) Clarification: See TRIGGERED ABILITY (4). When buying a card, if you play Haggler on when-buy, you gain a cheaper card than the bought card. See Innovation 12.

Haunted Woods p. 23, 38, 40, 42

- Pre-2022 version
- 6 See 1 in the 2022-version entry.
- 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 or Project.
- If you buy Nomad Camp when another player has played Haunted Woods, you put your hand on your deck before gaining the Nomad Camp onto your deck. Likewise, if you buy a Den of Sin, Ghost Town, Guardian or Night Watchman, it's gained to your hand after Haunted Woods's effect (but on later turns you will never get to play it if you buy a card under Haunted Woods' attack).
- See TRIGGERED ABILITY 4. When-buy abilities might make you draw or discard before you put cards on your deck.
- Clarification: See TRIGGERED ABILITY 4. If you play Haunted Woods on another player's when-buy: See Way of the Mouse 12.
- ❖ Also see Infirmary 7.

- * Pre-2022 version
- S You can choose a Treasure CARD YOU HAVE IN PLAY.
- The when-discard ability is not a play ability, so it if you play Herbalist multiple

times with a **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**.

- See REMOVED FROM PLAY regarding setting aside Treasure-Durations. Also see Capitalism 9.
- With Capitalism, Herbalist is a Treasure, but Herbalist can't put itself onto your deck, since it's discarded (and no longer in play) when you resolve it.
- If you put a card with a when-discard ability onto your deck (such as Panic, Prince [pre-2022 version], Reckless, or a Traveller via Capitalism), that ability won't trigger.
- ❖ Also see Capital 2.

Hermit # p. 9, 40

- * Pre-2022 version
- [™] See 1-3 in the 2022-version entry.
- Gaining a card without buying it doesn't prevent you from resolving the whendiscard ability. Neither does buying an Event or Project.
- If you play Hermit in your Buy phase (see ACTIONS IN YOUR BUY PHASE), any cards you bought previously still count.
- If another when-discard ability is triggered that also moves the Hermit (such as Reckless, Scheme, Prince [pre-2022], Tireless or Way of the Frog), and you resolve that ability first, Hermit loses track of itself and can't be trashed, but you still gain a Madman. However, if you don't discard Hermit (for instance if it was trashed by Procession or set aside by Royal Galley), you don't gain a Madman.
- Erratum: The description in the Dark Ages rulebook (until 2020) 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 moves the card after it's discarded. See 11 above.

Hoard p. 19, 38, 42

- * Pre-2022 version
- WHILE THIS IS IN PLAY, when you buy a Victory card, you gain a Gold. (Also see GAIN ON WHEN-BUY.)

- 5 You don't gain a Gold if you gain a Victory card in another way than through buying it.
- 6 Clarification: See TRIGGERED ABILITY 4. When buying a Victory card, if you play Hoard on when-buy, you gain a Gold. See Innovation 12.

Merchant Guild A p. 23, 38, 42

- ❖ Pre-2022 version
- WHILE THIS IS IN PLAY, when you buy a card, you get a Coffers token. The token can't normally be spent this turn, since you can only spend Coffers tokens in the first part of your Buy phase (i.e. before buying).
- S You don't get a Coffers token if you gain a card in another way than through buying it, nor if you buy an Event or Project.
- Clarification: See TRIGGERED ABILITY 4. When buying a card, if you play Merchant Guild on when-buy, you get +1 Coffers. See Innovation 12.

Messenger 🙎 p. 38, 171

- Pre-2022 version
- See 1-2 in the 2022-version entry.
- When you buy Messenger, if it's the first time you buy anything that turn (card, Event or Project), you gain a card costing up to 4 and the other players GAIN A COPY of it. (Gaining a card without buying it doesn't count as having bought a card.) Also see CARD COSTS.
- See GAIN ON WHEN-BUY. If you choose to gain another Messenger, and the pile empties while the other players gain copies, you will fail to gain the one you bought.
- Clarification: "It" refers to the gained card. If you didn't gain the card, the other players don't gain a copy; see Possession 6.
- See TRIGGERED ABILITY ①. Cost reduction might be applied on when-buy before you gain a card costing up to ②. Also, you may resolve Messenger before other when-buy abilities.
- ❖ See Triggered ability (first gain, then opponents gain).

Mint 🔊 p. 29, 38

- Pre-2022 version
- See 2−4 in the 2022-version entry.
- If you buy a Mint with Royal Seal in play, the Royal Seal will be trashed before its whengain ability triggers. However, Talisman's when-buy ability will trigger (gaining

- You trash several cards at once, see TRIGGERED ABILITY. Also see GAIN ON WHEN-TRASH.
- ① See TRIGGERED ABILITY ②: When buying Mint, if you play Treasure cards on when-buy (e.g. gain a Treasure and play it with Mining Road, or gain a Crown and play it with Innovation) before resolving Mint's when-buy, you trash the Treasures.
- ❖ Also see Capital 2.

Mountain Pass () p. 39, 41

- * Pre-2021 version
- See <u>1-2</u> in the 2022-version entry.
- This sets up an after-turn ability. If you Possess a player and make them gain a Province, they will no longer be Possessed when Mountain Pass is resolved.
- **Clarification:** Any extra turns are resolved after Mountain Pass.
- Game-end 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.

Outpost 3 p. 15, 29, 41, 41, 43, 177, 182

- * 2017 (pre-2023) version
- See 1 in the 2023-version entry.
- This version gives you an extra turn, or not, right when you play it. Unless it gives you an extra turn, it doesn't stay in play or limit your Clean-up draw.
- With pre-2023 versions of Voyage, Journey, Mission and Island Folk: If you trigger different abilities on the same turn with the pre-2023 versions—play Outpost or Voyage, buy Journey, Mission or Seize the Day, use Island Folk—you will get an extra turn from each. You can resolve them in any order. Outpost/Voyage is discarded in the Clean-up of the Outpost/Voyage turn.
- Using current with pre-2023 versions of these cards: See 5 in the 2023-version Outpost entry.
- If you play Outpost, you only draw 3 cards in Clean-up, even if you resolve an extra turn from another ability first, or if Lich makes you skip the Outpost turn.

- If your Outpost is "Enchanted" (by Enchantress) or you play it using a Way, playing Outpost again won't give you an extra turn, since it won't be the first time you play Outpost.
- See 6 in the 2023-version entry.
- Also see Coastal Haven 2, Lich 5+9, Possession 12-13+ 15-16 and Reckless 5.

