


Life is either a daring adventure or nothing. You're not sure which, but at least you've narrowed it down. You are rich with life experiences, but have had trouble trading them for goods and services. It's time to seek your fortune, or anyone's really, whoever's is closest. To the west there's a land of milk and honey, full of giant bees and monstrous cows. To the east, a land of eggs and licorice. To the north, treacherous swamps; to the south, loyal jungles. But all of them have been thoroughly pillaged. You've heard legends though of a fifth direction, as yet unspoiled, with its treasures conveniently gathered into troves. You have your sword and your trail mix, handed down from your father, and his father before him. You've recruited some recruits and hired some hirelings; you've shined your armor and distressed a damsel. You put up a sign saying "Gone Adventuring." Then you put up another sign, saying "Beware of Dog," in case people get any ideas. You're ready. You saddle up your trusty steed, and head florst.

# Contents

400 cards
304 Kingdom cards
23 Action cards
(10 each)













1 Action card
(12 cards)




3 Treasure cards
(10 of each)




1 Victory card
(12 cards)




30 Randomizer cards
(1 of each)



## 2 Upgradable cards (10 of each plus 5 of each of 4 upgrades each)

### Page set



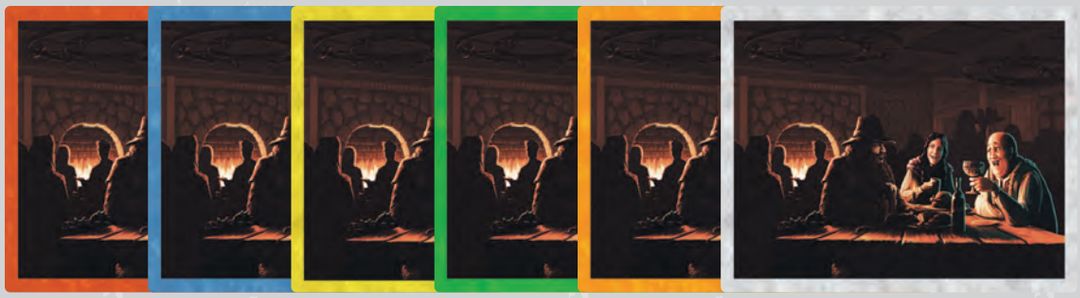

### Peasant set




## 20 Event cards (1 of each)



### 6 Tavern mats (1 for each player)



### 48 round tokens (8 each player)




Journey Trashing Estate

### 12 rectangular tokens (2 each player)




**Dominion: Adventures is an expansion, and cannot be played by itself; to play with it, you need Dominion, or a standalone expansion to Dominion (e.g., Dominion: Intrigue). Those provide the Basic cards you need to play, as well as the full rules for setup and gameplay. Dominion: Adventures can also be combined with any other Dominion expansions you have. We hope you enjoy this expanding world of Dominion!**

## Preparation

Adventures includes 30 randomizer cards (one for each Kingdom card) and 20 Event cards. Players will need the Treasure cards, Victory cards, Curse cards, and Trash card from either Dominion or a standalone expansion to Dominion (e.g., Dominion: Intrigue) or Base Cards. As with previous Dominion games, players must choose 10 sets of Kingdom cards for each game. If players choose the random approach for choosing sets, they should shuffle the randomizer cards from this expansion with those of any other Dominion games they choose to play with.

Event cards can also be shuffled into the randomizer deck. Events are not part of the 10 Kingdom cards used in a game; when an Event is turned over, put it on the table but keep turning over cards until you get 10 Kingdom cards. For normal play we recommend using at most two Events per game; skip any further Events. Skip Events when using a randomizer card to determine whether or not to use Platinum/Colony (from Prosperity), or Shelters (from Dark Ages) in a game. Events cannot be Young Witch's bane (from Cornucopia).

If Page or Peasant is being used in a game, take the cards that they upgrade into (for Page: Treasure Hunter, Warrior, Hero, and Champion; for Peasant: Soldier, Fugitive, Disciple, and Teacher) and put them near the Supply. They can be in a single pile or multiple piles, depending on player preferences and table space. If any tokens are being used, get them out of the box and keep them handy. If any Reserve cards are being used, get out the Tavern mats and give one to each player.

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## Additional rules for Adventures

Adventures has Duration cards, previously introduced in Seaside. Duration cards are orange, and have an ability that does something on a future turn. Duration cards are not discarded in Clean-up if they have something left to do; they stay in play until the Clean-up of the last turn that they do something. Additionally, if a Duration card is played multiple times by a card such as Disciple or Throne Room, that card also stays in play until the Duration card is discarded, to track the fact that the Duration card was played multiple times. Keep track of whether or not a Duration card was played on the current turn, such as by putting your cards into two lines (older cards and this turn's cards).

