

Complete Rules for Dominion and All Its Expansions

I. Introduction and Setup	1
Introduction	1
Guide to this document	2
Published games	2
Overview of the game	3
Components of the game	3
Reading a card	5
Basic setup	7
Special setup	8
Setup with an app	10
II. Game Rules: Essential Rules	11
Your turn	11
Locations in the game	13
Game end	14
Playing a card	14
Terms used on cards	14
III. Game Rules: Basic Rules	16
Card abilities	16
Resolving card abilities	17
Discarding cards	18
Gaining a card	18
Moving cards from your deck	19
Revealing or looking at cards	19
Reaction cards	19
Basic timing rules	20
Advanced timing rules	22
IV. Game Rules: Additional Rules	25
New editions and errata	25
Duration cards	26
Victory point tokens	27
Potions / Debt	27
Coffers and Villagers	28
Favors / Overpaying	28
Exchanging / Reserve cards / Exile	29
Events and Projects	30
Landmarks and Allies	31
Ways	31
Adventures tokens / Traits	32
Boons and Hexes	33
States and Artifacts	33
Night cards	33
Split piles	34
V. Overviews and Summaries	35
Overviews of timing of abilities	35
Summary of your turn	40
Summary of player activities	40
Summary of timing rules	41
Common mistakes	41
VI. Card and Token Reference	42
Common effects	42
Card Reference	53
Previous versions of some cards	151
VII. Detailed Timing for Certain Cards	160
VIII. Index	165

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 15 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, and in 2022 three other expansions got this treatment.) 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 [Complete and All-Encompassing Dominion FAQ](#) 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 ©2008-2023 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**, **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.

🏰 = Victory points

🟡 = Coins

🔴 = Debt

Published games

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

Expansions:

Dominion: Intrigue (2009)
Dominion: Seaside (2009)
Dominion: Alchemy (2010)
Dominion: Prosperity (2010)
Dominion: Cornucopia (2011)
Dominion: Hinterlands (2011)
Dominion: Dark Ages (2012)
Dominion: Guilds (2013)
Dominion: Adventures (2015)
Dominion: Empires (2016)
Dominion: Nocturne (2017)
Dominion: Renaissance (2018)
Dominion: Menagerie (2020)
Dominion: Allies (2022)
Dominion: Plunder (2022)

Second Editions:

Dominion, Intrigue (2016)
Seaside, Prosperity, Hinterlands (2022)

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)





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	 ↘ 2nd Edition
 ↘ 2nd Edition	 Dark Ages
 Intrigue	 Guilds
 ↘ 2nd Edition	 Adventures
 Seaside	 Empires
 ↘ 2nd Edition	 Nocturne
 Alchemy	 Renaissance
 Prosperity	 Menagerie
 ↘ 2nd Edition	 Allies
 Cornucopia	 Plunder
 Hinterlands	 Promos

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

Each player starts the game with three Estates and seven Coppers in their **deck**. You have your **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, for instance let you **draw** more cards from your **deck**, give you , allow you to **play** more Action cards, let you **trash** (get rid of) cards from your deck, or let you attack the other players in different ways.

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

When you need to **draw** more cards than you have left in your **deck**, you **shuffle** the cards in your **discard pile** and add 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 426 different Kingdom card **piles** available in total (plus 38 that were removed in Second Editions of the *Base game*, *Intrigue*, *Seaside*, *Prosperity* and *Hinterlands*). 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 (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 unique Zombies (in *Nocturne*) start the game in the **trash pile**.

The new 2018 edition of *Cornucopia* includes a unique card to mark the Bane pile for Young Witch. ♦

Events, Landmarks, Projects, Ways, Allies and Traits

There is one copy of each Event, Landmark, Project, Way, Ally and Trait. 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 168 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 **UB**. Allies are activated with Favor tokens. See LANDMARKS AND ALLIES § 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* and 15 in *Plunder*; 21 Landmarks in *Empires*; 20 Projects in *Renaissance*; 20 Ways in *Menagerie*; 23 Allies in *Allies*; and 15 Traits in *Plunder*. ♦

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* (1st edition). They are player mats used for those cards respectively, whenever needed. There are 6 of each.

The **UB** player mats are in *Prosperity* (1st edition). You may use them to keep your **UB** 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 Favours 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* (1st edition), 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* [1st edition]), take it from the common pool and put it on your Pirate Ship mat.

Coin tokens are used with Trade Route from *Prosperity* (1st edition). 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*, 25 in *Guilds*, 35 in *Renaissance* and 35 in *Allies*. ♦

Embargo tokens

These are used with Embargo from *Seaside* (1st edition), whenever needed.

There are 15 Embargo tokens. ♦

Victory point tokens (♣ 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 ♣, 2 ♣ and 5 ♣, and you may make change as needed. See VICTORY POINT TOKENS § IV.

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

Debt tokens (♦ tokens)

These are in *Empires*. 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. ♦

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 a certain **name** (e.g. the same **name** as another card).

Almost all Supply **piles** in Dominion consist of copies of one card. There are however a few exceptions; see SPLIT PILES § IV.

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

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

Cost

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

A * or a + after the **cost** (such as 0* or 3+) does not affect the **cost** for any **ability** that refer to cards' **costs**. It's just a reminder to check the card's text regarding **buying** or **gaining** the card. (But Destrier, Fisherman, Peddler and Wayfarer can have altered **costs**; see the CARD REFERENCE § VI.)

Also see COMMON EFFECTS: CARD COSTS, BELOW 0" § 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  if you have it at the end of the game.

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

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

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

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

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

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

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

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

Doom, Fate, Heirloom, Liaison, Looter, 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, 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.



Expansion symbol and card artist

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

At the bottom left, in the black footer, is the name of the artist who 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 a card to have another **cost** than the printed **cost** at periods during the game. A **cost** can't go below 0. (The **costs** of Events and Projects cannot be changed.)

Your Estate token can change the **abilities** and **types** of your Estates. **Capitalism** 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  in its **cost**, include the 16 *Potion* cards in the Supply. ♦



Prosperity

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

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

Regarding identifying *Victory piles*, see SPLIT PILES: PILE TYPE AND COST § IV. ♦

Cornucopia

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

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

If the *Bane* card has 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 or later edition of *Cornucopia*, instead use the included special card.

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

Dark Ages

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

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

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

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

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

Hermit: Include *Madman* (10 cards).

Urchin: Include *Mercenary* (10 cards).

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

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

Guilds

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

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

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

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

Empires

If you are using *Events* or *Landmarks*, 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 underlined cards are in the game, include these **piles outside** the Supply:

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

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

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

Exorcist: Include all 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 LANDSCAPE 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 underlined 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 Action 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. ♦

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 starts 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**. (Ruins can't have a Trait; the **Bane pile** for Young Witch can.) 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. ♦

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 (a Copper, an Estate, a Shelter or an 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*.

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. ♦

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* 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 **Bane** for Young Witch, the card for **Way of the Mouse**, **Events**, **Landmarks**, **Projects**, **Ways**, **Allies**, **Traits** 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 (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 3, Cavalry 2, Diadem 1, Innovation 14, Launch 2 and Villa 3 in the CARD REFERENCE § VI.

Some cards can give you Actions, Buys or 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, and **pay off** Debt. See COFFERS AND VILLAGERS, EVENTS AND PROJECTS, DEBT, and also POTIONS, 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.

Coffers tokens may be **spent** at any time during your turn. See COFFERS AND VILLAGERS § IV. ♦

Locations in the game

Piles

A **pile** is a stack of cards on the table where certain cards belong. This includes Kingdom card piles, other Supply piles, and non-Supply piles. 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, 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+14) in the CARD REFERENCE § VI.



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**). Young Witch's *Bane* card is an 11th Kingdom card and so is in the Supply.

These cards are not in the Supply: Non-kingdom cards (see COMPONENTS OF THE GAME: NON-KINGDOM CARDS § I), **landscape cards**, Boons, Hexes, States, Artifacts, the Black Market deck, Way of the Mouse's **set-aside** card.



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 , 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 CARD ABILITIES § 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 8+9 in the CARD REFERENCE § VI). ♦




Terms used on cards

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

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

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

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

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


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

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

gain—See GAINING A CARD § III.

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

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

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

take/add/pay off —See DEBT § 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 §
VI.

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

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

The symbol “” denotes an unspecified Coin amount.
(Apprentice and Storyteller said “per ” instead of “per
”; 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 you **play** 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 and King's Cache 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 **T** 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, Possession, 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 + Possession, the next player gets two extra turns. If you **play** Throne Room + Scheme, in Clean-up you may choose two Action cards to put onto your **deck**.

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 § IV.)*

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



Resolving card abilities

Effects are immediate

Effects that produce things like Actions, Buys and ● (see TERMS USED ON CARDS § II), do this immediately when they are **resolved**, and the amount produced doesn't change if the card is subsequently moved somewhere else (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 ● 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 ADVANCED TIMING RULES: THE "LOSE TRACK" RULE). ◆

Effects contingent on other effects

“If you do/did” means that the **effect** following is contingent on the previous one. **Effects** contingent on other **effects** don’t happen if you didn’t do the first **effect**.

For instance, if you’re not able to **trash** two cards with Trading Post, you don’t **gain** a Silver, because the **effect** says “if you did”. 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.

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) 14 in the CARD REFERENCE § VI. ♦



Bridge Troll has an **ongoing ability** and a **start-of-turn 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**.

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 **U** 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 edition) (**gain** a Curse per token), Changeling (**exchange** a **gained** card), Shaman (**gain** a card each turn) and all setup rules printed on cards. ♦

Discarding cards

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

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

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

Also see **YOUR TURN: C—CLEAN-UP PHASE § II** and **BASIC TIMING RULES: WHEN-DISCARD ABILITIES**. ♦

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 you **shuffle** 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

Reaction cards have an **ability** that you may **resolve** at certain times, as described on the card. **Resolving** the Reaction **ability** does not count as **playing** the card (unless the **ability** specifically involves **playing** it, like Caravan Guard or Sheepdog). Also see CARD ABILITIES.

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



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

Several Reaction, 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**).

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**.

- 1 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 5 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.

Before-play abilities trigger when another card is **played**, *before* the **played** card is **resolved**. Most of these are Reaction **abilities** (see REACTION CARDS § IV): A Reaction to a **played** Attack is **resolved** before the Attack is **resolved**. The **ability** always refers to *another* card being **played**.

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**).

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 6-7 and Highwayman 11 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.



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

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 § 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 *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* you do that 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.

- ② 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.

- ③ 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. ◆

Ongoing abilities

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 when a card is in **play**, during your Buy phase or during your turn.

Enabling a triggered ability means making it possible to **trigger** an **ability** that otherwise is inactive (e.g. 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).

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.

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 that are 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, Skirmisher, Snowy Village, Swamp Hag, Tiara, Warlord, **Way of the Seal**, (all 2022 versions:) Bridge Troll, Groundskeeper, Hagglor, Herbalist, Highway, Hoard, Lighthouse, Princess, Quarry, Sauna, Tracker.

Activated by **buying** an Event: **Deliver**, **Invest**, **Mission**, **Travelling Fair**.

A State or Artifact lasts as long as you have the card. A **bought** Project lasts the rest of the game. See OVERVIEW OF ONGOING ABILITY TIMERS § V for a complete list. ◆



Merchant Guild (1st 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 § VI.

- 3 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 **when-trash 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 and Mastermind 3 in the CARD REFERENCE § VI.

See COMMON EFFECTS: TRIGGERED ABILITY § VI for more on **resolving triggered abilities**. ♦

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, 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. ♦

More concurrent abilities can trigger

- 1 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 5, Falconer 6, Fool's Gold 6, Guard Dog 3, Innovation 9-10, Mapmaker 3, Market Square 5, Pirate 6, Secret Chamber 4, Sheepdog 2+5, Sleigh 5-6, Stowaway 5-6, Trader (2020 version) 8-9 and Watchtower 5-6 in the CARD REFERENCE § VI.

- 2 If a card with a **while-in-play ability** enters **play** while you're **resolving** a **triggered ability**, it can also **trigger** based on the original occurrence. For instance, if you **buy** a card and this leads to Goons entering **play**, Goons will **trigger** based on the **buy**. See the entry on Innovation (12).

- 3 **Triggers** are based on the actual occurrence. For instance, Livery only **triggers** if you **gain** a card **costing** 4 or more, no matter if the **gained** card changes **cost** (like a Fisherman) before you **resolve** Livery. See Band of Nomads 6, Changeling 8, Cutthroat 6, Galleria 3, Livery 4, Taskmaster 7 and the pre-2019 versions of Band of Misfits (15-16) and Your Estate token (12-13).

- 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.

If an **effect** of the **ability** is that “*each other player*” does 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 Blocked 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; this expectation lasts 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 15, 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 these 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 § III.

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 new-edition 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. The old card versions are here referred to as *pre-2019 versions*. They were printed in 2020 and 2021.

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 TIMING 2 § III), and the "lose track" rule (see ADVANCED TIMING 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: BEFORE-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 ADVANCED 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. 9 Kingdom cards were removed from each set (8 from *Seaside*) and 9 new ones added in each. Some cards were functionally changed.

The new cards were available separately as *Update Packs*. All cards in these 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, Hagglor, 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 new edition of *Adventures* was released in 2022.

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. ♦

Duration cards

➤ *Seaside, Adventures, Empires, Nocturne, Renaissance, Menagerie, Allies, Plunder, 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-of-turn 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 and King's Cache.

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.

Flagship, Royal Carriage and Scepter only **play** a Duration once, but since this means the Duration is **played** an extra time this turn, the Flagship/Royal Carriage/Scepter 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, Prince (2022 version), Research, Royal Galley, Secret Cave, Tactician, Taskmaster, Voyage; and Conjuror, 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 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  refer to x  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  is equivalent to   . A **cost** of for instance   is equivalent to   . Consequently, “up to ” means a **cost** where the number of  is no more than 3 and the number of  is 0.





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


Both  and  are lower than  . However,  is not lower than  (nor vice versa). “Up to 2 more than ” means “up to  ”. Also see COMMON EFFECTS: CARD COSTS § VI.




Many card **gaining abilities** can't **gain** you a card with  in its **cost**, but the following can: Ambassador, **Architects' Guild**, Charm, Disciple, **Fawning**, **Friendly**, Hagglor, **Invasion**, Jester, Kiln, Lurker, Mint, **Mirror**, **Pilgrimage**, **Populate**, Possession, **Prosper**, 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













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 in your Buy phase by **paying**  per  token: Return these  tokens to the common pool. You do this at any time in the second part of your Buy phase, i.e. after **playing** Treasures. (See YOUR TURN: B—BUY PHASE § II.) **Paying off** Debt doesn't use up a Buy.


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 2+4.

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

Both  and  are lower than  . However,  is not lower than  (nor vice versa). “Up to 2 more than ” means “up to  ”. Also see COMMON EFFECTS: CARD COSTS § VI.

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

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

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

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

Coffers and Villagers

➤ *Guilds (Coffers), Renaissance (Coffers & Villagers)*

“+*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 3*, *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 *Pirate Ship*, *Trade Route*, *Sinister Plot* 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** token is immediately removed from your Favors mat. Some Allies do not require that you **spend** Favors, only that you have them. ◆

Overpaying

➤ *Guilds*

Some cards let you **overpay** when you **buy** them. These cards have a **cost** followed by a +, such as 3+.

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** 0. You can also **overpay** with 1 (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 may 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 entailed 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. ◆

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 § VI**, and see **Prince (pre-2022) 18** in the **CARD REFERENCE § 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**.



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, Summon (promo)* **Projects:** *Renaissance*

An Event's or Project's **cost** is in the upper left corner, and its **ability** is below the picture. 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.



buy ability

rest-of-turn
ongoing ability
(activated)

when-gain
ability



while-you-have-cube
ongoing ability

end-of-Buy-phase
ability

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 below the picture. The **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 **U**, 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.



when-gain
ability

when-gain
ability



start-of-Buy-phase
ability

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 below the picture. The **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.



when-would-resolve
ability

start-of-turn
ability
(set up)

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**.

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 and Highwayman 9.

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 you **play** 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 (7). 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. ♦

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 token) is a **before-play ability**. See BASIC TIMING RULES: BEFORE-PLAY ABILITIES § III. 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 7, Spell Scroll 4, Werewolf 2 and Your Estate token 5 in the CARD REFERENCE § VI. ♦

Traits

➤ Plunder

A Trait's **ability** is below the picture. The **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 **Patient**. See CARD ABILITIES § III and BASIC TIMING RULES § III for more about **abilities**.

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**. ♦

Boons and Hexes

➤ *Nocturne*

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



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

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.



while-you-have ongoing ability

start-of-turn ability

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

There is only one copy of 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**. ♦

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. ♦

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** (and noted 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) 12, Crown 5, Haggler (pre-2022) 12, Swap 4 and *Way of the Butterfly* 5 in the CARD REFERENCE § VI.

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, Change-ling, Encampment, **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*.

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; the Wizards are the only exception.)

This matters for the setup of Trade Route, Young Witch, Landmarks *Defiled Shrine* and *Obelisk*, 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 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**. The Estate **pile** always has the type Victory only, even with *Inheritance*. ♦

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, and **States/Artifacts** while you have them.

→ — 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** 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** an Action card:

all Ways

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

—for the first time in a turn, until the player's next turn: →Highwayman

After play (after resolving)

When you **play** a card of **type**...:

Circle of Witches (Liaison), Coin of the Realm (Action), Fellowship of Scribes (Action), League of Shopkeepers (Liaison), Royal Carriage (Action)

—for the first time on your turn: Citadel (Action)

—the next time this turn: →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 in a 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, 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, Farmland **2022**, Flag Bearer, Forum **2022**, Fortune, Gondola, Grand Castle, Herald **2022**, Hostelry, Ill-Gotten Gains, Inn, Lackeys, Lost City, Mandarin, 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, Sheepdog, Sleigh, Trader **2020**, Trappers' Lodge, Watchtower, your Exile mat

—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

—until the player's next turn: →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), 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)

—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), Guildhall (Treasure), Hovel **2022** (Victory)

—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: →Mirror (Action), →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**...:

—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 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, Lost in the Woods, Mountain Folk, Piazza, →Prince, →Quartermaster, Ratcatcher, Shaman, Shy, Silos, Sinister Plot, Teacher, Transmogrify

—while one of the cards remains: →Crypt

At the start of your next turn:

→Amphora, →Amulet, →Astrolabe, →Barge, *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, →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, →Reap, →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 Clean-up:

Friendly, Patient, 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, →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

Other triggers

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

The next time you would take a turn: → Lich

When you *draw* cards in Clean-up: Flag

—this turn: → Expedition

When you would *draw* cards in Clean-up this turn: → Outpost

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

When you would *discard* cards from *play* in Clean-up this turn: → Journey

When you *would gain* a card:

Trader <2020

—(during your extra turn): → Possession

When *shuffling* this: Stash

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 🟡: 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 ♦

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 35.

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 your Buy phase:

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

During an Action phase:

Patron 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, →Haggler 2022, →Herbalist 2022, →Highway 2022, →Hoard 2022, →Insignia, →Inventor, →Livery, →Mining Road, →Priest, →Princess 2022, →Quarry 2022, →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:

→Bridge Troll 2022

During your turn:

Canal, Capitalism, City-state, Destrier, Inspiring, Fisherman, 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:

→Mission, →Possession, →Voyage

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

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

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*).

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.

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 (fill your **money pool**):

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

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

At any time during this part of your Buy phase: Pay any amount of (by deducting it from your **money pool**), **paying off** (removing) 1 for each 1.

- 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*, *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 1 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 1 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 🟡. 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.
- ❖ +🟡 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 if you **play** Diadem). But if you return to your Action phase by **gaining** Cavalry or Villa or **buying** Launch, you can use those Actions.

Other ways to get +Actions in your Buy phase is **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 Crown or Spell Scroll; or **playing** Bauble or Contract with **League of Shopkeepers**.

Playing an Action card in the first part of your Buy phase (i.e. before buying anything):

Crystal Ball, **Inspiring**, **Market Towns**, Orb, Spell Scroll, Scepter, Staff and **Capitalism** let you **play** an Action card. If this makes you **draw** Treasures, you can still **play** those Treasures.

Innovation, **City-state**, Sailor and **Rush** can also let you **play** an Action card if you **gain** it (for instance by **playing** Horn of Plenty or Sunken Treasure, or via **Woodworkers' Guild**). **Gaining** a Gondola lets you **play** an Action card, and **gaining** a Berserker or Trail lets you **play** it.

Gaining a card (e.g. via Lucky Coin) might let you **play** Falconer, Mapmaker, Pirate, Sheepdog or Stowaway. **Discarding** a Trail, Village Green or Weaver (e.g. via **Arena** or Figurine) or **trashing** a Trail (e.g. via Goat or **Peaceful Cult**) lets you **play** it.

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

Playing an Action card in the second part of your Buy phase:

Gamble, **Invasion**, **March** and **Toil** let you **play** an Action card; with **Innovation**, **City-state**, Sailor or **Rush**, you can **play** a **bought** Action; with Mining Road, you can **play** a **bought** Treasure like Crystal Ball or Scepter; when **gaining** Gondola, you can **play** an Action; and when **gaining** a card, you might **play** Falconer, Mapmaker, Pirate, Sheepdog or Stowaway or a **gained** Berserker or Trail (and use a Way). If these make you **draw** Treasures, you cannot **play** those Treasures (unless you return to your Action phase with Cavalry, Villa or **Launch**).

(But the following will of course let you **play** Treasures: **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**.)

With **Way of the Mouse** you can also **play** cards by **playing** a card like Vassal or Herb Gatherer. ♦

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 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, Gatekeeper, Haunted Woods, Highwayman, Swamp Hag, Warlord ♦




Card costs

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




Includes: Artificer, Cardinal, Forge, Galleria, Giant, Graverobber (gain from trash), Knight, Rogue, Seer, Taskmaster, **War**, Warrior, **Way of the Mouse** (setup), Young Witch (setup)

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




Includes: **Advance**, **Alms**, Altar, Anvil, Armory, Artisan, **Ball**, Band of Misfits, **Banquet**, **Bargain**, Blockade, Border Village, Captain, Carpenter (gain), Catacombs, Cobbler, Conjuror, **Crafters’ Guild**, **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, Prince, Quartermaster, **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** “ X 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 ,  and  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, Hagglor, **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.

Includes: Alchemist, **Alms**, Bank, Berserker, **Bonfire**, Changeling, **Colonnade**, Conclave, Crypt, Emporium, Fortune, Grand Castle, Grand Market, Herbalist (pre-2022), Horn of Plenty, Idol, Imp, Improve, **Inspiring**, Leprechaun, Magic Lamp, Mandarin, Mint, Peddler, Pendant, **Pilgrimage**, **Raid**, Raider, Royal Carriage, Scepter, Sea Chart, 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, **Banish**, Blockade, Bounty Hunter, Charm, **Colonnade**, **Commerce**, Conclave, Displace, Fairgrounds, First Mate, Forager, **Foray**, Gatekeeper, Gladiator, Harvest, Horn of Plenty, Hunting Party, Imp, **Inspiring**, **Invest**, Investment, **Keep**, Magic Lamp, Menagerie, **Museum**, **Orchard**, Pendant, **Pilgrimage**, **Prosper**, Raider, Sea Chart, 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 , Saboteur or Sage will “dig for” a card that normally **costs**  or more, skipping cards that normally **cost** ; and Workshop can **gain** a card that normally **costs** .

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

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

Includes: Bridge, Bridge Troll, **Canal**, **Cheap**, **Family of Inventors**, Highway, Inventor, Princess, Quarry, 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, 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, **Poverty**, Sir Michael, Skirmisher, Sword, Urchin ◆

Discard, then get from deck

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

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, **Shy**, Scholar, Scrying Pool, Shepherd, **Silos**, Stables, Storeroom, Vault, **Way of the Mole** ◆

“Do X to” / “do X for”

See RESOLVING CARD ABILITIES: EFFECTS CONTINGENT ON OTHER EFFECTS § III. Some cards (e.g. Spice Merchant or **The Earth’s Gift**) might sound like you may do X several times when you **resolve** the **ability**, but you may only do it once.

Includes: ❖ “do X to”: Acolyte, Anvil, Beggar, Butcher, Cabin Boy, Contract, Diplomat, Duplicate, **The Earth’s Gift**, Embargo (2020), **Enhance**, Fool’s Gold, **Friendly**, Guide, Haunted Mirror, Hostelry, Improve, Investment, **Lost in the Woods**, Market Square, Moat, **Patient**, **Peril**, Pixie, Ratcatcher, Royal Carriage, Shield, **The Sky’s Gift**, Sleigh, Spell Scroll, Spice Merchant, Swap, Teacher, Trader, Transmogrify, Tunnel, Urchin, Vault, Village Green (2020), Watchtower, **Way of the Butterfly**, **Way of the Rat**, Wheelwright (and several Allies)

❖ “do X for”: Baron, Battle Plan, Capital City, Coin of the Realm, **Crop Rotation**, Death Cart (2019), Figurine, Garrison, Hamlet, Hunting Lodge, Mill, Mining Village, Moneylender, **Pageant**, Plaza, Pooka, **Shy**, **Sinister Plot**, Stables, Vault, Zombie Apprentice (and several Allies) ◆

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 CARD ABILITIES: 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, Spell Scroll, **Way of the Butterfly**, **Way of the Turtle**, Treasure Map, Wish ◆

Effects are immediate

See RESOLVING CARD ABILITIES: EFFECTS ARE IMMEDIATE § III. ♦

Effects when it's not your turn

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

Includes: ❖ *gaining* Blessed Village, Cavalry, Forum (2022 version), Gondola, Villa, a **Nearby** card, a card for Abundance ❖ *gaining or trashing* Nomads; ❖ *playing (as Reaction)* Caravan Guard, Trail, Village Green; ❖ *playing* Berserker 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 🟡 might be used with a card like Black Market, Capital City, Diadem or Storyteller (**played** via Gondola or **Way of the Mouse**). Also, getting +🟡 lets you remove your -1 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, Peasant, **Reckless**, Swap, Trader (2020), Vampire, **Way of the Butterfly/Horse** ♦

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 Hagglar (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, Hagglar, 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), Gondola, **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, Gondola, 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, Charm (2022), **Cursed**, Cutthroat, Duchess, Duplicate, Falconer, **Fawning**, Hagglor (2022), Hoard (2022), Livery, **Mirror**, **Rich**, Search, Swamp Hag (2022), **Way of the Butterfly/Mouse/Rat** (via Falconer, Mapmaker, Pirate, Sheepdog or Stowaway), your Exile Mat (with Tunnel or Weaver)

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), Gondola, 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, 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, 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, **Stampede**, Supplies, Taxman, Tournament, Treasure Map

♣ Blockade and Quartermaster **gain** a card directly to your “set aside” area. ♦

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, **City Gate**, Courtyard, Diplomat (Reaction), Dungeon, Embassy, Envoy, Forum, Fugitive, Inn, Innkeeper, Margrave, Marquis, Masquerade (1st edition), 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** 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 put it in your **hand**; **Reap** or **Summon** can’t **set it aside**; and **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**, **Innovation**, Insignia, Mining Road, 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, Gondola, Inn, Mapmaker, 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 ◆

“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 CARD ABILITIES: DO AS MUCH AS YOU CAN § III.) If you fail to carry it out, don't do the second **effect**.

If the first **effect** is **gaining** a card and you don't **gain** it due to Trader (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 edition), Mountain Village, **Reap**, **Ritual**, Royal Galley, **Scrounge**, Small Castle, Soothsayer, Spell Scroll, **Summon**, Sycophant, Tactician (1st edition), Trading Post, Treasure Map, **Triumph**, Wild Hunt, **Way of the Turtle**, Wish, **Woodworkers' Guild**. ◆

Play a card at the start of your turn

If you **play** a Reserve card with a **start-of-turn ability** that lets you **call** it, you may **call** it this turn, since it's still the start of your turn. If you **play** an Endless Chalice, Hireling, Quartermaster, Prince, Fool **gaining** **Lost in the Woods**, or Treasurer **gaining** **Key**, the **start-of-turn ability** will start this turn. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER ① § III.)

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**, Ghost, Gondola, **Hasty**, **Innovation**, Mastermind, **Patient**, **Piazza**, **Prepare**, Prince, 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. (However, see Flagship.)

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, Counterfeit, Crown, Disciple, Flagship, Ghost, King's Cache, King's Court, Mastermind, 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 you **play** 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).

But 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**.

Includes: Band of Misfits (2019), Captain, Necromancer, Overlord (2019), Prince (2022), 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 or Conclave (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, Contract, Courier, Crystal Ball, Delay, Elder, First Mate, Gamble, Golem, Gondola, Hasty, Herald, Imp, Innovation, Inspiring, March, Market Towns, Necromancer, Orb, Overlord (2019), Patient, Piazza, Prepare, Prince, Royal Galley, Rush, Sailor, Specialist, Spell Scroll, Staff, Summon, Toil, Vassal, Way of the Mouse, Way of the Turtle, your Estate token (2019). Also see Capitalism

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

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

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

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

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

- If “**X** *more*”, add **X** to the **cost** of the **trashed** card (keeping the **♠** and **♣** amounts the same). If “**X** *less*”, deduct **X** instead. 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 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, Develop, Dismantle, **Enhance**, Enlarge, Exorcist, Expand, Farmland, Governor, Graverobber, Improve, **Locusts**, Mine, Modify, Procession, Rebuild, Remake, Remodel, Replace, Saboteur, Stonemason, Taxman, Transmogrify, Upgrade, Zombi 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 CARD ABILITIES: 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, 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, Courtier, Gondola, Governor, Graverobber, Hermit, Hill Fort, Hunting Grounds, Innkeeper, Investment, Jester, Lurker, Minion, Miser, Modify, Monastery, Native Village, Nobles, Orb, Pawn, Pirate Ship, Quartermaster, **Quest**, Raze, Scepter, Scrap, **Scrounge**, **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 **when-gain**, **when-trash** and **when-discard abilities**. These can potentially be **triggered** in the middle of **resolving** another **ability**. See ADVANCED 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** 8, Charm (2022) 5, Cutthroat 5, **Cursed** 3, Falconer 7, **Fawning** 2, Hagglers (2022) 6, Livery 3, Search 8 (& Berserker 8, Border Village, Farmland [2022], Messenger [2022], Stonemason [2022], the cards in GAIN ON WHEN-GAIN above)
- ❖ **play:** **City-state** 1, Gondola 8, **Innovation** 7-12, Mining Road 3, **Rush** 4, Sailor 4, **Way of the Mouse** 7
- ❖ **draw / affect your hand:** **Band of Nomads** 8, Falconer 7, Gondola, Mapmaker 6, Pirate 7, Sheepdog 6, Sleigh 7, Stowaway 7 (& Cavalry 11, Trail 10)
- ❖ **put cards in play:** Duplicate 2, Falconer, Gondola, Mapmaker, Pirate, Sheepdog, Stowaway (& Berserker, Buried Treasure 5, Trail)
- ❖ **trash:** Secluded Shrine, **Pious**, Watchtower 2 (& the cards in GAIN ON WHEN-TRASH: *Trash on when-gain* above)
- ❖ **discard:** Your Exile mat 2
- ❖ **make opponents...:** **gain:** Cauldron 4 (& Embassy 2, Ill-Gotten Gains 4, Messenger [2022] 6) **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** 5, Mapmaker, Monkey 6, Pirate, **Road Network**, 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, **Conquest** 3, Count 3, Develop 3, Dismantle 2, Engineer 3, Followers 5, Governor 3, Groom 4, **Invasion** 9, Inventor 4, Jack of All Trades 2, Leprechaun 3, Old Witch 4, **Pilgrimage** 6, **Prosper** 5, **Populate** 4, Rats 3, Remake 2, **Ritual** 4, Stonemason 7, **Triumph** 3, Wild Hunt 5

② 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 can do things that affect how you **resolve** it, like **drawing** cards, **gaining** other cards, getting 🟡, or even **playing** the **gained** card or another card.