- Pre-2022 version
- Prince lets you PLAY AN ACTION CARD.
- When you set aside an Action card, that card is not played this turn. (Choose a card: see CARD COSTS.)
- The card is played in the beginning of each turn and set aside again in Clean-up each turn. See CARDS YOU HAVE IN PLAY.
- *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.
- If the chosen card also triggers another when-discard ability that moves the card and you resolve that ability first, Prince loses track of the card and can't set it aside. (This could be Horn, Merchant Camp, Page, Peasant, Reckless, Scheme, Tent, Tireless, Way of the Frog, the pre-2022 versions of Hermit or Treasury; or if it's an Action—Treasure: Herbalist [2022 version], Panic or Trickster.) If you resolve Prince first, the other ability can't move the card. Also see Herbalist (pre-2022) 9 and Hermit (pre-2022)
- 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 that turn, and therefore Prince will fail to set it aside again

- and so will stop playing it. The Duration will be discarded later as usual.
- (5) If Prince stops playing the card, Prince itself will still be set aside for the rest of the game.
- This SETS UP A LATER ABILITY for the rest of the game. However, if you play Prince without moving it into play, you can't set it aside, so nothing will happen. (Throne Room + Prince will let you set aside only one card with the Prince.) See EFFECT WHEN MOVED FROM PLAY.
- If the chosen card is removed from play (see REMOVED FROM PLAY), Prince will stop playing it. If it's Walled Village and you put it on your deck, Prince will stop playing it.
- Prince PLAYS A CARD AT THE START OF YOUR TURN. (Note that Prince will only play a Reserve card once, see 19 below. But Prince could play a card like Vassal or Throne Room which could play a Reserve.) Also see PLAY A CARD AT THE START OF YOUR TURN regarding playing Prince.
- If you set aside a Reserve card with Prince, Prince will only play it once even if you call it the same turn: Prince plays the Reserve, and the Reserve is put on your Tavern mat, causing Prince to lose track of it. If you call the Reserve that same turn, you discard it in Clean-up, but since Prince has already lost track of it, Prince fails to set it aside, and will stop playing it.
- ❖ Also see Reckless 9.

Swamp Hag Q p. 23, 38, 40, 42

- * Pre-2022 version
- 6 See 1-2 in the 2022-version entry.
- 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 or Project.
- 8 See TRIGGERED ABILITY 1. When-buy abilities (like gaining Ill-Gotten Gains or gaining a card for Cauldron) might affect the Curse pile before you gain one.
- Clarification: See TRIGGERED ABILITY 4. If you play Swamp Hag on another player's when-buy: See Way of the Mouse 12.

Trader p. 19, 22, 41, 50, 177

- * Pre-2020 version
- If there is a COST REDUCTION, Trader will give you fewer Silvers when you trash a card.
- See TRIGGERED ABILITY (first trash, then check cost, then gain).
- You may use the Reaction when you gain a card on your turn or on an opponent's turn.
- \bigcirc New version: See "Do X TO".

- If there are no Silvers in the Supply when you reveal Trader, you gain nothing instead of the card you would have gained.
- From rulebook: Trader has a when-would-gain ability. This only triggers when you are actually about to gain a card. You can't reveal Trader when "trying" to gain a card that isn't available in the Supply.
- 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 for the original card (but when-buy abilities do), and no effect that refers to the original card will happen. Also see Possession 6.

If you play Wild Hunt or buy Scrounge or Triumph, and then use Trader to gain a Silver instead of the Estate, you don't do anything further. The same applies if you buy Desperation or Ritual and Trader away the Curse.

- Clarification: Trader's and Possession's when-wouldgain abilities trigger at the same time. If you have Trader in hand when you're Possessed, the Possessor can choose that you reveal Trader first. In that case 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.
- (i) Clarification: With the 2022 version of Doctor, Herald, Masterpiece or Stonemason, if you overpay for the card but then use Trader to gain a Silver instead, you don't get the overpay ability. If you Trader away a bought card, the 2022 version of Haggler, Haunted Woods or Swamp Hag won't trigger at all.
- (B) Clarification: If you buy a Port (pre-2022 version), or buy a card with Talisman in play, you gain a copy before gaining the card you bought. This means that even if the card you bought is the only copy available (either the last in the pile, or a card from a split pile where the next card is different), you can reveal Trader to gain a Silver instead of the copy, and then afterwards gain the card you bought, since a copy is still available in the Supply pile.
- 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.

Treasury N p. 40

- Pre-2022 version
- Gaining a Victory card without buying it doesn't stop you from putting Treasury onto your deck.
- See Panic 5, Prince (pre-2022) 13, Reckless 8 and Tireless 1.
- Erratum (2017 version): The dividing line was mistakenly omitted from the 2017 version on the initial print run.

Your Estate token p. 8, 14, 37, 42

- * Pre-2019 version of Inheritance
- * See Inheritance.
- 1 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 may be called "Inherited Estates".)
- 2 Clarification: An Estate is yours as described at the top of LOCATIONS IN THE GAME § II. 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 (pre-2020 version), 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 *Adventures* tokens or Traits on that pile don't apply 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.)
- 4 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 (see list below), your Estate will refer to that card, not a copy of itself (Estate).

However, Pirate Ship should not refer to itself, and so the 1st version of the card has an erratum: It should refer to putting Coin tokens on your Pirate Ship mat, and getting +1 per Coin token on the mat. (The new 2017 version does this.) The Inherited Estate will work just like Pirate Ship. With Border Guard, Inherited Estates will be changed by Lantern (pre-2019 version) (see 18 below). Experiment's when-gain ability will give you an Experiment, and Port's when-buy (pre-2022) or when-gain (2022) ability will give you a Port, but Fer-

ryman's when-gain ability will not work. For Way-farer, see 22 below.

Relevant cards that are referenced by name: Aristocrat, Border Guard (referenced by Horn and 2019-version Lantern), Crossroads, Cultist, Duchess, Experiment, Ferryman, Gladiator, Magpie, Outpost (2017/pre-2023 version), Port, Rats, Settlers (referenced by Bustling Village), Treasure Map.

- 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 when you play it). 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.)
- 6 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 Groom or Ironworks, you also get the "Action" (and possibly "Treasure") bonus. Colonnade will trigger if you buy an Inherited Estate with an Estate in play; Abundance, Academy, Collection, Falconer, Innovation, Mirror, Rapid Expansion and (possibly) Cauldron and Gatekeeper will trigger if you gain one
- Oclarification: However, when you're choosing a card, Estates in the Supply are not yours, so an ability that specifically gains an Action card (like University, Stonemason, Procession or Seaway) can't gain an Estate.

When playing Band of Misfits (pre-2019 version) you can't choose Estate. You can't choose to play an Estate from the trash with Necromancer or from the Supply with Captain or Band of Misfits (2019 version). You can't put *Adventures* tokens on the Estate pile. Quarry only applies to Estates that are already yours. If you have your Estate token on a Fortress/Lich/Trail and trash an Estate in the Supply with Salt the Earth, it stays in the trash. If you have your token on a Grand Market, you may buy an Estate with Copper in play, since the Estate isn't yours yet.

- If you have your Estate token on a Band of Misfits (pre-2019 or 2019 versions), Border Village, Catacombs, Falconer or Lich, the ability refers to a card cheaper than 2.
- If you have your Estate token on an Action card which Capitalism changes into a Treasure, all your Estates are also Treasures.