Adventures has Reserve cards. Reserve cards are tan, and have an ability that puts them on the Tavern mat. Each player has his own Tavern mat. Most Reserve cards have an ability that "calls" the card. This moves the card into play at a certain time, optionally, and causes it to do something then. Playing a Reserve card does the part of the card's text that's above the dividing line, which includes putting it on the Tavern mat; then it sits on the Tavern mat for as many turns as desired, doing nothing; then it is called into play at the time stated below the dividing line, to do whatever it says. For example Ratcatcher gives +1 Card +1 Action when played, and goes on the Tavern mat; on some future turn, at the start of the turn, the player can move Ratcatcher into play to trash a card from his hand. Calling a card does not repeat the abilities on the card above the dividing line; that part only happens when the card is played. Reserve cards are discarded during Clean-up normally on the turn they are called. Two Reserve cards are not called; Distant Lands just stays on the mat, while Wine Merchant has a special condition in order to get it off of the mat. Cards on Tavern mats are not in play, but Reserve cards that have been called this turn are in play. So, for example, Pilgrimage cannot gain copies of cards on the Tavern mat, but can gain copies of Reserve cards called into play the same turn. Cards on Tavern mats are included in decks when scoring at the end. Calling Reserve cards is not playing an Action, and does not reduce how many Actions the player may play on his turn; for example, a player could start a turn by calling two Ratcatchers, then continue his turn by playing a Ranger from hand. Playing a Reserve card other than Coin of the Realm is playing an Action and does reduce how many more Actions a player may play that turn, like other Actions.

Adventures has Event cards. These are not Kingdom cards. In a player's Buy phase, when the player can buy a card, the player can buy an Event instead. Buying an Event means paying the cost indicated on the Event and then doing the effect of the Event. The Event just stays on the table, the player does not take it; there is no way for a player to gain one or end up with one in his deck. Buying an Event uses up a Buy; normally a player can either buy a card, or buy an Event. A player with two Buys, such as after playing Ranger, could buy two cards, or buy two Events, or buy a card and an Event (in either order). The same Event can be bought multiple times in a turn if the player has the Buys and  available to do it. Some Events give +Buys and so let the player buy further cards/Events afterwards. Players cannot play further Treasures that turn after buying an Event. Buying an Event is not buying a card and so does not trigger cards like Swamp Hag or Goons (from Prosperity). Costs of Events are not affected by cards like Bridge Troll.

Adventures has Traveller cards. These cards have an arrow over the text box to remind players of their ability to upgrade into another card. When a player discards a Traveller from play, he may exchange it for the card indicated; he returns the card being exchanged to its pile, takes the card he is exchanging it for, and puts that card into his discard pile. For example when exchanging Peasant for Soldier, he puts Peasant back into its pile and takes a Soldier and puts it into his discard pile. Exchanging is not trashing or gaining, and so does not trigger abilities like Travelling Fair's. It is

optional. It only happens when the card is discarded from play; discarding it from hand, such as due to not playing it, will not trigger it. It only happens if the card being exchanged for has any copies available; if there are no Soldiers in the pile, Peasant cannot be exchanged at that time. If multiple cards do something when discarded from play, the player picks the order; for example, with no Soldiers left in the pile, a player with Peasant and Soldier in play could first exchange Soldier for Fugitive, then exchange Peasant for that Soldier. Page and Peasant are Kingdom cards that are Travellers. Page is exchanged for Treasure Hunter, which is exchanged for Warrior, which is exchanged for Hero, which is exchanged for Champion; Peasant is exchanged for Soldier, which is exchanged for Fugitive, which is exchanged for Disciple, which is exchanged for Teacher. Champion and Teacher are not Travellers; they cannot be exchanged for anything. Page and Peasant can be bought or otherwise gained when being used in a game, but the other cards cannot, they are not in the Supply. When a non-Supply pile is empty, that does not count as an empty pile for the game ending condition or for City (from Prosperity).

## Tokens

Adventures has 10 tokens in each of 6 player colors. These are used with some Kingdom cards and Events. Tokens are counter-limited; there is just one of each per player, and players can never have more than that.

Some tokens go on Action Supply piles. When gaining a card from a pile with a token on it, just tilt the card being taken to slide the tokens back onto the pile. The tokens still function on empty piles, and may be placed on empty piles. You can track what the empty pile was with its randomizer card. Multiple tokens may be on the same pile; for example the green player might have a +1 Action and +1 Card token on a pile, while the blue player had a +1 Action token on the same pile. When multiple tokens are on a pile, they all function; the green player in that example would get both +1 Action and +1 Card when playing a card from that pile, in addition to the card's normal effects.

The Trashing token (the one showing a tombstone) goes on an Action Supply pile. This token lets a player trash a card from his hand when buying a card from that pile. Trashing a card is optional and only happens when buying a card from that pile, not otherwise gaining one. This token is placed with Plan.