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

- ③ When a card is **gained**, you can **play** a card with a **when-gain ability** (e.g. with **Innovation**), which can then **trigger** on the **gain**. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER ① § III.)

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

- ④ A **when-gain ability** can also **trigger** when you **buy** a card, if you **gain** a card then (with e.g. Charm [pre-2022], Haggler [pre-2022] or Talisman; see GAIN ON WHEN-BUY above). You may **resolve** the **when-gain** 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 13-14, Colonnade 9, Defiled Shrine 9, Doctor 7, Farmland 3, Haggler 13-14, Haunted Woods 9-10, Herald 5, Hoard 6, Masterpiece 3, Merchant Guild 6, Messenger 10, Mint 11, Stonemason 6, Swamp Hag 8-9, your trashing token 3

- ⑤ Other times a **when-gain ability** can **trigger**:

Before play: Kiln 6+8-9, Flagship 8, Harbor Village 9, Landing Party 7, Urchin 7

After play: Merchant 3

Start of Buy phase: Peaceful Cult 2, Woodworkers' Guild 3

Start of Clean-up: Encampment 4, Improve 7

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, **when-gain 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

- ⑥ 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, Investment 6, Monastery 2, Remake 2, **Sewers 3-4**, Trade Route 5

- ⑦ When **trashing** a card, before **resolving** its **when-trash**, you can do things that affect how you **resolve** it.

Affected cards: Haunted Mirror 3

Also see 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)
- ⑧ A **when-discard ability** can **trigger** in the middle of **resolving** an **ability**.

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

Also see Enchantress 11, Highwayman 16 and **Way of the Mouse 11-12**. ♦

Variable 🟡 **production**

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

Includes: Bank, Bounty Hunter, Forager, Giant, Miser, Philosopher's Stone, Pirate Ship, Soldier, 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 in your **hand**. The **ability** should either have told you to **reveal** your **hand** 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' **hands**.

Includes: Graverobber, Small Castle, Treasure Map, Treasurer

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

Opulent Castle (pre-2021 version) did not require that you **reveal** the cards you **discard** to prove that they are Victory cards. ♦

Card Reference

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**, **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. 6, 8

Abundance  p. 26, 36, 158, 158, 160

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 + 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 and *Doctor* 5+(pre-2022)7.

Academy  p. 36, 158, 158

1 This might **trigger** on an opponent's turn.

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).

Acting Troupe  p. 18

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.

2 See TRIGGERED ABILITY 6 (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. 37, 37, 160

1 You can put Alchemist 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.

3 (Pre-2022 version:) See *Reckless* 8 and *Tireless* 1.

❖ For the 2022 version, also see *Improve* 5 and *Walled Village* 2.

Alliance 

1 You **gain** the ones you can, even if some **piles** are empty.

2 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** ⑥ (first **trash**, then **gain**).

Ambassador  p. 13, 27, 34


❖ *Not included in the 2022 Second Edition.*

- ① Only a card that belongs to a Supply **pile** can be returned to the Supply. (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  p. 26, 37 (see **Loot**)

- ① **SEVERAL OPTIONS** (two): Get the **effects** now, or **SET UP A LATER ABILITY** for next turn.
- ② *From 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. 37

- ① This **SETS UP A LATER ABILITY** for next turn.
- ② **SEVERAL OPTIONS** (three): +; **trash**; or **gain**.

Animal Fair  p. 38, 160

- ① 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 without 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 If you **buy** it by **trashing** a card, the **trashing** happens before any **when-buy 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**.
- ② See “**DO X TO**”.

Apothecary 

Apprentice  p. 15

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

Aqueduct  p. 9, 36, 152, 158, 158, 160

- 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 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.
- ④ See **TRIGGERED ABILITY** ②. If **gaining** a Victory card 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 Hagglers; 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. 27, 36, 152

- ① You may use this when you **gain** a card on your turn or on an opponent’s turn. Also see “**DO X TO**”.

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.

5 **Clarification:** If you **gain** a card that changes **cost** right after you **gain** it (Destrier or Fisherman), Architects' Guild follows the new **cost**.

If you **gain** a Wayfarer, **gaining** another card on **when-gain** first, Architects' Guild follows the new **cost** of Wayfarer. See **TRIGGERED ABILITY 2**.

6 If you **gain** Sycophant, you may **resolve** its **when-gain 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.

7 **Clarification:** "Cheaper" refers to the **cost** of the **gained** card. If you didn't **gain** it (for instance if you were Possessed), you don't **gain** a cheaper card. See Possession 6.

8 You can use Architects' Guild in the middle of **resolving** an **ability** (like Artisan); see **TRIGGERED ABILITY 1**. 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 **resolving** it; see **TRIGGERED ABILITY 2**. When you **buy** a card, **gaining** a card on **when-buy** (see **GAIN ON WHEN-BUY**), you can use Architects' Guild before **resolving** the **bought** card's **when-buy ability**; see **TRIGGERED ABILITY 4**. In all cases, the card you **gained** could be **played** with **Innovation** etc.

❖ Also see **Aqueduct 4** and Your **-2** Cost token.


Archive  p. 23, 26, 37

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, 37, 42

1 You can only do this once at the start of your Buy phase. You may **discard** an Action even if there are no more  tokens.

2 You can **resolve** Arena before or after other **start-of-Buy-phase abilities**. You can **discard** Trail or Village Green and **play** it to **draw** a card. You can **discard** Weaver to **gain** a card, or **discard** Trail, Village Green or Weaver and use **Way of the Mouse** to **play** a card: 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 **Launch** and **Villa**).

Armory  p. 46

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

Artificer  p. 24, 24, 46

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 0**.

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

3 See **TRIGGERED ABILITY 8** (first **discard**, then **gain**).

Artisan  p. 46

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

2 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**.

Astrolabe  p. 37

1 This **SETS UP A LATER ABILITY** for next turn.

Avanto  (promo) p. 10, 34

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

Avoid  p. 38

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.

4 See **WHEN YOU DISCARD THIS**.

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**.

7 **Clarification:** This works like in **Order of Masons 4**.

❖ Also see **Emissary 3**.

Bad Omens ☾

- 1 See **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. 6, 8

- 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. 8**Ball** ⚽ p. 22

- ❖ 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. 158

- ❖ **2019 (current) version**. See **PREVIOUS VERSIONS OF SOME CARDS** for the pre-2019 version.
 - ❖ **Note**: All the following also applies to Overlord.
- 1 This version does not change itself to another card, nor does it **play** itself. Instead it **PLAYS AN ACTION CARD** from the Supply.
 - 2 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**.
 - 4 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.

Band of Nomads 🌿 p. 36, 152

- 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)**.
- 5 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**: If you **gain** a card that changes **cost** right after you **gain** it (Destrier or Fisherman), this won't matter for Band of Nomads. It **triggered** based on the **cost** of the card when you **gained** it. (See **ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER ③ § III**.)

If **cost** reduction is applied on **when-gain** first (e.g. by **playing** a Bridge), or if a **gained** Wayfarer's **cost** is changed by **gaining** a card on **when-gain** first, it doesn't matter for Band of Nomads. See **TRIGGERED ABILITY ②**.

- 7 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.
 - 8 Using Band of Nomads to **draw** is like Sheepdog (6).
 - 9 When you **draw** with Band of Nomads, you might end up moving the **gained** card: See **MOVE GAINED CARD**.
- ❖ Also see Kiln 4 Your -② Cost token.

Bandit 🏠

- 1 See **EACH OTHER PLAYER**.
 - 2 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. 8**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** ① **PRODUCTION**.
- 2 Count the number of Treasure **CARDS YOU HAVE IN PLAY**. You normally want to **play** your other Treasures first, to increase the value of Bank.

Banquet 🍷

- 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. 158

- ① 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, Your –② 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. 26, 37

- ① **SEVERAL OPTIONS** (two): Get the **effect** now, or **SET UP A LATER ABILITY** for next turn.
- ② *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 edition: See “**DO X FOR**”.



Barracks p. 37

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

Basilica p. 9, 23, 36, 39

- ❖ **2022 (current) version.** See **PREVIOUS VERSIONS OF SOME CARDS** for the pre-2022 version.
- ① **New version 2022:** Basilica now has a **when-gain** 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 (and **spend** the Coffers) before Basilica checks your **money pool**. This could be Blessed Village (with certain Boons), Nomads, Silk Merchant, Spices, a Treasure via **Guildhall** or Mining Road, or an Action card via Abundance. Also see **TRIGGERED ABILITY** ② (you could also use a Way that gives ).

Bat p. 9

- ① You may choose to not **trash** any cards.
- ② If you **trashed** any cards, you must **exchange** this for a Vampire. (See **EXCHANGING** § IV.)
- ③ You can **trash** cards even if it’s impossible to **exchange** the Bat for a Vampire.
- ④ 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.

Baths p. 9, 37

- ❖ See **Possession** 5.


Battle Plan

- ① Battle Plan lets you **rotate** any Supply **pile**, but it only makes a difference to **rotate** a **split pile**. 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.
- ② See “**DO X FOR**”.

Battlefield p. 9, 36, 152

- ① This might **trigger** on an opponent’s turn.

Bauble p. 22, 36, 39, 160

- ① **SEVERAL OPTIONS** (four): +Buy; +, +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**).
- ⑤ **Clarification:** See **TRIGGERED ABILITY** ③ (putting the **gained** card on your **deck**).

❖ Also see Kiln 5.

Bazaar

Beggar p. 23, 35

- 1 The Coppers are **GAINED TO YOUR HAND**.
- 2 See **REACTION TO ATTACK**. New edition: See “**DO X TO**”.
- 3 You may react with several Beggars to the same **played** Attack.
- 4 *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**.
- 7 You can **discard** this as a Reaction even if there are no Silvers left in the Supply.

❖ You **gain** each card in turn, see **TRIGGERED ABILITY**.

Berserker p. 12, 23, 36

- 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**.
- 4 You may **gain & play** Berserker in your Buy phase. See **ACTIONS 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.

7 **Clarification:** When **gaining** Berserker, you **play** it, **gaining** a card, and 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.)

8 For **gaining** & **playing** Berserker, see Trail 10—the timing is the same.

9 See **TRIGGERED ABILITY** 1. When **playing** Berserker, you might affect your opponents’ **hands** before they **discard**, or they might **draw** (or **gain** a card to **hand**) before doing so.

10 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 5+(pre-2022)**9, **Way of the Mouse 7** and Your **-2** Cost token.

Bishop

1 You get the initial **+1** and **+1** 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. 20, 36, 152

1 If you **play** this when it’s not your turn, deal out the Curses starting with the current player.


2 You may react with several Black Cats to the same **gain**.

3 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** 3 § III.) You might also **draw** one with Monkey, **Road Network**, etc.—see **TRIGGERED ABILITY (when-gain)**—and react with it.

4 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.)

- 5 See **REACTION THAT PLAYS ITSELF**.
- 6 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 6, Haunted Castle 4, Messenger 5 and Skirmisher 4.

Black Market  *(promo)* p. 10, 13, 13, 29, 45

- ❖ See **SPECIAL SETUP** § I.
- 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-edition card. See Crown 6 and Highwayman 6.
- 2 This card lets you **play** Treasures and **buy** a card in your Action phase. (Peddler will normally **cost** 8. You can't **pay off** Debt.) You can **pay** as much as you want from your **money pool**. You can't **buy** a card if you have Debt.
- 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**.
- 4 **Clarification:** See **ACTIONS IN YOUR BUY PHASE**. If you **buy** a card from the Black Market deck in the first part of your Buy phase, you may then **play** more Treasures before **buying** a card normally. If you **play** Black Market in the *second* part of your Buy phase, you may **pay off** Debt in the middle.
- 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** Black Market.
- 6 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, 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.
- 7 **Clarification:** For interaction with the pre-2020 version of Trader, see that entry (18).
- ❖ 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.

Blessed Village  p. 17, 36, 37

- 1 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.)
- 2 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**.
- 3 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  p. 22, 24, 36, 37, 39, 39, 45, 160

- 1 **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 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**.
- 3 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**.
- 4 **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.

- 5 This is cumulative. If you Blockade the same card twice, the other players **gain** two Curses if they **gain** a copy of it.
- 6 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.
- 7 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 (your opponent **gains** a Curse): See **Way of the Mouse** 12. Also see Territory 3 and **Triumph** 3.

Bonfire

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

Border Guard p. 9, 38, 37, 39

- 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**.
- 4 If you only have one card to **reveal**, put it into your **hand**.
- 5 Also see **Lantern**.


Border Village p. 16, 24, 36, 158

- 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.
 - 2 **Clarification (1st edition):** 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).
 - 4 **From rulebook:** If you can't **Exile** a card, you don't get +3.
- ❖ Also see **Innovation** 9 and Your Exile mat 3.


Bridge p. 7, 22, 30, 39, 160

- 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. 18, 22, 31, 37, 39, 39, 39, 45, 160

- ❖ See Your -1 token.
- 1 This **SETS UP A LATER ABILITY** for next turn (+1 Buy).
 - 2 **New version 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**.
 - 2 (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, + 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).

Bureaucrat p. 21

- 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 🪙 p. 36, 37

- 1 This Treasure does not give you 🪙 when you **play** it, but it **SETS UP A LATER ABILITY** for next turn.
- 2 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.
- 4 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.
- 5 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).

Bury 🪙

- 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, 157**Butcher** ⚔️

- 1 You may **"REMODEL"** a card into a card that **costs** up to x more, where x is the number of Coffers tokens you just **spent**.
- 2 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).
- 4 **Clarification (2022 version)**: You can **spend** any amount of Coffers. Also see "Do X TO".

Cabin Boy 🪙 p. 37

- 1 This **SETS UP A LATER ABILITY** for next turn.
- 2 Next turn you get **SEVERAL OPTIONS** (two): +🪙; or **trash** it.
- 3 For the second option, see "Do X TO" and **NOT OPTIONAL "IF YOU DO"**.
- 4 If Cabin Boy is not in **play** when the next-turn **ability triggers**, you can't **trash** it to **gain** a Duration, but you can 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**.
- 5 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.
- 6 See **TRIGGERED ABILITY 6** (first **trash**, then **gain**), and see Shaman 3.

Cache 🐾 p. 36

❖ *Not included in the 2022 Second Edition.*

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

Cage 🪙 p. 26, 36, 37, 152, 160

- 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**.
- 4 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**.
- 5 If you can't **trash** the Cage when you **gain** a Victory card (for instance if the Cage was removed from **play** by Mandarin or the pre-2022 version of Counterfeit), you still put the **set-aside** 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.)

⑥ **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".

Camel Train 🐪 p. 36

① Note: **Exiling** a card from the Supply does not mean **gaining** it.

❖ See **Innovation 9** and Your Exile mat 3.

Canal 🌊 p. 39

① This causes a **COST REDUCTION** during your turn.

② 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. 16, 37

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 Normally you can only **pay off** Debt in your Buy phase, but Capital lets you do it when you **discard** it from **play**, using any 🟡 left in your **money pool**. (The contents of your **money pool** persist throughout your turn.)

Capital City 🏙️ p. 45

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**.)

④ If you choose to **discard** 2 cards with only 1 card in your **hand**, you **discard** that card but do not get any +🟡.

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.

⑥ See **TRIGGERED ABILITY** ⑧ (first **discard**, then **pay**, then **draw**). **When-discard abilities** might give you 🟡 or Coffers tokens before you **pay**.

Capitalism 🏛️ p. 7, 32, 39, 152, 158

① **Clarification:** This changes all Action cards with "+X" in their text, where X is any amount. It also changes Teacher. It doesn't change a card with just "X" 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**.

③ **Playing** Conclave, Courier, Elder or Vassal will let you **play** other Action cards (not changed by Capitalism) in your Buy phase.

④ 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 Conclave, Emporium, Imp, Improve, **Inspiring**, Scheme, Sunken Treasure, Vassal and Walled Village.

⑤ When you **play** an Action-Treasure card in your Buy phase, this doesn't use an Action from your **Action pool**.

⑥ All relevant Action cards in the game are changed during your turn, including 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** and Maroon.


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.

⑦ **Clarification:** Cards are not changed by Capitalism when you score for **Keep**, as it's not your turn at the end of the game.

⑧ Black Market, Counterfeit, Fortune Hunter, Herb Gatherer, King's Cache, Mining Road, Storyteller, Tiara and Venture can (via Capitalism) **PLAY AN ACTION CARD**. (This does not use an Action from your **Action pool**.)

⑨ 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. (If a Duration that says to **set aside** card(s) "on this" or "under this" is removed, the **set-aside** card(s) still stay.)

❖ Also see **Aqueduct 3**, Herbalist **2+(pre-2022)7**, Highwayman **6+14**, Mandarin **6** and Mint **7+(pre-2022)12**.

Captain  (promo) p. 26, 37, 158

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.)

② 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**.

④ **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.

⑤ Captain **PLAYS A CARD AT THE START OF YOUR TURN**. (Remember that Reserve cards or Prince [pre-2022 version] will not move.)

Caravan  p. 37

① This **SETS UP A LATER ABILITY** for next turn.

Caravan Guard  p. 19, 35, 37, 160

① This **SETS UP A LATER ABILITY** for next turn.

② See **REACTION TO ATTACK**.

③ You may react with several Caravan Guards to the same **played** Attack.

④ 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**.)

⑤ 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 11-12**.

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. 26, 36, 37, 39, 160

① 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 (setting aside the gained card)**.

❖ See **REMOVED FROM PLAY** regarding "on this". Also see Kiln 5.

Carpenter 

① Each time you **play** a Carpenter, count **EMPTY SUPPLY PILES**. (**EFFECTS ARE IMMEDIATE**.)

② If there are no empty Supply **piles**, you **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. 37, 151, 158

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, 158

- 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**.)
- 4 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. 37


- 1 **Trashing** is of course not optional.

Cauldron  p. 24, 36, 158, 158, 160

- 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** Cauldron, 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.)
- 4 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.
- 5 **Clarification:** See **TRIGGERED ABILITY** 3 (giving the other players Curse). Also see **Innovation** 10.

Cavalry  p. 36

- 1 See **TRIGGERED ABILITY** (**when-gain**).
- 2 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  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.
- 4 **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.
- 5 **Clarification:** When you return to your Action phase, your Buy phase ends. This means **end-of-Buy phase abilities** (**Exploration**, **Pageant**, **Wine Merchant**, and 2022 versions of **Hermit**, **Merchant Guild**, **Messenger** and **Treasury**) 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**.
- 7 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.)
- 8 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**.)
- 9 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. However, after **gaining** the Cavalry, you're in your Action phase, so **Peddler** normally **costs** 8. — 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**) after returning to your Action phase. (See **ADVANCED TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES** § III.)
- 10 If you **buy** Cavalry, **gaining** **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**.

- ① **Gaining** Cavalry makes you **draw**; this is like Sheepdog (6).
- ❖ See **TRIGGERED ABILITY** (first **draw**, then return to Action phase). Also see **Exploration 2+**(pre-2022)5.

Cave Dwellers p. 37

- 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. 18

- ① See **DISCARD, THEN GET FROM DECK**.
- ❖ Also see **Way of the Chameleon 4**.

Cemetery p. 36

- ① 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 4**.

Champion p. 9, 22, 22, 33, 35, 35, 39, 160

- 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.
- ③ This is a **TRAVELLER UPGRADE**.
- ④ 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. This change has little other consequence.)*
- ❖ Also see **Snowy Village 4**.

Chancellor

- ❖ *Not included in the 2016 Second Edition.*
- ① You may not look through your **deck** as you put it into your **discard pile**.

- ② **Erratum**: The description in the rulebook says "discard your deck", but should instead say "put your deck in your discard pile". See **WHEN YOU DISCARD THIS**.


Changeling p. 18, 24, 34, 36, 47

- ① When you **play** this, you **GAIN A COPY** of a **CARD YOU HAVE IN PLAY**.
- ② **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**).
- ④ 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**.)
- ⑤ 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**). However, you didn't **gain** the Changeling.
- ⑦ 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.
- ⑧ **Clarification**: If you **gain** a card that changes **cost** right after you **gain** it (Destrier or Fisherman), this won't matter for Changeling. It **triggered** based on the **cost** of the card when you **gained** it. (See **ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER ③ § III**.)
If **cost** reduction is applied on **when-gain** first (e.g. by **playing** a Bridge), or if a **gained** Wayfarer's **cost** is changed by **gaining** a card on **when-gain** first, it doesn't matter for Changeling. See **TRIGGERED ABILITY ②**.
- ⑨ The **when-gain ability** doesn't work with a Changeling in the Black Market deck.
- ❖ Also see **Innovation 4** and Your - **②** Cost token.


Chapel


- ① You may choose to not **trash** any cards.
- ❖ You **trash** several cards at once, see **TRIGGERED ABILITY**.


Chariot Race 

- ① Checks **CARD COSTS**.
 - ② *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  token on the Chariot Race to remind you that it produced +①.
- ❖ Also see Your –② Cost token.

Charlatan  p. 7

- ① You get the initial +③ even if there are no Curses left in the Supply.
- ② 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 those 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** and **Maroon**.
- ④ *Clarification:* Curses are also Treasures when you score for **Keep**.

Charm  p. 17, 27, 36, 152, 161

- ❖ **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**).
 - ④ *Clarification:* If you **gain** a card that changes **cost** right after you **gain** it (**Destrier** or **Fisherman**), Charm follows the new **cost**.
If you **gain** a **Wayfarer**, **gaining** another card on **when-gain** first, Charm follows the new **cost** of **Wayfarer**. See **TRIGGERED ABILITY** ②.
 - ⑤ See **Architects' Guild** 8—the timing is the same. Charm can affect **Territory** and **Triumph**.


- ⑥ *Clarification:* "Differently named" refers to the **name** of the **gained** card. If you didn't **gain** it (for instance if you were **Possessed**), you don't **gain** a differently **named** card. See **Possession** 6.

- ⑦ *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** 4 and **Kiln** 5.

Cheap  p. 152


- 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 **Young Witch** or **Way of the Mouse**).
- ❖ Also see **Wayfarer** 5.

Church  (promo) p. 23, 26, 37

- ① This **SETS UP A LATER ABILITY** for next turn.
- ② You may choose to not **set aside** any cards.
- ③ Even if you don't **set aside** any cards, Church stays in **play**, since optionally **trashing** a card is part of the later **ability**.
- ④ 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).
- ⑤ 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. 35, 152

- ① *From rulebook:* "After playing a **Liaison**" means after **resolving** the **play ability** of the card. Also see "DO X TO".
- ② 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 via **Inspiring play** a card that gives you more **Favors** first. If you **replay** the **Liaison** with **Citadel**, **Flagship** or **Royal Carriage** before **resolving** **Circle of Witches**, you can then **resolve** it twice (once for each **play**); this could matter if you didn't have 3 **Favors** after the first **play** but did have 6 after the second.

Citadel  p. 16, 35, 45, 158

- 1 See **PLAY A CARD MULTIPLE TIMES**.
 - 2 *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.
 - 4 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**.
 - 6 **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**.
 - 7 **2021 version:** Citadel was changed so that it **plays** the card twice both times 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**, **Crown 3-4** (and **Capitalism**), **Enchantress 6**, **Fellowship of Scribes 2**, **Frigate 5**, **Inspiring 5**, **League of Shopkeepers 3** and **Werewolf 2**.

City   p. 17

- 1 Each time you **play** a City, count **EMPTY SUPPLY PILES**. (**EFFECTS ARE IMMEDIATE**.) If two are more **piles** are empty, you get all three bonuses.

City Gate  p. 37

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

City Quarter 

City-state  p. 36, 39

- 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 **when-gain 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.

❖ Also see **Crown 9**, **Kiln 6+8** and **Werewolf 4**.

Clerk  p. 37

- 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**.
- 3 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**.)
- 4 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. 38, 40

- 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 and **playing** it with e.g. **Innovation**), Coastal Haven does not **trigger**.

Cobbler  p. 37, 46





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


Coin of the Realm  p. 35, 158




- 1 When you **play** this, it's **REMOVED FROM PLAY**.
- 2 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-edition card) means after **resolving** the **play ability** of the Action card. The 2017-edition card has a new phrasing, and in 2020 it was changed again, to "after you play an Action card". The meaning is the same.
- 4 You may **call** several Coins of the Realm after the same **played** Action.

- 5 If you **play** Coin of the Realm with an Action card (such as Black Market, Courier, Fortune Hunter, Herb Gatherer, Specialist, Spell Scroll or Storyteller), you may **call** it after **resolving** the card.

Collection  p. 22, 36, 39, 158, 158, 160

- 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 (getting +1 ). Also see **Innovation 10**.

Colonnade  p. 9, 23, 36, 39, 158, 158

- ❖ **2022 (current) version.** See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- 1 **New version 2022:** Colonnade now has a **when-gain** instead of **when-buy ability**, but only when you **gain** a card in your Buy phase.
- 2 See **COPY OF A CARD**.
- 3 You only take 2  tokens when Colonnade **triggers** even if you have more than one copy of the card in **play**. Also see **CARDS YOU HAVE IN PLAY**.
- 4 **Clarification:** "It" refers to the **gained** card. If you didn't **gain** it (for instance if you were Possessed), you don't take 2  tokens. See Possession 6.
- 5 **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 or Trail, or a Falconer, Sheepdog or Stowaway after **gaining** one. Also see **TRIGGERED ABILITY** 2.

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**.
- ❖ Also see **Capitalism 3**.

Conjurer  p. 26, 37

- 1 **Gain** a card; see **CARD COSTS**.
- 2 This **SETS UP A LATER ABILITY** for next turn.
- 3 **Clarification:** If you **play** Conjurer without moving it into **play** (see **PLAY A CARD WHILE LEAVING IT**), you **gain** a card now, 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 (e.g. the 2019 version of Band of Misfits) is then **discarded** in Clean-up this turn.
- 4 **Clarification:** If you **play** Conjurer with a **throne-room**, the **throne-room loses 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**. (The **throne-room** will in any case stay in **play** until Clean-up.)

Conquest 

- 1 If there are no Silvers left in the Supply, you still get + for any Silvers you **gained** previously this turn.
- 2 Only Silvers **gained** up to and including this Conquest are counted. (**EFFECTS ARE IMMEDIATE.**)
- 3 See **TRIGGERED ABILITY** 1 (first **gain**, then take ). **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. 17, 151

- 1 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 Crown 3 (and **Capitalism**), Kiln 8 and Spell Scroll 4.

Contraband  p. 22, 22, 39, 161

❖ *Not included in the 2022 Second Edition.*

- 1 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.
- 3 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. 26, 37, 42


- 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 X TO**".
 - 3 Contract **PLAYS A CARD AT THE START OF YOUR TURN**.
- ❖ Also see Highwayman 4.

Coppersmith  p. 7, 22, 39

❖ *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.
- 2 Only Coppers **played** after Coppersmith produce an extra 1. (**EFFECTS ARE IMMEDIATE**.) (This might come up with Black Market, Courier, Fortune Hunter, Herb Gatherer, Mining Road, **Prepare**, Specialist or Storyteller.)
- 3 **Clarification**: Coppersmith changes the **play ability** of all Coppers for the rest of your turn. If Highwayman prevents you from **resolving** the **play ability** of a Copper, Coppersmith doesn't affect that Copper.

Corsair  p. 22, 35, 37, 39, 161


- 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**.
- 2 Corsair **triggers** on **after-play**—after the **played** Treasure is **resolved**. When a player **plays** a Silver or Gold under a Corsair attack, it produces  even though it's **REMOVED FROM PLAY** (**trashed**) afterwards.
- 3 If an opponent gets an extra turn, the first Silver/Gold **played** on that turn will also be **trashed**.
- 4 If you **play** Corsair multiple times, it still only affects the first-**played** Silver/Gold of each player.
- 5 **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.
- 6 **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 

Count 

- 1 **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**.
 - 3 See **TRIGGERED ABILITY** 1 8 (first **discard** or **gain**, then **trash** or **gain**). **When-gain** or **when-discard** abilities might make you **draw** before you **trash**. Also see Sleight 7.
- ❖ You **trash** several cards at once, see **TRIGGERED ABILITY**.

Counterfeit  p. 16, 17, 26

- 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).
- 3 The Treasure produces  even though it's **REMOVED FROM PLAY** (**trashed**) afterwards. It will also **resolve** any other **play ability**. Also see **Capitalism** 9.

④ **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**.

④ See **TRIGGERED ABILITY** ⑧ (first **discard**, then **play**). Also see Sleigh **7**.

❖ Also see Capitalism **3**, Envious **1**, Merchant **2** and Scepter **6**.

Courtier

① **SEVERAL OPTIONS** (four): +Action; +Buy; +; 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**, 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.

② See **NOT OPTIONAL "IF YOU DO"**. If a player can't **gain** a Curse, they **discard** their Curses instead.

Crafters' Guild p. 37, 46

① The card is **GAINED TO YOUR DECK**. (Also see **CARD COSTS**.) Also see **"DO X TO"**.

Crew p. 26, 37

① This **SETS UP A LATER ABILITY** for next turn.

② **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.

Crop Rotation p. 37

① See **DISCARD, THEN GET FROM DECK**.

② See **"DO X FOR"**. You may only do this once per turn.


Crossroads p. 157

① If it's **played** again with a **throne-room**, you will get +3 Actions only the first time.

② If your Crossroads is Enchanted (see 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 p. 16, 26, 45, 152, 152

① 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**, **Flagship**, **Royal Carriage** or **Scepter** even when **played** in your Buy phase. *Adventures* tokens can be put on its **pile**, having 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.

④ 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.