- Clarification: When scoring at the end of the game, your Inherited Estates are still Action (and Victory) cards.
- U Clarification: Transmute, after trashing an Inherited Estate, checks the types of the Estate when it's no longer yours, so it will just be a Victory card then. Trashing with Barbarian, Catapult, Forager, Locusts, Maroon, Mountain Shrine, Rice Broker, Sacrifice or Student works the same way. If you trash an Estate with a card such as Salvager (see COST REDUCTION—Abilities that give a benefit based on the cost of trashed cards) or a card that "REMODELS", its cost will no longer be changed by Quarry, nor by Destrier's, Fisherman's or Wayfarer's ability if you have your Estate token on it. However, Ritual says "per 1 it cost", so the cost of the Estate before you trashed it is what matters. If you use Watchtower to trash an Estate gained with Ironworks (or Groom or Sculptor), it will just be a Victory card when its types are checked. The same applies if you return the gained Estate to the Supply with Trader (2020 version), or play it via Innovation and it's returned or trashed. — However, if you trash an Estate with your token on Fortress/Lich/Trail, it goes to your hand/ discard/play area (so it's yours again) before its cost or types are checked. And if you trash an Estate while Possessed, the Estate is set aside and so yours again when checked.
- Clarification: If you gain an Inherited Estate, whengain abilities that trigger on gaining Actions (and possibly Treasures) will trigger, no matter if the Estate is first trashed or returned as described in 11 above. This applies to Abundance, Academy, Aqueduct, Cauldron, Collection, Colonnade (2022 version), Defiled Shrine, Gatekeeper, Growth, Guildhall, Mirror, Pirate, Rapid Expansion and Secluded Shrine; Falconer will trigger. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 3 § III.)
- A card is considered played with the types it has before it's resolved. So if you play an Inherited Estate, trashing or returning it, it still counts as a played Action card for Conspirator, and after-play abilities will trigger on the set-aside card's types, such as Coin of the Realm, Frigate or Harbor Village. Citadel, Daimyo or Flagship will replay it, but since it will have no play ability nothing will happen.
- Clarification: If you have your token on an Acting Troupe (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 a Page or Peasant, you may exchange the Estate when you discard it: Return it to the Estate pile. If you have your token on Encampment, Experiment or Snake Witch, an Estate being returned to the Supply goes 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 Workshop, it won't be gained onto your deck, since it's not yours before you gain it.
- With Aqueduct: If you gain an Estate with your Estate token on a card that gains Silver/Gold on when-gain, or, with Innovation, gain an Estate with your token on a card that gains Silver/Gold on play, you may resolve this Silver/Gold gaining before taking the from Aqueduct. (See GAIN ON WHEN-GAIN.) With Capitalism,

- and your Estate token on a Farmers' Market, your Estates are Treasures, but when you gain an Estate, Aqueduct tries to move a token from the Estate pile, not the Farmers' Market pile.
- With Border Guard and Lantern (pre-2019 version): If you have Lantern, your Border Guards' play ability is changed. This means that Inherited Estates will be changed: If you have your Estate token on a Border Guard, that card will be changed by Lantern, and your Estates will have the ability of that card. (On the other hand, Horn only triggers when you discard a Border Guard, not an Estate.)
- With Border Guard and Lantern (2019 version): If you have your Estate token on a Border Guard, Lantern will not matter when you play an Inherited Estate, since Lantern only triggers when you play a Border Guard, not an Estate. If you play Elder + an Inherited Estate, Elder will trigger if the card with your Estate token has a "choose" effect.
- With Innovation: Groundskeeper has a when-gain ability that is active when the card is in play (pre-2022 version) or has been played (2022 version). If you gain & play (via Innovation) an Estate with your Estate token on Groundskeeper (or e.g. Vassal playing Groundskeeper), Groundskeeper's when-gain ability is enabled, triggering based on the gain. If you gain & play en Estate with your token on e.g. Courier, playing a Hoard, Hoard triggers based on the gain.
 - With Gondola: With Enlightenment and your token on Gondola, if you gain an Estate and play a Grounds-keeper or Hoard, they will trigger on the gain.
- With Pirate Ship: Pirate Ship checks whether a Treasure was trashed, not whether the trashed card is currently a Treasure. This could matter with e.g. Crown or Capitalism: A trashed Inherited Estate will no longer be a Treasure.
- With Wayfarer: If no cards are gained this turn (so Wayfarer normally costs 6 and your Estates 2), gaining a Wayfarer doesn't change the cost of your Estates, but gaining an Estate changes Wayfarer's cost to 2. If Wayfarer and your Estates copy the cost of another card, gaining a Wayfarer or Estate doesn't change the costs.

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. **All cards are current versions.**

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" (in italics with a capital T) refers to the card itself.

The cards immediately below are not included; they instead refer you to included cards that they closely resemble:

Alchemist — see Improve
Abundance, Cutthroat — see Secluded Shrine
Biding Time — see Patient
Collection, Galleria, Groundskeeper, Guildmaster,

Haggler, Hoard, Insignia, Mining Road, Skirmisher,
Tiara, Tracker — see Bauble, Livery

Doctor, Infirmary, Masterpiece, Stonemason — see *Herald*

Herbalist — see *Scheme*

Hermit, **Treasury** — see *Merchant Guild*

Highway, Princess, Quarry, Renown — see Bridge, Inventor

Journey — see Outpost (slightly different timing, play instead of buy ability)

Landing Party, Daimyo — see Flagship

Lighthouse — see *Guardian*

Mirror — see Rush

Monkey — see *Gatekeeper*

Stowaway — see *Pirate*

Swamp Hag — see *Haunted Woods*

Taskmaster — see Cargo Ship

Voyage — see Mission (buy instead of play ability)

Animal Fair

play ability: +4. +1 Buy per empty Supply pile.

when-would-pay ability: When you would pay for This, you
may instead trash an Action card from your hand.

Aqueduct (Landmark)

when-gain ability: When you gain a Treasure, move 1 If from its pile to This.

when-gain ability: When you gain a Victory card, take the from This.

Bauble

- ❖ +1 Buy.
- **♦** + 1.
- +1 Favor.
- rest-of-turn ability (activated on play): This turn... when-gain ability (active rest-of-turn): When you gain a card, you may put it onto your deck.

Blockade

play ability: Gain a card costing up to 4 from the Supply, setting it aside.

start-of-turn ability (set up on play): At the start of

start-of-turn ability (set up on play): At the start of your next turn, put it into your hand.

while-card-remains ability (activated on play): While the card remains set aside...

when-gain ability (active during-turn): When that player gains a copy of the set-aside card, they gain a Curse.

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 (2022 version)

play ability: Each other player takes their — 11 token.

rest-of-turn and during-turn ability (activated on play):
On this turn and your next turn, cards cost less, but not less than .

+1 Buy.

start-of-turn ability (set up on play): At the start of your next turn, +1 Buy.

Cage

play ability: Set aside up to 4 cards from your hand face down.

when-gain ability (set up on play): The next time you gain a Victory card: Trash This.

end-of-turn ability (set up on when-gain): At the end of that turn, put the set-aside cards into your hand.

Caravan Guard

play ability: +1 Card. +1 Action.

start-of-turn ability (set up on play): At the start of your next turn, +1.

before-play ability: When another player plays an Attack card, you may first play This from your hand.

Cargo Ship

play ability: +**2**).

rest-of-turn ability (activated on play): Once this turn...

when-gain ability (active rest-of-turn): When you
gain a card, you may set it aside face up.
start-of-turn ability (set up on when-gain): At
the start of your next turn, put it into your

Cauldron

play ability: +2, +1 Buy.

when-gain ability (set up on play): The third time you gain an Action card this turn, each other player gains a Curse.

Champion

play ability: +1 Action.

rest-of-game ability (activated on play): For the rest of the game...

before-play ability (active rest-of-game): When another player plays an Attack card, it doesn't affect you.

before-play ability (active rest-of-game): When you play an Action card, +1 Action.

Charm (2022 version)

play ability: Choose one option:

+1 Buy, +2.