The Journey token (the one showing a boot) is face up at the start of a game. It can be turned over by Ranger, Giant, and Pilgrimage. They turn over the token and then check to see if it is face up or not, and do something based on that. The token can be turned face down with one effect and then face up with another.

The Estate token (the one showing a house) is used by Inheritance to mark the card that a player's Estates have turned into. Once Inheritance is used, the token sits on a card near a player's play area (but not in play).

Four tokens give +1 of something: +1 Action, +1 Buy, +1 Card, +. These tokens go on Action Supply piles. When the player whose token it is plays a card from that pile, that player first gets the bonus. For example a player with his +1 Action token on the Ranger pile will get +1 Action every time he plays a Ranger. These tokens are used by Teacher and four Events: Lost Arts, Seaway, Pathfinding, and Training.

The -2 cost token also goes on an Action Supply pile. It reduces the cost of cards from that pile on a particular player's turn. The -2 cost token lowers costs for all purposes; for example with a -2 cost token on Gear, a player could Transmogrify Copper into Gear. The -2 cost token does not lower costs below 0. This token is placed with Ferry.

The large -1 Card token is placed onto a player's deck by Relic, Borrow, or Raid. It causes the player to draw one fewer cards the next time he draws cards, and remove the token. This will reduce a regular draw of a new hand of 5 cards to 4 cards; it will also reduce the drawing from playing Actions or other effects. The token only has that effect once; then it is removed, and the player draws normally until the next time he has the token on his deck. The token only applies to draws; it does not affect revealing cards, nor does revealing cards remove the token (reveal the cards, then replace the token). The token applies to every card that says "+Cards" or "draw" and to no other cards; except, the promotional card Envoy says "draw the rest" when it should say "put the rest into your hand;" it is not affected by the token. The token can go on an empty deck; it still applies. There is only one token per player; a player who already has the token on his deck is not further affected by being instructed to put the token there.

The large -1 token is placed in front of a player by Bridge Troll and Ball. It causes the player to get 1 less the next time he gets 1; for example if the next 1 the player gets is from playing a Gold, instead of 3 he would have 2. It is not removed by getting +0, such as by playing Miser and choosing +1 but having no Coppers on the Tavern mat. It applies to any source of 1, such as Treasures, Action effects, and other effects like Borrow. It only applies once and then is removed, until the next time the player is given the token. There is only one token per player; a player who already has the token is not further affected by being instructed to take the token.

## General Rules

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

"In play" - Action cards and Treasure cards played face-up to a play area are in play until they are moved somewhere else—usually until they are discarded during a Clean-up phase. Set aside cards, trashed cards, cards in the Supply, cards on Tavern mats, and cards in hands, decks, and discard piles are not in play. Reserve cards are in play once they are called; see the section on Reserve cards.

Some cards have a dividing line on them. This separates things that happen at different times. When a card is played, it only does the effects listed above the line; text below the line happens at another time, indicated on each such card.

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

A player may play his Treasure cards in any order, and may choose not to play some (or even all) of the Treasure cards he has in his hand. During the Buy phase, a player must play all of the Treasures he wishes to play before he buys anything, even if he has +Buys; he cannot play more Treasures after Buying a card or Event.

When two things happen to a player at the same time, that player picks the order to do them, even if some are mandatory and some are not. For example, if a player has an Amulet in play from the previous turn, and a Guide on his Tavern mat, he could resolve Amulet and then call Guide, or could call Guide and then resolve Amulet, or could just resolve Amulet. When two things happen to different players at the same time, go in turn order, starting with the player whose turn it is. For example, when a player plays Giant, the other players are affected in turn order, which may matter if the Curses run out, for example.

If a player has to do anything with his Deck (draw, reveal, set aside, look at, discard, or trash cards) and he needs more cards than are remaining in his Deck, he sets aside the rest of his Deck, shuffles his Discard pile to form a new Deck, and then does the thing with the set aside cards plus however many cards are still needed from his newly shuffled Deck. If there still are not enough cards, he does the thing with however many cards he can. If a player's Deck is empty, he does not shuffle his Discard pile until he needs to do something with cards from his Deck and cannot.

Players may use multiple Reaction cards in response to a single event. Reactions are resolved one at a time. The second Reaction card can be one that was not initially in hand when the first Reaction card was used. For example, a player could play Caravan Guard in response to an Attack card and draw a Moat. He could then reveal that Moat in response to the same Attack card.

## Sample Turn

At the start of Liisa's turn in a game with Matthew, she has two Transmogrifies and a Guide on her Tavern mat, and two Amulets and a Bridge Troll that are Durations in play from her previous turn. In her hand, she has Gold, Copper, Curse, Province, Province.