⑤ See **ACTIONS IN YOUR BUY PHASE**.


⑥ If you **play** Crown via an **ability** that lets you **play** a *Treasure* in your Action phase (such as **Black Market**, **Courier**, **Fortune Hunter**, **Herb Gatherer**, **Mining Road**, **Specialist** or **Story-**


teller), Crown will still **play** an *Action* card twice.


- 7 **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](#).
 - 8 **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.)
 - 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 [Capitalism](#), Enchantress 4, 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 +.
- ❖ See [TRIGGERED ABILITY](#) (first **trash**, then check **cost**).

Crumbling Castle  p. 36, 37, see Castle: p. 9, 34, 43, 45, 47

- 1 See [WHEN YOU TRASH THIS](#).
 - 2 You get +1  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 4](#).

Crypt  p. 22, 26, 37, 39, 161

- 1 Choose Treasure [CARDS YOU HAVE IN PLAY](#).
 - 2 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.
 - 5 **New version 2022:** Crypt can no longer **set aside** Duration cards.
 - 6 (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.
- 3 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 PHASE](#).


Cultist  p. 23, 37, 157

- 1 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.
 - 4 See [WHEN YOU TRASH THIS](#).
 - 5 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 5](#), [Monastery 2](#), [Remake 2](#), [Sewers 4](#) and [Way of the Mouse 11](#).

Cursed  p. 36, 152

- 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 8](#)—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, 6, 9

- 1 You get the initial + even if there are no Curses left in the Supply.


Cursed Village  p. 36

- 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](#).
- 2 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  p. 26, 36, 152, 160

① Each other player **DISCARDS DOWN TO** 3 cards in **hand**.

② 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.

③ 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.

⑤ Cutthroat can **gain** a Loot when you or an opponent **gains** a card. See **Architects’ Guild** 8—the timing is the same.

⑥ **Clarification:** If **cost** reduction is applied on **when-gain** first (e.g. by **playing** a Bridge), Cutthroat still **triggered** based on the **cost** of the card when you **gained** it. See **TRIGGERED ABILITY** ②.

⑦ **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.

Dame Anna (see Knight)

① You may choose to not **trash** any cards.

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. 22, 36

① You may **trash** the Death Cart. See **REMOVED FROM PLAY**.

② **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**.

③ (**Pre-2019 version:**) If you have no Action cards in **hand**, or choose not to **trash** one, you have to **trash** the Death Cart.

④ (**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, 31, 34, 36, 36, 39, 152, 158, 161


❖ **2022 (current) version.** See **PREVIOUS VERSIONS OF SOME CARDS** for the pre-2022 version.

❖ See **SPECIAL SETUP** § I.

① **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.

② **Clarification:** “It” (“its pile”) refers to the **gained** card. If you didn’t **gain** it (for instance if you were Possessed), you don’t move a  token. See Possession 6.

③ If you **gain** a Temple, you may take the  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** ②.

④ If you **gain** an Action card, **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 Possession 7.

Delay 🌸 p. 37

- 1 Delay lets you **PLAY AN ACTION CARD**. If you **set it aside**, you have to **play** it.
- 2 Delay **PLAYS A CARD AT THE START OF YOUR TURN**.

Deliver 🏹 p. 22, 36, 37, 39, 161

- 1 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. 9, 22, 37, 39, 161

❖ 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, **Launch** or Villa, you still can't **buy** Actions.
- 2 If you get Deluded during your Action phase, it applies to *this* turn, otherwise your next turn.
- 3 You can still **gain** Action cards in other ways than through **buying** them.
- 4 **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** 🕒

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

Demand 🌸 p. 46

- 1 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**.

Den of Sin 🌙 p. 37, 46

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

❖ Also see Haunted Woods 3.

Desert Guides 🌿 p. 37

- 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.

Destrier 🌸 p. 6, 39, 43, 158

- 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**.
- 2 *From 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.
- 4 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 yet.

5 **Clarification:** The **cost** change happens before any **when-gain abilities**.

❖ Also see **Architects' Guild 5**, **Band of Nomads 6**, **Changing 8**, **Charm 4+(pre-2022)13**, **Galleria 3**, **Haggler 5+(pre-2022)13**, **Livery 4**, **Possession 5**, **Taskmaster 7** and **Wayfarer 4**.

Develop 🐾 p. 22, 27, 46

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 🌙 p. 9

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.**)

2 **Gain** a card **costing** up to 4; see **CARD COSTS**.

❖ Also see Possession 5.

Diadem 🦋 p. 45, 161, see Prize: p. 6, 8

1 You get +1 per Action you have in your **Action pool**. If you **played** no Action cards this turn, you get +1. See **ACTIONS IN YOUR BUY PHASE**. (**Playing** Diadem doesn't use up your Actions.)

2 The **cost** of Diadem is 0 for any **ability** that refers to its **cost**.

3 **Clarification:** If you **play** Diadem in your Action phase (e.g. via Black Market or Story-

teller), you can **spend** Villager tokens right then, even though you are in the middle of **resolving** an **ability**.

Diplomat 🦋 p. 20, 20, 23, 35

1 See **REACTION TO ATTACK**, and see "DO X TO".

2 For the Reaction **ability**, see **GET FROM DECK, THEN DISCARD**.

3 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.**)

5 Each time you **play** a Diplomat, check how many cards you have in **hand**. (**EFFECTS ARE IMMEDIATE.**)

6 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, 16, 26, 27, 37, 152

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**). And if so also **gain** a Gold.


2 See **TRIGGERED ABILITY 1** (first **trash**, then check **cost**, then **gain** each card in turn and in the order given). Any **when-gain ability** (like Guildmaster or Secluded Shrine) 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 **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.

Doctor  p. 36, 160

- ❖ **2022 (current) version.** See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- 1 See **NAME A CARD**. You **trash** the **revealed** cards that have the chosen **name**. See **REVEAL / LOOK AT CARDS AND TRASH**.
 - 2 See **TRIGGERED ABILITY** (first **trash**, then put cards back). You **trash** several cards at once.
 - 3 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.
 - 4 **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.
 - 5 **Clarification:** The following applies to **buying** Doctor, Herald, Masterpiece and Stonemason: When **gaining** this after **buying** it, if you **gain** a card on **when-gain** (see **GAIN ON WHEN-GAIN**) that gives  or +Coffers, it's too late to use this to **overpay** (as in 7 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 7.
- ❖ Also see **GAIN ON WHEN-TRASH** and **GAIN ON WHEN-DISCARD**.

Dominate 

- 1 See **NOT OPTIONAL “IF YOU DO”**.

Donate  p. 38, 161

- ❖ **2022 (current) version.** See PREVIOUS VERSIONS OF SOME CARDS for the pre-2021 version.
- 1 **New version 2022:** Donate 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**. If your **hand** was affected in the meantime

(e.g. by Militia or Council Room), you'll still have 5 cards after **resolving** Donate.

- 2 (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  p. 36 (see Loot)

- 1 You **gain** a Gold on **when-gain**. See **GAIN ON WHEN-GAIN**.

Druid  p. 9, 33

- 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.

Ducat  p. 36


- 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. 18, 36, 157

- ❖ *Not included in the 2022 Second Edition.*
- 1 Each player chooses to **discard** or put back the top card of their **deck**. (This is clearer in the new 2016-edition card text.)
 - 2 You **gain** the Duchess on **when-gain**. See **GAIN ON WHEN-GAIN**. This might happen on an opponent's turn.
 - 3 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. 37

- 1 See **GET FROM DECK, THEN DISCARD**.
- 2 This **SETS UP A LATER ABILITY** for next turn.

Duplicate  p. 12, 29, 34, 36, 152, 152

- 1 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 a 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:** See TRIGGERED ABILITY 3 (gaining a copy of the **gained** card). Also see **Innovation 9**.
- ❖ Also see **Conquest 3**, **Emporium 2**, **Scepter 5**, **Territory 3**, **Triumph 3** and **Your -2** Cost token.

Earth's Gift, The

- 1 **Gain** a card; see **CARD COSTS**.
- 2 See "DO X TO".
- ❖ Also see **Your -2** Cost token.

Elder p. 38, 159, 161

- 1 Elder lets you **PLAY AN ACTION CARD**.
- 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 you do them.
- 4 *From rulebook:* You do them in the order given. (They have to be different.)
- 5 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**.
- 7 Elder 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.
- 8 *From rulebook:* If you **play** Elder + **Courtier**, you get one extra option, not an extra option per **type**. Elder + **Scrap** also yields one extra option.

- 9 **Clarification:** If you play Elder + **Scrap** and **trash** a 0-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.
- 10 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.
- 11 After **playing** a card with Elder, if you **replay** it with **Royal Carriage** or **Scepter**, Elder has no effect that time.
- 12 **Clarification:** Elder affects what the chosen card makes you do: If you **play** Elder and choose a **Treasure** (via **Capitalism**), and **Highwayman** makes you not **resolve** its **play ability**, Elder will have no effect on it. If you use a **Way** when **playing** the chosen card, Elder will have no effect on it; however, see **Way of the Chameleon (11)**. Also see **Reckless 7**.
- 13 **Clarification:** If you **play** Elder + **Catacombs** and choose both options, you put the 3 cards into your **hand** and then **discard** them. It's technically possible to cheat (**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 p. 18, 24, 35, 39

- ❖ *Not included in the 2022 Second Edition.*
- 1 This is **REMOVED FROM PLAY (trashed)**.
- 2 **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**.
- 3 *(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**.
- 4 **Gaining** a card from an Embargoed **pile** without **buying** it doesn't give you a **Curse**.
- 5 See **GAIN ON WHEN-BUY**.
- 6 *(1st edition 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.**)

- 7 **New edition:** With the new 2017-edition card, each Embargo token creates a separate **when-buy ability**, so that the above restriction no longer applies.
- 8 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.
- 9 See **TRIGGERED ABILITY** 4. When **buying** from an Embargoed **pile**, **when-gain abilities** might affect the Curse **pile** before you **gain** one. Also, when **buying** a card, if you **play** Embargo on **when-gain** (e.g. via **Innovation**) 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 edition).

Embassy p. 36


❖ *Not included in the 2022 Second Edition.*

- 1 See **GET FROM DECK, THEN DISCARD**.
- 2 **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.
- 4 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, 23, 36

- 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**, you have more cards in **play** before you count them.

Encampment p. 9, 34, 37, 151, 158, 161

- 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 the Supply.
- 4 See **TRIGGERED ABILITY** 5. If you use **Friendly** or **Improve** at the start of Clean-up and **play** Encampment (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.)

❖ Also see **EMPTY SUPPLY PILES**, and see **Black Market** 6.

Enchantress p. 20, 22, 35, 37, 39, 42, 45, 151, 161

- 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**.
- 2 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.
- 3 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.

- 4 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 Crown, a Spell Scroll or a card as described in **ACTIONS IN YOUR BUY PHASE**.
 - 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.
 - 6 **Clarification:** 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**, **Flagship** and **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**.
 - 7 **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.
 - 8 **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.
 - 9 **Clarification:** Enchantress (+1 Card, +1 Action) is **triggered** when a player *would resolve* the **played** Action card. So if a player **plays** an Enchanted Attack card, Reactions are **resolved** first, as normal. **Kiln**, **Urchin** and **Adventures** tokens are also **resolved** first.
 - 10 *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 **Highwayman 9**.
 - 11 **Clarification:** See **TRIGGERED ABILITY**. If you **play** Enchantress on another player's **before-play**, it will **trigger**: See **Way of the Mouse 12**. — 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.
 - 12 **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.
- ❖ Also see **Crossroads 2**, **Harbor Village 7**, **Lantern 5**, **Outpost 6**, **Reckless 6** and **Werewolf 2**.

Enclave 🐾

- 1 If there are no Gold 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 🍷 p. 22, 37, 39 (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.

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**.
- 3 See **TRIGGERED ABILITY 1** (first **gain**, then **trash**, then **gain**). Any **cost** reduction or **when-gain ability** (like **Sailor** or **Secluded Shrine**) applied after the first card will be in effect when you **gain** the next.

Enhance 🐾

- 1 "REMODEL" a non-Victory card into a card (of any **type**) that **costs** up to 2 more. (Also see "Do X to".)

Enlarge 🍷 p. 37

- 1 This **SETS UP A LATER ABILITY** for next turn.
- 2 "REMODEL" a card into a card that **costs** up to 2 more.

Envious 🌙 p. 7, 9, 37, 39, 161

❖ 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**, **Courier**, **Fortune Hunter**, **Herb Gatherer**, **Mining Road**, **Prepare**, **Reap**, **Specialist**, **Spell Scroll** or **Storyteller**), they work as normal. If you go back to your Action phase with **Cavalry**, **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**.

- ④ **Clarification:** Envious changes the *play ability* of all Silvers and Golds. If 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.)
- ② See **REVEAL / LOOK AT CARDS AND DISCARD**.
- ③ **Erratum (1st edition):** The card says "draw the rest", but it should say "put the rest into your hand". This matters for your -1 Card token. (This is clarified in the *Adventures* rulebook, and is fixed on the new 2017-edition card.)

Envy

Exorcist p. 9

- ① "REMODEL" a card into a Spirit card that **costs** less. You choose one (of the appropriate **cost**) out of the three Spirits.

Expand

- ① "REMODEL" a card into a card that **costs** up to ③ more.

Expedition p. 38, 40

- 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.

Experiment p. 31, 36, 152, 157, 158

- 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.

Exploration p. 37

❖ **2022 (current) version.** See **PREVIOUS VERSIONS OF SOME CARDS** for the pre-2022 version.

- ① **New version 2022:** Exploration now counts all **gained** (not just **bought**) cards, but only in your Buy phase.
- ④ **Clarification:** If you have several Buy phases due to Cavalry, **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. 37

Fairgrounds

- ① Counts **DIFFERENTLY NAMED CARDS** (including itself).

Faithful Hound p. 17, 37, 37, 39, 161

- 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**.
- ③ 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).
- ④ *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**.
- ⑤ 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 and **Improve** 6.

Falconer p. 36, 46, 152, 158, 158

- 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**.
- ⑤ 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**.
- ⑥ 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, **Band of Nomads**, Monkey, etc.; see **TRIGGERED ABILITY (when-gain)**. You may then react with it.

7 For reacting with Falconer, see Sheepdog 6-7—the timing is the same. Falconer can affect Farmland, Governor, Grand Castle, Territory and Triumph. Also see Way of the Mouse 7-8+12.

❖ Also see Aqueduct 4, Berserker 7, Capitalism 6, Cauldron 3, Charlatan 3, Colonnade 5+(pre-2022)9, Haunted Castle 4, Hill Fort 4, Kiln 4+9, Messenger 5, Skirmisher 4, Young Witch 4, Your —2 Cost token and Your Estate token 4.

Familiar

Family of Inventors p. 37

1 Each token causes a COST REDUCTION of 1 for the rest of the game for all players.

2 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 Launch and Villa) 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. 31, 158

1 The first four times this is played, it produces +1, +2, +3 and then +4. The next time, the player takes the 1 tokens and gets no +. Then it starts at +1 again.

2 This still functions when the Farmers' Market pile is empty. Also see Black Market 6.

3 You get +1 Buy even if you trash this. See REMOVED FROM PLAY.

4 If you play Farmers' Market without moving it into play (see PLAY A CARD WHILE LEAVING IT), you take the 1 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 +.

❖ Also see Aqueduct 3 and Defiled Shrine 3+(pre-2022)8.

Farming Village

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. 35, 36

1 **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.

2 (Pre-2022 version:) When-buy ability: "REMODEL" a card into a card that costs exactly 2 more. Also see GAIN ON WHEN-BUY.

3 See TRIGGERED ABILITY (when-gain). See TRIGGERED ABILITY 2 (pre-2022 version: 4). When-gain 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 4.

Fated p. 38

1 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.

2 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".

4 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.

7 If you reveal Patron (to get +1 Coffers), you have to put it on the top or bottom.

❖ Also see Emissary 3.

Fawning p. 27, 36

1 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.

2 See Architects' Guild 8—the timing is the same. (E.g. gain a Fawning Groundskeeper and play it via Innovation to get +1.)

❖ Also see [Aqueduct 4](#).

Fear

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

Feast p. 18

❖ *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](#).

- 2 Also see [CARD COSTS](#).

- 3 See [TRIGGERED ABILITY 6](#) (first **trash**, then **gain**).

Fellowship of Scribes p. 35

- 1 **Clarification:** “After playing an Action” means after **resolving** the **play ability** of the card. Also see “**DO X TO**”.

- 2 **Clarification:** If you **play** 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](#), [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 3 or fewer after the second.

❖ Also see [Frigate 5](#), [Inspiring 5](#) and [Landing Party 5](#).

Feodum p. 37

- 1 See [WHEN YOU TRASH THIS](#).

❖ Also see [GAIN ON WHEN-TRASH](#), and see [Aqueduct 4](#).

Ferry p. 34

❖ See Your **−2** Cost token.

- 1 Also see [SPLIT PILES: PILE TYPE AND COST § IV](#).

Festival

Field's Gift, The

Figurehead p. 37 (see [Loot](#))

- 1 This [SETS UP A LATER ABILITY](#) for next turn.

Figurine p. 42

- 1 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 p. 161

- 1 You may **PLAY AN ACTION CARD** from your **hand**. You may continue **playing** copies of that card from your **hand**. See [COPY OF A CARD](#).

- 2 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.

- 4 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](#).

Fisherman p. 6, 39, 43, 158

- 1 This **costs 5** normally, but **costs 2** 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**.

- 2 *From 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 can't **gain** a second one.

- 5 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 [Architects' Guild 5](#), [Band of Nomads 6](#), [Changing 8](#), [Charm 4+\(pre-2022\)13](#), [Galleria 3](#), [Haggler 5+\(pre-2022\)13](#), [Livery 4](#) and [Taskmaster 7](#).

Fishing Village p. 26, 37

- 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).

Flag p. 9, 38, 40

- ① As long as you have Flag, you **draw** one more card in Clean-up than you would otherwise.

Flag Bearer p. 9, 36, 37

- ① See **WHEN YOU TRASH THIS**.

Flagship p. 16, 26, 26, 26, 35, 151, 158, 161

- 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).
- ② See **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 for instance have **played** two Flagships (see 2 below) and then **play** a card that gives +1 Action, you get another +2 Actions.
- 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 card three times total.)
- ④ **Clarification:** You **replay** the Action card after having **resolved** its **play ability**. This is of course not optional.
- ⑤ 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.
- ⑥ **Clarification:** If you **play** Flagship and then Band of Misfits, 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**).

- ⑦ **Clarification:** If you **play** an Action card that **plays** Flagship (e.g. Herald), it won't let you **replay** that Action card, since "the next time" is not this time.

- ⑧ **Clarification:** A card is considered **played** even before it's **resolved**: If you **play** a non-Command Action card and somehow **play** another one as part of the **before-play abilities**, the first-**played** card is still the one that Flagship will **replay**. — With Urchin in **play**, if you **play** an Attack card, **resolving** Urchin first to **gain** Mercenary and reacting with Sheepdog (or Falconer), Flagship still **replays** the **Attack**, even though the Sheepdog was **resolved** first. (Also see **TRIGGERED ABILITY 5**.)

❖ Also see [Circle of Witches 3](#), [Crown 3-4](#) (and [Capitalism](#)), [Enchantress 6](#), [Fellowship of Scribes 2](#), [Frigate 5](#), [Inspiring 5](#), [League of Shopkeepers 3](#) and [Werewolf 2](#).

Flame's Gift, The

Fleet p. 40

- ① **Clarification:** 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 tie-breaker. (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](#), [Mission](#), [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**).
- ④ **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 game-end conditions are no longer met.

5 *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 (via Possession) has no effect.

Followers 🦋 p. 22, see Prize: p. 6, 8

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**.

4 *Erratum (1st edition):* 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 ① § III.

5 See **TRIGGERED ABILITY** ① (you first **gain** Estate, then opponents **gain** Curse and then **discard**). **When-gain abilities** might make them **draw** before they **discard**. Also see Your Estate token 7.

Fool 🌙 p. 9

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.

2 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.

4 At the start of your turn, you can only **discard** a card to **receive** a Boon once.

Fool's Gold 🐎🏠 p. 6, 36

1 When you **trash** this as a Reaction, the Gold is **GAINED TO YOUR DECK**. New edition: 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).

4 You don't **gain** a Gold if you **trash** Fool's Gold some other way.

5 If your Fool's Gold is Waylaid (see Highwayman), **playing** Fool's Gold again gives +4, since it won't be the first time you **play** Fool's Gold.

6 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.

Forager 🐿 p. 158

1 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**.

3 This has **VARIABLE** PRODUCTION. (Count the cards in **trash** right when you **play** it.)

4 See **TRIGGERED ABILITY** ⑥ (first **trash**, then count cards in **trash**). You can for instance **trash** a Treasure with **Sewers**, potentially giving you more +.

❖ Also see **Capitalism** 6.

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**).

Forest Dwellers 🌿 p. 37

1 See "DO X TO".

2 See **REVEAL / LOOK AT CARDS AND DISCARD**.

Forest's Gift, The 🌙

Forge 🏠🔥

1 If you **trash** no cards, you have to **gain** a card **costing** ①, 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. 37, 151, 158, 158

- 1 **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**.

Fortune 🌀 p. 9, 36, 42

- 1 You double the 🟡 you currently have in your **money pool**.
- 2 **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 🟡.
- 4 **Clarification:** If some other **ability** (like Crystal Ball) makes you **play** Fortune, you may **spend** Coffers tokens in the middle.
- 5 This checks the **CARDS YOU HAVE IN PLAY**. You **gain** Golds on **when-gain**, see **GAIN ON WHEN-GAIN**.
- 6 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.
 - 2 **Clarification:** See **ACTIONS IN YOUR BUY PHASE**.
 - 3 See **REVEAL / LOOK AT CARDS AND PLAY**.
- ❖ Also see **Capitalism** 8, **Envious** 1, **Merchant** 2 and **Scepter** 6.

Fortune Teller 🎩

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

Forum 🗨️ p. 35, 36

- 1 See **GET FROM DECK, THEN DISCARD**.
- 2 **New version 2022:** Forum now has a **when-gain** 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 🤝 p. 27, 37


- 1 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.
 - 3 If you get a Friendly card into your **hand** at start of Clean-up (e.g. if you **gain** a card with Improve and Sheepdog or **Band of Nomads** makes you **draw** a Friendly card), you can still **discard** it with Friendly.
 - 4 **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 **Coastal Haven** 3, **Encampment** 4 and **Improve** 7.

Frigate 🚢 p. 22, 26, 35, 39, 161

- 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**.
 - 2 **From 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**).
 - 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.
 - 5 After **playing** an Action card under a Frigate "attack", before or after **discarding** down to 4, you can **replay** the card with **Citadel**, **Flagship** or **Royal Carriage**, or **play** another card via **Inspiring**, or **draw** with **Fellowship of Scribes**.
- ❖ Also see **Way of the Mouse** 12.

Fugitive  p. 9, 37

- 1 See **GET FROM DECK, THEN DISCARD**.
- 2 This is a **TRAVELLER** and a **TRAVELLER UP-GRADE**.

Galleria  p. 22, 36, 39, 152, 160

- 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:** If you **gain** a card that changes **cost** right after you **gain** it (Destrier or Fisherman), this won't matter for Galleria. It **triggered** based on the **cost** of the card when you **gained** it. (See **ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER** 3 § III.)

If **cost** reduction is applied on **when-gain** first (e.g. by **playing** a Bridge), or if a **gained** Wayfarer's **cost** is changed by **gaining** a card on **when-gain** first, it doesn't matter for Galleria. See **TRIGGERED ABILITY** 2.

- 4 **Clarification:** See **TRIGGERED ABILITY** 3 (getting +1 Buy). Also see **Innovation 9**.

❖ Also see Kiln 5.


Gamble 

- 1 After **resolving** this Event, you still have the same number of Buys as you had before.
- 2 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**.
- 4 Gamble lets you **play** a Treasure (if you **reveal** one) in the second part of your Buy phase, which is normally not possible.
- 5 **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. 37

- 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. 18**Garrison**  p. 22, 28, 36, 37, 39, 162

- 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**.)
 - 2 **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**.)
 - 4 **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.
 - 5 **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.
 - 6 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.
 - 7 **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.
 - 8 **Clarification:** See **TRIGGERED ABILITY** 3 (adding a token). Also see **Innovation 9**.
- ❖ Also see Kiln 5.

Gatekeeper  p. 22, 36, 37, 39, 158, 162

- 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**.
- 2 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)**.
- 4 See **MOVE GAINED CARD**. If you choose to move the **gained** card with another **ability**, the opponent’s Gatekeeper can’t **Exile** it. But Gatekeeper **Exiles** the card before Hill Fort, **Invasion**, **Reap**, **Replace**, **Spell Scroll** or **Summon** can move it.
- 5 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**).
- 7 **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.**)
- 8 **Clarification:** See **TRIGGERED ABILITY 3** (your opponent **Exiles** the **gained** card): See **Way of the Mouse 12**.

Gear p. 26, 26, 37

- 1 This **SETS UP A LATER ABILITY** for next turn.
- 2 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 edition, see **REMOVED FROM PLAY** regarding “under this”.

Ghost p. 9, 16, 26, 26, 37, see Spirit: p. 4, 6, 9

- 1 “**DIG FOR**” an Action card.
- 2 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 6**.
- 4 Ghost **PLAYS A CARD AT THE START OF YOUR TURN**.
- 5 The **cost** of Ghost is **4** for any **ability** that refers to its **cost**.

- 6 *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 2 § III.**)

Ghost Ship

❖ *Not included in the 2022 Second Edition.*

Ghost Town p. 37, 46

- 1 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, 48, 157

- 1 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 **Market Square 6**, **Priest 5**, **Sewers 2** and **Tomb 2**.


Goat p. 42, see Heirloom: p. 4, 6, 9

Goatherd

- 1 You **draw** even if you don’t **trash** a card.
- 2 **Clarification:** Goatherd counts how many *times* your right-hand player **trashed** a card (so a Fortress **trashed** twice counts as two).
- 3 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**).


Golem  p. 14




- 1 “DIG FOR” 2 Action cards.
- 2 Golem lets you **PLAY AN ACTION CARD** (twice). (This is not optional.)
- 3 See **REVEAL / LOOK AT CARDS AND PLAY**.
- 4 See **TRIGGERED ABILITY** 8 (first **discard**, then **play** each card in turn).

Gondola  p. 26, 36, 37, 45

- 1 **SEVERAL OPTIONS** (two): Get the **effect** now, or **SET UP A LATER ABILITY** for next turn.
- 2 *From rulebook:* Gondola 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”.
- 3 When you **gain** Gondola, you may **PLAY AN ACTION CARD**.
- 4 **Gaining** Gondola lets you **play** an Action card in your Buy phase. See **ACTIONS IN YOUR BUY PHASE**.
- 5 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.
- 7 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.
- 8 **Gaining** Gondola lets you **play** a card on **when-gain** in the same way as described in the entry for **Way of the Mouse** $7a+7b+7c+7d$.
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.
- 9 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.)


- 10 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.
 - 11 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).

Goons  p. 16, 16, 23, 35, 39

- ❖ *Not included in the 2022 Second Edition.*
- 1 Each other player **DISCARDS DOWN TO** 3 cards in **hand**.
 - 2 **WHILE THIS IS IN PLAY**, when you **buy** a card, you get a  token.
 - 3 You don’t get a  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-gain**, 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.
 - 3 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. 36, see **Castle**: p. 9, 34, 43, 45, 47

- 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**.

Grand Market   p. 22, 39, 158

- 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. 23, 46, 48, 52

- 1 **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**.
- 4 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.*

Greed 

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


Groom  p. 152, 158, 158





- 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.
- 3 **Clarification**: “It” refers to the **gained** card. If you didn't **gain** the card, you don't get any bonus; see **Session 6**.
- 4 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.

Grotto  p. 26, 37

- 1 This **SETS UP A LATER ABILITY** for next turn.
- 2 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.
- 4 Next turn: See **DISCARD, THEN GET FROM DECK**.

❖ See **REMOVED FROM PLAY** regarding “on this”.


Groundskeeper  p. 22, 36, 36, 39, 39, 152, 159, 160

- 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**.)
- 3 (Pre-2022 version:) **WHILE THIS IS IN PLAY**, when you **gain** a Victory card, you get a  token.
- 4 **Clarification**: See **TRIGGERED ABILITY** 3 (getting +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**).

Guard Dog  p. 35

- 1 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, check how many cards you have in **hand** (after **drawing** two). (**EFFECTS ARE IMMEDIATE**.)
- 5 See **REACTION THAT PLAYS ITSELF**.

❖ Also see **Way of the Mouse 11-12**.

Guardian  p. 22, 22, 33, 35, 37, 39, 46, 162

- 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**.)
- 2 Guardian is **GAINED TO YOUR HAND** instead of to your **discard pile**.
- 3 **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  p. 37

- 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. 36, 152, 158

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** it the same turn after **buying** a Treasure.

❖ Also see **Basilica 3+**(pre-2022)⁷ and **Doctor 5+**(pre-2022)⁷.


Guildmaster  p. 22, 36, 39, 160

① 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**.)

② You only get Favors for cards **gained** after **playing** Guildmaster. (**EFFECTS ARE IMMEDIATE**.)

③ **Clarification:** See **TRIGGERED ABILITY ③** (getting +1 Favor). Also see **Innovation 9**.

❖ Also see **Kiln 5**.

Haggler  p. 22, 27, 28, 36, 39, 152, 160

❖ **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**).

⑤ **Clarification:** If you **gain** a card that changes **cost** right after you **gain** it (Destrier or Fisherman), Haggler follows the new **cost**.

If you **gain** a Wayfarer, **gaining** another card on **when-gain** first, Haggler follows the new **cost** of Wayfarer. See **TRIGGERED ABILITY ②**.

⑥ See **Architects' Guild 8**—the timing is the same. Haggler can affect Territory.

⑦ **Clarification:** “**Cheaper**” refers to the **cost** of the **gained** card. If you didn't **gain** it (for instance if you were Possessed), you don't **gain** a cheaper card. See **Possession 6**.

⑧ **Clarification:** See **TRIGGERED ABILITY ③** (**gaining** a cheaper card than the **gained** card). Also see **Innovation 9**.

❖ Also see **Aqueduct 4**, **Kiln 5** and **Possession 7**.

Hamlet 


① New edition: See “**DO X FOR**”.




Hammer  (see **Loot**)



① **Gain** a card; see **CARD COSTS**.


Harbinger 

Harbor Village  p. 35, 151, 162

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 +, not if you got + from other **abilities** when **playing** it, such as your +**1** token or **The Field's Gift**. Getting Coffers tokens is not getting +. However, see **7** 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 **8** below.