❖ when-gain ability (set up on play): The next time you gain a card this turn, you may also gain a differently named card with the same cost from the Supply.

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.

Corsair

play ability: +**2**).

start-of-turn ability (set up on play): At the start of your next turn: +1 Card.

until-next-turn ability (activated on play): Until your next turn...

after-play ability (active until-next-turn): When another player plays a Silver or Gold for the first time on a turn, they trash it afterwards.

Crypt (2022 version)

play ability: Set aside any number of non-Duration Treasures you have in play, face down.

while-cards-remain ability (activated on play): While any cards remain set aside...

start-of-turn ability (active while-cards-remain): At the start of each of your turns, put one into your hand.

Defiled Shrine (Landmark) (2022 version)

when-gain ability: When you gain an Action card, move 1 If from its pile to This.

during-Buy-phase ability: In your Buy phase...

when-gain ability (active during-Buy-phase): When you gain a Curse, take the W from This.

Deliver (Event)

buy ability: +1 Buy.

rest-of-turn ability (activated on buy): This turn...

when-gain ability (active rest-of-turn): When you gain a card, set it aside face up.

end-of-turn ability (set up on when-gain): At the end of this turn, put it into your hand.

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.

Donate (Event) (2022 version)

buy ability:

start-of-turn ability (set up on buy): At the start of your next turn, first, put all cards from your deck and discard pile into your hand, trash any number, shuffle the rest into your deck and draw 5 cards.

Elder

play ability: +2. You may play an Action card from your hand.

while-resolving ability (activated on play): While you are resolving the played card...

when-resolve ability (active while resolving): When you resolve an effect of the card this turn to choose a number of options, you may choose one more, different, option.

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 its pile 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 another player would resolve the play ability of the first Action card they play on 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.

Enlightenment (Prophecy)

once-there-are-no-tokens ability: Once there are no Sun tokens on This...

Treasure cards also have the type Action.

during-Action-phase ability (active once-there-are-notokens): During an Action phase...

when-would-resolve ability (active during-Actionphase): When you would resolve the play ability of a Treasure card you play, you get +1 Card and +1 Action instead.

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.

Farrier

play ability: +1 Card. +1 Action, +1 Buy. when-pay ability: When you pay for This, you may overpay.

when-gain ability: When you gain This...

end-of-turn ability (set up on when-gain): At the end of this turn, +1 Card for each 1 you overpaid.

Faithful Hound

play ability: +2 Cards.

Other-than-during-Clean-up ability: Other than during Clean-up...

when-discard ability (active other-than-during-Cleanup): 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.

First Mate

play ability: You may play an Action card from your hand. Do this any number of times:

Play a copy of that card from your hand. Draw until you have 6 cards in hand.

Flagship

play ability: +**2**).

after-play ability (set up on play): The next time you play a non-Command Action card, replay it afterwards.

Frigate

play ability: +3.

until-next-turn ability (activated on play): Until your next turn...

after-play ability (active until-next-turn): When another player plays an Action card, they discard down to 4 cards in hand afterwards.

Garrison

play ability: +2.

rest-of-turn ability (activated on play): This turn...

when-gain ability (active rest-of-turn): When you
gain a card, add a Coin token to This.

start-of-turn ability (set up on when-gain): At the start of your next turn, remove the Coin tokens from This. +1 Card per token removed.

Gatekeeper

play ability:

start-of-turn ability (set up on play): At the start of your next turn, +3.

until-next-turn ability (activated on play): Until your next turn...

when-gain ability (active until-next-turn): When another player gains an Action or Treasure card they don't have an Exiled copy of, they Exile it.

Guardian

play ability:

until-next-turn ability (activated on play): Until your next turn...

before-play ability (active until-next-turn): When another player plays an Attack card, it doesn't affect you.

start-of-turn ability (set up on play): At the start of your next turn, +1.

Harbor Village

play ability: +1 Card, +2 Actions.

after-play ability (set up on play): The next time you play an Action card this turn: Afterwards, if you resolved an effect of the card for + 1.

Haunted Woods (2022 version)

play ability:

start-of-turn ability (set up on play): At the start of your next turn, +3 Cards.

when-gain ability (active until-next-turn): When another player gains a card, if they bought it, they put their hand onto their deck in any order.

Herald (2022 version)

play ability: +1 Card. +1 Action. Reveal the top card of your deck. If it's an Action, play it.

when-pay ability: When you pay for This, you may overpay.

when-gain ability: When you gain This, for each 1 you overpaid, put any card from your discard pile onto your deck.

Highwayman

play ability:

start-of-turn ability (set up on play): At the start of
 your next turn: discard This from play, +3 Cards.
until-next-turn ability (activated on play): Until your
 next turn...

when-would-resolve ability (active until-next-turn):
When another player would resolve the play ability of the first Treasure card they play on a turn, they instead do nothing.

Horn (Artifact)

while-you-have ability: While you have This, once per turn...
when-discard ability (active while-you-have): When you discard a Border Guard from play, you may put it onto your deck.

Horse Traders

play ability: +1 Buy, +3. Discard 2 Cards.

before-play ability: When another player plays an Attack card, you may first set aside This from your hand. If you do:

start-of-turn ability (set up on before-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.

Improve

play ability: +2

start-of-Clean-up ability (set up on play): At the start of Clean-up this turn, you may trash an Action card you would discard from play this turn. If you do:

Gain a card costing exactly 1 more than it from the Supply.

Inspiring (Trait)

during-turn ability: During your turn...

after-play ability (active during-turn): When you play an Inspiring card, you may afterwards play an Action card from your hand that is differently named from all cards you have in play.

Inventor

play ability: Gain a card costing up to 4 from the Supply.

rest-of-turn ability (activated on play): Cards cost 1
less this turn, but not less than 0.

Invest (Event)

buy ability: Exile an Action card from the Supply.

a copy of it, +2 Cards.

while-card-remains ability (activated on buy): While it remains in Exile...
when-gain ability (active while-card-remains): When another player gains a copy of it, +2 Cards.
when-Exile ability (active while-card-remains):
When another player buys Invest and Exiles

Island

play ability: Put This on your Island Mat. Put a card from your hand on your Island Mat.

end of game: Worth 2 W.

Island Folk (Ally) (2023 version)

end-of-turn ability: You may spend 5 Favors. If you did:

after-turn ability (set up on end-of-turn): If you have had no more than 2 turns in a row: Take an extra turn after this one.

Kiln

play ability: +**2**.

before-play ability (set up on play): The next time you play a card this turn, you may first gain a copy of it from the Supply.

Kind Emperor (Prophecy)

once-there-are-no-tokens ability: Once there are no Sun tokens on This...

start-of-turn ability (active once-there-are-no-tokens):
At the start of each of your turns: Gain an Action card from the Supply to your hand.

when-remove-token ability: When you remove the last Sun token from This: Gain an Action card from the Supply to your hand.

Lantern (Artifact) (2019 version)

while-you-have ability: While you have This:

when-would ability (active while-you-have): When you would resolve Border Guard's effect of revealing 2 cards, instead reveal 3.

when-would ability (active while-you-have): When you would resolve Border Guard's effect of discarding 1 card, instead discard 2.

Livery

play ability: +3.

rest-of-turn ability (activated on play): This turn...

when-gain ability (active rest-of-turn): When you

gain a card costing 4 or more, gain a

Horse.