First she resolves one Amulet to trash the Curse from her hand. Then she calls Guide, discarding her hand and drawing Port, Artificer, Bridge Troll, Copper, and Gold.






She calls a Transmogrify to trash Port and gain an Artificer, putting it into her hand. Then she resolves the second Amulet, getting +1, and the Bridge Troll, getting +1 Buy. She plays Artificer. She has a +1 Card token on the Artificer pile (not shown here), so she draws a card, which is a Curse. Then she resolves Artificer, drawing a Gold and getting +1 Action and +1. She decides to discard two cards to it, Curse and Copper, and gains a Silver (which costs 2 due to her Bridge Troll), putting it on top of her deck (not shown here).




Then she plays her other Artificer. First she draws a card due to the +1 Card token; it's the Silver she put on top. Then she draws another card, a Guide, and gets +1 Action and +1. She does not discard any cards this time. She plays the Guide, drawing a Copper, getting +1 Action, and putting the Guide on her Tavern mat. Then she plays Bridge Troll. Matthew takes his -1 token, and Liisa gets another +1 Buy.

**Liisa's Mat:**




**Liisa's Play Area**




**Liisa's Hand:**




She plays the Treasures from her hand - two Golds, a Silver, and a Copper. She also has 2 from cards she played during the turn and 1 from the Amulet played on the previous turn. Thus, she has 12 to spend, with three Buys. She buys a Province for 6 (due to two Bridge Trolls), a Duchy for 3 (due to two Bridge Trolls), and pays 3 for an Expedition (which is not affected by the Bridge Trolls).

She discards all of her cards from play except the Bridge Troll she played this turn, which remains as it is a Duration. The Guide she played remains on her Tavern mat, as does the Transmogrify that she did not call. She draws a new hand of 7 cards (2 extra due to the Expedition) and is done.

## Card Description




Amulet: You choose something when you play it, and again at the start of your next turn; the choices may be the same or different.




Artificer: First you get +1 Card, +1 Action, and +1. Then you discard any number of cards. You may choose not to discard any cards. Then you may gain a card costing exactly 1 per card discarded. For example if you discarded two cards; you may gain a card costing 2; if you discard no cards, you may gain a card costing 0. The gained card comes from the Supply and is put on top of your deck. You may choose not to gain a card, even if you discard cards.




Bridge Troll: This gives each other player his -1 token, which will cause those players to get 1 less the next time they get 5; see the Tokens section. It also gives you +1 Buy both on the turn you play it and on your next turn. While Bridge Troll is in play, on your turns only, cards cost 1 less, but not less than 0. This applies to all cards everywhere, including cards in the Supply, cards in hand, and cards in Decks. For example if you have Bridge Troll in play and play Raze, trashing Estate, Estate will only cost 1, so you'll only look at one card rather than two. This is cumulative; if you

have two Bridge Trolls in play from last turn and play another Bridge Troll this turn, all cards will cost 3 less this turn (to a minimum of 0).

Caravan Guard: This gives you +1 Card and +1 Action when you play it, and then +1 at the start of your next turn after that. This card has a Reaction ability that lets you play it when another player plays an Attack card. Playing this during another player's turn is similar to playing it during your own turn - you put Caravan Guard into play, get +1 Card and +1 Action, and will get +1 at the start of your next turn - the very next turn you take. However getting +1 Action during someone else's turn does not do anything for you; it does not let you play other Action cards during that player's turn. Similarly if a token gives you +1 or +1 Buy during another player's turn, that still does not let you buy cards during that player's turn (although +1 can cancel the -1 token given out by Bridge Troll). The +1 Action (or potential other +'s) does not carry over to your next turn either. After reacting with a Caravan Guard, you can use another one, even one you just drew, and also can use other Reactions, even ones you just drew; you keep going until you have no more Reactions you wish to respond to the Attack with.



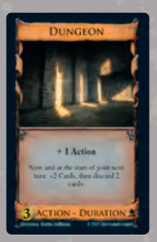

Coin of the Realm: This is a Treasure worth 1. You play it in your Buy phase, like other Treasures. When you play it, it goes on your Tavern mat. It produces 1 that turn but is no longer in play. It stays on the mat until you call it. You can call it after resolving playing an Action card, for +2 Actions (which will let you play further Action cards). Move the Coin of the Realm into play when you call it, but it does not give you 1 that turn, it just gives +2 Actions. It is discarded that turn with your other cards in play.




Distant Lands: This is a Victory card. Use 8 for games with 2 players, or 12 for games with 3 or more players. This is also an Action card; when you play it, you put it on your Tavern mat. It will stay there the rest of the game; there is no way to call it. At the end of the game, Distant Lands is worth 4 if it is on your mat, or 0 if it is not. It counts as part of your deck either way (for example it can contribute to how many a Gardens is worth).