④ **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.

- 5 **Clarification:** If you **play** an Action card that **plays** Harbor Village (e.g. Vassal), that Action card won't be "the next Action" **played**.
- 6 **Clarification:** Harbor Village checks the next *time* you **play** an Action card, so if you **replay** the card (with Royal Carriage) before Harbor Village checks, the **replay** won't count. 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.
- 7 **Clarification:** If you don't **resolve** the Action card's **play ability** because of Enchantress (or Highwayman via **Capitalism**), Harbor Village gives you nothing. However, if you **play** the Action card using a Way that gives +2, 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**.
- 8 **Clarification:** Two consecutively **played** Harbor Villages can both give you the bonus: After you **resolve** the 2nd one, the 1st one checks it, so if the 2nd one gives you +2 before the 1st one checks, the 1st one will also give you the bonus. This can happen if **Inspiring** lets you **play** a card (e.g. Festival) after **resolving** the 2nd Harbor Village (since both Harbor Village and **Inspiring trigger** on **after-play**.) Also see **Kiln 8**.
- 9 **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** card is still the one that matters for Harbor Village. — With Urchin in **play**, if you **play** an Attack card, **resolving** Urchin first to **gain** Mercenary and reacting with Sheepdog (or Falconer), Harbor Village still checks the **Attack**, even though the Sheepdog was **resolved** first. (Also see **TRIGGERED ABILITY 5**.)

Harem

- ❖ In 2022 it was announced that this card will get renamed "Farm".

Harvest

- 1 Counts **DIFFERENTLY NAMED CARDS**.

Hasty p. 36, 37, 152

- 1 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.)
- 4 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 Counter-

feit or Tiara, more Treasures will be **played** in addition. Also see **Highwayman 6**.

- 5 **Clarification:** Hasty makes it possible to **play** Territory (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**.

❖ Also see **Werewolf 5**.

Haunted Castle p. 36, see Castle: p. 9, 34, 43, 45, 47

- 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**.
- 3 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.
- 4 **Clarification:** First you **gain** a Gold, and 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**.)
- 5 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).
- ❖ Also see **Aqueduct 4**.

Haunted Mirror p. 9, 37, see Heirloom: p. 4, 6, 9

- 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 7**: 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. 22, 36, 37, 39, 162

- ❖ **2022 (current) version**. See **PREVIOUS VERSIONS OF SOME CARDS** for the pre-2022 version.
- 1 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**.

- ② **New version 2022:** Haunted Woods now **triggers** when the player **gains** the card instead of when they **buy** it, but only a card that they **bought**.
 - ③ 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.
 - ④ See **TRIGGERED ABILITY** ②. You may **resolve** other **when-gain abilities**, such as **drawing**, before or after you put cards on your **deck**.
 - ⑤ **Clarification:** See **TRIGGERED ABILITY** ③ (your opponent puts their **hand** on their **deck**): See **Way of the Mouse 12**.
- ❖ Also see Possession 7.

Haunting

Haven  p. 26, 37

- 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 edition, see **REMOVED FROM PLAY** regarding "under this".

Herald  p. 35, 36, 162

- ① Herald lets you **PLAY AN ACTION CARD**. (This is not optional.)
- ② 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 might choose it from your **discard pile**.
- ④ (*Pre-2022 version:*) **Overpaying** is a **when-buy ability**, so the Herald you **bought** is not **gained** to your **discard pile** yet.
- ⑤ See Doctor 5+(pre-2022)7 for more.


Herb Gatherer  p. 14

- ① See **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**.

❖ Also see **Capitalism 8**, **Envious 1**, **Merchant 2**, **Scepter 6** and **Way of the Mouse 3**.

Herbalist  p. 22, 37, 39, 160

- ❖ **2022 (current) version.** See **PREVIOUS VERSIONS OF SOME CARDS** for the pre-2022 version.

- ① **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.

- ② With **Capitalism**, you may choose the Herbalist itself.

- ③ 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**.

- ④ See Prince (pre-2022) 14, **Reckless 8**, **Tireless 1**, and Travellers (via **Capitalism**) in **EXCHANGING § IV**.

❖ Also see Capital 2 and **Capitalism 9**.

Hermit  p. 8, 37, 160

- ❖ **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.)

- ② **Gain** a card; see **CARD COSTS**.



- ③ See **TRIGGERED ABILITY** ⑥ (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.

- 5 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, **Launch** or Villa, Hermit **triggers** and checks the Buy phase that just ended. See Cavalry 5.
 - 7 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, 37

- 1 **Gain** a Treasure of your choice from the Supply (even one with  or  in its **cost**).
- 2 This is a **TRAVELLER** and a **TRAVELLER UPGRADE**.

Hideout


- ❖ See **TRIGGERED ABILITY** (first **trash**, then **gain**).

Highway p. 7, 22, 31, 39, 39, 160

- 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**.
- 2 (Pre-2022 version:) **WHILE THIS IS IN PLAY**, it causes a **COST REDUCTION**.

Highwayman p. 20, 22, 35, 37, 39, 162

- 1 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.)
- 4 **From rulebook:** Only the **play ability** is affected. For instance, a Waylaid Quarry (pre-

2022 version) still gives the **cost** reduction, and a Waylaid Capital still makes you take . **Abilities** that are already set up, e.g. from a Contract **played** previously, are not affected, nor is a Coin of the Realm that you **call**, only the first Treasure actually **played** on a turn.

- 5 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.
- 6 If a player **plays** a Treasure in their Action phase (via Black Market, Courier, Fortune Hunter, **Hasty**, Herb Gatherer, Mining Road, **Patient**, **Prepare**, **Reap**, Sailor, Specialist or Storyteller) as the first one **played** that turn, it will be Waylaid. This could also be a Crown, a Spell Scroll or a card changed by **Capitalism** (also see Enchantress 2-3).
- 7 **From rulebook:** If an opponent gets an extra turn, the first Treasure **played** on that turn will also be Waylaid.
- 8 If you **play** Highwayman multiple times, it still only affects the first-**played** Treasure of each player.
- 9 **From rulebook:** Ways and Enchantress are **triggered** at the same time as Highwayman, replacing what you do. If the Waylaid card is also an Action (Crown, Spell Scroll or via **Capitalism**), it works as in Enchantress 10. If it's also Enchanted, you can choose which **ability** applies – Highwayman, Enchantress (or a Way). But see **Way of the Chameleon** 6. — If the Waylaid card is also an Action, also see Enchantress 6-7 (**Circle of Witches** and **Inspiring** might also **trigger** on Treasures).
- 10 **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 **resolve** its **play ability**. If the **played** Treasure is a Duration, Specialist stays in **play**.
- 11 **Clarification:** **After-play abilities** still **trigger** after you **play** a Waylaid card.
- 12 **Clarification:** Highwayman's **ability** is **triggered** when a player *would* **resolve** the **played** Treasure. So if a player **plays** a Waylaid Attack card, Reactions are **resolved** first, as normal. Kiln, Urchin and *Adventures* tokens are also **resolved** first.
- 13 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.
- 14 **Clarification:** If you buy **Capitalism** without having **played** any Treasures, and this changes one of your **played** Action cards to a Treasure, that card was not the “first Treasure” you **played**. So the next Treasure you **play** will be Waylaid.

- 15 **Clarification:** Because of the wording in the card text, Highwayman also applies if a player somehow **plays** a Treasure during another player's turn (unlike Enchantress, which only applies on each player's own turn).
- 16 **Clarification:** See TRIGGERED ABILITY. If you **play** Highwayman on another player's **before-play**, it will **trigger**: See [Way of the Mouse 12](#). — 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.
- 17 **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.

❖ Also see Coppersmith 3, Elder 12, Envious 4, Fool's Gold 5, Harbor Village 7, Idol 4 and Reckless 6.

Hill Fort

- 1 **Gain** a card; see [CARD COSTS](#).
- 2 After **gaining** a card you get **SEVERAL OPTIONS** (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.
- 4 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.
- 6 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 p. 22, 37, 39

- 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.
- 3 See [PLAY A CARD AT THE START OF YOUR TURN](#) regarding **playing** Hireling.

Hoard p. 18, 22, 36, 39, 152, 160

- ❖ **2022 (current) version.** See [PREVIOUS VERSIONS OF SOME CARDS](#) for the pre-2022 version.

- 1 **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 WHEN-GAIN](#). It's cumulative if **played** with a **throne-room**.

- 2 Only Victory cards **gained** after **playing** Hoard give you a Gold. ([EFFECTS ARE IMMEDIATE.](#))

- 3 **Clarification:** See TRIGGERED ABILITY 3 (**gaining** a Gold).


❖ Also see [Aqueduct 4](#) and [Territory 3](#).

Horn p. 9, 37, 162

❖ See Border Guard.

- 1 You may only put one Border Guard onto your **deck** each turn with Horn.
- 2 See Prince (pre-2022) 14, [Reckless 8](#) and [Tireless 1](#).

Horn of Plenty p. 42, 152

- 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 **DIFFERENTLY 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 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.
- 6 **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**).

Horse p. 9

- 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 🐾 p. 17, 21, 35, 37, 162

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.)

2 See **REACTION TO ATTACK**.

3 You may react with several Horse Traders to the same **played** Attack.

4 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** § III.)

Hostelry 🐾 p. 36

1 You **gain** the Horses on **when-gain**. See **GAIN ON WHEN-GAIN**. (Also see "DO X TO".)

2 You **reveal** the Treasures before **discarding** them.

3 **Clarification:** If you **discard** Patron (via **Capitalism**), you get +1 Coffers when you **reveal** it.

4 See **TRIGGERED ABILITY** 2. When **gaining** Hostelry, you may **resolve** other **when-gain abilities**, such as **drawing**, before **discarding** Treasures.

Hovel 🐾 p. 35, 36, see Shelter: p. 6, 8

1 **New version 2022:** Hovel now has a **when-gain** instead of **when-buy ability**. This might **trigger** on an opponent's turn.

2 (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**.

Humble Castle 🏰 see Castle: p. 9, 34, 43, 45, 47

Hunter 🐾

1 **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 🐾 p. 37

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".

2 **Clarification:** If you have no cards in hand to **discard** (because your -1 Card token canceled the initial +1 Card), you may still **draw** 5 cards.

Hunting Party 🐾

1 "DIG FOR" a card that is **DIFFERENTLY NAMED** from all of the cards in your **hand**.

Idol 🌙 p. 162

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.)

3 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.

4 If your first Idol is Waylaid (see Highwayman), your second Idol still gives out a Curse.

Ill-Gotten Gains 🐾 p. 36

❖ *Not included in the 2022 Second Edition.*

1 The Copper is **GAINED TO YOUR HAND**. You can **play** it the same turn.


2 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.

3 **Clarification:** You **resolve** Ill-Gotten Gains, giving your opponents a Curse, before they **resolve** any Cutthroats, Monkeys, Pirates and Searches **triggering** from your **gain**. (See **ADVANCED TIMING RULES: ORDERING SEVERAL PLAYERS' CONCURRENT ABILITIES** § III.)


4 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.

- 5 **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. 9, see Spirit: p. 4, 6, 9

- 1 Imp lets you **PLAY AN ACTION CARD**.
- 2 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 The **cost** of Imp is 2 for any **ability** that refers to its **cost**.

Importer  p. 10, 37

- 1 This **SETS UP A LATER ABILITY** for next turn.
- 2 **Gain** a card; see **CARD COSTS**.

Improve  p. 37, 151, 162

- 1 This **SETS UP A LATER ABILITY** for this turn, and has a cumulative effect if **played** multiple times.
- 2 At the start of Clean-up this turn, before you **discard** 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 will not **trigger**.
- 3 You can choose the Improve itself.
- 4 Remember that **COST REDUCTIONS** for this turn, or from cards in **play**, still apply now (except Peddler’s **costs reduction**).
- 5 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**.
- 6 **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.
- 7 See **TRIGGERED ABILITY** 5. If you use **Friendly** or Improve at the start of Clean-up and **play** an/another Improve (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.)

- ❖ Also see Cargo Ship 5, **Coastal Haven** 3, Encampment 4, Garrison 7, Taskmaster 8 and Walled Village 2.

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.
- 3 *From rulebook:* Each player can **buy** this Event once per game.
- 4 **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.
- 5 **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.
- 6 **2022 version:** Now the Estates themselves are also given the Command type when you **buy** Inheritance.

❖ Also see Teacher 1.

Inherited  p. 10

- ❖ See **SPECIAL SETUP** § I.
- 1 Starting with an Inherited card doesn’t count as **gaining** it (if it has a **when-gain ability**).

Inn  p. 24, 36

- 1 See **GET FROM DECK, THEN DISCARD**.
- 2 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**. Hill Fort, Replace, Spell Scroll and **Summon** (after **gaining** it) will also **lose track** of the Inn in such a case.
- 4 **Clarification:** 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**. (Before the 2019 rules errata, you would have to leave the Inn *on top of* your **discard pile**.)
- 6 **Clarification (1st edition only):** The text “(including this)” in the card text only applies when Inn is **gained**

to your **discard pile** as normal. If it's **gained** to somewhere else, it doesn't apply.

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. 24, 24, 36, 36, 39, 152, 158, 159

❖ *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+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**.

③ **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.

④ See **MOVE GAINED CARD**. You move the **gained** card to **play**. If you move it with another **ability**, 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 Trail 7.

⑤ 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**.

⑥ 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**.

⑦ 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.

⑧ When **gaining** a card with a "when you gain this" **ability** (like Emporium), 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** 3, **Colonnade** 5 and **Defiled Shrine** 3+(pre-2022)8.

⑨ When **gaining** a card with a **when-gain ability** (like Duplicate or Livery), you can **play** it (or **gaining** & **playing** a card like Herald, **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 for ③ or ④, 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 Hagglor (2022 version), (if you **bought** it) you **gain** a card. With a card that can **Exile** a copy of itself (see Your Exile mat 3), you may then **discard** that copy from your Exile mat.

⑩ 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**. See **TRIGGERED ABILITY** ③.

⑪ When you **buy** a card, **gaining** a card on **when-buy** (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) 9.

⑫ **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).

⑬ 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 **Transmogriphy**). See **TRIGGERED ABILITY (when-gain)**. Also see **Peaceful Cult** 2 and **Woodworkers' Guild** 3.

⑭ 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.

⑮ (*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.

⑯ (*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 6+8 and Werewolf 4.

Insignia p. 22, 36, 39, 160 (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 (putting the **gained** card on your **deck**—e.g. when **gaining** **Wealthy Village** or a **Cursed** card).

Inspiring p. 35, 39, 152, 152, 162

① Inspiring lets you **PLAY AN ACTION CARD**.

- ② *From 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**.
 - ④ Each time you **play** an Inspiring card, 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**. (You could **play** another, differently **named**, Inspiring card if the Inspiring **pile** is a **split pile**.)
 - ⑤ 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**, **Flagship** or **Royal Carriage**, or **draw** with **Fellowship of Scribes**. — If you use Inspiring to **play** a **Royal Carriage**, you can **call** that **Royal Carriage** to **replay** the Inspiring card.
- ❖ Also see **Circle of Witches 3**, **Fellowship of Scribes 2**, **Frigate 5**, **Harbor Village 8**, **Landing Party 5** and **League of Shopkeepers 3**.

Invasion p. 27

- ① 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**.
- ④ 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.
- ⑤ The **Action** card you **gain** is **GAINED TO YOUR DECK**.
- 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**.
 - ⑧ 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. 22, 39, 162





- ① **Gain** a card; see **CARD COSTS**.
- ② **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.
- ④ 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 p. 22, 36, 38, 39, 152, 162


- 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.
- ④ Keep 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.
- ⑤ 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.

- ④ Note: **Exiling** a card from the Supply does not mean *gaining* it.
- ⑤ You **draw** on **when-gain**; this is like Sheepdog (6).
- ❖ Also see Berserker 7, Cauldron 3, Embassy 2, Messenger 5 and Skirmisher 4.


Investment

- ① **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**.
- ④ If you have no cards in your **hand** to **trash**, you still choose one of the two options.
- ⑤ 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**, 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**.
- ② If a card is **revealed** that has several of the **types**, you get all relevant bonuses (+1 Action, +, +1 Card).

Ironworks p. 152, 158, 158

- ① If you **gain** a card that has several of the **types**, you get all relevant bonuses (+1 Action, +, +1 Card). (Also see **CARD COSTS**.)
- ② **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.

Island p. 22, 151, 162

- ① Put the Island and the other card you **set aside** on your Island mat. The cards there are face up.
- ② 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. 37, 38, 162

- ① **Clarification**: 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.
- ② See “**DO X TO**”.
- ③ Island Folk checks if the previous turn was yours when you **spend** Favors to use it. See Outpost 4.
- ❖ Also see Journey 2, Lich 5, Outpost 5 and Possession 12–14.

Jack of All Trades

- ① See **DISCARD, THEN GET FROM DECK**.
- ② See **TRIGGERED ABILITY** ① ⑧ (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. 27, 34

- 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 p. 37

- ① See **WHEN YOU TRASH THIS**.
- ❖ Also see **GAIN ON WHEN-TRASH** and **TRIGGERED ABILITY (when-trash)**.

Jewels p. 37 (see Loot)

- ① This **SETS UP A LATER ABILITY** for next turn.

Journey p. 38, 38, 39, 160

- ① Journey checks if the previous turn was yours when you **buy** it. If it was, **buying** Journey has no effect. See Outpost 4.
- ② If you **buy** Journey successfully, you don't **discard** any cards from **play** this turn, even if you **resolve** an extra turn from **Island Folk**, **Mission**, **Outpost**, **Possession**, **Seize the Day** or **Voyage** first. The cards stay in **play** until the Clean-up phase of whatever turn happens first.
- 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, work as normal.

- On the turn you **buy** Journey, **start-of-Clean-up abilities** like Walled Village **trigger**, but not **abilities** like Improve or Scheme.

❖ Also see Lich 5+9, Outpost 5 and Possession 12-14.

Journeyman

- See **NAME A CARD**.



- “**DIG FOR**” 3 cards that don’t have the **name** you said.

- Erratum:** The description in the *Guilds* rulebook says “This draws you three cards...” This is not correct; it puts cards into your **hand**. This matters for your -1 Card token.

Junk Dealer

- 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.

Key p. 9, 37


- See **PLAY A CARD AT THE START OF YOUR TURN** regarding taking Key.

Kiln p. 20, 27, 31, 35, 151, 162

- This **SETS UP A LATER ABILITY** for this turn: When you next **play** a card (of any **type**), you may **GAIN A COPY** before you **resolve** the card.
- 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).
- You **gain** a copy before you **resolve** 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.

- If after Kiln you **play** a Livery, you **gain** a copy *before* you **resolve** the Livery, so the **when-gain ability** is not active yet: you don’t **gain** a Horse. The same applies if you **play** Bauble, Cargo Ship, Galleria, Garrison, Guildmaster, Sailor, Search, Skirmisher, Tiara, **Way of the Seal**, or the 2022 version of Charm, Haggler or Tracker.

It also applies to Abundance, Cage, Cauldron, Collection, Cutthroat, Flagship, Harbor Village, 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 is active, such as on the pre-2022 version of Groundskeeper.)

- If after Kiln you **play** a Leprechaun (or Swamp Shacks, Tormentor / Bank, Idol), **gaining** another one and **playing** it via **Innovation**/Mining Road, both Leprechauns will be in **play** when you **resolve** both. **Playing** a card like Changeling or Horn of Plenty (that cares about the **CARDS YOU HAVE IN PLAY**) can make other cards enter **play** on **when-gain** (see **TRIGGERED ABILITY** 5).
- 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.
- Clarification:** 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, **gaining** another Conspirator and **playing** it via **Innovation**, 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.
- Clarification:** Likewise, the next card after Kiln is the next one **played** (not necessarily **resolved**): With Urchin in **play**, if you **play** an Attack card, **resolving** Urchin first to **gain** Mercenary and reacting with Sheepdog (or Falconer), Kiln still gives you a copy of the *Attack*, even though the Sheepdog was **resolved** first. (Also see **TRIGGERED ABILITY** 5.)

King’s Cache p. 16, 26


- 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. 9, 34, 43, 45, 47

King's Court  p. 16, 16, 26

- ① See **PLAY A CARD MULTIPLE TIMES**.

Knight (type)  p. 6, 8, 34, 43, 45, 47

- ❖ 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**.)
- ③ 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**.
- ④ 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 

Labyrinth  p. 9, 36

- ① You can only do this once per turn.
- ② Labyrinth doesn't **trigger** if you **gain** cards during an opponent's turn.

Lackeys  p. 36

Landing Party  p. 26, 35, 151, 160

- 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.)
- ② **Clarification:** If you **play** Landing Party without moving it into **play** (see **PLAY A CARD WHILE LEAVING IT**), you get +Cards and +Actions now, 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.


- ③ **From rulebook:** You put the Landing Party on your **deck** after having **resolved** the Treasure's **play ability**.

- ④ **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.

- ⑤ After **playing** a Treasure that **triggers** Landing Party, you can put Landing Party on your **deck** before **resolving** Fellowship of Scribes or Inspiring.

- ⑥ **Clarification:** If you **play** a Treasure (as the first card on a turn) that **plays** Landing Party (e.g. Crown), it won't let you put the Landing Part on your **deck** now, since it's not “the next time”.

- ⑦ **Clarification:** A card is considered **played** even before it's **resolved**: If you **play** a card at the start of your turn and somehow **play** another card as part of the **before-play abilities**, the first-**played** card is still the one that matters for Landing Party.

Lantern  p. 7, 9, 38, 39, 157, 162

- ❖ 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.

- ② **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**.

- ③ **Clarification:** If you somehow **play** a Border Guard that is in the **trash** or in the Supply (see **PLAY A CARD WHILE LEAVING IT**)...

(pre-2019 Lantern) ...it will not be changed by Lantern, since only your Border Guards are changed by Lantern.


(2019 Lantern) ...Lantern will **trigger**.

- ④ For interactions with the pre-2019 version of Inheritance, see Your Estate token 17-18 on p. 157.

- ⑤ **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 

- ① **Clarification:** “Once per turn” applies to the whole **buy ability**.

- ② 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.

League of Bankers p. 37

- 1 You just count your Favor tokens.

❖ Also see **Arena 2** and Cavalry 4 (and **Launch** and **Villa**).

League of Shopkeepers p. 35, 42, 152

- 1 *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.

- 3 **Clarification:** If you **play** a Liaison, you can use League of Shopkeepers 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 Liaison with **Citadel**, **Flagship** or **Royal Carriage** before **resolving** League of Shopkeepers, you can then **resolve** it twice (once for each **play**). This could matter if you had less than 5 Favors after the first **play** but did have 5 after the second.

Legionary p. 41

- 1 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. 9

- 1 Each time you **play** a Leprechaun, check how many **CARDS YOU HAVE IN PLAY**. (**EFFECTS ARE IMMEDIATE**.)

- 2 If there are no Golds left in the Supply, you still **gain** a Wish or **receive** a Hex.

- 3 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 6**.

Library

- 1 *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. 37, 38, 151, 151, 158, 158, 158

- 1 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.

- 2 **Clarification:** 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 set this turn up (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.

- 4 *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.

- 6 **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**.


- 7 It's possible to **gain** non-Kingdom cards from the **trash**. Also see **CARD COSTS**.

- 8 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).


- 9 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.

- ❖ Also see **GAIN ON WHEN-TRASH** and **TRIGGERED ABILITY (when-trash)**, and see Your **-2** Cost token.

Lighthouse  p. 19, 22, 22, 31, 33, 35, 35, 37, 39, 39, 160

- 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.
- 4 **Clarification:** The end of the **ongoing ability** (protecting you from Attacks) is when your turn starts, before any **start-of-turn-abilities**.
- 5 (Pre-2022 version:) The protection lasts **WHILE THIS IS IN PLAY**.

Livery  p. 22, 23, 36, 39, 152, 163

- 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**.
- 4 **Clarification:** If you **gain** a card that changes **cost** right after you **gain** it (Destrier or Fisherman), this won't matter for Livery. It **triggered** based on the **cost** of the card when you **gained** it. (See **ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER** § III.)

If **cost** reduction is applied on **when-gain** first (e.g. by **playing** a Bridge), or if a **gained** Wayfarer's **cost** is changed by **gaining** another card on **when-gain** first, it doesn't matter for Livery. See **TRIGGERED ABILITY** 2.

So if you **play** Livery twice and then **gain** a Wayfarer **costing** 4 or more, you **gain** two Horses.

- 5 **Clarification:** See **TRIGGERED ABILITY** 3 (gaining a Horse). Also see **Innovation 9**.

- ❖ Also see **TRIGGERED ABILITY (when-gain)**, and see Kiln 5.

Loan  p. 12

- ❖ *Not included in the 2022 Second Edition.*

- 1 “**DIG FOR**” a Treasure.

- ❖ See **TRIGGERED ABILITY** (first **trash**, then **discard**).

Locusts  p. 158

- 1 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**, Your **-2** Cost token and Your Estate token 4.

Longship  p. 37

- 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.
 - 2 See **REVEAL / LOOK AT CARDS AND TRASH**.
- ❖ See **TRIGGERED ABILITY** (first **trash**, then **discard**, then put card back).

Loot (type)  p. 4, 6, 10, 43, 47

- ❖ See **SPECIAL SETUP** § I.
- 1 *From rulebook:* Loot cards are not in the Supply; they can only be **gained** 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.
 - 3 A Loot card may be returned to its **pile** with Changeling or Trader (2020 version), or—if the Loot is Spell Scroll—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 

Lost Arts  p. 34

- ❖ See Your +1 Action token.

- 1 Also see **SPLIT PILES: PILE TYPE AND COST** § IV.


Lost City  p. 24, 36

- 1 See TRIGGERED ABILITY 2. When **gaining** Lost City, you may **resolve** other **when-gain abilities** affecting your opponents (like Cauldron) before or after.

Lost in the Woods  p. 9, 33, 37



❖ See Fool.

- 1 This State is active every turn as long as you have it. Also see “DO X TO”.
- 2 See PLAY A CARD AT THE START OF YOUR TURN regarding taking Lost in the Woods.


Lucky Coin  p. 42, see Heirloom: p. 4, 6, 9

- 1 You get the initial +1 even if there are no Silvers left in the Supply.

Lurker  p. 27, 48

- 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 6, Priest 5, Sewers 2 and Tomb 2.

Madman  p. 8

- 1 See NOT OPTIONAL “IF YOU DO”.
- 2 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  for any **ability** that refers to its **cost**.

Maelstrom 

- 1 If you **buy** this with less than 3 cards in your **hand** (even 0), you **discard** 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, 6, 9

- 1 If 6 or more of the CARDS YOU HAVE IN PLAY 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”.

- 4 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 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. 157

- 1 If a card is **revealed** that is both a Treasure and a Victory, or a Treasure and an Action, you do both: put it into your **hand**, and **gain** a Magpie.

Mandarin  p. 36

❖ *Not included in the 2022 Second Edition.*

- 1 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.
- 4 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.
- 5 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.
- 6 See TRIGGERED ABILITY 2. When **gaining** Mandarin, if you **play** Treasure cards on **when-gain** (which via Capitalism may include the Mandarin itself) before you **resolve** Mandarin’s **when-gain**, you put the Treasures on your **deck**.

❖ Also see Capital 2.

Mapmaker p. 36, 152

- 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**.
 - ③ 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 ③ § 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.
 - ⑤ 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.
 - ⑥ For 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.
 - ⑦ 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 6, Haunted Castle 4, Kiln 4, Messenger 5 and Skirmisher 4.

Marauder p. 8

- ① 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 (first you **gain**, then each opponent **gains**).

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.

Margrave

- ① Each other player **draws** 1, then **DISCARDS DOWN TO 3** cards in **hand**. (See **GET FROM DECK, THEN DISCARD**.)

Market p. 11

Market Square p. 19, 21, 37

- ① See TRIGGERED ABILITY (**when-trash**). New edition: 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.
- ④ You can **discard** this as a Reaction even if there are no Golds left in the Supply.
- ⑤ 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.
- ⑥ **Trashing** a card from the Supply (with Gladiator, Lurker or **Salt the Earth**) doesn't **trigger** Market Square.
- ⑦ 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. 37

- 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 **Launch** and **Villa**).

Maroon p. 158

- ❖ See TRIGGERED ABILITY (first **trash**, then count **types**). Also see **Capitalism** 6, **Charlatan** 3, **Young Witch** 4 and Your Estate token 4.

Marquis 

- 1 See GET FROM DECK, THEN DISCARD.
- 2 You DISCARDS DOWN TO 10 cards in hand.

Masquerade 

- 1 *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.
- 2 All players pass cards simultaneously. You can't look at the card being passed to you until you've passed a card.
- 3 (1st edition only:) See GET FROM DECK, THEN... (You draw 2, then pass 1.)
- 4 **New edition:** 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  p. 16, 26, 37

- 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 6.
- 2 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.
- 3 Mastermind PLAYS A CARD AT THE START OF YOUR TURN.
- 4 *From rulebook:* Mastermind'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 three times. (See ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES 2 § III.)

Masterpiece  p. 28, 35, 36, 160

- 1 **New version 2022:** The overpay ability is now resolved on when-gain (instead of when-buy); see OVERPAYING § IV. See GAIN ON WHEN-GAIN.
- 2 (Pre-2022 version:) You may overpay. (Also see GAIN ON WHEN-BUY.)

- 3 See Doctor 5+(pre-2022)7 for more.

Menagerie 

- ❖ **Note:** Menagerie is also the name of a Dominion expansion. See Dominion: Menagerie in the INDEX in the back.
- 1 If all the cards in your hand have different names, you draw 3 cards. If you have no cards in your hand, you draw 3 cards. See DIFFERENTLY NAMED CARDS.

Mercenary  p. 8

- 1 Each other player possibly DISCARDS DOWN TO 3 cards in hand.
 - 2 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 0 for any ability that refers to its cost.
- ❖ See TRIGGERED ABILITY (first trash, then draw). You trash several cards at once.

Merchant  p. 35, 163

- 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.
- 2 The first Silver only gives you +1 if it's played after Merchant. If you play a Silver before playing Merchant (via Black Market, Courier, Fortune Hunter, Herb Gatherer, Mining Road, Prepare, Specialist or Storyteller), Merchant doesn't give +1 that turn. (EFFECTS ARE IMMEDIATE.)
- 3 Merchant triggers on after-play, just like Sauna. See TRIGGERED ABILITY 5. 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.)

Merchant Camp  p. 37

- 1 See Prince (pre-2022) 14, Reckless 8 and Tireless 1.

Merchant Guild  p. 37, 163

- ❖ **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.

- 2 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.
- 3 **Clarification:** If you have several Buy phases due to Cavalry, **Launch** or Villa, a **played** Merchant Guild **triggers** each time, checking the Buy phase that just ended. See Cavalry 5.