Merchant

play ability: +1 Card, +1 Action.

after-play ability (set up on play): The first time you play a Silver this turn, +1 afterwards.

Merchant Guild (2022 version)

play ability: +1 Buy, +1.

end-of-Buy-phase ability (set up on play): At the end of your Buy phase this turn: +1 Coffers per card you've gained this Buy phase.

Mission (2023 version)

buy ability:

after-turn ability (set up on buy): If you have had no more than 2 turns in a row: Take an extra turn after this one.

during-turn ability (activated on buy): During the extra turn, you can't buy cards.

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... (as above)

Outpost (original and 2023 version)

play ability:

after-turn ability (set up on play): If you have had no more than 2 turns in a row: 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.

Panic (Prophecy)

once-there-are-no-tokens ability: Once there are no Sun tokens on This...

after-play ability (active once-there-are-no-tokens):
 When you play a Treasure, you get +2 Buys afterwards.

when-discard ability (active once-there-are-no-tokens):
When you discard a Treasure from play, return it to its pile.

Patient (Trait)

start-of-Clean-up ability: At the start of your Clean-up, set aside any number of Patient cards from your hand face up.

start-of-turn ability (set up on start-of-Clean-up): At the start of your next turn: Play the cards in any order.

Pirate

play ability:

start-of-turn ability (set up on play): At the start of your next turn, gain a card costing up to 6 from the Supply to your hand.

when-gain ability: When any player gains a Treasure, you may play This from your hand.

Possession (2023 version)

play ability:

after-turn ability (set up on play): If the player to your left has had no more than 1 extra turn in a row: That player takes an extra turn after this one.

during-turn ability (activated on play): 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 setaside cards (that were trashed) are returned to their discard pile at end of the turn.

Priest

play ability: +2. Trash a card from your hand.

rest-of-turn ability (activated on play): For the rest of this turn...

when-trash ability (active rest-of-turn): When you trash a card, +2.

Prince (2022 version)

play ability: You may set aside a non-Duration non-Command 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: Play the card without moving it into play.

Prosper (Event)

buy ability: Gain a Loot. Do this any number of times:

Gain a Treasure from the Supply that is differently named from all cards you have gained with this ability.

Reckless (Trait)

when-resolve ability: When you resolve the play ability of a played Reckless card, resolve it an extra time.

when-discard ability: When you discard a Reckless card from play, return it to its pile.

Relic

play ability: +2. Each other player puts their −1 Card token onto their deck.

River Shrine

play ability: + . Trash up to 2 cards from your hand.

during-turn ability (activated on play): During your
turn...

start-of-Clean-up ability (active during-turn): At the start of your Clean-up, if you didn't gain any cards in any Buy phase this turn: Gain a card costing up to 4 from the Supply.

Rush (Event)

buy ability: +1 Buy.

when-gain ability (set up on buy): The next time you gain an Action card this turn, play it.

Sailor

play ability: +1 Action.

rest-of-turn ability (activated on play): Once this turn...
when-gain ability (active rest-of-turn): When you
gain a Duration card, you may play it.

start-of-turn ability (set up on play): At the start of your next turn, +2, and you may trash a card from your hand.

Sauna (2022 version)

play ability: +1 Card, +1 Action. You may play an Avanto
 from your hand.

rest-of-turn ability (activated on play): This turn...

after-play ability (active rest-of-turn): When you play a Silver, you may trash a card from your hand afterwards.

Scheme (2016 version)

play ability: +1 Card, +1 Action.

rest-of-turn ability (activated on play): Once this turn...
when-discard ability (set up on play): When you
discard an Action card from play, you may
put it onto your deck.

Search

play ability: +**2**.

when-gain/trash/etc. ability (set up on play): The next time any player empties a Supply pile: Trash This, and gain a Loot.

Secluded Shrine

play ability: +**1**0.

when-gain ability (set up on play): The next time you gain a Treasure, trash up to 2 cards from your hand.

Tactician (2017 version)

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.

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.

Trickster

play ability: Each other player gains a Curse.

rest-of-turn ability (activated on play): Once this turn...

when-discard ability (active rest-of-turn): When
you discard a Treasure from play, you may
set it aside face up.
end-of-turn ability (set up on when-discard):
At the end of this turn, put it into your

Urchin

play ability: +1 Card, +1 Action. Each other player discards down to 4 cards in hand.

before-play ability: When you have This in play and play an Attack card other than This, you may first trash This. If you do: Gain a Mercenary.

Village Green (2020 version)

play ability: Resolve one of these:

- ❖ +1 Card, +2 Actions.
- start-of-turn ability (set up on play): +1 Card, +2 Actions.

Other-than-during-Clean-up ability: Other than during Clean-up...

when-discard ability (active other-than-during-Cleanup): When you discard This, you may reveal This. If you do: Play This.

Warlord

play ability: +1 Action.

start-of-turn ability (set up on play): At the start of your next turn, +2 Cards.

until-next-turn ability (activated on play): Until your next turn, other players can't play an Action card from their hand if they have 2 or more copies of it in play.

Way of the Chameleon (Way)

when-would-resolve ability: When you would resolve the play ability of a played Action card, you may instead:

Resolve its play ability, except that effects that would give you +Cards this turn give you + instead, and vice-versa.

Way of the Frog (Way)

when-would-resolve ability: When you would resolve the play ability of a played Action card, you may instead: +1 Action.

when-discard ability (set up on play): When you discard the Action card from play this turn,

put it onto your deck.

Way of the Seal (Way)

when-would-resolve ability: When you would resolve the play ability of a played Action card, you may instead:

rest-of-turn ability (activated on play): This turn...
when-gain ability (active rest-of-turn): When
you gain a card, you may put it onto your
deck.

Wavfarer

play ability: +3 Cards. You may gain a Silver.

After-card-gained ability: This has the same cost as the last card gained this turn other than a Wayfarer. The cost of This can't be reduced.

VIII. INDEX

This index does not contain the names of cards (except Base cards). Please see the reference in chapter VI for those.

Each entry lists the page numbers of places in the document where it is addressed. **Bold** page numbers refer to the definition or main explanation.

2019 errata: 20, 21, 25, 26, **27**, 49, 59, 114, 67, 74, 78, 84, 90, 104, 108, 110, 128, 132, 136, 148, 150, 158, 168

2020 errata: 27, 31, 123, 155, 160

2021 errata: 20, 25, **27**, 55, 62, 65, 71, 74, 88, 101, 108, 109, 120, 138, 139, 148, 148, 149, 156, 159, 173

2022 errata : see *new-edition cards* (2022-) **2023 errata** : **28**, 111, 111, 121, 125, 130, 160

2024 errata: **28**, 29, 63, 66, 129, 140, 147, 149

ability: a set of effects on a card that are triggered at a certain time, or when you play a card or buy an Event. 7, 8, 13, 17, 18, 18, 20, 21, 21, 23, 23, 24, 24, 24, 24, 25, 25, 28, 30, 30, 38, 42, 43, 43, 44, 44, 47, 170, 177, 179

Action (resource): 7, 12, **12**, 13, 15, 17, 18, 41, 43, 44, 44, 45, 48, 51, 51, 52, 80. Also see *Action pool*