Dungeon: When you play this, you get +1 Action, draw 2 cards, and discard 2 cards; then at the start of your next turn, you again draw 2 cards and discard 2 cards.




Duplicate: When you play this, you put it on your Tavern mat. It stays on your mat until you call it. You can call it when gaining a card costing up to 6, and gain another copy of that card. The gained card comes from the Supply and is put into your discard



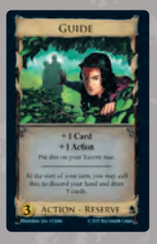
pile; Duplicate cannot gain non-supply cards such as Teacher. Duplicate can be called during other players' turns when you gain cards; for example, another player might buy Messenger and choose to have each player gain an Estate, and you could Duplicate that Estate. You can call multiple Duplicates to gain multiple copies of the same card. Duplicate is discarded during the Clean-up of the turn you call it, whether or not it is your turn.




Gear: You may set aside zero, one, or two cards from your hand. Put them face down under the Gear; you may look at them. They do not have to be cards you drew with Gear. If you set aside zero cards, Gear will be discarded the same turn you played it; if you set aside one or two cards, you put them into your hand at the start of your next turn, and Gear is discarded at the end of that turn.




Giant: At the start of the game, place your Journey token (the one with the boot) face up. When you play this, you turn the Journey token over. Then, if it is face down, you get +1 and nothing more happens. If it is face up, you get +5 and the attack part happens. The attack resolves in turn order, starting with the player to your left. The player reveals the top card of his deck, and either trashes it if it costs from 3 to 6, or discards it and gains a Curse otherwise. Cards with a potion in the cost (from Alchemy) do not cost from 3 to 6. Cards with an asterisk or + by the cost that cost from 3 to 6 (such as Teacher, or Masterpiece from Guilds) do get trashed. Players can respond to Giant being played with Reactions that respond to Attacks (such as Caravan Guard), even if Giant will only be producing +1 this time.




Guide: When you play this, you get +1 Card and +1 Action, and put it on your Tavern mat. It stays on your mat until you call it at the start of one of your turns. If multiple things can happen at the start of your turn, you can do them in any order. When you call Guide, it moves from the mat into play, and you discard your hand, then draw 5 cards. You discard it that turn with your other cards in play.




Haunted Woods: Playing this sets up two effects for the future: you will draw 3 cards at the start of your next turn; and until then, other players will put the rest of their hand on their deck whenever they buy a card. A player may not have any cards left in hand when buying a card; typically cards left in hand will include Victory cards, Curses, and unplayed Actions. A player may intentionally avoid playing Treasures and Actions in order to take advantage of having to put his hand on his deck. Players who do not buy any cards can discard their hand normally. Buying Events is not buying cards and so does not trigger this. If you play Haunted Woods and then take an extra turn immediately, such as

with Mission or Outpost (from Seaside), you will draw the 3 cards at the start of that turn and discard Haunted Woods that turn, and other players will never be affected by it. If you want to use a Reaction card like Moat against Haunted Woods, you have to use it right when Haunted Woods is played.

Hireling: After playing this, you draw an extra card at the start of each of your turns for the rest of the game. Hireling stays in play for the rest of the game to track this. If you use Disciple (or a similar card, like Throne Room) to play Hireling twice, you will draw two extra cards each turn, and Disciple will also stay in play for the rest of the game.

Lost City: When you gain this, each other player draws a card. This applies whether you bought it or gained it some other way.

Magpie: If the top card of your deck is a Treasure, it goes into your hand. If the card is not a Treasure, leave it on top of your deck. If the card is an Action card or Victory card, you gain a Magpie; once the Magpie pile is empty, revealing an Action or Victory card will not get you anything. If you reveal a Harem (from Intrigue), you both put it into your hand and gain a Magpie, since it is both a Treasure and a Victory card.

Messenger: When you play this, you get +1 Buy, +2, and may optionally put your deck into your discard pile. This is not discarding cards and does not trigger Tunnel (from Hinterlands). When you buy Messenger, if it is the first thing you bought that turn (card or Event), you gain a card costing up to 4 from the Supply, putting it into your discard pile, and then each other player in turn order also gains a copy of that card. If the Supply runs out of copies of the card, further players do not get anything.

Miser: You may choose to put a Copper from your hand on your mat even if you have no Coppers in hand; nothing will happen. You may also choose to get +1 per Copper on your mat if there are no Coppers on your mat; nothing will happen. Putting a Copper from your hand on your mat is not trashing it; Coppers on your mat are not in play, but count as part of your deck when scoring at the end.

Page: See the section on Travellers. When you play Page, you get +1 Card and +1 Action. When you discard it from play, you may return it to its pile and take a Treasure Hunter, putting it into your discard pile.

Peasant: See the section on Travellers. When you play Peasant, you get +1 Buy and +1. When you discard it from play, you may return it to its pile and take a Soldier, putting it into your discard pile.