❖ Also see Possession 5.

Merchant Ship p. 37

- 1 This **SETS UP A LATER ABILITY** for next turn.

Messenger p. 36, 152

❖ **2022 (current) version.** See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.

- 1 You may not look through your **deck** as you put it into your **discard pile**.

- 2 See **WHEN YOU DISCARD THIS**.

- 3 **New 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**.)

- 4 **Clarification:** "It" refers to the **gained** card. If you didn't **gain** the card, the other players don't **gain** a copy; see Trader (pre-2020) 14.

- 5 **Clarification:** When **gaining** Messenger, you **gain** a card, and 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**.)

- 6 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 **gain**, then opponents **gain**), and also see Cavalry 5 and Possession 7.

Militia p. 21

- 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 +.

- 2 Also see "DO X FOR".

Miller

- 1 If you only have one card to **look at**, put it into your **hand**.

Mine p. 21

- 1 "REMODEL" a Treasure into a Treasure that **costs** up to 3 more.

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

- 3 **New edition:** The card text was changed in the Second Edition, so that the **effect** is optional.

Mining Road p. 36, 39, 160

- 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 one 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**.


- 4 Mining Road lets you **play** a Treasure in your Action phase. See **ACTIONS IN YOUR BUY PHASE**. Also see **Crown** 6 and **Highwayman** 6.

- 5 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 the gained Treasure with Mining Road).
- ❖ Also see **Basilica** 3+(pre-2022)7, **Crown** 9, **Doctor** 5+(pre-2022)7, **Envious** 1, **Kiln** 6, **Merchant** 2 and **Werewolf** 4.

Mining Village p. 17, 24

- 1 You get +2 Actions even if you **trash** this. See **REMOVED FROM PLAY**. (New edition: Also see “**DO X FOR**”.)
- 2 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. 19, 41

- 1 **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.
- 4 If you choose option 2 with no cards in your **hand** to **discard**, you still **draw** 4 cards.

Mint p. 27, 36



- ❖ **2022 (current) version.** See **PREVIOUS VERSIONS OF SOME CARDS** for the pre-2022 version.
- 1 **New version 2022:** Mint now has a **when-gain** instead of **when-buy ability**: It **trashes** non-Duration Treasures in **play**.
- 2 Before **buying** Mint, remember that you can **play** any Treasures you want. 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.
- 4 You **GAIN A COPY** of the Treasure you **reveal**.
- 5 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**.
- 7 See **TRIGGERED ABILITY** 2. When **gaining** Mint, if you **play** Treasure cards on **when-gain** (e.g. via **Capitalism** or **Mining Road**) before you **resolve** Mint’s **when-gain**, you **trash** the Treasures.
- ❖ Also see **Capital** 2.

Mirror p. 27, 36, 152, 158, 158, 160

- 1 After **resolving** this Event, you still have the same number of Buys as you had before.
- 2 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**.
- 4 Mirror has a cumulative effect if **bought** multiple times: If you **buy** it twice, you get two copies of the next **gained** Action card.

Miser p. 8

- 1 **SEVERAL OPTIONS** (two): Put Copper on Tavern mat; or +.
- 2 This has **VARIABLE**  **PRODUCTION**.

Miserable p. 9

- ❖ See **Misery**.

Misery p. 9

- 1 If you already have **Twice Miserable**, nothing happens.

Mission p. 14, 22, 22, 38, 39, 163

- 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 Mission checks if the previous turn was yours when you **buy** it. See **Outpost** 4.
- ❖ Also see **Journey** 2, **Lich** 5, **Outpost** 5 and **Possession** 12-14.

Moat p. 20, 20, 22, 33, 35

- 1 See **REACTION TO ATTACK**. New edition: 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 ⑤ § 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 p. 51

- ① 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.)

- ② **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** ⑥.

- ③ 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 edition:** 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-edition version).

- ③ New edition: See “**DO X FOR**”.

Monkey p. 22, 36, 37, 39, 39, 160

- 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.

- ③ 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.**)

- ④ If you take an extra turn after the turn you **played** Monkey, your right-hand opponent won’t **trigger** Monkey during their turn.

- ⑤ The end of the **ongoing ability** is when your turn starts, before any **start-of-turn-abilities** are **resolved**.

- ⑥ You **draw** on **when-gain**; this is like Sheepdog ⑥).

- ⑦ **Clarification:** See **TRIGGERED ABILITY** ③ (**drawing** a card when your opponent **gains**): See **Way of the Mouse** 12.

❖ Also see Berserker 7, Cauldron 3, Embassy 2, Fool’s Gold 6, Haunted Castle 4, Ill-Gotten Gains 3, Messenger 5 and Skirmisher 4.

Monument

Moon’s Gift, The


Mountain Folk p. 37


- ① See “**DO X TO**”.

Mountain Pass p. 36

❖ **2022 (current) version.** See **PREVIOUS VERSIONS OF SOME CARDS** for the pre-2021 version.

- ① This can only **trigger** once in the game.

- ② **From 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.

- ④ (**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 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. 22

❖ *Not included in the 2022 Second Edition.*

❶ 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

❶ See **DIFFERENTLY NAMED CARDS**.

Mystic

❶ See **NAME A CARD**.

Native Village p. 17

❶ **SEVERAL OPTIONS** (two): **Set aside** a card onto your mat; or take all the cards from your mat.

❷ 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. 36, 152

❶ After **buying** a Nearby card, you still have the same number of Buys as you had before.

❷ See **EFFECTS WHEN IT'S NOT YOUR TURN**.

Necromancer p. 9, 37, 158

❶ Necromancer lets you **PLAY AN ACTION CARD**.

❷ 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.

❸ **Clarification:** 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**.

❹ **Clarification:** Face-down cards in the **trash** are still open information. They can be **gained** with **abilities** that can **gain** from the **trash**.

❺ **Clarification:** See **PLAY A CARD WHILE LEAVING IT**.

❖ Also see Overlord (pre-2019 version).

Necropolis see Shelter: p. 6, 8

Night Watchman p. 46

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

❷ See **REVEAL / LOOK AT CARDS AND DISCARD**.

❖ Also see Haunted Woods 3.

Noble Brigand p. 20, 24, 35, 163

❖ *Not included in the 2022 Second Edition.*

❶ See **EACH OTHER PLAYER**.

❷ This card has a **when-buy ability** although it doesn't have a dividing line. (Also see **GAIN ON WHEN-BUY**.)

❸ 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.

❹ 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.

❺ **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

❶ **SEVERAL OPTIONS** (two): **Draw**; or +Actions.

Nomad Camp p. 46, 158

❖ *Not included in the 2022 Second Edition.*

❶ *From rulebook:* Nomad Camp isn't **when-gain** (despite being worded that way on the 1st edition of the card); rather it's **GAINED TO YOUR DECK** instead of to your **discard pile**. This is made clearer in the new 2016-edition card text.

❷ **Clarification:** If an **ability** tells you to **gain** Nomad Camp to your **hand**, it will be **gained** to your **hand**. (*This changes a previous ruling by the game designer.*)

❖ Also see Haunted Woods 3, Hill Fort 3, Spell Scroll 8 and Summon 3.

Nomads p. 36, 37

❶ See **WHEN YOU TRASH THIS**.

❷ See **EFFECTS WHEN IT'S NOT YOUR TURN**.

❖ Also see **Basilica** 3+(pre-2022)7 and **Doctor** 5+(pre-2022)7.

Oasis

❶ 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, 34, 157


- ❖ See SPECIAL SETUP § I. All cards from the chosen **pile** count.

Old Map 

- ① See GET FROM DECK, THEN DISCARD, and DISCARD, THEN GET FROM DECK.
- ② 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. 52, see Castle: p. 9, 34, 43, 45, 47

- ② (2021 version:) You **reveal** the Victory cards as you **discard** them.

Oracle 

- ❖ *Not included in the 2022 Second Edition.*

- ① 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 +1.
- ② 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 

- ① 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.)


Order of Astrologers  p. 38

- 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).
- ② *From 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.
- ④ *From rulebook:* You can't **spend** Favors when shuffling during setup.
- 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**. You may do this before deciding to **spend** any Favors.
- ⑦ 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.

Order of Masons  p. 38

- 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 See WHEN YOU DISCARD THIS.
 - ③ This works like in **Order of Astrologers 2+4-7**.
 - ④ *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.

Outpost  p. 14, 26, 38, 38, 40, 157, 163

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 **Clarification (1st edition only)**: 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, leave both cards in **play** this turn. (The number of consecutive turns is checked after the current turn.) See DURATION CARDS: FAILING TO SET UP LATER ABILITIES § IV.

If you **play** two Outposts, one is **discarded** in the Clean-up of your extra turn, and the other is **discarded** in the following Clean-up, which is in the next player's turn. (See MORE ABOUT YOUR TURN: CLEAN-UP PHASE § II.)


③ **New edition**: The 2017-edition card 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**.

④ If you **trigger different abilities** on the same turn—**play** Outpost or Voyage, **buy** Journey, Mission or Seize the Day, use Island Folk—you will get all those extra turns. You can **resolve** them in any order. (With the 1st edition of Outpost, you won't get the Outpost turn unless you **resolve** it first.) Outpost is **discarded** in the Clean-up of the Outpost turn.

⑤ If you **play** Outpost, you only **draw** 3 cards in Clean-up, even if you **resolve** an extra turn from Island Folk, Journey, Mission, Possession, Seize the Day or Voyage first (or, with 1st-edition Outpost, if you won't get an extra turn).

⑥ If your Outpost (2017 edition) is Enchanted (see 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.

❖ Also see Coastal Haven 2, Journey 2, Lich 5+9, Possession 12-14 and Reckless 5.

Overgrown Estate  p. 6, 37, see Shelter: p. 6, 8

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 5, Monastery 2, Remake 2 and Sewers 4.

Overlord  p. 7, 39

❖ 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.


① (**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, 29, 37, 152, 158

① This is a **TRAVELLER**.

❖ Also see **EMPTY SUPPLY PILES**.


Pageant  p. 30, 37

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 Launch and Villa) and Wine Merchant 5.

Palace 


① A set is one of each (Copper, Silver and Gold). A card isn't counted in more than one set.

Pasture  see Heirloom: p. 4, 6, 9

Pathfinding  p. 34

❖ See Your +1 Card token.

① Also see SPLIT PILES: PILE TYPE AND COST § IV.

Patient  p. 32, 37, 37, 163

① If you **set aside** Patient cards at start of Clean-up, 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**.

② 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.

4 When you **play** a **set-aside** card, the **unplayed** cards are still **set aside**, not in your **hand**, in **play** or in your **deck**.

5 If 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** the Patient cards. (See ADVANCED TIMING RULES: RESOLVING MULTIPLE ABILITIES 2 § III.)

7 **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** taken on the Clash **pile** will **trigger**.

8 Patient **PLAYS A CARD AT THE START OF YOUR TURN**.

❖ Also see Werewolf 5.

Patrician  p. 9


1 Checks **CARD COST**.

Patrol 

Patron  p. 38, 38, 39

1 *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 no longer **trigger** Patron with **Gamble**, **Ghost**, **Loan**, **Raider** or **Venture**.

3 **Discarding** or **trashing** a Patron does not count as **revealing** it, even though the other players can see it.

4 **Revealing** your **hand** or **discard pile** means you **reveal** all cards in it.


Archer, Bureaucrat, Pillage, Raider, Taxman and Villain can make you **reveal** your **hand**. **Bad Omens** can make you **reveal** your **discard pile**.

5 **Clarification (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 +. (Pick two.)

2 *From rulebook:* You have to choose two different options first, before you do them.

3 **Clarification:** You do them in the order given.

Peaceful Cult  p. 31, 37, 42


1 First **spend** the Favors, then choose and **trash** the cards.

2 You can **resolve** Peaceful Cult before or after other **start-of-Buy-phase abilities**. You can **trash** a card like Cultist to **draw** cards. You can **trash** a card like Catacombs to **gain** a card and **play** it via **Innovation** or **Gondola**. 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 **Launch** and **Villa**).

Pearl Diver 

❖ *Not included in the 2022 Second Edition.*

Peasant  p. 9, 29, 37, 152, 158

1 This is a **TRAVELLER**.

❖ Also see **EMPTY SUPPLY PILES**.

Peddler  p. 6, 39, 43

1 This checks the number of Action **CARDS YOU HAVE IN PLAY** in your Buy phase. It doesn't matter how many times an Action card was **played**, just that it is in **play**.

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 and **Improve** 4.

4 But if you **play ACTIONS IN YOUR BUY PHASE**, Peddler's **cost** is modified.

Pendant 

1 This checks the Treasure **CARDS YOU HAVE IN PLAY**, and counts **DIFFERENTLY NAMED CARDS** (including itself).

- 2 This has **VARIABLE PRODUCTION**. (Count the cards in **play** right when you **play** it.)

Peril

- 1 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 PRODUCTION**.
- 3 **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. 37

- 1 Piazza lets you **PLAY AN ACTION CARD**. (This is not optional.)
- 2 Piazza **PLAYS A CARD AT THE START OF YOUR TURN**.

Pickaxe

- 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 **reveal** it.
- 4 See **TRIGGERED ABILITY** 1 (first **trash**, then check **cost**).

Pilgrim

- 1 See **GET FROM DECK, THEN PUT BACK**. (You **draw** 4, then put 1 onto your **deck**.)

Pilgrimage p. 27

- 1 You turn your Journey token over, no matter if it has been turned over by another card or Event earlier.
- 2 See **DIFFERENTLY NAMED CARDS** and **CARDS YOU HAVE IN PLAY**.
- 3 You **GAIN A COPY** of each card you choose.
- 4 **Clarification**: You first choose the three cards, then **gain** a copy of each in whatever order you wish. (See **TRIGGERED ABILITY**.)

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. (See **ADVANCED TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES** § III.)

- 5 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.
- 6 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.

Pillage p. 8

- 1 See **EACH OTHER PLAYER**.
- 2 **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.
- 4 (**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**.
- 5 (**2019 version**): See **TRIGGERED ABILITY** 1 (first **gain** Spoils, then opponents **discard**).

Pious p. 36, 152

- 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 p. 36, 37, 152, 158, 163

- 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**.
- 5 You may react with Pirate when you **gain** a Treasure in your Buy phase. See **ACTIONS IN YOUR BUY PHASE**.
- 6 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.
- 7 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 5 and Skirmisher 4.

Pirate Ship p. 19, 28

- ❖ *Not included in the 2022 Second Edition.*

- 1 **SEVERAL OPTIONS** (two): **1**: Make each other player possibly **trash** a Treasure, and possibly put a Coin token on your mat; or **2**: +.
 - 2 See **EACH OTHER PLAYER**.
 - 3 This has **VARIABLE**  **PRODUCTION**.
 - 4 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.
 - 6 **Clarification (1st edition)**: 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.
 - 7 **Erratum (1st edition)**: This erratum only matters for the pre-2019 version of **Inheritance**; see entry on Your Estate token (4) on p. 157. 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. 34

- ❖ 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. You score 2  per unit for the lowest number.
- 2 **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**.

Plaza

- 1 New edition: See "**DO X FOR**".

Plunder p. 9, 42

- ❖ **Note**: *Plunder* is also the name of a Dominion expansion. See *Dominion: Plunder* in the INDEX in the back.



Poacher

- 1 See **GET FROM DECK, THEN DISCARD**.
- 2 Each time you **play** a Poacher, count **EMPTY SUPPLY PILES**. (**EFFECTS ARE IMMEDIATE**.)

Pooka

- 1 See "**DO X FOR**".
- ❖ See **TRIGGERED ABILITY** (first **trash**, then **draw**).

Poor House

- 1 Each time you **play** a Poor House, count the Treasures in your **hand**. (**EFFECTS ARE IMMEDIATE**.)
- 2 You deduct **1** from your **money pool** per Treasure. Your **money pool** can never go below **0**, but if you had any  in it 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  for the Treasures in your **hand**. This means that you will always get the full value of the Treasures you **play**.

Populate p. 27, 34

- 1 You **gain** the top card from each *Action Supply pile*. See **SPLIT PILES: PILE TYPE AND COST § IV**.
- 2 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**.)
- 4 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.

Port p. 9, 35, 36, 157, 157

- 1 **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.

② (Pre-2022 version:) See **GAIN ON WHEN-BUY**.

Possession 🕒 p. 14, 17, 17, 18, 20, 23, 24, 27, 38, 37, 37, 38, 38, 39, 47, 157, 158, 163

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.

④ After being Possessed, and after any resulting extra turns from other cards, the Possessed player in any case gets their regular turn.

⑤ Possession has a **when-would-gain ability** 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**, **Wild Hunt** or the 2022 versions of **Hermit**, **Merchant Guild** or **Treasury**, or **buy** **Commerce**, **Conquest**, **Scrounge** or **Triumph**, or if the next player **plays** **Smugglers** or **Treasure Hunter**.

⑥ No **when-gain abilities trigger** for the Possessed player (but **when-buy abilities** do), and no **effect** that refers to the original card will happen, like on **Ironworks**. Also see **Trader** (pre-2020) 14-15.

⑦ **Clarification:** With the 2022 versions of the following cards, neither you nor the Possessed player **triggers** the **when-gain ability** in these scenarios: With **Haggler**, **Haunted Woods** or **Swamp Hag**, the Possessed player **buys** a card. With **Defiled Shrine**, **Messenger** or **Tax**, the Possessed player **would gain** the card in their Buy phase. With **Doctor**, **Herald**, **Masterpiece** or **Stonemason**, the Possessed player **buys** the card. Also see **Trader** (pre-2020) 16.

⑧ 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**.)

⑨ **New edition (2018):** You get any 🕒 tokens the Possessed player would get. (See 16 below for earlier versions.)

⑩ 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.

⑪ The extra turn is the Possessed player's next turn, so any “next turn” **abilities** (such as from **Durations**) are **triggered** on that turn.

⑫ 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).

⑬ **Island Folk**, **Journey**, **Mission**, **Outpost** and **Voyage** don't give you an extra turn if the previous turn was yours, even if you were Possessed that turn. But **Possession** can give more turns. **Throne Room** + **Possession** gives two extra turns. Also see **Journey 2** and **Outpost 5**.

⑭ **Clarification:** If an extra turn is produced on a **Possession** turn, and another turn is already in queue to happen for the same player, the current player decides which turn to do first. In between turns this is the player who last had a turn, 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) 3 and **Mountain Pass** (pre-2021) 6.

⑮ **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**.

⑯ **Erratum (pre-2018 version):** The text on **Possession** (1st edition) specifies that you **gain cards**, not **tokens**, and this is also stated in the **Alchemy** rulebook. However, the **Empires** rulebook (first edition) introduced the erratum that you now get any tokens the Possessed player would get. But the printed 2018-edition **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, 6, 9

Poverty 🌙

① **DISCARD DOWN TO 3 cards in hand**.


Prepare  p. 37

- ① If you **buy** this, you set up a next-turn **ability**.
 - ② 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.)
 - ④ 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.
 - ⑤ When you **play** a **set-aside** card, the un-**played** cards are still **set aside**, not in your **hand**, in **play** or in your **deck**.
 - ⑥ **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 ② § III.)
 - ⑦ Prepare **PLAYS A CARD AT THE START OF YOUR TURN**.
- ❖ Also see **Envious 1** and Merchant 2.


Priest  p. 22, 37, 39, 163

- 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.
- ④ 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.**)
- ⑤ 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**.
- ⑦ **Clarification:** If you **gain** a Priest via **trashing** a card such a Catacombs, and **play** the Priest (via a **when-gain ability** such as **Innovation**), it gives you +② for the **trashing**. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER ① § III.) See **TRIGGERED ABILITY (when-trash)**.

Prince  (promo) p. 22, 26, 37, 39, 152, 163

- ❖ **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**.
 - ② When you **set aside** an Action card, that card is not **played** this turn. (Choose a card: see **CARD COSTS**.)
 - ③ 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** in the beginning of each turn without entering **play**. See **PLAY A CARD WHILE LEAVING IT**.
 - ④ 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.
 - ⑤ 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.
 - ⑦ 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.
 - ⑧ 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. 22, 39, 39, 160, see Prize: p. 6, 8

- ① **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 **throne-room**.

- 2 (Pre-2022 version:) WHILE THIS IS IN PLAY, it causes a COST REDUCTION.
- 3 The **cost** of Princess is 1 for any **ability** that refers to its **cost**.

Prize Goat 🐐 (see Loot)

Procession 🏰 p. 16, 17, 26, 151

- 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.
- 3 Even 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. Scheme, Possession or Improve twice, the future **ability** will **trigger** twice.
- 4 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 1 more than the **cost** of the **played** card.
- 5 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.
- 7 **Erratum (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).
- 8 See TRIGGERED ABILITY 6 (first **play** twice, then **trash**, then check **cost**, then **gain**).

Prosper 🐐 p. 27, 163

- 1 The Treasures must be DIFFERENTLY NAMED CARDS (and be in the Supply).

- 2 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 **gained** with Prosper already in case **when-gain abilities trigger**. (See TRIGGERED ABILITY.)
- 4 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.

Pursue 🌸

- 1 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**.

Puzzle Box 📦 p. 37 (see Loot)

- 1 This SETS UP A LATER ABILITY for the end of this turn if you **set aside** a card.
- 2 At the end of this turn (after **drawing** your next **hand**) you put the **set-aside** card into your **hand**.

Quarry 🏠💎 p. 22, 39, 39, 160, 39

- 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**.
- 2 (Pre-2022 version:) WHILE THIS IS IN PLAY, it causes a COST REDUCTION for Action cards.

Quartermaster 🐐 p. 22, 37, 39

- 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.

- ④ *From rulebook:* If you **play** multiple Quartermasters, 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".

Quest

- 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**.
- ② 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. 37

- ① This checks the **CARDS YOU HAVE IN PLAY**. You don't have to **play** all your Treasures.
- ② See **COPY OF A CARD**.

Ranger

- ① You turn your Journey token over, no matter if it has been turned over by another card or Event earlier.

Ratcatcher p. 37

- ① When you **play** this, it's **REMOVED FROM PLAY**.

- ② 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. 8, 21, 37, 157

- ① See **WHEN YOU TRASH THIS**.
- ② 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.
- ③ See **TRIGGERED ABILITY** ① (first **gain**, then **trash**). **When-gain abilities** might make you **draw** before you **trash**.
- ❖ Also see **TRIGGERED ABILITY** (**when-trash**), and see Market Square 5, Monastery 2, Remake 2, Sewers 4.

Raze p. 151


- ① **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**.
- ④ 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 p. 37

- 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.
- ② See **NOT OPTIONAL "IF YOU DO"**.
- ③ The Gold will be **played** at the start of your turn, in your Action phase.
- ④ **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**).

Reckless  p. 29, 34, 37, 38, 151, 152, 163

- 1 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.
- 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).
- 4 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.)
- 5 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 would give you two extra turns (but only your first Clean-up **draw** would be limited).
- 6 *Clarification*: If you don’t **resolve** the Reckless card’s **play ability** because of Enchantress 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**.
- 7 *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.

- 8 If another **when-discard ability** is **triggered** that also moves the Reckless card (such as Herbalist [2022 version], **Horn**, Merchant Camp, Scheme, Tent, Trickster, **Way of the Frog**, a Traveller, or the pre-2022 versions of Alchemist, Hermit, Treasury or Prince), and you **resolve** that **ability** first, Reckless **loses track** of the card and can’t return it. If you **resolve** Reckless first, the other **ability** can’t move the card. Also see Hermit (pre-2022) 11–12.

- 9 If the Reckless card is removed from **play** (see **REMOVED FROM PLAY**), or if it stays in **play** (such as Hireling, Quartermaster or the 2022 version of Prince), you don’t return it.

❖ Also see **EMPTY SUPPLY PILES**, and see Highwayman 13.

Recruiter 

- 1 If there is a **COST REDUCTION**, Recruiter will give you fewer Villagers.
- ❖ See **TRIGGERED ABILITY** (first **trash**, then check **cost**).

Relic  p. 163

- ❖ See Your –1 Card token.
- 1 You can respond with a Reaction card when an opponent **plays** Relic. (See 2 below.)
 - 2 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. 22, 27, 51

- 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** 6 1.
- 3 If you only have one card in your **hand**, just “remodel” that card.

Remodel   p. 18, 43

- 1 “**REMODEL**” a card into a card that **costs** up to 2 more.

Replace  p. 152

- 1 “**REMODEL**” a card into a card that **costs** up to 2 more.

- 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.
 - 4 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.
 - 5 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 **Way of the Mouse 11**.

Research p. 26, 37


- 1 This **SETS UP A LATER ABILITY** for next turn.
 - 2 If there is a **COST REDUCTION**, Research will **set aside** fewer cards.
 - 3 **Clarification:** If you **trash** a card that **costs 0**, or 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".

Rich p. 36, 152

- 1 You **gain** a Silver on **when-gain**. See **GAIN ON WHEN-GAIN**.
 - 2 See Embassy 4.
- ❖ Also see **Aqueduct 4** and **Territory 3**.

Ride

Ritual p. 158

- 1 See **NOT OPTIONAL "IF YOU DO"**.
- 2 If there is a **COST REDUCTION**, Ritual will give you less +.
- 3 **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**.)
- 4 See **TRIGGERED ABILITY 1** (first **gain**, then **trash**). **When-gain abilities** might make you **draw** before you **trash**.

River's Gift, The p. 37

- 1 This also works if you **receive** it on an opponent's turn.

Road Network p. 23, 36, 152

- 1 This might **trigger** on your turn or on an opponent's turn.
- ❖ Also see Berserker 7, Cauldron 3, Fool's Gold 6, Haunted Castle 4, Messenger 5 and Skirmisher 4.

Rocks p. 9, 36, 37, 42

- 1 See **WHEN YOU TRASH THIS**.
 - 2 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 10 (and Villa).

Rogue p. 48

- 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**.
 - 4 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.

Rope p. 37

- 1 This **SETS UP A LATER ABILITY** for next turn.

Royal Blacksmith

Royal Carriage p. 16, 26, 26, 35


- 1 When you **play** this, it's **REMOVED FROM PLAY**.
- 2 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. If you for instance **call** three Royal Carriages (see 7 below) after **playing** a card that gave +1 Action, you get another +3 Actions.

- 4 *From rulebook: “After resolving an Action”* (1st-edition card) means after **resolving** the **play ability** of the Action card. The 2017-edition card has a new phrasing, and in 2020 it was changed again, to “*after you play an Action card*”. The meaning is the same.
- 5 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.
- 6 You may only **call** Royal Carriage if the **played** Action card is still in **play**. See **CARDS YOU HAVE IN PLAY**.
- 7 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.
- 8 If you **play** Royal Carriage with an Action card (such as Elder, First Mate, Golem, Herald or Throne Room), you may **call** it after **resolving** the card.

❖ Also see **Circle of Witches 3**, **Crown 3-4** (and **Capitalism**), **Enchantress 6**, **Fellowship of Scribes 2**, **Frigate 5**, **Inspiring 5**, **League of Shopkeepers 3**, **Scepter 5** and **Werewolf 2**.

Royal Galley p. 26, 37

- 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.
- 3 See **NOT OPTIONAL “IF YOU DO”**.
- 4 Even though the Action is **REMOVED FROM PLAY (set aside)** afterwards, it still produces any Actions, Buys and , and **resolves** any other **play ability**.
- 5 If the 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.

- 6 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**.
 - 7 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).
 - 8 Royal Galley **PLAYS A CARD AT THE START OF YOUR TURN**.
- ❖ See **TRIGGERED ABILITY** (first **play**, then **set aside**).

Royal Seal p. 36, 39

❖ *Not included in the 2022 Second Edition.*

- 1 **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** (putting the **gained** card on your **deck**). (See **ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 2 § III**).
- ❖ Also see Mandarin 4 and Mint 5+(pre-2022)9.

Ruined Library  see Ruins: p. 6, 8

Ruined Market  see Ruins: p. 6, 8

Ruined Village  see Ruins: p. 6, 8

Rush p. 36, 163

- 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 If you **buy** Rush twice in a row, you will still only **play** the next **gained** Action card 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+15-16).

Innovation 7 applies if you **play** a card in your Buy phase with **Gamble**, **Invasion**, **March** or **Toil**, or if you return to your Action phase with **Launch**. **Innovation 13** applies if you return to your Action phase with **Launch**.

❖ Also see Crown 9 and Werewolf 4.

Saboteur 

❖ *Not included in the 2016 Second Edition.*

- 1 See EACH OTHER PLAYER.
 - 2 Each other player “DIGS FOR” a card that costs 3 or more. (Also see CARD COSTS.)
 - 3 The player may “REMODEL” that card into a card that costs up to X, where X is 2 less than the trashed card. For example if the trashed card costs 5, a card costing up to 3 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. 158

- 1 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  p. 36, 37, 39, 163

- 1 This SETS UP A LATER ABILITY for this turn: You may choose to play any one Duration card (Action or Treasure) 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 Action cards to be played.

- 5 Sailor lets you play a Treasure (if it's a Duration) in your Action phase. See ACTIONS IN YOUR 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.

- 7 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.

- 8 *Clarification:* See TRIGGERED ABILITY 3 (playing the gained Duration with Sailor).

❖ Also see Kiln 5.

Salt the Earth 

- 1 You get the initial +1 even if there are no Victory cards left in the Supply.

- 2 You can only trash the top card of a pile.

❖ Also see Market Square 6, 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 +.

- 3 *Clarification (1st edition):* The meaning is: “+ equal to its cost in Coins”. (This is clarified in the Alchemy rulebook, and is fixed on the new 2017-edition card.)

❖ See TRIGGERED ABILITY (first trash, then check cost).

Sanctuary 

❖ See Innovation 9 and Your Exile mat 3.

Sauna  (promo) p. 10, 22, 34, 35, 35, 39, 39, 163

- 1 You may play an Avanto (see PLAY AN ACTION CARD).

- 2 *New version 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**.

- ③ (Pre-2022 version:) **WHILE THIS IS IN PLAY**, when you **play** a Silver, you may **trash** a card from your **hand**.

❖ See Merchant 3.


Save p. 37

- ① 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 edition):* 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 See **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. 16, 26, 26

- 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.
- ④ 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**.
- ⑤ *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.

- ⑥ Scepter can **replay** a card that isn't finished being **resolved** yet, such as the Crown, Black Market, Courier, Fortune Hunter, Herb Gatherer, Specialist or Storyteller that **played** the Scepter.

❖ Also see Crown 3-4 (and **Capitalism**) and Enchantress 6.

Scheme p. 17, 17, 17, 29, 37, 39, 164

- 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, Prince (pre-2022) 14, **Reckless** 8, **Tireless** 1, and Travellers in EXCHANGING § IV.
 - ⑤ **New edition:** With the new 2016-edition card, 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 13.