Action (type): 3, 7, **7**, 9, 10, 12, 12, 15, 17, 37, 43, 44, 45, 51, 51

Action phase: 7, 12, **12**, 13, 13, 22, 30, 36, 42, 43, 62, 68, 73, 74, 75, 79, 80, 86, 87, 93, 94, 102, 103, 114, 120, 126, 127, 131, 139, 147, 148, 149, 159

Action pool: the Actions you have available at a given time. (this term is used in this document, but not in official rulebooks.) **12**, 12, 13, 15, 31, 43, 44, 48, 48, 51, 51, 52, 66, 68, 72, 73, 80, 86, 92, 114, 159

Adventures token: cardboard token in your color, each with a different ability. 6, 9, 33, **35**, 37, 44, 48, 76, 81, 85, 86, 86, 90, 104, 112, 152, 166, 168, 171, 177, 177

after-play ability: ability that is triggered when another card is played, after the card is resolved. **22**, 31, 38, 43, 55, 57, 71, 71, 72, 74, 85, 86, 87, 90, 92, 94, 99, 101, 104, 109, 113, 114, 119, 126, 137, 171

after-turn ability: *ability* that is *triggered* between turns. 15, **24**, 41, 43, 92, 131, 172, 175. Also see *extra* turn

Ally: 4, 10, 15, 30, 33, 81, 81

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Attack (type): 7, 7, 20, 35, 45, 44, 52, 71, 106, 123, 130

Augur (type): 7, 10 Bane card: 4, 8, 14 Base cards: 4, 4, 8, 9, 14

before-play ability: *ability* that is *triggered* when another card is *played*, before the card is *resolved*. **22**, 25, 31, 33, 35, 38, 43, 55, 69, 71, 85, 87, 92, 98, 101, 104, 106, 112, 112, 114, 115, 123, 135, 158, 164

Boon: 4, 5, 5, 10, 14, 14, **35**

buy: pay the cost of a card, Event or Project (except for in the cost, which you take instead), and use up one Buy from your Buy pool, in order to gain the card, resolve the Event's buy ability, or activate the Project. 3, 4, 6, 8, 12, 13, 13, 14, 20, 29, 29, 30, 30, 32, 37, 43, 43, 43, 44, 48, 54, 62. Also see buy ability and when-buy ability

Buy (resource): 12, **13**, 13, 15, 18, 29, 32, 43, 44, 48, 52. Also see *Buy pool*

buy ability: ability on an Event that is resolved when it's bought. 23, **32**, 43

Buy phase: 7, 12, **12**, 13, 29, 29, 30, 32, 36, 42, 43, 45, 61, 63, 68, 73, 76, 86, 88, 103, 118, 119, 120, 127, 136, 152, 157, 173

Buy pool: the Buys you have available at a given time. (this term is used in this document, but not in official rulebooks.) **12**, 13, 13, 15, 32, 43, 48, 63, 68, 73, 114, 159

call: move a card from your Tavern mat to your play area, to trigger an ability. 7, 14, 31. Also see Reserve (type)

Castle (type): 7, 10, **37**, 46, 48, 50

cheaper: this refers to card costs

choose card: 14, 18, 20, 22, 37, 43, 47, 60, 170

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Clash (type) : 7, 10

Clean-up phase: 12, **13**, 13, 14, 21, 28, 31, 35, 42, 43, 44, 50, 52, 55, 83, 87, 91, 125, 130, 156, 173, 175

Coffers mat: a separate mat, or the Coffers section of a Coffers/Villagers mat. 5, 5, 9, 10, 15, **30**. Also see spend Coffers token

Coffers Villagers mat: see *Coffers mat* and *Villagers mat* **Coffers token**: 5, 9, 15, **30**, 43, 61, 66, 82, 106, 120, 172.

Also see spend Coffers token

Coin (()) (resource): 3, 7, **12**, 13, **15**, 18, 29, 30, 30, 41, 43, 44, 44, 48, 52, 55. Also see *money pool*

Coin token: 5, 8, 30, 30, 95, 145. Coin tokens from 1st ed. of *Guilds*: see *Coffers token*.

Colony (card) : **4**, 8, 14, 15, 81

Command (type): 7, 60, 67, 78, 92, 108, 132, 140, 168

Copper (card): 3, 4, 8, 10, 11, 14

copy: **6**, 19, 34, 37, 37, 43, 46, 48, 52

cost (of card): *stated on the card in* , *d and/or* . *6*, 8, 8, 9, 13, 20, 29, 29, 30, 37, 43, 44, 45, 46, 48, 52, 53, 170, 177

cost (of Project): stated on the Project card in . 32, 43, 46

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Debt ((resource): 6, 9, 15, **29**, 30, 41, 43, 43, 45, 63, 103, 116, 130, 149, 150, 153, 155, 157, 165, 167. Also see *pay off Debt*

deck: your face-down draw pile on your left-hand side. 3, 7, 8, 13, 14, 14, **14**, 14, 15, 20, 20, 25, 25, 36, 44, 44, 44, 47, 47, 50, 49

differently named: 6, 37, 46

"dig for": 20, 46, 47

discard: place cards face up in your discard pile (either as part of Clean-up or because an effect tells you to discard). 3, 7, 13, 13, 15, 17, 19, 20, 27, 28, 29, 31, 33, 41, 43, 43, 43, 44, 44, 44, 47, 53, 53, 53, 54, 54. 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, 13, 14, 14, 14, 14, 14, 19, 20, 20, 22, 25, 25, 31, 43, 43, 44, 44, 44, 49

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Dominion: Adventures: 4, 5, 4, 6, 9, 27, 28, 31, 31, 32,

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Dominion: Alchemy: 4, 8, 27, 29

Dominion: Allies: 4, 5, 5, 10, 28, 30, 33, 37, 37

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Dominion: Cornucopia: 4, 8, 27

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Dominion: Dark Ages: 4, 4, 9, 27, 37

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Dominion: Plunder: 4, 4, 10, 28, 32, 34

Dominion: Prosperity: 4, 4, 5, 5, 5, 8, 27, 27, 29

Dominion: Renaissance: 4, 5, 5, 5, 6, 10, 28, 30, 32, 36 **Dominion: Rising Sun**: 4, 6, 6, 11, 28, 28, 29, 30, 32,

34, 36

Dominion: Seaside: 4, 5, 5, 5, 27, 27, 28

Doom (type): 7, 10

draw: move cards from your deck to your hand (either as part of Clean-up or because an effect tells you to draw). 3, 13, 14, 15, 18, 20, 41, 41, 43, 44, 44, 53, 54, 55

Duchy (card): 3, 4, 8, 14

duplicate: (term used on Snake Witch, and 1st versions of Menagerie and Hunting Party) see copy

Duration (type): **7**, 18, **28**, 33, 43, 46, 50, 51, 52, 71, 85, 85, 96, 97, 103, 107, 113, 123, 130, 132, 137, 138, 140, 140, 162, 163, 163, 163, 165, 171, 175

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".) 17, 17, 18, 18, 19, 20, 21, 22, 22, 23, 24, 44, 44, 45, 50, 55

end-of-Buy-phase ability: ability that is triggered at the end of your Buy phase. 40, 43, 68, 114, 126, 166

errata: see 2019 errata etc. Also see new-edition cards

Estate (card): 3, 4, 8, 8, 9, 11, 14

Event: 4, 8, 9, 9, 10, 10, 11, 11, 15, 22, 29, 29, **32**, 35, 43, 43, 121, 174

Exile: put on your Exile mat. 5, 10, 16, 31

Exile mat: 5, 10, 16, **31**. See Your Exile mat in the CARD REFERENCE p. 168.