Port: When you buy a Port, you gain another Port. If you gain a Port some other way, you do not get an extra Port. There are 12 Ports in the pile; use all 12.

Ranger: At the start of the game, place your Journey token (the one with the boot) face up. When you play this, you get +1 Buy, and turn the token over. Then if it is face down, nothing more happens. If it is face up, you draw 5 cards. So, every other time you play a Ranger, you will draw 5 cards. It does not matter what turned over the Journey token; you could turn it face down with Giant, then face up with Ranger.

Ratcatcher: When you play this, you get +1 Card and +1 Action, and put it on your Tavern mat. It stays on your mat until you call it at the start of one of your turns. If multiple things can happen at the start of your turn, you can do them in any order. When you call Ratcatcher, you move it from the mat into play, and you trash a card from your hand. Ratcatcher is discarded that turn with your other cards in play.

Raze: If you trash a card costing 0 with this, you do not get any cards. If you trash a card costing 1 or more, you look at a number of cards from the top of your deck equal to the cost in 1 of the trashed card, take one into your hand, and discard the rest. For example if you trash an Estate, you look at the top two cards of your deck, put one into your hand, and discard the other one. You can trash the Raze itself; normally it costs 2, so you would look at two cards. Costs may be affected by cards like Bridge Troll. Raze is unaffected by the -1 Card token; if it is on top of your deck, replace it after resolving Raze.

Relic: This is a Treasure worth 2. You play it in your Buy phase, like other Treasures. When you play it, you also make each other player put his -1 Card token on his deck, which will cause those players to draw one less card the next time they draw cards; see the Tokens section. Relic is an Attack despite not being an Action; it can be blocked with Moat and responded to with Caravan Guard and so on. A player responding to Relic with Caravan Guard first plays Caravan Guard, including drawing a card, and then puts his -1 Card token on his deck.

Royal Carriage: When you play this, you get +1 Action and put it on your Tavern mat. It stays on your mat until you call it, directly after resolving a played Action card that is still in play. Royal Carriage cannot respond to Actions that are no longer in play, such as a Reserve card that was put on the Tavern mat, or a card that trashed itself (like a Raze used to trash itself). When called, Royal Carriage causes you to replay the card you just played. You can call multiple Royal Carriages to replay the same Action

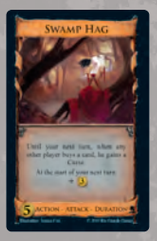


multiple times (provided the Action is still in play). You completely resolve the Action before deciding whether or not to use Royal Carriage on it. If you use Royal Carriage to replay a Duration card, Royal Carriage will stay in play until the Duration card is discarded from play, to track the fact that the Duration card has been played twice.

Storyteller: This lets you play Treasures in your Action phase. They go into play and produce , just like Treasures played in the Buy phase. Then Storyteller turns all of your into +Cards; for each you have you lose the and get +1 Card. For example if you had , you lose the and draw 4 cards. This makes you lose all you have so far that turn, including the you get from playing the Treasures, the + Storyteller gives you directly, and any you made earlier in the turn. You can track that the Treasures have been "spent" by putting them under the Storyteller. , produced by Potions from Alchemy, is not and so is not lost and does not get you any cards.



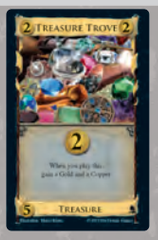

Swamp Hag: Playing this sets up two effects for the future: you will get + at the start of your next turn; and until then, other players will gain a Curse whenever they buy a Card. Players who buy multiple cards will gain a Curse per card bought; players who do not buy any cards will not get any Curses. This is cumulative; if you play two Swamp Hags, and the player after you plays one, then the player after that will get three Curses with any card bought. This does not affect cards gained other ways, only bought cards. Buying Events is not buying cards and so does not trigger this. If you play Swamp Hag and then take an extra turn immediately, such as with Mission or Outpost (from Seaside), you will get + at the start of that turn and discard Swamp Hag that turn, and other players will never be affected by it. If you want to use a Reaction card like Moat against Swamp Hag, you have to use it right when Swamp Hag is played.



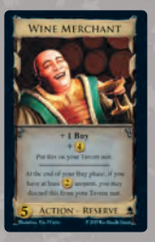

Transmogrify: When you play this, you get +1 Action and put it on your Tavern mat. It stays on your mat until you call it, at the start of one of your turns. If multiple things can happen at the start of your turn, you can do them in any order. When you call Transmogrify, it moves from the mat into play, and you trash a card from your hand, then gain a card costing up to more than the trashed card. The gained card comes from the Supply and is put into your hand; if you had no cards to trash, you do not gain one. Transmogrify is discarded that turn with your other cards in play. You may trash a card to gain a card costing more, or the same amount, or less; you may trash a card to gain a copy of the same card.