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

- ① See **GET FROM DECK, THEN DISCARD**. (You **look at** 5, then **discard** 3.)
- ② See **REVEAL / LOOK AT CARDS AND DISCARD**.
- ③ After **resolving** this Event, you still have the same number of Buys as you had before.

Scrap

- ① **SEVERAL OPTIONS** (six): +Card; +Action; +Buy; +; **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.

④ **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

① **SEVERAL OPTIONS** (two): **trash**; or **gain** from **trash**.

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 p. 21

① See **EACH PLAYER**.

② “**DIG FOR**” a non-Action card.

③ See **DISCARD, THEN GET FROM DECK**.

④ You **reveal** cards as long as you **reveal** Action cards. Potentially you will put several Action cards into your **hand**, plus one non-Action.

⑤ **Erratum (2018 edition):** The *Alchemy* rulebook says: “If you run out of cards without revealing an Action card...”. It should instead say “non-Action card”.

Sculptor p. 46, 152, 158

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

② **Clarification:** “It” refers to the **gained** card. If you didn’t **gain** the card, you don’t get +1 Villager; see Possession 6.

Sea Chart

① See **COPY OF A CARD** and **CARDS YOU HAVE IN PLAY**.

② *From rulebook:* You put the **revealed** card into your **hand** (not the one in **play**).

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 Witch p. 37

① This **SETS UP A LATER ABILITY** for next turn.

② For the next-turn **ability**, see **GET FROM DECK, THEN DISCARD**.

Search p. 26, 36, 37, 164

① This is a “**NEXT TIME**” **DURATION** that **triggers** the next time a player (you or an opponent) empties a Supply **pile**.

② See **EMPTY SUPPLY PILES**. Search **triggers** immediately when the last card is removed from a Supply **pile**. (**EFFECTS ARE IMMEDIATE**.)

③ 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)**.

④ 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 (when-trash)**.

⑤ You gain a Loot even if you can’t **trash** the 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 **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.

⑦ **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”.

⑧ Search can **gain** a Loot when you or an opponent **gains** a card. See **Architects’ Guild** 8—the timing is the same. Search can affect Territory and **Triumph**.

❖ See **TRIGGERED ABILITY** (first **trash**, then **gain**). Also see Berserker 7, Cauldron 3, Embassy 2, Ill-Gotten Gains 3, Kiln 5, Messenger 5 and Skirmisher 4.

Sea’s Gift, The

Seaway p. 34, 152

❖ 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  p. 26, 36, 152, 158, 164

- ① 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.
- ④ 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.
- ⑤ *Clarification:* See **TRIGGERED ABILITY ③**. If you **play** Secluded Shrine on **when-gain**, you don't **trash** from **hand** now, since "the next time" is not **this gain**.
- ❖ Also see **GAIN ON WHEN-TRASH**.

Secret Cave  p. 9, 26, 37

- 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  p. 20, 35

- ❖ *Not included in the 2016 Second Edition.*
- ① 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**.)
- ② *Clarification:* If you put the card in a certain position in your **deck** (the top, the bottom, or a position counted from the top/bottom), that position is open information to all players.

Seer 

- ① This checks **CARD COSTS**.

Seize the Day  p. 38

- ① *Clarification:* Each player can **buy** this Event once per game.
- ❖ Also see Journey 2, Outpost 4-5 and Possession 12-14.

Sentinel 

- ① See **REVEAL / LOOK AT CARDS AND TRASH**.
- ❖ See **TRIGGERED ABILITY** (first **trash**, then put back). You **trash** several cards at once.

Sentry 

- ① You **look at** 2 cards, then **trash** any of them, then **discard** any of the remaining cards, then put the rest back.
- ② 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. 37, 51

- ① 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).

- ④ This means that if you initially **trashed** cards like Cultist, Overgrown Estate or Rats, you **resolve** all **when-trash 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 ⑥**).
- ⑤ 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. 18, 37

- 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.

Shanty Town

Sheepdog p. 19, 36

- 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**.

- ⑤ If 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**.)

- ⑥ You can react with Sheepdog in the middle of **resolving** an **ability** (like Artisan); see **TRIGGERED ABILITY ①**. 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 **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**.

- ⑦ In the interactions above, you might also **play** Sheepdog using a Way.

- ⑧ When you react with Sheepdog, you might end up moving the **gained** card: See **MOVE GAINED CARD**.

❖ Also see Colonnade 5+(pre-2022)9, Hill Fort 4, Kiln 4+9 and Way of the Butterfly/Mouse/Rat 6/7/2.

Shepherd

- ① See **DISCARD, THEN GET FROM DECK**.

Shield p. 22, 33, 35 (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.

Shy p. 37

- 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

- ① See **GET FROM DECK, THEN DISCARD**.

Silk Merchant p. 36, 37



- ① 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.*

- 1 Silk Roads also count themselves.
- 2 **Erratum (2016 edition):** The description in the *Hinterlands* rulebook says that Silk Road is worth **3**  if you have 11 Victory cards. This is wrong; it's worth **2** .

Silos p. 37

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

Sinister Plot p. 28, 37

- 1 **SEVERAL OPTIONS** (two): Add a token; or remove tokens and **draw**.
- 2 *From 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)

- 1 Each other player **DISCARDS DOWN TO 3** cards in **hand**. This happens before they **reveal** cards from their **deck**.

Sir Vander p. 37 (see Knight)

- 1 See **WHEN YOU TRASH THIS**.

- ❖ Also see **GAIN ON WHEN-TRASH**.

Siren p. 36, 37

- 1 This **SETS UP A LATER ABILITY** for next turn.

- 2 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.

- 3 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 Hill Fort, Replace, Spell Scroll or **Summon** can move it.

- 4 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. 22, 24, 36, 39, 160

- 1 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**.

- 2 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**.

- 4 **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**.)

- 5 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.

- 6 **Clarification:** See **TRIGGERED ABILITY 3** (making the other players **discard**). Also see **Innovation 9**.

- ❖ Also see **Kiln 5** and **Urchin 5**.

Skulk p. 36

- 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.

- 2 See “**DO X TO**”.

❖ See **TRIGGERED ABILITY** (first **discard**, then **gain**).

Sleigh p. 36

- 1 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 X TO".)
- 2 **Clarification:** Sleigh may only be **discarded** from your **hand**.
- 3 See **MOVE GAINED CARD** and **TRIGGERED ABILITY (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.
- 5 When **gaining** a card, if a **when-gain ability** (e.g. **Band of Nomads** 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.)
- 6 If you **gain** a Sleigh to your **hand**, you may react with that same Sleigh. (See **ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER** § III.) However, the Sleigh would stay in your **discard pile** due to the "lose track" rule.
- 7 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**, **Farmland** (2022 version), **Grand Castle**, **Souk** or a **Pious** card, you can put the **gained** card in **hand** before **trashing/revealing**.

Small Castle p. 52, see **Castle**: p. 9, 34, 43, 45, 47

- 1 **SEVERAL OPTIONS** (two): **Trash** the Small Castle; or **trash** a Castle from your **hand**.
- 2 See **NOT OPTIONAL "IF YOU DO"**.
- 3 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**).

Smithy

Smugglers p. 34

- 1 **Clarification:** The card you choose must **cost** 6 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**.)
 - 2 **Clarification:** 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.
 - 3 Only cards the player **gained** during their last completed turn count, not cards they might have **gained** afterwards, such as during your turn.
 - 4 **Clarification:** For interaction with the pre-2019 version of **Band of Misfits**, see that entry (23) on p. 151.
- ❖ Also see **Possession 5** and **Your -2** Cost token.

Snowy Village p. 22, 38, 39

- 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 you **resolve** the "ignore any further +Actions" effect.
- 4 **Champion** gives you +1 Action every time you **play** an Action card, before **resolving** the **played** card. When you **play** Snowy Village, you get one more Action from **Champion** (in addition to all that **Champion** may have already given you), but then no more.

Soldier p. 9, 37

- 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 UPGRADE**.

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.
 - ③ **New edition:** With the new 2018-edition card, 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** (first you **gain**; then each opponent **gains**, then **draws**).

Sorcerer 

- ① See **EACH OTHER PLAYER**.
- ② 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 **gain** a Curse.

Sorceress 

- ① 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. 36

- ① Each time you **play** a Souk, count the cards in your **hand**. (**EFFECTS ARE IMMEDIATE**.)
 - ② You deduct ① from your **money pool** per card. Your **money pool** can never go below ①, but if you had any ② in it 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 ② 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.
 - ⑤ 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**.

Specialist  p. 16, 26, 27, 152

- 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.
 - ④ **Clarification:** See **ACTIONS IN YOUR BUY PHASE**.
- ❖ Also see **Envious 1**, **Highwayman 10**, **Horn of Plenty 5**, **Magic Lamp 5**, **Merchant 2**, **Scepter 6**, **Spoils 1** and **Stockpile 1**.


Spell Scroll  p. 152, 152 (see Loot)

- ① This Treasure does not give you ②, but it lets you **gain** a card when you **play** it. See **CARD COSTS**.
- ② 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**.
- ④ 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.
- ⑤ 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.
- ⑦ See **ACTIONS IN YOUR BUY PHASE**.
- ⑧ 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.

- 9 **Clarification:** "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.
- 10 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 Enchantress 4, Envious 1 and Highwayman 6.



Spice Merchant

- 1 If you **trash** a Treasure, you get **SEVERAL OPTIONS** (two): **Draw** and +Action; or + and +Buy.
- 2 New edition: See "DO X TO".
- ❖ See **TRIGGERED ABILITY** (first **trash**, then **draw**).

Spices p. 36

- 1 **Clarification:** 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. 8

- 1 This is **REMOVED FROM PLAY**. If you use Counterfeit, Crown, Specialist or Tiara to **play** Spoils twice, you get + both times. Also see Counterfeit 2.
- 2 You don't have to **play** all your Treasures.
- 3 The **cost** of Spoils is  for any **ability** that refers to its **cost**.

Sprawling Castle p. 36, see Castle: p. 9, 34, 43, 45, 47


- 1 When you **gain** this, you get **SEVERAL OPTIONS** (two): **Gain** Duchy; or **gain** Estates.
- 2 You **gain** a Duchy or 3 Estates on **when-gain**. See **GAIN ON WHEN-GAIN**.

Spy p. 21

- ❖ *Not included in the 2016 Second Edition.*
- 1 See **EACH PLAYER**.

Squire p. 27, 37

- 1 **SEVERAL OPTIONS** (three): +Actions; +Buys; or **gain**.

- 2 **WHEN YOU TRASH THIS**, you **gain** an Attack card of your choice if there is one in the Supply (even one with  in its **cost**).

❖ Also see **GAIN ON WHEN-TRASH**.

Stables

- 1 See **DISCARD, THEN GET FROM DECK**. New edition: See "DO X FOR".

Staff (see Loot)

- 1 This lets you **PLAY AN ACTION CARD**.
- 2 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**.
- 2 The Horses are **GAINED TO YOUR DECK**.

Star Chart p. 38

- 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.
- 4 **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.


Stash (promo) p. 38

- 1 *From rulebook:* You may only place Stashes that you are shuffling in your **deck**. This is made clearer in the new 2017-edition card text.
- 2 You can't look at the other cards you are shuffling when you **shuffle**.
- 3 **Clarification:** You may look at the remaining cards in your **deck** when you **shuffle** 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 edition of Stash is changed so that you're al-

lowed 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-edition clause is no longer necessary, since you may always look at the remaining cards in your **deck** when you **shuffle** your **discard pile**.


- ④ **Clarification (2017 edition):** **Annex**, **Donate**, **Famine** and **Inn** let you **shuffle** your existing **deck**. If you **shuffle** Stash with these **abilities**, you are *not* allowed to look through any part of your **deck**.

Steward

- 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 **Counterfeit**, **Crown**, **Specialist** or **Tiara** to **play** **Stockpile** twice, you get + and +1 **Buy** both times. Also see **Counterfeit 2**.

- ② You don't have to **play** all your **Treasures**.

Stonemason p. 22, 27, 27, 35, 36, 160

- ① **“REMODEL”** a card into two cards that **cost** less.

- ② 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**.

- ④ (Pre-2022 version:) Also see **GAIN ON WHEN-BUY**.

- ⑤ (2022 version:) See **TRIGGERED ABILITY ②**. **Cost** reduction might be applied on **when-gain** before you **resolve** the **overpay** ability. Also see **Doctor 5** for more.


- ⑥ (Pre-2022 version:) See **TRIGGERED ABILITY ④**. **Cost** reduction might be applied on **when-gain** before you **overpay**. Also see **Doctor (pre-2022) 7** for more.

- ⑦ 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**.

- ② You may **discard** zero cards first (and so **draw** zero cards), and then **discard** cards to get .





- ③ See **TRIGGERED ABILITY ⑧** (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. 15, 45

- 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  in your **money pool** (but will keep any  you had).

- ④ **Clarification:** See **ACTIONS IN YOUR BUY PHASE**.

- ⑤ **New version 2022:** This version gives you +1 **Card** before you **pay**  instead of giving you + extra to **pay**. The result is almost always the same.

- ⑥ **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** **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. 36, 37, 160

- 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**.

- ④ You may react with **Stowaway** when you **gain** a **Duration** card in your **Buy** phase. See **ACTIONS IN YOUR BUY PHASE**.


- ⑤ 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 ③ § III**.) You might also **draw** a **Stowaway** with **Sheepdog**, **Monkey**, etc.—see **TRIGGERED ABILITY (when-gain)**—and react with it.

- ⑥ 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**.)

7 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, Kiln 4, Messenger 5 and Skirmisher 4.

Stronghold  p. 26, 37

1 **SEVERAL OPTIONS** (two): Get + now, or **SET UP A LATER ABILITY** for next turn.


2 *From 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. 158

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 everything twice.) See [PLAY A CARD WHILE LEAVING IT](#).

Summon  (promo) p. 10, 30, 37

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.


4 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.



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.

7 Summon [PLAYS A CARD AT THE START OF YOUR TURN](#).

Sunken Treasure  p. 27, 42, 42

1 This Treasure does not give you  , 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 + even if there are no Horses left.

Survivors  see Ruins: p. 6, 8

Swamp Hag  p. 22, 36, 37, 39, 160

❖ **2022 (current) version.** See [PREVIOUS VERSIONS OF SOME CARDS](#) for the pre-2022 version.

1 This [SETS UP TWO LATER ABILITIES](#): You get + at the start of your next turn; and until then, other players **gain** a Curse whenever they **buy** a card. (Also see [GAIN ON WHEN-BUY](#).) See [ATTACK UNTIL YOUR NEXT TURN](#).

2 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** the card instead of when they **buy** it, but only a card that they **bought**. See [GAIN ON WHEN-GAIN](#).

4 See [TRIGGERED ABILITY](#) 2. **When-gain abilities** (like Ill-Gotten Gains or Cauldron) might affect the Curse **pile** before you **gain** one.

5 **Clarification:** See [TRIGGERED ABILITY](#) 3 (your opponent **gains** a Curse): See [Way of the Mouse](#) 12.

❖ Also see Possession 7 and Territory 3.

Swamp Shacks 

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 6.

Swamp's Gift, The 🌙 p. 9**Swap** 🔄 p. 13, 34, 46

- ❶ Return an Action card to **gain** a **DIFFERENTLY NAMED** Action card **costing** up to ❺. (Also see **CARD COSTS**.) Also see “**DO X TO**”.
- ❷ 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.
- ❸ The card is **GAINED TO YOUR HAND**.
- ❹ 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. 9

- ❶ If your **discard pile** is empty after **drawing**, you do nothing further. Otherwise you take a Coffers token and possibly **Treasure Chest**.
- ❷ 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. 27

- ❶ See **EACH OTHER PLAYER**.
 - ❷ 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 -❷ Cost token.

Sword 🗡️ (see **Loot**)

- ❶ Each other player **DISCARDS DOWN TO** 4 cards in **hand**.

Sycophant 🙇 p. 36, 37

- ❶ See **NOT OPTIONAL “IF YOU DO”**. If you can't **discard** all three cards, you still get +❸ as long you **discarded** it least one.

- ❶ See **WHEN YOU TRASH THIS**.

❖ Also see **Architects' Guild 6**, **City-state 3** and **Trappers' Lodge 3**.

Tactician 🏠 p. 26, 26, 37, 164

- ❶ This **SETS UP A LATER ABILITY** for next turn.

- ❷ 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**.)

- ❸ The new 2017-edition card first checks if you have at least one card in **hand**, but it makes no functional difference.

- ❹ (*1st edition:*) See **NOT OPTIONAL “IF YOU DO”**.

Talisman 📖 p. 35, 39, 157

❖ *Not included in the 2022 Second Edition.*

- ❶ **WHILE THIS IS IN PLAY**, when you **buy** a non-Victory card **costing** up to ❹, you **GAIN A COPY** of it. (Also see **CARD COSTS** and **GAIN ON WHEN-BUY**.)

- ❷ You don't **gain** a copy if you **gain** a card in another way than through **buying** it.

- ❸ **Clarification:** See **TRIGGERED ABILITY ❹**. If the **bought** card changes **cost** (like Destrier, Fisherman or Wayfarer) because you **resolve** a **when-gain ability** before **resolving** Talisman, this won't matter for Talisman: You **gain** a copy if the **bought** card **cost** ❹ or less when you **bought** it.

- ❹ **Clarification:** See **TRIGGERED ABILITY ❹**. When **buying** a non-Victory card **costing** up to ❹, if you **play** Talisman on **when-gain**, you **gain** a copy of the **bought** card. See **Innovation 12**.

❖ Also see **Mint 9**.

Taskmaster 🏹 p. 26, 36, 37, 39, 152, 160

- ❶ This **SETS UP A LATER ABILITY** for this turn: If you **gain** a card **costing** exactly ❺ this turn, you set up a later **ability** for **next** turn. (Also see **CARD COSTS**.)




- ❷ If you don't **gain** a ❺-cost card this turn, the Taskmaster doesn't stay in **play** beyond the current turn.

- ❸ Only cards **gained** after **playing** Taskmaster matter. (**EFFECTS ARE IMMEDIATE**.)

- ❹ The next-turn **ability** repeats the **play ability**: You get +1 Action and +❶, and set up the later **ability** that checks if you **gain** a card **costing** exactly ❺ 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 ❺-cost card each turn.

- 5 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.
- 6 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.)
- 7 **Clarification:** If you **gain** a card that changes **cost** right after you **gain** it (Destrier or Fisherman), this won't matter for Taskmaster. It **triggered** based on the **cost** of the card when you **gained** it. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER § III.)
- If **cost** reduction is applied on **when-gain** first (e.g. by **playing** a Bridge), or if a **gained** Wayfarer's **cost** is changed by **gaining** a card on **when-gain** first, it doesn't matter for Taskmaster. See TRIGGERED ABILITY 2.
- 8 **Clarification:** 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 (either by **resolving** Friendly or another Improve), this still makes Taskmaster **trigger**: It will repeat its **ability** even though it's **trashed**.
- 9 **Clarification:** See TRIGGERED ABILITY 3 (setting up the next-turn **ability**).

Tax p. 9, 35, 36, 39

- 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 (Pre-2022 version:) **Gaining** a card from a **pile** without **buying** it leaves the  tokens on the **pile**.
- 3 **Clarification (2022 version):** "It" ("its **pile**") refers to the **gained** card. If you didn't **gain** it (for instance if you were Possessed), you don't take the . See Possession 6.
- 4 (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.
- ❖ For the 2022 version, also see Possession 7.

Taxman





- 1 You may "REMODEL" a Treasure into a Treasure that **costs** up to 3 more.
- 2 The card is **GAINED TO YOUR DECK**.
- 3 See **COPY OF A CARD**.

- 4 The other players have to **resolve** any Reactions before you **trash** a card.
- ❖ Also see **Way of the Mouse** 11.

Teacher p. 9, 34, 37


- ❖ See Your +1 Card token, Your +1 Action token, Your +1 Buy token and Your +1 token.
- 1 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 X TO".)
- 2 Other **abilities** that move your *Adventures* tokens can still put a token on a **pile** where Teacher has put a token.
- 3 This is a **TRAVELLER UPGRADE**.
- 4 When you **call** it, it gets **discarded** that turn as usual, and might be **drawn** and **played** again later.
- 5 Also see SPLIT PILES: PILE TYPE AND COST § IV.
- 6 **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. 36

- 1 **Trash** 1 to 3 **DIFFERENTLY NAMED CARDS**.
- 2 You get the initial +1  even 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 the **pile** with Ambassador, Reckless, Swap or **Way of the Butterfly/Horse**, or you can **gain** it from the **trash**). Also see Black Market 6.
- 4 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 **Defiled Shrine** 3+(pre-2022)8.

Tent p. 31, 37

- 1 See Prince (pre-2022) 14, Reckless 8 and Tireless 1.

Territory  p. 36

- 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**.
- 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**, **Duplicate**, **Hoard** [2022], **Rich** or **Swamp Hag** [2022].) See **Way of the Butterfly/Rat** 6/2.



❖ Also see **Aqueduct** 4, **Hasty** 5 and **Patient** 7.

Thief 


❖ *Not included in the 2016 Second Edition.*

- Clarification:** “*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**.
- 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**.
- 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. 14, 16, 16, 17, 18, 22, 23, 24, 26, 26, 41

- See **PLAY A CARD MULTIPLE TIMES**.
- New edition:** The card text was changed in the Second Edition, so that the **effect** is optional.
- Also see **Crown** 8.

Tiara  p. 16, 22, 26, 36, 39, 160

- This is a Treasure that does not give you .
- 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**.

- 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**.

- Clarification:** See **TRIGGERED ABILITY** 3 (putting the **gained** card on your **deck**).

❖ Also see **Capitalism** 8, **Horn of Plenty** 5, **Kiln** 5, **Magic Lamp** 5, **Merchant** 2, **Spoils** 1 and **Stockpile** 1.

Tide Pools  p. 37

- This **SETS UP A LATER ABILITY** for next turn.

Tireless  p. 29, 37, 37, 151, 152

- If another **when-discard ability** is **triggered** that also moves the **Tireless** card (such as **Herbalist** [2022 version], **Horn**, **Merchant Camp**, **Scheme**, **Tent**, **Trickster**, **Way of the Frog**, a **Traveller**, or the pre-2022 versions of **Alchemist**, **Hermit**, **Treasury** or **Prince**), and you **resolve** that **ability** first, **Tireless** **loses track** of the card and can’t **set it aside**. If you **resolve** **Tireless** first, the other **ability** can’t move the card. Also see **Hermit** (pre-2022) 11–12.


- At the end of this turn (after **drawing** your next **hand**) you put the **set-aside** card into your **hand**.

❖ Also see **Highwayman** 13.

Toil 


- After **resolving** this Event, you still have the same number of Buys as you had before.
- Toil lets you **PLAY AN ACTION CARD**.
- 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. 37

- When you **trash** cards, you get +1  per card. This might happen on your turn or on an opponent’s turn.
- Tomb** **triggers** even when you **trash** a card from the Supply (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 p. 27

- 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 p. 9

- 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 6.

Torturer p. 17

- ① Each other player gets **SEVERAL OPTIONS** (two): **Discard**; or **gain**.
- ② For the other players, the Curse is **GAINED TO THEIR HAND**.


Tournament p. 8

- ① All players may **reveal** a Province. If you do, **discard** it and **gain** a Prize or a Duchy. The other players can't do this.
- 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**.
- ④ *From rulebook:* When you **gain** a Prize, you **gain** whichever you want from the Prize **pile**. The available Prizes are always open to see.
- ⑤ 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

- ① **SEVERAL OPTIONS** (two): **Draw** and +Actions; or +Buy and +.

Town Crier

- ① **SEVERAL OPTIONS** (three): +; **gain**; or **draw** and +Action.

Tracker p. 22, 36, 36, 39, 39, 160

- 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**.
- ② *(Pre-2022 version:)* **WHILE THIS IS IN PLAY**, when you **gain** a card, you may put it onto your **deck**.
- ③ See **MOVE GAINED CARD** and **TRIGGERED ABILITY (when-gain)**.
- ④ *Clarification:* See **TRIGGERED ABILITY** ③ (putting the **gained** card on your **deck**). *(Pre-2022 version: See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER* ② § III.)

Trade

- ❖ See **TRIGGERED ABILITY** (first **trash**, then **gain**). You **trash** several cards at once.

Trade Route p. 8, 28, 34

- ❖ *Not included in the 2022 Second Edition.*
- ❖ See **SPECIAL SETUP** § I.

- ① This has **VARIABLE**  **PRODUCTION**.
- ② You get +1 Buy and + even if you have no cards in your **hand to trash**.
- ③ 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.
- ④ **Trashing** a Victory card from the Supply (with Lurker or **Salt the Earth**) does not move the token from the **pile**.
- ⑤ **New edition:** With the new 2017-edition card, you **trash** a card first, which could lead to **gaining** a Victory card and thus adding a token to the mat before you get +. See **TRIGGERED ABILITY** ⑥ (first **trash**, then count tokens).

Trader p. 34, 36, 158

- ❖ **Note: 2020 (current) version.** See the entry in **PREVIOUS VERSIONS OF SOME CARDS** for the pre-2020 version.



- ❶ 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**).
- ❷ You may use the Reaction when you **gain** a card on your turn or on an opponent's turn.
- ❸ See "DO X TO".
- ❹ 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.
- ❺ See **MOVE GAINED CARD** and **TRIGGERED ABILITY (when-gain)**.
- ❻ Even if you **exchanged** it, you did **gain** the card (and **triggered** any **when-gain ability**). However, you didn't **gain** the Silver.
- ❼ 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.
- ❽ When **gaining** a card, if a **when-gain ability** (e.g. **Band of Nomads** 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 ❸ § III.)
- ❾ If you **gain** a Trader to your **hand**, you may react with that same Trader to **exchange** it for a Silver. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER ❶ § III.)
- ❖ Also see **Black Market 6**, **Blockade 6** and **Innovation 4**.

Trading Post p. 18

- ❶ See **NOT OPTIONAL "IF YOU DO"**.
- ❷ The Silver is **GAINED TO YOUR HAND**.
- ❸ 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

- ❶ This is **REMOVED FROM PLAY** when you **trash** it.

- ❷ **Gain** a Treasure of your choice from the Supply (even one with  or  in its **cost**).
- ❸ 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. 36, 37, 37, 39, 44, 151, 158, 158

- ❶ *From rulebook:* Trail has a **when-gain**, **when-trash** and **when-discard ability**, and none of them **trigger** during Clean-up.
- ❷ Trail's **when-discard ability** is similar to Village Green's. See Village Green 3–6 and 9.
- ❸ **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**.
- ❹ See **TRIGGERED ABILITY (when-gain)**. When you **gain** this, you may **play** it (moving it to **play**).
- ❺ When you **buy & gain** a Trail in your Buy phase, and you **play** the Trail to **draw** a Treasure, you cannot **play** it. Also see **ACTIONS IN YOUR BUY PHASE**.
- ❻ See **REACTION THAT PLAYS ITSELF**. (Also see **EFFECTS WHEN IT'S NOT YOUR TURN**.)
- ❼ 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.
- ❽ 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 **triggers** both on **when-gain** and on **when-trash**, but it can only **play** itself once.
- ❾ You can **play** Trail when **discarding** it in the middle of **resolving** an **ability** (like Artisan); see **TRIGGERED ABILITY ❽**.

10 You can react with Trail when **gaining** it in the middle of **resolving** an **ability** (like Artisan); see **TRIGGERED ABILITY 1**. You can **play** Trail before **resolving** other **when-gain abilities** (like your Trashing token [2022]), or before **resolving** a “when you gain this” **ability** (like Emporium) if you **gain** Trail on **when-gain** (e.g. with Architects’ Guild or Falconer); see **TRIGGERED ABILITY 2**.

❖ Also see **TRIGGERED ABILITY (when-trash)**, and see **Arena 2**, **Colonnade 5+**(pre-2022)**9**, **Diplomat 6**, **Faithful Hound 5**, **Friendly 4**, **Improve 6**, **Witch’s Hut 2** and **Way of the Mouse 7+9-10**.

Training p. 34

❖ See Your +**1** token.

1 Also see **SPLIT PILES: PILE TYPE AND COST § IV**.

Transmogrify p. 37, 46

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**.

3 You may **call** this to “**REMODEL**” one card into a card that **costs** up to **1** more. (Also see “**DO X TO**”.)

4 **Clarification:** The card is **GAINED TO YOUR HAND**. (This is clear in the new 2017-edition card text.)

Transmute p. 158

1 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. 36

1 You may use this when you **gain** a card on your turn or on an opponent’s turn. (Also see “**DO X TO**”.)

2 See **MOVE GAINED CARD** and **TRIGGERED ABILITY (when-gain)**.

3 If you **gain** Sycophant, you may **resolve** its **when-gain 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. 22, 30, 36, 39, 164

1 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. 9, 37

1 **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 **Launch** and **Villa**).

Treasure Hunter p. 9, 37

1 This is a **TRAVELLER** and a **TRAVELLER UPGRADE**.

2 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 p. 52, 157

1 See **NOT OPTIONAL “IF YOU DO”**.

2 The Golds are **GAINED TO YOUR DECK**.

3 If you don’t have another Treasure Map in your **hand**, you just **trash** the **played** Treasure Map.

4 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**.

5 **Clarification:** For interaction with the pre-2019 version of Band of Misfits, see that entry (4) on p. 151.

6 **Clarification:** The “two Treasure Maps” in the card text means “those two Treasure Maps”—the ones just referred to.



7 See **TRIGGERED ABILITY 6** (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. 9, 27, 52


- ① **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  p. 37, 160

- ❖ **2022 (current) version.** See PREVIOUS VERSIONS OF SOME CARDS for the pre-2022 version.
- ① **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.
- ③ **Clarification:** If you have several Buy phases due to Cavalry, **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 Cards).
- ② If two cards with the same **name** are **revealed**, only one of them gives you a bonus. See **DIFFERENTLY NAMED CARDS**.

Trickster  p. 37, 37, 39, 164


- 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**.

- ③ See Prince (pre-2022) 14, **Reckless** 8, **Tireless** 1, and Travellers (via **Capitalism**) in EXCHANGING § IV.



Triumph 

- ① See **NOT OPTIONAL "IF YOU DO"**.
- ② Only the cards **gained** up to and including this Triumph are counted. (**EFFECTS ARE IMMEDIATE.**)
- ③ See **TRIGGERED ABILITY** ① (first **gain**, then take ). **Gaining** the Estate could make you **gain** more cards before counting (also via Blockade or Duplicate.) Also see Your Estate token 7 and **Way of the Butterfly/Rat** 6/2.
- ❖ Also see Possession 5.

Triumphal Arch 

- ① 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.