exchange: Return a card to its *pile* and take another card from its *pile*, placing it in your *discard pile*. **31**, 53, 61, 70, 103, 155, 159

extra turn: 15, 24, 45, 92, 115, 125, 130, 172, 175

Fate (type) : 7, 10

Favor token: 5, 10, 15, 30, 33. Also see spend Favor

token

Favors mat: 5, 5, 10, 15, 30. Also see spend Favor token

Fort (type) : 7, 10

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). 3, 6, 13, 13, 14, 18, 20, 22, 24, 25, 29, 30, 30, 37, 42, 43, 43, 44, 44, 48, 48, 48, 49, 49, 49, 49, 50, 52, 52, 53, 53, 54, 54, 55. Also see whengain ability and when-would-gain ability

Gathering (type) : 7 **Gold** (card) : **4**, 8, 14

hand: the cards you hold in your hand, where you draw cards to, usually play cards from, and usually discard cards from. 3, 8, 12, 12, 13, 13, 14, 14, 14, 14, 15, 15, 19, 21, 22, 25, 36, 36, 41, 43, 43, 44, 44, 44, 47, 47, 49, 53

Heirloom (type): 4, 7, 10, 11, 81

Hex: 4, 5, 5, 10, 14, 14, **35**

in Exile : see Exile mat
in play : see play area
Journey token : 6, 9
kingdom : 4, 4

Kingdom card: **4**, 4, 4, 5, 5, 8, 8, 9, 10, 11, 11, 11,

14, 14

Knight (type): 7, 9, **37**, 46, 48, 50, 113

Landmark: 4, 9, 15, **33 landscape card**: **11**, 14

later ability : see set up a later ability

Liaison (type): 7, 10, 71, 114

look at : look at cards without showing them to the other players. 20, 20, 44, 44, 53

Loot (type): 4, 7, **11**, 46, 50. See Loot in the Card Reference p. 116.

Looter (type) : 7, 7, 9

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 or (with certain exceptions) play the card. 15, 18, 25, 27, 44, 47, 49, 50, 51, 62, 63, 65, 73, 74, 75, 76, 88, 94, 104, 107, 107, 108, 108, 109, 114, 115, 126, 131, 132, 134, 135, 136, 138, 146, 148, 150, 153, 156, 156, 158, 159, 159, 162, 171, 174, 175, 176

mat: see player mat

move card: 15, 18, 18, 20, 20, 22, 25, 44, 44, 44, 47, 47, 48, 49, 49, 50, 50, 51, 52.

name: stated on the card. 6, 8, 20, 46, 48, 170, 177

name (verb): say any card name. 6, 50

new-edition cards (2016–2018) : including Second Editions of Base game and Intrigue. 4, 5, 5, 9, 19, 22, **27**, 30, 55, 62, 64, 84, 87, 108, 110, 119, 120, 122, 124, 125, 129, 130, 139, 140, 140, 147, 151, 153, 155, 162, 170, 175

new-edition cards (2022-): including Second Editions of Seaside, Prosperity and Hinterlands. 22, 22, 27, 30, 30, 31, 47, 55, 56, 61, 63, 64, 64, 66, 70, 72, 75, 77, 78, 80, 82, 82, 88, 89, 91, 94, 99, 100, 100, 102, 102, 103, 103, 103, 105, 106, 108, 108, 115, 119, 119, 120, 120, 121, 122, 130, 132, 132, 133, 140, 144, 148, 149, 149, 149, 150, 152, 154, 157, 158, 159, 165, 167, 169

Night (type): 7, 13, 15, **36**, 43

Night phase: 7, 13, **36**, 43, 166

non-Kingdom card: 4, **4**, 14, 14, 20, 27, 48, 70, 98, 101, 115, 116, 126, 137, 143, 151, 153, 155, 157, 161, 163

non-Supply pile: pile of cards outside the Supply, containing non-Kingdom cards (except for Ferryman's pile)

Omen (type) : 7, 11 Odyssey (type) : 7, 10

ongoing ability: ability that changes the game for a defined time. **23**, 32, 36, 42, 45, 52, 53, 110, 179

options: see *choose option*

overpay ability: when-gain ability (previously when-buy ability) that is triggered by paying more than the cost of the card. 30, 30, 82, 172

pass: give a card to another player face down. 118

pay: use up and/or from your money pool. **13**, 22, 29, 30, 32, 41, 43, 43, 43, 43, 59, 63, 66, 126, 149

pay Coffers token : see spend Coffers token

pay off Debt: pay to return tokens to the common pool. 6, 28, 29, 43, 63, 66, 129, 130, 147, 149

pick : see choose

pile: pile of cards (even an empty pile) on the table where certain cards belong. 4, 4, 8, 9, 9, **14**, 14, 14, 15, 18, 20, 20, 31, 34, 35, 37, 37, 43, 48, 48, 63, 171, 177

Platinum (card): 4, 8, 14, 81

play: place a card from your hand (or from another place if an effect tells you so) in your play area and resolve its play ability (play an Action card by using an Action from your Action pool in your Action phase; play a Treasure card in your Buy phase; play a Night card in your Night phase; or play a card as instructed by an effect). 3, 7, 7, 7, 7, 7, 12, 12, 12, 13, 14, 15, 17, 17, 18, 24, 25, 27, 28, 29, 29, 31, 33, 35, 36, 36, 43, 43, 43, 44, 44, 50, 51, 51, 51, 52, 52, 53, 53, 54, 55. Also see play ability and before-play ability

play-in play: see play area

play ability: ability on a card that is resolved when it's played. 12, 12, 17, 17, 18, 20, 22, 23, 25, 29, 31, 33, 36, 41, 43, 55, 71, 72, 74, 75, 85, 85, 86, 87, 104, 104, 106, 123, 132, 135, 137, 138, 168, 170, 177

play area: area in front of you where you put your played cards—these cards being in play until they move from there. 3, 7, 13, 13, 13, 14, **14**, 14, 15, 15, 25, 25, 28, 28, 29, 31, 35, 36, 36, 41, 42, 43, 43, 43, 44, 44, 46, 47, 50, 51, 52, 53, 53, 54, 55, 55

player mat: 5, 14, 14, 14, 29

Potion (card): 8, 14, 29

potion () (resource): 8, **29**, 30, 30, 45, 52, 103, 116, 148, 149, 150, 153, 155, 157, 165, 167. Also see *money pool*

pre-2019 errata : see 2019 errata

Prize (type): 4, 7, 9

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Project cube : 6, 10, **32**

Prophecy: 4, 6, 11, 23, **34**, 42, 81 **Province** (card): 3, **4**, 8, 14, 15

Randomizer card: 4, 8, 8, 9, 11, 37, 37

Reaction (type): 7, 7, 13, 17, **20**, 22, 24, 25, 27, 33, 35, 44, 52, 52

receive Boon/Hex : take a Boon/Hex (unless an effect specifies one), resolve its ability, and then discard the card. 5, 35