Treasure Trove: This is a Treasure worth 2. You play it in your Buy phase, like other Treasures. When you play it, you gain a Copper and a Gold from the Supply, putting them into your discard pile. If one of those piles is empty, you still gain the other card.




Wine Merchant: When you play this, you get +1 Buy and +4, and put it on your Tavern mat. It stays on your mat until the end of one of your Buy phases in which you have 2 or more that you didn't spend. At that point you can discard Wine Merchant from your mat. If you have multiple Wine Merchants on your mat, you don't need 2 per Wine Merchant, just 2 total.




## Event Description

Alms: You can only buy this once per turn. When you do, if you have no Treasures in play, you gain a card costing up to 4. The gained card comes from the Supply and is put into your discard pile.




Ball: When you buy this, you take your -1 token, which will cause you to get 1 less the next time you get 1; see the Tokens section. Then you gain 2 cards, each costing up to 4. They can be 2 copies of the same card, or 2 different cards.




Bonfire: This only trashes cards you have in play, not cards from your hand. You can trash zero, one, or two cards. If you trash Treasures with this, this does not remove the 1 you got from playing those Treasures this turn. For example, with 5 Coppers in play and two Buys, you could pay 3 for a Bonfire to trash two of the Coppers, then spend the other 2 on a Peasant.




Borrow: You can only buy this once per turn. When you do, if your -1 Card token is not on your deck, you put it on your deck and get +1. The -1 Card token will cause you to draw one less card the next time you draw cards; see the Tokens section.




Expedition: This increases the number of cards you draw in Clean-up of the same turn. It is cumulative. Normally you draw 5 cards; after an Expedition you would draw 7, after two Expeditions you would draw 9, and so on. It only applies for the turn you buy it. If you play Outpost (from Seaside), getting an extra turn with only 3 cards, and also buy Expedition, you add the 2 extra cards onto the base of 3 cards, for 5 cards total.




Ferry: When you buy this, you move your -2 cost token to any Action Supply pile. This token makes cards from that pile cost 2 less, but not less than 0, on your turns; see the Tokens section.



Inheritance: You can only buy this once per game. When you do, set aside a non-Victory Action card from the Supply that costs up to 4, and put your Estate token on it (the one depicting a house). This is not gaining a card, and does not count for things that care about gaining, such as Treasure Hunter; however at the end of the game, include the card in your deck when scoring. For the rest of the game, all of your Estates have the abilities and types of the set aside card. For example if you set aside a Port, then your Estates are Action - Victory cards, that can be played for +1 Card +2 Actions. This also changes Estates you buy or otherwise gain during the game; if you used Inheritance on a Port and then later bought an Estate, that Estate would come with a Port, just as buying a Port gains you a Port. This only affects your own Estates, not Estates of other players. An Estate is yours if either it started in your deck, or you gained it or bought it, or you were passed it with Masquerade (from Intrigue). An Estate stops being yours if you trash it, return it to the Supply, pass it with Masquerade, or are stopped from gaining it due to Possession (from Alchemy) or Trader (from Hinterlands). There are no limits on the set aside card other than being a non-Victory Action from the Supply costing up to 4; it may be a Duration card, a Reaction card, and so on. It does not have to continue costing up to 4, it only has to cost up to 4 when set aside. Your Estates are still worth 1 when scoring at the end of the game. Your Estates only copy abilities and types; they do not copy cost, name, or what pile they are from (thus they don't trigger tokens like +1 Action on the copied pile, and are not the Bane for Young Witch from Cornucopia even if the copied pile is the Bane). Starting Estates come from the Estates pile.




Lost Arts: When you buy this, you move your +1 Action token to any Action Supply pile. This token gives you +1 Action whenever you play a card from that pile; see the Tokens section.




Mission: You can only buy this once per turn. When you do, if the previous turn was not yours - if it was another player's turn before this turn - you take another turn after this turn ends. The extra turn is completely normal except that you cannot buy cards during it. You can still buy Events, and play cards, and gain cards in ways other than buying them (such as gaining a Silver from Amulet), and exchange Travellers. Buying Mission during a turn granted by Mission will not give you another turn, because the previous turn was yours.




Pathfinding: When you buy this, you move your +1 Card token to any Action Supply pile. This token gives you +1 Card whenever you play a card from that pile; see the Tokens section.



Pilgrimage: At the start of the game, place your Journey token (the one with the boot) face up. You can only buy this once per turn. When you do, turn your Journey token over. Then if it is face down, nothing more happens. If it is face up, choose up to 3 cards you have in play with different names and gain a copy of each. The copies you gain come from the Supply and are put into your discard pile. So, every other time you buy this, you will gain up to 3 cards. It does not matter what turned over the Journey token; you could turn it face down with Ranger, then face up with Pilgrimage.