Trusty Steed  see Prize: p. 6, 8

- ① **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**.
- ④ See **WHEN YOU DISCARD THIS**.
- ⑤ The **cost** of Trusty Steed is  for any **ability** that refers to its **cost**.

Tunnel   p. 37, 39, 44

- ① See **TRIGGERED ABILITY (when-discard)**. (New edition: 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.
- ④ 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.**)

- 5 The above also applies when an opponent **plays** Militia and you **discard** Tunnel and Watchtower. However, 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.
- 6 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 and Improve 6.

Twice Miserable p. 9

- ❖ See Misery.

Underling

University

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

Upgrade p. 18, 27, 43

- 1 “**REMODEL**” a card into a card that **costs** exactly 1 more.

Urchin p. 8, 20, 23, 31, 35, 164

- 1 Each other player **DISCARDS DOWN TO** 4 cards in **hand**.
- 2 If you **play** another Attack card with Urchin on **play**, you may **trash** the Urchin, thereby **gaining** a Mercenary, before **resolving** the other Attack card. (New edition: Also see “**DO X TO**”.)
- 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.
- 5 If you **play** a Skirmisher with Urchin in **play**, you **gain** a Mercenary *before* you **resolve** the Skirmisher, so the **when-gain ability** is not active yet: you don’t “**attack**” the other players.
- 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.
- 7 If you **play** the **gained** Mercenary via **Innovation** (or **City-state** etc.), the Mercenary affects the other players before you **resolve** the **played** Attack. Also see **TRIGGERED ABILITY** 5.
- ❖ See **TRIGGERED ABILITY** (first **trash**, then **gain**), and see Kiln 9.

Vagrant

Vampire p. 9

- 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.)
- 4 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**).

Vassal p. 14

- 1 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 edition: 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** 8 (first **discard**, then **play**).
- ❖ Also see Capitalism 8.

Villa p. 36

- 1 See **TRIGGERED ABILITY** (**when-gain**).
- 2 This has a **when-gain ability**: It’s moved from your **discard pile** (or wherever it was **gained** to) to your **hand**.
- 3 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.
- 4 This **when-gain ability** works similarly to Cavalry’s (except that Villa is put in your **hand**). See Cavalry 3–6+9–10.

- 5 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](#).
- 6 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](#) and [Innovation 4](#).

Village

Village Green  p. 26, 37, 37, 39, 44, 164

- 1 **SEVERAL OPTIONS** (two): Get the **effect** now, or **SET UP A LATER ABILITY** for next turn.
- 2 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”.
- 3 **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](#).

- 5 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 **draw** a card, you still had to continue **discarding** until you were left with x cards.

- 6 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.

- 7 See [REACTION THAT PLAYS ITSELF](#). If you react with this during another player's turn and choose “next turn”, you get +1 Card and +2 Actions when it's your turn and **discard** it in that turn's Clean-up. (Also see [EFFECTS WHEN IT'S NOT YOUR TURN](#).)
- 8 You can **play** Village Green in the middle of **resolving** an **ability** (like Artisan); see [TRIGGERED ABILITY](#) 3.
- 9 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.

- 10 **2020 version**: Now you have to **reveal** Village Green to be able to **play** it. (Also see “[Do X to](#)”.) This version works exactly as in 6 above; this “reveal” clause is unnecessary after the 2021 rules change.

- 11 (*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**.

- 12 (*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](#), [Witch's Hut 2](#) and [Way of the Mouse 9](#).

Villain

- 1 See [CARD COSTS](#).

- ❖ Also see Your **-2** Cost token.

Vineyard

Voyage  p. 22, 26, 38, 39, 164

- 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**.

- 3 Voyage checks if the previous turn was yours when you **play** it. See [Outpost 4](#). Unlike [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).

- 4 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 [Journey 2](#), [Lich 5+9](#), [Outpost 5](#) and [Possession 12-14](#).

Wall

Walled Village  (promo) p. 23, 37

- At the start of Clean-up, before you **discard** anything, check how many Action **CARDS YOU HAVE IN PLAY**. If you have no more than two, and the Walled Village is one of them, you may put the Walled Village onto your **deck**. If you have only two Walled Villages in **play**, you may put 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**.


❖ Also see Improve 5.

Wandering Minstrel

War

- “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

- 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).
- The restriction is cumulative: Each time you **play** War Chest, you can't **gain** any of the cards **named** this turn.

Warehouse p. 16

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

Warlord p. 22, 22, 37, 39, 164

- 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 you **play** 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.

Warrior p. 9, 37

- This checks the **CARDS YOU HAVE IN PLAY**.
 - Each other player **discards**, and possibly **trashes**, one card at a time. (Checks **CARD COSTS**.)
 - 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 UPGRADE**.
- ❖ 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.

Watchtower p. 21, 24, 24, 24, 36, 47, 158

- 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 edition: Also see “DO X TO”.)
- 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**.
- Even if you **trashed** it, you did **gain** the card (and **triggered** any **when-gain** ability).

- 5 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 5 § III.)
- 6 If you **gain** a Watchtower to your **hand**, you may react with that same Watchtower to put it onto your **deck** or **trash** it. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III.)
- ❖ Also see Tunnel 4 and Your -1 Card token 2.

Way of the Butterfly 🌸 p. 13, 34

- 1 Return the card to its **pile** in order to **gain** a card that **costs** exactly 1 more. This is like “**REMODELING**” except you *return* instead of *trashing* the card. (Also see “**DO X TO**”.)
- 2 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 **Shelters**, **Zombies**, or cards from the **Black Market deck**.
- 3 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.)
- 4 *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**.
- 5 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.
- 6 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 **Black Market 6**, **Faithful Hound 4** and **Village Green 12**.

Way of the Camel 🐪

- 1 Note: **Exiling** a card from the **Supply** does not mean **gaining** it.

Way of the Chameleon 🦎 p. 31, 164

- 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).
- 2 Only +Cards and +🟡 that *you* get are changed. For instance if you **play** **Governor** using this **Way**, the other players' “+1 Card” is unchanged.
- 3 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.
- 4 *From rulebook*: Only card **drawing** denoted with “+” is changed to +🟡. For instance “draw 2 cards” is unchanged.

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**, is not changed by this **Way**.

- 5 *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** and **Highwayman** will still affect the card. (The other **Ways** can let you escape **Enchantress** or **Highwayman**, but **Way of the Chameleon** cannot.)
- 7 **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.)
- 8 **Clarification**: “This” on the card text still refers to the card, and you **trash**, **return**, etc., the card according to its instructions.
- 9 **Clarification**: If it's a **Duration**, leave the card in **play** as you normally would. This also ap-

plies 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.

- 10 **Clarification:** If you **play** a card using another Way, for instance **Way of the Sheep**, you can't also use Way of the Chameleon.
- 11 **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 7, **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.)

Way of the Frog 🐸 p. 29, 37, 164

- 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, Prince (pre-2022) 14, **Reckless** 8, **Tireless** 1 and Travellers in EXCHANGING § IV.
- 4 This Way also works if you use it on an opponent's turn. (See REACTION THAT PLAYS ITSELF.)

Way of the Goat 🐐

❖ See GAIN ON WHEN-TRASH.

Way of the Horse 🐎 p. 13, 34

- 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. 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.
- 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 Black Market 6, Faithful Hound 4 and Village Green 12.

Way of the Mole 🐹

- 1 See DISCARD, THEN GET FROM DECK.
- 2 If you don't have any cards in your **hand** to **discard**, you still get +1 Action and **draw** 3 cards.
- 3 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 🐭 p. 10, 13, 45

- ❖ **Note:** Points $7a+7b+7c$ below also apply to **City-state**, **Innovation** (2022 version), **Mining Road** and **Sailor**. See those entries.
- ❖ See SPECIAL SETUP § I.

- 1 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 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.
- 5 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.

The card in question 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 Vassal if the Mouse card were Vassal.

- 6 **Clarification:** If you **play** a card with a **while-in-play ability** (e.g. Highway [pre-2022 version] or Goons) us-

ing 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 versions of Highway and Princess will affect all players.)

- 7 *Reacting to your own gain with Sheepdog, Falconer, Mapmaker, Pirate or Stowaway (sometimes Berserker 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 **when-gain ability** (like Basilica [2022]), you can **play** a card before **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. Also, if the **played** card has a **when-gain ability** which 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 you **buy** 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.

- 9 *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 (when-discard)**. Also see **Arena 2**.

- 10 *Reacting to trashing Trail:*

You can **play** a card in the middle of **resolving** an **ability** (like Altar). See **TRIGGERED ABILITY (when-trash)**.

- 11 *Reacting to opponent’s Attack with Caravan Guard or Guard Dog:*

With opponent’s Ambassador, Catapult, Cultist, Legionary, Replace, Taxman or Young Witch, you can **play** a card that affects your opponent’s **hand** before they do something with their **hand**. Also see **12** below.

- 12 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**.) If they **play** an Attack, you can react with Caravan Guard or Guard Dog to **play** Enchantress or Highwayman, affecting the **resolution** of their Attack card. (See **AD-**

VANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 1 § III). If you **play** a Frigate via a Reaction to your opponent’s **playing** a card, the Frigate **triggers** after that card **play**.

- 13 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**.

- 14 The Mouse card is not in the Supply. No **U** tokens will accumulate if the card is Farmers’ Market.

- 15 *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 🐾

- 1 With a **REACTION THAT PLAYS ITSELF**, this Way can be used to **draw** similarly to Sheepdog (6).

Way of the Owl 🐾

- 1 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 🐾

- 1 With a **REACTION THAT PLAYS ITSELF**, this Way can be used to **draw** similarly to Sheepdog (6).

Way of the Rat 🐾 p. 27

- 1 You **GAIN A COPY** of the **played** card. (Also see “**DO X TO**”.)

- 2 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 🐾 p. 22, 36, 39, 164

- 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** (putting the **gained** card on your **deck**).

❖ Also see **Kiln 5**.

Way of the Sheep 🐾

Way of the Squirrel 🐾 p. 37

- 1 This Way also works if you use it on an opponent’s turn. (See **REACTION THAT PLAYS ITSELF**.)

- ② You can use this several times in a turn, to draw more cards.

Way of the Turtle 🐢 p. 37

- 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**.
- ⑤ If 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.)
- ⑥ Way 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 🐛

- ① Note: **Exiling** a card from the Supply does not mean **gaining** it.

Wayfarer 🐾 p. 6, 39, 43, 157, 158, 159, 164

- 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**.
- ② *From rulebook: “Last other card gained” means “last card gained other than a Wayfarer”.*
- ③ Wayfarer copies the **cost** of any **gained** cards, however they are **gained** (including Curses). See **CARD COSTS**.
- ④ **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.

- ⑤ *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 further **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 the **Cheap** 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.
- ⑦ Wayfarer can have a **cost** with 🐣 or 🐥 in it.
- ⑧ **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**).
- ⑨ 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** ①. However, if you Develop another card, you can never **gain** Wayfarer as the second card.

With the 2022 version of Stonemason, when choosing each 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.

- ⑩ **Clarification:** The **cost** change happens before any **when-gain** abilities.
- ❖ Also see Animal Fair 2, Architects' Guild 5, Band of Nomads 6, Changeling 8, Charm 4+(pre-2022)13, Galleria 3, Hagglor 5+(pre-2022)13, Livery 4 and Taskmaster 7.

Wealthy Village 🏡 p. 23, 36

- ① 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  p. 37, 39, 44

1 **SEVERAL OPTIONS** (two): **Gain** two Silvers; or **gain** a card (also see **CARD COSTS**).


2 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**.

4 You can **play** Weaver in the middle of **resolving** an **ability** (like Artisan); see **TRIGGERED ABILITY** 8.

❖ Also see **Arena** 2, **Diplomat** 6, **Faithful Hound** 5, **Friendly** 4, **Improve** 6 and **Way of the Mouse** 9.

Wedding 

1 You get the initial +1  even if there are no Golds left in the Supply.

Werewolf  p. 152

1 The other players have to **resolve** any Reactions before the Hex is drawn.

2 Werewolf always counts as an Action (and all its other **types**), regardless of what phase it is. You can **replay** it with **Citadel**, **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.

4 **Clarification:** If you **play** Throne Room + Werewolf, 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**).

5 **Clarification:** If you **play** Werewolf at the start of your turn (with **Hasty** or **Patient**), you're in your Action phase at that point.

Wharf   p. 37

1 This **SETS UP A LATER ABILITY** for next turn.



Wheelwright  p. 27


1 **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 See **TRIGGERED ABILITY** 8 (first **discard**, then **gain**).

Wild Hunt 

1 **SEVERAL OPTIONS** (two): **Draw** and add ; or **gain** and take .


2 If you choose the first option, you add 1  token even if you can't **draw** any cards.

3 For the second option, see **NOT OPTIONAL “IF YOU DO”**.

4 This still functions when the Wild Hunt **pile** is empty. Also see **Black Market** 6.

5 See **TRIGGERED ABILITY** 1 (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 **Defiled Shrine** 3+(pre-2022)8 and **Possession** 5.

Will-o'-Wisp  p. 9, see **Spirit**: p. 4, 6, 9

1 Checks **CARD COST**.

2 The **cost** of Will-o'Wisp is 0 for any **ability** that refers to its **cost**.

Windfall 

Wind's Gift, The 

1 See **GET FROM DECK, THEN DISCARD**.

Wine Merchant  p. 23, 37

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*.)

④ **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.

❖ Also see Cavalry 5 (and **Launch** and Villa).

Wish  p. 9, 46

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**.)

④ 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**.

⑤ The **cost** of Wish is ① for any **ability** that refers to its **cost**.

Wishing Well 

① See **NAME A CARD**.

Witch  p. 20, 21

Witch's Hut 

① See **GET FROM DECK, THEN DISCARD**.

② **Clarification:** You **reveal** the 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**, it doesn't matter.

③ **Clarification:** If you **discard** Patron, you get +1 Coffers when you **reveal** it.

Wolf Den 



① Wolf Den counts your unique cards, i.e. cards that are **DIFFERENTLY NAMED** from all your other cards.

Woodcutter 

❖ *Not included in the 2016 Second Edition.*

Woodworkers' Guild  p. 27, 37, 42

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 You can **resolve** Woodworkers' Guild before or after other **start-of-Buy-phase abilities**. You can **trash** a card like Cultist to **draw** cards. You can **gain** a card and **play** it via **Innovation** or Gondola. See **Deluded 4**, **Envious 3** and **Treasure Chest 1**.

❖ See **TRIGGERED ABILITY** (first **trash**, then **gain**). Also see **Arena 2** and Cavalry 4 (and **Launch** and Villa).

Worker's Village 

Workshop 

① **Gain** a card; see **CARD COSTS**.

Young Witch  p. 8, 10, 13, 34, 157

❖ See **SPECIAL SETUP § I**.

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.

④ “Bane” is not a type (for Courtier, Falconer or Maroon).

⑤ See **TRIGGERED ABILITY ⑧** (first you **discard**, then opponents **reveal** Bane).

❖ Also see **Way of the Mouse 11**.

Your +1 Action token  p. 35, 42

❖ See **Lost Arts**.

① See **ACTIONS IN YOUR BUY PHASE**.

Your +1 Buy token  p. 35

❖ See **Seaway**.

Your +1 Card token  p. 35

❖ See **Pathfinding**.

❖ Also see **Emissary 2**, **Tactician 2** and **Urchin 6**.

Your +① token  p. 35

❖ See **Training**.

Your -1 Card token  p. 32, 38, 39, 41

❖ 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, Jack of All Trades, Library, 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.
- 4 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. 32, 38, 39, 45

❖ See **Ball** and **Bridge Troll**.

- 1 Your -1 token is only removed when you get 1 or more, not when you get 0.
- 2 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  p. 7, 39

❖ See **Ferry**.

- 1 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**, **Catacombs**, **Change-ling**, **Cutthroat**, **Duplicate**, **The Earth's Gift**, **Falconer** and **Lich**.


❖ Also see **Wayfarer** 5.

Your Estate token  p. 7, 13, 34, 39, 45

❖ **Note:** 2019 and 2022 (current) version of **Inheritance**. See the entry in PREVIOUS VERSIONS OF SOME CARDS for the pre-2019 version.

❖ See **Inheritance**.

1 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**.

2 During 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.)

3 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** and **Maroon**.

5 **Clarification:** The Estate **pile** is still a **Victory pile** (not an **Action pile**). This means you can't put an **Adventures** token on this **pile**.

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.

7 You can **play** a **gained** Inherited Estate with e.g. **Innovation**; see **TRIGGERED ABILITY (when-gain)**. See **Followers** 5, **Groundskeeper** 4, **Hunting Grounds**, **Triumph** 4 and **Wild Hunt** 5.

❖ Also see **Lantern** (2019 version) 2.

Your Exile mat  p. 15, 29, 36

❖ See **Exile § IV**.

1 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.

- ② 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**.

- ③ **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 **Innovation 9**.

❖ Also see Gatekeeper.

Your Trashing token  p. 35, 36

❖ 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). It **triggers** when you **gain** such a card wherever you **gain** it from (e.g. the **trash pile**).

- ② (Pre-2022 version:) You may not **trash** a card if you **gain** a card from this **pile** in another way than through **buying** it.

- ③ See **TRIGGERED ABILITY** ② (pre-2022 version: ④). **When-gain abilities** might make you **draw** or **discard** before you **trash** a card from your **hand**.

❖ Also see **GAIN ON WHEN-TRASH**.


Zombie Apprentice  see Zombie: p. 4, 6, 9

- ① See “**DO X FOR**”.

❖ See **TRIGGERED ABILITY** (first **trash**, then **draw**).

Zombie Mason  see Zombie: p. 4, 6, 9

- 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, 6, 9

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 here included as simple page numbers instead of text.

Band of Misfits  p. 7, 13, 39

❖ Pre-2019 version

❖ *Note:* All the following also applies to Overlord (pre-2019 version).

- ❶ *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](#).)
- ❷ *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 Flagship, Harbor Village or Kiln.
- ❸ Band of Misfits will be the chosen card until it leaves **play**. It will have the card's **cost**, **name**, **types** and **abilities** for all purposes. (See [WHILE THIS IS IN PLAY](#).) So for **abilities** that look at [CARDS YOU HAVE IN PLAY](#), it's the chosen card, not Band of Misfits. However, An Enchanted (by Enchantress) Band of Misfits will not **play** another card (and so will just be a Band of Misfits).
- ❹ 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** it as a **Reckless** or **Tireless** card, it will be moved when you **discard** it and end up in its **pile** or on your **deck**.

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-edition card text of Treasure Map.)

- ❺ 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.
- ❻ 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.
- ❼ *Clarification:* If you **play** Throne Room + Band of Misfits, it will still be the chosen card the second time you **play** it (since it's still in **play**), so you will **play** it as the same card twice. (You will only have **played** Band of Misfits once.)
- ❽ *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.
- ❾ *Clarification:* 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.
- ❿ *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**.

- 11 **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.)
- 12 **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**.
- 13 **Clarification:** If you **gain** a Band of Misfits with Ironworks (or Groom, Horn of Plenty, Replace or Sculptor), **playing** it via **Innovation** as an Action–Victory card—or Action–Treasure card (Crown, Spell Scroll or via **Capitalism**)—it will have those **types** when Ironworks (etc.) checks. 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** before **resolving** **Architects’ Guild** or the 2022 version of Charm or Hagler, the **cost** of the card you **gain** is based on the chosen card.
- 14 **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; if so you **gain** a copy of the chosen card. With **Defiled Shrine**, you may **play** it before moving a **token**; if so you move a token from the **pile** of the chosen card.
- 15 **Clarification:** When you **gain** Band of Misfits, only **when-gain abilities** that **trigger** on **gaining** Actions will **trigger**, no matter if you first **play** the Band of Misfits via **Innovation**. This is relevant for **Aqueduct**, **Battlefield**, **Black Cat**, **Cage**, **Groundskeeper**, **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. **Band of Nomads**, **Cutthroat**, **Galleria**, **Livery** and **Taskmaster** care about the **cost** of Band of Misfits. Also,

Band of Nomads, **Duplicate**, **Galleria** and **Livery** won’t **trigger** if you **gain** & **play** **Overlord**. Also, **when-gain** Traits (**Cursed**, **Hasty**, **Nearby**, **Pious**, **Rich**) won’t **trigger** even if you **play** a **gained** Band of Misfits with **Innovation**. (See **ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER** 3 § III.)

- 16 **Clarification:** Furthermore, when you **play** Band of Misfits, **after-play abilities** **trigger** on the chosen card, even if you remove the card from **play** first: **Playing** Band of Misfits as a Student **triggers** **Circle of Witches** and **League of Shopkeepers**. **Playing** Band of Misfits as an **Inspiring** Acting Troupe **triggers** **Inspiring**.
- 17 **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 the bonus from that token. Given this situation, if you **play** Throne Room + Band of Misfits, the first time you will get the bonus from both **piles**, but the second time you will only get the bonus from the chosen **pile** (not from the Band of Misfits **pile**). — 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**).
- 18 **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, you return it to the Band of Misfits **pile**.
- 19 **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).
- 20 With Crown or Spell Scroll: You can’t **play** Band of Misfits as Crown/Spell Scroll 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).
- 21 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.
- 22 With Prince: If you **set aside** a Band of Misfits with Prince, you can choose a new card for Band of Misfits each turn.
- 23 With Smugglers: Smugglers **gains** a card your right-hand 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.
- 24 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.

Basilica  p. 9, 23, 35

❖ **Pre-2022 version**

- 4 See 2 in the 2022-version entry.

- 5 Basilica doesn't **trigger** if you **gain** a card in another way than through **buying** it, nor if you **buy** an Event or Project.
- 6 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.)
- 7 *Clarification:* If you **buy** a card, **gaining** a card on **when-buy** (see **GAIN ON WHEN-BUY**) that gives 1 or +Coffers, you may **resolve** that before Basilica checks your **money pool**. This could be Blessed Village (with certain Boons), Nomads, Silk Merchant, Spices, a Treasure via **Guildhall** or Mining Road, or an Action card via Abundance. Also see **TRIGGERED ABILITY 4** (you could also use a Way that gives 1).


Charm  p. 17, 27, 35

- ❖ **Pre-2022 version**
- 8 **SEVERAL OPTIONS** (two): +Buy and +1; or **SET UP A LATER ABILITY** for this turn.
- 9 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.
- 10 If you **gain** a card in another way than through **buying** it, Charm doesn't **gain** another card.
- 11 See **GAIN ON WHEN-BUY**.
- 12 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**).
- 13 *Clarification:* See **TRIGGERED ABILITY 4**. If the **bought** card changes **cost** (like Destrier, Fisherman or Wayfarer) because you **resolve** a **when-gain ability** before **resolving** Charm, Charm follows the new **cost**.
- 14 *Clarification:* See **TRIGGERED ABILITY 4**. When **buying** a card, if you **play** Charm on **when-gain**, you don't **gain** a card from Charm now, since "the next time you buy a card" is not **this buy**.


Colonnade  p. 9, 23, 35, 158

- ❖ **Pre-2022 version**
- 6 See **COPY OF A CARD**.
- 7 See 3 in the 2022-version entry.

- 8 Colonnade doesn't **trigger** if you **gain** an Action card in another way than through **buying** it.
- 9 *Clarification:* If you **buy** a card, **gaining** a copy of that card on **when-buy** (with e.g. Talisman), you may **play** the **gained** card as outlined in 5 in the 2022-version entry for Colonnade. Also see **TRIGGERED ABILITY 4**.

Defiled Shrine  p. 9, 34, 35, 36, 152, 158

- ❖ **Pre-2022 version**
- ❖ See **SPECIAL SETUP § I**.
- 5 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.
- 6 This doesn't **trigger** if you **gain** a Curse in another way than through **buying** it.
- 7 *Clarification:* See 2 in the 2022-version entry.
- 8 See 3 in the 2022-version entry.
- 9 If you **buy** a Curse, **gaining** an Action card on **when-buy** (via Charm [pre-2022 version] and **cost** reduction), you move a token from its **pile** before taking the 1 on Defiled Shrine. See **TRIGGERED ABILITY 4**.

Doctor  p. 35

- ❖ **Pre-2022 version**
- 6 See 1-3 in the 2022-version entry.
- 7 *Clarification:* The following applies to **buying** Doctor, Herald, Masterpiece and Stonemason: When **buying** this, if you **gain** a card on **when-buy** (see **GAIN ON WHEN-BUY**) that gives 1 or +Coffers, you may **resolve** that (and **spend** the Coffers) before **overpaying**. This could be Blessed Village (with certain Boons), Nomads, Silk Merchant, Spices, a Treasure via **Guildhall** or Mining Road, or an Action card via Abundance. Also see **TRIGGERED ABILITY 4** (you could also use a Way that gives 1). Also see **Basilica** (pre-2022) 6.
- 8 Remember that the **overpay ability** will happen before you **gain** the Doctor.
- ❖ Also see **GAIN ON WHEN-TRASH**.

Donate  p. 38

- ❖ **Pre-2021 version**
- 3 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**.
- 4 *Clarification:* Any extra turns are **resolved** after Donate.
- 5 *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.

- 6 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, 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.
 - 7 **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, 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, 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) and opponent's Enchantress or Highwayman would have no effect. **Played** cards are **discarded** in the Clean-up of the next player.
 - 8 **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. 37

- ❖ **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.
- 4 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.
- 5 **Clarification:** See 4 in the 2022-version entry.
- 6 If you **buy** a card with Black Market in your Buy phase (see ACTIONS IN YOUR BUY PHASE), this counts as having **bought** a card in your Buy phase.

Haggler p. 27, 28, 35, 39

- ❖ **Pre-2022 version**
- 9 **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.)
- 10 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.
- 11 See GAIN ON WHEN-BUY.
- 12 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.)
- 13 **Clarification:** See TRIGGERED ABILITY 4. If the **bought** card changes **cost** (like Destrier, Fisherman or Wayfarer) because you **resolve** a **when-gain ability** before **resolving** Haggler, Haggler follows the new **cost**.
- 14 **Clarification:** See TRIGGERED ABILITY 4. When **buying** a card, if you **play** Haggler on **when-gain**, you **gain** a cheaper card than the **bought** card. See Innovation 12.

Haunted Woods p. 22, 35, 37, 39

- ❖ **Pre-2022 version**
- 6 See 1 in the 2022-version entry.
- 7 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.
- 8 If you **buy** Nomad Camp when another player has **played** Haunted Woods, you put your **hand** on your **deck** before you **gain** 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).
- 9 See TRIGGERED ABILITY 4. **When-gain abilities** might make you **draw** or **discard** before you put cards on your **deck**.
- 10 **Clarification:** See TRIGGERED ABILITY 4. If you **play** Haunted Woods on another player's **when-buy**: See Way of the Mouse 12.

Herbalist p. 16, 37

- ❖ **Pre-2022 version**
- 5 You can choose a Treasure **CARD YOU HAVE IN PLAY**.
- 6 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**.

- 7 See **REMOVED FROM PLAY** regarding **setting aside** Treasure-Durations. Also see **Capitalism 9**.
- 8 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** (such as a Traveler) onto your **deck**, that **ability** won't **trigger**.

Hermit p. 8, 37

❖ Pre-2022 version

- 8 See 1-3 in the 2022-version entry.
- 9 **Gaining** a card without **buying** it doesn't prevent you from **resolving** the **when-discard ability**. Neither does **buying** an Event or Project.
- 10 If you **play** Hermit in your Buy phase (see **ACTIONS IN YOUR BUY PHASE**), any cards you **bought** previously still count.
- 11 If another **when-discard ability** is **triggered** that also moves the Hermit (such **Reckless**, **Scheme**, **Prince** [pre-2022], **Tireless** or **Way of the Frog**), and you **resolve** that **ability** first, Hermit **loses track** of itself 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.
- 12 **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. 18, 35, 39

❖ Pre-2022 version

- 4 **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-gain**, you **gain** a Gold. See **Innovation 12**.

Merchant Guild p. 22, 35, 39

❖ Pre-2022 version

- 4 **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**).
- 5 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.
- 6 **Clarification:** See **TRIGGERED ABILITY 4**. When **buying** a card, if you **play** Merchant Guild on **when-gain**, you get +1 Coffers. See **Innovation 12**.

Messenger p. 35, 152

❖ Pre-2022 version

- 6 See 1-2 in the 2022-version entry.
- 7 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**.)
- 8 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**.
- 9 **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**.
- 10 See **TRIGGERED ABILITY 4**. **Cost** reduction might be applied on **when-gain** before you **gain** a card **costing** up to 4.
- ❖ See **TRIGGERED ABILITY** (first **gain**, then opponents **gain**).

Mint p. 27, 35

❖ Pre-2022 version

- 8 See 2-4 in the 2022-version entry.
- 9 If you **buy** a Mint with **Royal Seal** in **play**, the **Royal Seal** will be **trashed** before its **when-gain ability triggers**. However, **Talisman's when-buy ability** will **trigger** (**gaining** another Mint if **costs** have been reduced). (See **ADVANCED TIMING RULES: RESOLVE ALL TRIGGERED ABILITIES § III**.)
- 10 You **trash** several cards at once, see **TRIGGERED ABILITY**. Also see **GAIN ON WHEN-TRASH**.

11 See **TRIGGERED ABILITY** 4: When **buying** Mint, if you **play** Treasure cards on **when-gain** (e.g. via **Capitalism** or **Mining Road**) before you **resolve** Mint's **when-buy**, you **trash** the Treasures.

❖ Also see **Capital 2**.

Mountain Pass  p. 36, 38


❖ **Pre-2021 version**

5 See 1-2 in the 2022-version entry.

6 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**.

7 **Clarification**: Any extra turns are **resolved** after Mountain Pass.

8 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.

Prince  (promo) p. 22, 29, 37, 37, 39, 152

❖ **Pre-2022 version**

9 Prince lets you **PLAY AN ACTION CARD**.

10 When you **set aside** an Action card, that card is not **played** this turn. (Choose a card: see **CARD COSTS**.)

11 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**.

12 *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**.

13 If the chosen card also **triggers** another **when-discard ability** that moves the card (such as **Herbalist** [2022 version], **Horn**, **Merchant Camp**, **Scheme**, **Reckless**, **Tent**, **Tireless**, **Trickster**, **Way of the Frog**, a **Traveller**, or the pre-2022 versions of **Hermit** or **Treasury**), and you **resolve** that **ability** first, Prince **loses track** of the card and can't **set it aside**. If you

resolve Prince first, the other **ability** can't move the card. Also see **Hermit** (pre-2022) 11.

14 *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 fails to **set it aside** again and so will stop **playing** it. The Duration will be **discarded** later as usual.

15 If Prince stops **playing** the card, Prince itself will still be **set aside** for the rest of the game.

16 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**.