"remodel": 47, **52**

Reserve (type): 5, 7, 9, 17, **31**, 46, 50, 71, 85, 113, 138, 140, 176

resolve: resolve an *effect*: carry out the instruction fully, to the extent possible; resolve an *ability*: resolve all of the *effects* of the *ability*. 12, **17**, 17, 18, 18, 20, 21, 21, 23, 24, 24, 24, 24, 25, 25, 28, 29, 30, 30, 32, 33, 34, 35, 43, 44, 44, 52, 55, 53. Also see *trigger*

reveal: show cards to all players. 20, **20**, 25, 41, 44, 44, 44, 47, 53

Reward (type) : 4, 7, 9

rotate: move the top identical cards in a split pile to the bottom. 37, 90

Ruins (type): 4, **7**, 9, 9, 11, 13, 14, **37**, 37, 46, 48, 50, 77, 118

Second Editions 2016 (*Base game* and *Intrigue*): 4, 4, 5, **27**, 124, 148, 149. Also see *new-edition cards* (2016–2018)

Second Editions 2022 (*Seaside, Prosperity* and *Hinterlands*): 4, 5, 5, 5, 5, 5, 5, 2**7**. Also see *new-edition cards* (2022–)

Second Editions 2024 (*Cornucopia & Guilds*) : 4, **28**, 30, 30

set aside: place cards face up (unless an effect tells you face down) outside your play area. 15, 20, 44

set-aside area: 14, 14, 14, 14. Also see set aside

set up a later ability: An *effect* can set up an *ability* to *trigger* at a specific later time. **18**, 18, 23, 24, 28, 29, 33, 43, 52, 53, 85, 86, 104, 170, 171

Shadow (type): 7, **36**, 41, 90, 108, 149, 160, 161

Shelter (type): 4, 7, 9, 11, 46, 50, 81

shuffle: either shuffle your discard pile and put it under your deck, or shuffle your deck because an effect tells you to. 3, 7, 14, **20**, 20, 25, 27, 27, 36, 41, 44, 44, 47, 47

Silver (card) : **4**, 8, 14

spend Coffers token: remove Coin token from your Coffers mat and return it to the common pool, for +1. (Some editions of rulebooks use "spend" while others use "remove from Coffers".) 5, 27, **30**, 43, 63, 65, 66, 94, 100, 130, 144, 148, 149

spend Favor token: remove Coin token from your Favors mat and return it to the common pool, to use an Ally. **30**, 33

spend Villager token: remove Coin token from your Villagers mat and return it to the common pool, for +1 Action. **30**, 43, 80, 130, 146

Spirit (type) : 4, 7, 10

split pile: 9, 10, 11, 34, **37**, 37, 48

start-of-Buy-phase ability: *ability* that is *triggered* at the start of your Buy phase. 40, **43**, 55, 58, 68, 79, 87, 118, 127, 157, 167

start-of-Clean-up ability: *ability that is triggered at the start of your Clean-up phase.* 40, **43**, 55, 62, 84, 94, 107, 111, 126, 137, 160

start-of-turn ability: ability that is triggered at the start of your turn, before you start playing Action cards from your hand. 13, **22**, 24, 40, 43, 50, 68, 96, 119, 126, 131

starting player: 8

State: 5, 10, 14, 14, 23, 23, **36,** 42

Sun token: 6, 11, 16, 34, 41

Supply: the Kingdom cards and Base cards that are in the game—the default place to buy and gain cards from. 3, 8, 8, 11, 11, 13, **14**, 14, 14, 15, 20, 35, 43, 43, 48, 48

Tavern mat: **5**, 7, 9, 31

"This": 38, 56

throne-room: card that lets you play a card twice or more on the same turn. **17**, 18, 18, 25, 28, 29, 34, 34, 47, 51, 51, 52, 55, 56, 56, 60, 64, 66, 71, 73, 76, 78, 78, 84, 84, 84, 86, 88, 89, 90, 93, 95, 104, 105, 110, 111, 112, 112, 113, 117, 121, 125, 128, 128, 129, 130, 131, 132, 134, 138, 138, 146, 146, 150, 155, 157, 158, 159, 160, 160, 161, 162, 162, 162, 163, 163, 165, 165, 166, 167, 170, 171, 171, 171, 176, 178

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token: 5, 6, 14, 131. Also see Coin token, Coffers token, Debt, Journey token, player token, Victory point token and Villager token

Townsfolk (type): 7, 10

Trait: 4, 10, 34, 37, 81, 177

trash: place cards face up in the **trash** pile. 3, **14**, 15, 17, 20, 25, 44, 44, 47, 52, 53, 53, 54, 54, 54. Also see when-trash ability

trash pile: unordered heap of cards that were trashed and belong to no player 4, 8, **14**, 14, 15, 44

Traveller (type): 7, 31, 33, 51, 53, 171, 178

Traveller upgrade card: 4, 7, 31, 53

Treasure (type): 3, 7, **7**, 7, 8, 10, 12, 14, 15, 15, 17, 22, 29, 43, 44, 45

- trigger (noun) : something that causes abilities to trigger, see trigger (verb)
- **trigger** (verb): triggering an ability means that it will be resolved, but if several abilities are triggered at the same time, they are resolved in series. 17, **17**, 18, 20, 21, 21, 23, 23, 24, 24, 24, 24, 24, 28, 29, 38, 42, 43, 44, 48, 49, 52, 53

type: stated on the card. **7**, 8, 10, 11, 37, 50, 75, 88, 116, 118, 170, 177

Victory (type): 3, 7, 7, 8, 8, 14, 15 Victory point (1): 3, 7, 7, 7, 15, 33

Victory point token (W token): 3, 5, 5, 9, 15, 15, 29

Villager token: 5, 15, 30, 43. Also see spend Villager token

Villagers mat: the Villagers section of a Coffers/Villagers mat. 5, 5, 10, 15, **30**. Also see spend Villager token

Way: 4, 10, 11, 20, 22, **33**, 38, 45, 48, 52, 59, 76, 76, 83, 114, 135, 166, 173, 175

when-buy ability: *ability* that is *triggered* when you buy a card. 13, **22**, 25, 30, 38, 43, 44, 48, 54, 57, 103, 109, 109, 123, 130, 144, 164, 164, 174, 176, 177, 177,

when-discard ability: *ability* that is *triggered* when you *discard* cards. 13, 13, **22**, 25, 40, 43, 49, 51, 53, 55, 126, 135, 153, 170, 175

when-gain ability: ability that is triggered when you gain a card. 13, 22, 25, 25, 30, 39, 43, 44, 48, 48, 49, 49, 50, 53, 82, 98, 102, 108, 108, 116, 117, 118, 119, 121, 130, 135, 137, 142, 143, 144, 149, 153, 155, 157, 164, 164, 171, 174, 176, 177

when-trash ability: *ability* that is *triggered* when you *trash* cards. **22**, 23, 40, 44, 49, 53, 55, 94, 107, 115, 116, 118, 122, 131, 135, 142, 143, 156, 170, 177

when-would ability: ability that is triggered when you are about to do something. 23, 41, 41, 43, 43. Also see when-would-gain ability and when-would-resolve ability.

when-would-gain ability: ability that is triggered when you are about to gain a card. 23, 41, 43, 130, 176

when-would-resolve ability: ability that is triggered when you are about to resolve a played card. 23, 33, 38, 43, 85, 86, 104

while-in-play ability: ongoing ability that is active as long as the card is in play. 23, 25, 51, 52, **55**, 109, 163

Wizard (type) : 7, 10 Zombie (type) : 4, 7, 10