17 Prince **PLAYS A CARD AT THE START OF YOUR TURN**. (Note that Prince will only **play** a Reserve card once, see 10 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.

18 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.

Swamp Hag  p. 22, 35, 37, 39


❖ **Pre-2022 version**

6 See 1-2 in the 2022-version entry.

7 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** 4. **When-gain abilities** (like **Ill-Gotten Gains** or **Cauldron**) might affect the Curse **pile** before you **gain** one.

9 **Clarification**: See **TRIGGERED ABILITY** 4. If you **play** Swamp Hag on another player's **when-buy**: See **Way of the Mouse** 12.

Trader  p. 18, 20, 38, 47, 157

❖ **Pre-2020 version**

9 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**).

- 10 You may use the Reaction when you **gain** a card on your turn or on an opponent's turn.
- 11 New edition: See “**DO X TO**”.
- 12 If there are no Silvers in the Supply when you **reveal** Trader, you **gain** nothing instead of the card you **would have gained**.
- 13 *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.
- 14 *Clarification:* When you **reveal** Trader, you don't **gain** the card. Instead you **gain** a Silver (to your **discard pile**). In other words, the card you **would have gained** isn't replaced with a Silver; rather the **gaining** doesn't happen and another **gaining** (of a Silver) happens instead. Consequently, no **when-gain abilities trigger** for the original card (but **when-buy abilities** do), and no **effect** that refers to the original card will happen. Also see Possession 6.
- 15 *Clarification:* Trader's and Possession's **when-would-gain abilities trigger** at the same time. If you have Trader in **hand** when you're Possessed, the Possessor 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.
- 16 *Clarification:* With the 2022 version of Doctor, Herald, Masterpiece or Stonemason, if you **overpay** for the card but then **reveal** Trader to **gain** a Silver instead, you don't get the **overpay ability**.
- 17 *Clarification:* If you **buy** a Port (pre-2022 version), or **buy** a card with Talisman in **play**, you **gain** a copy before you **gain** 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**.
- 18 *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 p. 37

❖ Pre-2022 version

- 4 **Gaining** a Victory card without **buying** it doesn't stop you from putting Treasury onto your **deck**.



- 5 See Prince (pre-2022) 14, **Reckless** 8 and **Tireless** 1.

- 6 **Erratum (2017 edition):** The dividing line was mistakenly omitted from the 2017-edition card on the initial print run.


Your Estate token p. 7, 13, 39

❖ 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.

- 3 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 edition 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 edition 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 17 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. For Wayfarer, see 21 below.

Relevant cards that are referenced by name: Border Guard (referenced by **Horn** and 2019-version **Lantern**), Crossroads, Cultist, Duchess, Experiment, Gladiator, Magpie, Outpost (2017 edition), Port, Rats, Settlers (referenced by **Bustling Village**), Treasure Map, Wayfarer (effectively).

5 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**, **Innovation**, **Mirror** and (possibly) **Cauldron** and **Gatekeeper** will **trigger** if you **gain** one.

7 *Clarification:* 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 **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.

8 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.

9 If you have your Estate token on an Action card which **Capitalism** changes into a Treasure, all your Estates are also Treasures.

10 *Clarification:* When scoring at the end of the game, your **Inherited** Estates are still Action (and Victory) cards.

11 *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**, **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.

12 *Clarification:* If you **gain** an **Inherited** Estate, **when-gain 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**, **Guildhall**, **Mirror**, **Pirate** and **Secluded Shrine**; **Falconer** will **trigger**. Similarly, if you **play** an **Inherited** Estate, **trashing** or returning it, **Citadel** or **Flagship** will try to **replay** it (but nothing will happen, see 13 below); and you can **call** **Coin** of the Realm and **resolve** other **after-play abilities** that **trigger** on the **set-aside** card's **types**. (See ADVANCED TIMING RULES: MORE CONCURRENT ABILITIES CAN TRIGGER 3 § III.)

13 *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.

14 *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** or **Experiment**, an Estate being returned to the Supply goes to the Estate **pile**.

15 *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.

16 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**.

17 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.)

18 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**.

- 19 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**.
- 20 With Pirate Ship: Pirate Ship checks whether a Treasure was **trashed**, not whether the **trashed** card is currently a Treasure. This could matter with Crown or **Capitalism**: A **trashed Inherited** Estate will no longer be a Treasure.
- 21 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 following cards are relevant but not included. Instead they refer to included cards that they closely resemble.

Alchemist — see *Improve*
Abundance, Cutthroat — see *Secluded Shrine*
Collection, Galleria, Groundskeeper, Guildmaster, Haggler, Hoard, Insignia, Mining Road, Skirmisher, Tiara, Tracker — see *Bauble, Livery*
Doctor, Masterpiece, Stonemason — see *Herald*
Herbalist — see *Scheme*
Hermit, Treasury — see *Merchant Guild*
Highway, Princess, Quarry — see *Bridge, Inventor*
Journey — see *Outpost (slightly different timing)*
Landing Party — see *Flagship*
Lighthouse — see *Guardian*
Mirror — see *Rush*
Monkey — see *Gatekeeper*
Stowaway — see *Pirate*
Swamp Hag — see *Haunted Woods*
Taskmaster — see *Cargo Ship*

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  from its **pile** to *This*.
when-gain ability: When you **gain** a Victory card, take the  from *This*.

Bauble

play ability: Choose two different options, and do them in the order given:

- ❖ +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 your next turn, put it into your **hand**.
while-card-remains ability (activated on play): While the card remains **set aside**...

- during-turn ability (active while-card-remains):** During another player's turn...
 - 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 -1 token.
rest-of-turn and during-turn ability (activated on play): On this turn and your next turn, cards **cost** 1 less, but not less than 0.
 +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 **hand**.

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  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  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.

Diadem

play ability: +2. +1 per unused Action in your **Action pool**.

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 the Supply at the start of Clean-up.

Enchantress

play ability:

until-next-turn ability (activated on play): Until your next turn...

when-would-resolve ability (active until-next-turn): When 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.

Envious (State)

while-you-have ability: While you have **This**:

start-of-Buy-phase ability (active while-you-have): At the start of your Buy phase: Return **This**.

rest-of-turn ability (activated start-of-Buy-phase): Silver and Gold produce 1 this turn.

Faithful Hound

play ability: +2 Cards.

Other-than-during-Clean-up ability: Other than during Clean-up...

when-discard ability (active other-than-during-Clean-up): When you **discard This**, you may **set aside This**. If you do:

end-of-turn ability (set up on when-discard): At the end of this turn, put **This** into your **hand**.

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 play):* At the start of your next turn, remove the 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 +**2**, +**1**.**Haunted Woods (2022 version)***play ability:**start-of-turn ability (set up on play):* At the start of your next turn, +3 Cards.*until-next-turn ability (activated on play):* Until your next turn...*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.*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 a copy of it, +2 Cards.**Island***play ability:* Put *This* on your Island Mat. Put a card from your hand on your Island Mat.*end of game:* Worth **2** .**Island Folk (Ally)***end-of-turn ability:* If the previous turn wasn't yours, you may spend 5 Favors. If you did:*after-turn ability (set up on end-of-turn):* 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.**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 (Event—can only be bought once per turn)***buy ability:* If the previous turn wasn't yours:*after-turn ability (set up on buy):* Take an extra turn after this one.*during-turn ability (activated 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 (2017 version)***play ability:* If this is the first time you played an Outpost this turn, and the previous turn wasn't yours:*after-turn ability (set up on play):* Take an extra turn after this one.*when-would-draw ability (set up on play):* You only draw 3 cards (instead of 5) in this turn's Clean-up phase.**Patient (Trait)***start-of-Clean-up ability:* At the start of 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 (2018 version)***play ability:**after-turn ability (set up on play):* The player to your left takes an extra turn after this one.*during-turn ability (activated 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 set-aside 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 the Supply.**Relic***play ability:* +2. Each other player puts their -1 Card token onto their deck.**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.

- 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 **hand**.

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-Clean-up):* When you discard *This*, you may **reveal** *This*. If you do: **Play** *This*.

Voyage

play ability: +1 Action. If the previous turn wasn't yours:


- after-turn ability (set up on play):* Take an extra turn after this one.
- during-turn ability (activated on play):* During the extra turn, you can't **play** more than 3 cards from your **hand**.

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: +1.

- 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**.

Wayfarer

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 : 18, 20, 24, 24, **25**, 46, 56, 100, 63, 72, 76, 93, 95, 95, 97, 113, 117, 120, 130, 132, 140, 149

2020 errata : **25**, 29, 109, 136, 141

2021 errata : 19, 24, **25**, 52, 58, 61, 67, 79, 90, 96, 97, 106, 121, 122, 129, 130, 131, 137, 141, 154

2022 errata : see *new-edition cards (2022-)*

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, 7, 12, **16**, 17, 17, 19, 20, 20, 21, 22, 22, 23, 23, 23, 23, 24, 26, 27, 28, 35, 39, 40, 40, 41, 41, 43, 151, 157, 160

Action (resource) : 6, 11, **11**, 12, 14, 16, 17, 38, 40, 41, 41, 42, 45, 47, 48, 49, 74, 100. Also see *Action pool*

Action (type) : 3, 6, **6**, 9, 10, 11, 11, 14, 16, 34, 40, 41, 42, 47, 48

Action phase : 6, 11, **11**, 12, 12, 21, 28, 39, 40, 59, 64, 70, 73, 74, 78, 84, 90, 91, 100, 106, 111, 116, 122, 129, 129, 131, 140

Action pool : the *Actions* you have available at a given time. (this term is used in this document, but not in official rulebooks.) **11**, 11, 12, 14, 29, 40, 41, 45, 45, 47, 48, 48, 62, 64, 67, 74, 140

Adventures token : cardboard token in your color, each with a different *ability*. 5, 8, 31, **32**, 34, 41, 45, 70, 78, 92, 99, 134, 147, 149, 152, 157, 158

after-play ability : *ability* that is *triggered* when another card is *played*, after the card is *resolved*. **20**, 29, 35, 40, 51, 66, 67, 67, 69, 78, 81, 82, 84, 89, 92, 97, 100, 101, 105, 121, 152

after-turn ability : *ability* that is *triggered* between turns. 14, **23**, 38, 40, 82, 115, 153, 156. Also see *extra turn*

Ally : 4, 10, 14, 28, **31**

Artifact : 4, 9, 13, 13, 22, 22, **33**, 39

Attack (type) : 6, **6**, 19, 42, **41**, 49, 66, 94, 109, 115


Augur (type) : 6, **10**

Bane card : 4, **8**, 13

Base cards : **3**, 3, 7, 9, 13

before-play ability : *ability* that is *triggered* when another card is *played*, before the card is *resolved*. **20**, 23, 29, 31, 32, 35, 40, 51, 67, 78, 94, 99, 109, 119, 140

Boon : 3, 4, 4, 9, 13, 13, **33**

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, 7, 11, **12**, 12, 13, 18, 27, 27, 28, 28, 30, 34, 40, 40, 40, 41, 45, 51, 59. Also see *buy ability* and *when-buy ability*

Buy (resource) : 11, **12**, 12, 14, 17, 30, 40, 41, 45, 49, 100. Also see *Buy pool*

buy ability : *ability* on an Event that is *resolved* when it's *bought*. 22, **30**, 40

Buy phase : 6, 11, **11**, 12, 27, 27, 28, 30, 39, 40, 42, 57, 59, 64, 68, 70, 79, 91, 104, 105, 106, 112, 134, 139, 154

Buy pool : the *Buys* you have available at a given time. (this term is used in this document, but not in official rulebooks.) **11**, 12, 12, 14, 30, 40, 45, 59, 64, 140

call : move a card from your Tavern mat to your *play area*, to *trigger* an *ability*. 6, 13, **29**. Also see *Reserve (type)*

Castle (type) : 6, 9, **34**, 43, 45, 47

cheaper : this refers to card *costs*

choose card : 13, 17, 18, 21, 34, 40, 43, 56, 151

choose option : 12, 17, 19, 22, 38, 41, 41, 44, 49, 76


Clash (type) : 6, **10**

Clean-up phase : 11, **12**, 12, 13, 19, 26, 29, 33, 39, 40, 41, 47, 48, 51, 76, 79, 82, 111, 115, 137, 154, 156

Coffers mat : a separate mat, or the *Coffers* section of a *Coffers/Villagers* mat. 4, 5, 8, 9, 14, **28**. Also see *spend Coffers token*

Coffers/Villagers mat : see *Coffers mat* and *Villagers mat*

Coffers token : 4, 8, 14, **28**, 40, 57, 62, 75, 106, 153. Also see *spend Coffers token*

Coin () (resource) : 3, 7, **11**, 12, **14**, 17, 27, 28, 28, 38, 40, 41, 41, 45, 49, 51, 100. Also see *money pool*




Coin token : **5**, 8, 28, 28, 85, 127. Coin tokens from 1st ed. of *Guilds*: see *Coffers token*.



Colony (card) : **3**, 8, 13, 14


Command (type) : 6, 56, 63, 82, 95, 116

Copper (card) : 3, **3**, 7, 9, 10, 13

copy : **6**, 18, 32, 34, 34, 40, 43, 45, 49


cost (of card) : stated on the card in ,  and/or . **6**, 7, 7, 8, 12, 18, 27, 27, 28, 34, 40, 41, 43, 43, 49, 50, 151, 157

cost (of Event) : stated on the Event card in  and/or . 27, **30**, 40, 43

cost (of Project) : stated on the Project card in . **30**, 40, 43

cost reduction : **14**, 22, 25, 27, 39, 43

Curse (card/type) : 3, 3, **6**, 7, 7, 12, 13, 17, 18, 41

Debt () (resource) : 5, 9, **27**, 28, 38, 40, 40, 43, 59, 92, 103, 115, 131, 132, 135, 137, 139, 146, 148. Also see *pay off Debt*

deck : your face-down draw pile on your left-hand side. 3, 7, 12, 13, 13, **13**, 13, 14, 19, 19, 24, 24, 41, 41, 41, 41, 44, 44, 46, 46

differently named : **6**, 34, 43

"dig for" : 19, 43, **44**

discard : place cards face up in your *discard pile* (either as part of *Clean-up* or because an *effect* tells you to *discard*). 3, 6, 12, 12, 14, 16, **18**, 19, 25, 26, 26, 29, 31, 38, 40, 40, 40, 41, 41, 41, 44, 49, 50, 50, 51. 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, 12, 13, 13, 13, 13, 13, **18, 18**, 19, 21, 24, 24, 29, 40, 40, 41, 41, 41, 46

dividing line : 14, **16**, 16, 41, 109

Dominion: Adventures : 4, 4, 4, 5, 8, 25, 26, 29, 29, 30, 32

Dominion: Alchemy : 3, 8, 25, 27

Dominion: Allies : 4, 5, 10, 26, 28, 31, 34, 34

Dominion: Base Cards : 3, 7, 7

Dominion (base game) : 3, 3, 3, 4, 7, 19, 25, 52

Dominion: Cornucopia : 4, 8, 25

Dominion: Dark Ages : 3, 4, 8, 25, 34

Dominion: Empires : 4, 5, 5, 9, 26, 27, 27, 30, 34, 31

Dominion: Guilds : 4, 5, 8, 25, 28, 28

Dominion: Hinterlands : 3, 25, 25, 29

Dominion: Intrigue : 3, 3, 7, 25

Dominion: Menagerie : 4, 4, 4, 9, 26, 29, 30, 31

Dominion: Nocturne : 4, 4, 4, 9, 26, 29, 33, 33, 33

Dominion: Plunder : 4, 4, 10, 26, 30, 32

Dominion: Prosperity : 3, 3, 4, 5, 5, 8, 25, 25, 27

Dominion: Renaissance : 4, 4, 4, 5, 5, 9, 26, 28, 30, 33

Dominion: Seaside : 3, 4, 5, 5, 25, 25, 26

Doom (type) : 6, **9**

draw : move cards from your *deck* to your *hand* (either as part of *Clean-up* or because an *effect* tells you to *draw*). 3, 12, 13, **14**, 17, 19, 38, 38, 40, 41, 41, 50, 51, 51

Duchy (card) : 3, **3**, 7, 13

duplicate : (term used on 1st editions of *Menagerie* and *Hunting Party*) see *copy*

Duration (type) : **6**, 17, **26**, 31, 40, 43, 47, 48, 49, 67, 77, 77, 86, 87, 91, 95, 100, 115, 117, 121, 123, 123, 143, 144, 144, 144, 146, 152, 156

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".) 16, **16**, 17, 17, 18, 18, 20, 21, 21, 21, 22, 41, 41, 42, 47, 51

end-of-Buy-phase ability : *ability* that is triggered at the end of your *Buy* phase. 37, **40**, 64, 101, 111, 147

errata : see 2019 errata etc. Also see *new-edition cards*

Estate (card) : 3, **3**, 7, 7, 8, 10, 13

Event : 4, 7, 8, 9, 9, 10, 10, 14, 20, 27, 27, **30**, 32, 40, 40, 107, 155

Exile : put on your *Exile* mat. 4, 9, 15, **29**

Exile mat : 4, 9, 15, **29**. See Your *Exile* mat in the CARD REFERENCE p. 149.

exchange : Return a card to its *pile* and take another card from its *pile*, placing it in your *discard pile*. **29**, 50, 57, 65, 91, 137, 140

extra turn : 14, **23**, 42, 82, 101, 111, 115, 153, 156

Fate (type) : 6, **9**

Favor token : 4, 10, 14, **28**, 31. Also see *spend Favor token*

Favors mat : 4, 5, 10, 14, **28**. Also see *spend Favor token*

Fort (type) : 6, **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*). 6, 12, 12, 12, 13, 17, **18**, 20, 22, 24, 27, 27, 28, 34, 39, 40, 40, 41, 41, 45, 45, 45, 45, 46, 46, 46, 48, 49, 50, 50, 51, 51. Also see *when-gain ability* and *when-would-gain ability*

Gathering (type) : 6

Gold (card) : **3**, 7, 13

hand : the cards you hold in your hand, where you *draw* cards to, usually *play* cards from, and usually *discard* cards from. 3, 7, 11, 11, 12, 12, 13, 13, 13, 13, 14, 14, 18, 20, 21, 24, 33, 38, 40, 40, 41, 41, 41, 44, 44, 46, 50

Heirloom (type) : 4, 6, **9**, 10

Hex : 3, 4, 4, 9, 13, 13, **33**

in Exile : see *Exile* mat

in play : see *play area*

Journey token : **5**, 8

kingdom : **3**, 3

Kingdom card : **3**, 3, 4, 4, 4, 4, 7, 8, 10, 13, 13

Knight (type) : 6, 8, **34**, 43, 45, 47, 100

Landmark : 4, 9, 14, **31**

landscape card : **10**, 13

later ability : see *set up a later ability*

Liaison (type) : 6, **10**, 66, 101

look at : look at cards without showing them to the other players. 19, **19**, 41, 41, 49

Loot (type) : 4, 6, **10**, 43, 47. See *Loot* in the Card Reference p. 102.

Looter (type) : 6, 6, **8**

lose track : An *ability* loses track of a card if another *ability* moves it from where it would normally be otherwise; this means the first *ability* can't move or (with certain exceptions) *play* the card. 14, 17, **24**, 25, 41, 44, 45, 46, 48, 58, 59, 61, 68, 69, 70, 79, 84, 93, 95, 95, 96, 97, 100, 101, 115, 117, 118, 119, 120, 121, 128, 129, 132, 135, 137, 137, 140, 141, 141, 143, 152, 155, 156, 156

mat : see *player mat*

money pool : the 🟡 and 🔵 you have available at a given time. (this term is used in this document, but not in official rulebooks.) **11**, 11, 12, 14, 27, 30, 40, 40, 40, 40, 41, 45, 57, 59, 62, 62, 64, 84, 111, 114, 129, 131, 140, 147

move card : 14, 17, 17, 19, 19, 21, 24, 41, 41, 41, 44, 44, 45, 45, 46, 46, 46, 48, 49.

name : stated on the card. **6**, 7, 18, 43, 45, 151, 157

name (verb) : say any card *name*. **6**, **47**

new-edition cards (2016–2018) : including *Second Editions of Base game and Intrigue*. 4, 4, 5, 8, 18, 20, **25**, 28, 52, 59, 60, 77, 79, 95, 98, 105, 106, 108, 109, 111, 111, 114, 115, 122, 123, 123, 129, 133, 135, 136, 143, 151

new-edition cards (2022–) : including *Second Editions of Seaside, Prosperity and Hinterlands*. 20, 21, 25, 28, 28, 29, 44, 52, 53, 57, 59, 60, 60, 62, 66, 68, 70, 71, 72, 74, 75, 75, 79, 80, 81, 84, 88, 89, 89, 90, 91, 91, 91, 92, 93, 94, 95, 96, 102, 105, 105, 106, 106, 107, 108, 114, 116, 116, 117, 122, 126, 130, 131, 131, 131, 132, 134, 136, 139, 140, 141, 146, 148, 150

Night (type) : 6, 12, 14, **33**, 40

Night phase : 6, 12, **33**, 40, 147

non-Kingdom card : 3, **4**, 13, 13, 18, 25, 45, 65, 88, 101, 103, 120, 126, 133, 135, 137, 139, 143, 144

non-Supply pile : **pile** of non-Kingdom cards



Odyssey (type) : 6, **10**

ongoing ability : **ability** that changes the game for a defined time. **22**, 30, 33, 39, 42, 49, 49, 97, 160



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. 27, **28**

pass : give a card to another player face down. 105

pay : use up  and/or  from your *money pool*. **12**, 20, 27, 28, 30, 38, 40, 40, 40, 40, 59, 62, 111, 131

pay Coffers token : see *spend Coffers token*

pay off Debt : *pay*  to return  tokens to the common pool. 5, **27**, 40, 59, 62, 115

pick : see *choose*

pile : *pile of cards* (even an empty pile) on the table where certain cards belong. 3, 3, 7, **13**, 13, 13, 14, 17, 18, 18, 29, 32, 32, 34, 34, 40, 45, 45, 59, 152, 157

Platinum (card) : **3**, 8, 13

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, 6, 6, 6, 7, 11, 11, 11, 12, 13, **14**, 16, 16, 17, 23, 24, 25, 26, 26, 27, 29, 31, 32, 33, 40, 40, 40, 41, 41, 47, 47, 48, 48, 48, 49, 49, 50, 51, 51. 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*. 11, 11, **16**, 16, 17, 19, 20, 22, 24, 27, 29, 31, 33, 38, 40, 52, 67, 67, 69, 69, 77, 78, 79, 92, 92, 94, 109, 117, 119, 121, 121, 149, 151, 158

play area : area in front of you where you put your *played cards*—these cards being in play until they move from there. 3, 6, 12, 12, 12, 13, **13**, 13, 14, 14, 23, 24, 26, 26, 26, 29, 33, 33, 38, 39, 40, 40, 40, 41, 41, 43, 44, 47, 48, 49, 50, 50, 51, 51, 52

player mat : **4**, 13, 13, 13, 27

Potion (card) : 8, 13, **27**

potion  (resource) : 8, **27**, 27, 28, 43, 49, 92, 103, 130, 131, 132, 135, 137, 139, 146, 148. Also see *money pool*

pre-2019 errata : see *2019 errata*

Prize (type) : 4, 6, **8**

Project : 4, 5, 7, 9, 14, 20, 22, 22, 27, **30**, 39, 40, 40, 107, 155

Project cube : 5, 9, **30**

Province (card) : 3, **3**, 7, 13, 14

Randomizer card : **3**, 7, 8, 8, 10, 34, 34

Reaction (type) : 6, 6, 12, 16, **19**, 20, 22, 23, 25, 31, 41, 48, 49

receive Boon/Hex : take a Boon/Hex (unless an *effect* specifies one), *resolve* its *ability*, and then discard the card. 4, **33**

“remodel” : 43, **49**

Reserve (type) : 4, 6, 8, 16, **29**, 43, 47, 67, 77, 100, 121, 123, 156

resolve : resolve an *effect*: carry out the instruction fully, to the extent possible; resolve an *ability*: resolve all of the *effects* of the *ability*. 11, 14, **16**, 16, 17, 17, 19, 20, 20, 21, 22, 23, 23, 23, 23, 24, 26, 27, 28, 28, 30, 31, 33, 40, 41, 41, 49, 51, 50. Also see *trigger*

reveal : show cards to all players. 19, **19**, 24, 38, 41, 41, 41, 44, 49

rotate : move the top identical cards in a *split pile* to the bottom. **34**

Ruins (type) : 3, **6**, 8, 9, 10, 12, 13, **34**, 34, 43, 45, 47, 71, 104

Second Editions 2016 (*Base game and Intrigue*) : 3, 3, 4, **25**, 110, 130, 130. Also see *new-edition cards (2016–2018)*

Second Editions 2022 (*Seaside, Prosperity and Hinterlands*) : 3, 4, 4, 4, 5, 5, 5, 25. Also see *new-edition cards (2022–)*

set aside : place cards face up (unless an *effect* tells you face down) outside your *play area*. **14**, 19, 41


set-aside area : 13, 13, 13, 13. Also see *set aside*

set up a later ability : An *effect* can set up an *ability* to *trigger* at a specific later time. **17**, 17, 22, 23, 26, 26, 31, 40, 49, 49, 77, 92, 151, 152

Shelter (type) : 4, 6, **8**, 10, 43, 47

shuffle : either shuffle your *discard pile* and put it under your *deck*, or shuffle your *deck* because an *effect* tells you to. 3, 13, **19**, 19, 24, 25, 25, 38, 41, 41, 44, 44

Silver (card) : **3**, 7, 13

spend Coffers token : remove Coin token from your Coffers mat and return it to the common pool, for +. (The 1st edition of *Guilds* uses “spend”, but the 2018 edition instead uses “remove from Coffers”. This document uses “spend”.) 5, 25, **28**, 40, 59, 61, 62, 84, 89, 115, 126, 130, 131

spend Favor token : remove Coin token from your Favors mat and return it to the common pool, to use an Ally. **28**, 31

spend Villager token : remove Coin token from your Villagers mat and return it to the common pool, for +1 Action. **28**, 40, 74, 115, 128

Spirit (type) : 4, 6, **9**

split pile : 9, 10, 10, 32, **34**, 34, 45

start-of-Buy-phase ability : *ability* that is *triggered* at the start of your Buy phase. 37, **40**, 51, 55, 64, 73, 78, 104, 112, 138, 148

start-of-Clean-up ability : *ability* that is *triggered* at the start of your Clean-up phase. 37, **40**, 51, 77, 84, 95, 99, 112, 142

start-of-turn ability : *ability* that is *triggered* at the start of your turn, before you start *playing* Action cards from your *hand*. 12, **21**, 23, 37, 40, 47, 64, 86, 105, 112, 116

starting player : 7

State : 4, 9, 13, 13, 22, 22, **33**, 39

Supply : the Kingdom cards and Base cards that are in the game—the default place to *buy* and *gain* cards from. 3, 7, 8, 10, 12, **13**, 13, 13, 14, 18, 32, 40, 40, 45, 45

Tavern mat : **4**, 6, 8, 29

“This” : 35, **53**

throne-room : card that lets you *play* a card twice or more on the same turn. **16**, 17, 17, 24, 26, 26, 32, 32, 44, 47, 48, 49, 52, 53, 53, 57, 60, 62, 67, 68, 70, 72, 72, 76, 76, 77, 78, 79, 80, 81, 83, 85, 92, 94, 98, 98, 99, 99, 100, 103, 107, 113, 113, 114, 115, 115, 117, 118, 121, 121, 128, 128, 132, 137, 138, 140, 141, 141, 141, 142, 143, 143, 144, 144, 144, 146, 146, 147, 147, 148, 151, 152, 152, 152, 156, 158

ties : 7, **14**

token : 4, 5, 13, 115. Also see *Coin token*, *Coffers token*, *Debt*, *Journey token*, *player token*, *Victory point token* and *Villager token*

Townfolk (type) : 6, **10**

Trait : 4, 10, **32**, 34, 157

trash : place cards face up in the *trash pile*. 3, **13**, 14, 16, 19, 24, 41, 41, 43, 49, 49, 50, 51, 51. Also see *when-trash ability*

trash pile : unordered heap of cards that were *trashed* and belong to no player 3, 7, **13**, 13, 14, 41

Traveller (type) : 6, **29**, 31, 48, 50, 152, 158

Traveller upgrade card : 4, 6, **29**, 50

Treasure (type) : 3, 6, **6**, 7, 7, 10, 11, 13, 14, 14, 16, 20, 27, 40, 41, 42

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. 16, **16**, 17, 19, 20, 20, 21, 22, 22, 23, 23, 23, 23, 26, 26, 35, 39, 40, 41, 41, 46, 49, 50

type : stated on the card. **6**, 7, 10, 34, 47, 70, 79, 102, 104, 151, 157

Victory (type) : 3, **6**, 7, 7, 8, 13, 14

Victory point (🏰) : 3, 6, 6, 7, **14**, 31

Victory point token (🏰 token) : 3, 4, **5**, 9, 14, 14, 27

Villager token: 4, 14, **28**, 40. Also see *spend Villager token*

Villagers mat : the Villagers section of a *Coffers/Villagers mat*. 4, 5, 9, 14, **28**. Also see *spend Villager token*

Way : 4, 9, 10, 19, 20, **31**, 35, 42, 45, 48, 70, 70, 76, 100, 111, 119, 147, 154

when-buy ability : *ability* that is *triggered* when you *buy* a card. 12, **20**, 24, 28, 35, 40, 41, 45, 54, 91, 96, 96, 109, 115, 126, 145, 145, 155, 157, 157, 158

when-discard ability : *ability* that is *triggered* when you *discard* cards. 12, 12, **21**, 24, 37, 40, 45, 48, 50, 51, 119, 135, 151, 156

when-gain ability : *ability* that is *triggered* when you *gain* a card. 12, **21**, 24, 24, 28, 36, 40, 41, 45, 45, 46, 46, 50, 75, 88, 91, 96, 96, 103, 103, 105, 105, 107, 115, 119, 120, 124, 126, 126, 131, 135, 137, 139, 145, 145, 152, 155, 157, 158

when-trash ability : *ability* that is *triggered* when you *trash* cards. **21**, 21, 37, 41, 46, 50, 52, 84, 101, 103, 104, 108, 115, 119, 124, 126, 137, 151, 158

when-would ability : *ability* that is *triggered* when you are about to do something. **21**, 38, 38, 40, 40. 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. 21, 38, 40, **115**, **157**

when-would-resolve ability : *ability* that is *triggered* when you are about to *resolve* a *played* card. 21, **31**, 35, 40, 78, 92

while-in-play ability : *ongoing ability* that is active as long as the card is in *play*. 22, 23, 48, 49, **52**, 96, 144

Wizard (type) : 6, **10**

Zombie (type) : 4, 6, **9**