Plan: When you buy this, you move your Trashing token (the one depicting a tombstone) to any Action Supply pile. This token will let you trash a card from your hand when buying a card from that pile; see the Tokens section.




Quest: You may either discard an Attack to gain a Gold, or discard two Curses to gain a Gold, or discard any 6 cards to gain a Gold. The gained Gold is put into your discard pile. You may choose to discard 6 cards despite not having enough cards in hand; you will discard everything and not gain a Gold. You may choose to discard two Curses despite only having one; you will discard that Curse and not gain a Gold.




Raid: This Event is like an Attack, but buying it is not playing an Attack, and so cannot be responded to with cards like Moat and Caravan Guard. When you buy this, you gain a Silver for each Silver you have in play; for example, with four Silvers in play, you would gain four Silvers. The Silvers go to your discard pile; if there aren't enough left, just take what is left. Then each other player puts his -1 Card token on top of his deck, which will cause those players to draw one less card the next time they draw cards; see the Tokens section.




Save: You can only buy this once per turn. When you do, you get +1 Buy (letting you buy another Event or a card afterwards), set aside a card from your hand face down (the other players do not get to see it), and put it into your hand at the end of the turn, after drawing your hand for the next turn. For example you might set aside an unplayed Copper, and then after drawing your 5 cards for next turn, add the Copper to your hand.




Scouting Party: When you buy this you get +1 Buy (letting you buy another Event or a card afterwards). Then look at the top 5 cards of your deck, discarding 3 and putting the rest on top of your deck in any order. If there are fewer than 5 cards even after shuffling, you still discard 3 of them; if there are only 3 cards left between your deck and discard pile, all 3 will be discarded. Scouting Party is unaffected by the -1 Card token; if it is on top of your deck, replace it after resolving Scouting Party.



Seaway: When you buy this, first you gain an Action card costing up to 4. The Action card comes from the Supply and is put into your discard pile. Then move your +1 Buy token to the pile the Action card came from. The token gives you +1 Buy when playing a card from that pile; see the Tokens section. It only matters how much the card costs that you gain; the cost is not checked later. For example you can play Bridge Troll, then use Seaway to gain a Bridge Troll (currently costing 1 due to its own effect), and the token will stay there even when Bridge Troll costs 3 later. You can use Seaway to gain Sir Martin (from Dark Ages) when he's on top of the Knights pile; then your +1 Buy token will be on the Knights pile, even though any remaining Knights will cost 5. You cannot use Seaway on an empty pile just to move the +1 Buy token; you have to pick a card you can gain.




Trade: You may trash zero, one, or two cards from your hand. For each card you actually trashed, you gain a Silver, putting it into your discard pile.




Training: When you buy this, you move your +1 token to any Action Supply pile. This token gives you +1 whenever you play a card from that pile; see the Tokens section.



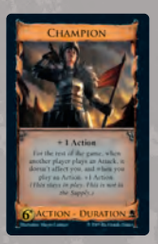

Travelling Fair: When you buy this, you get +2 Buys (letting you buy more Events or cards afterwards). Then for the rest of the turn, whenever you gain a card, you may put it on your deck. This works on cards you buy, as well as cards gained other ways, such as gaining cards with Ball. It does not work on Travellers exchanged for other cards; exchanging is not gaining. Putting the card on your deck is optional each time you gain a card that turn; you could put some on top and let the others go to your discard pile.




## Upgrade Description

See the Additional Rules for Adventures section. These cards are not Supply cards, and each can only be obtained by exchanging the appropriate card (starting with Page or Peasant).

Champion: Champion stays in play for the rest of the game once played. For the rest of the game, it provides you with an additional +1 Action each time you play an Action, which means you will always be able to play all of your Actions; and it protects you from all further Attacks played (whether you want the protection or not). Champion only protects you from Attacks played after it; for example it does not stop a previously played Swamp Hag from giving you Curses that turn.



Disciple: Playing an Action card from your hand is optional. If you do play one, you play it twice, then gain a copy of it if possible; gaining the copy is not optional once you have played it. The copy comes from the Supply and is put into your discard pile; if the Action is a non-Supply card, such as Fugitive, you can play it twice, but do not gain a copy of it. This does not use up any extra Actions you were allowed to play due to cards like Port - Disciple itself uses up one Action and that is it. You cannot play any other cards in between resolving the Disciple Action card multiple times, unless that Action card specifically tells you to (such as Disciple itself does). If you Disciple a card that gives you +1 Action, such as Artificer, you will end up with 2 Actions to use afterwards, rather than the one you would have left if you just played two Artificers. If you use Disciple on a Duration card, Disciple will stay in play until the Duration card is discarded.




Fugitive: When you play this, you draw 2 cards, get +1 Action, and then discard a card from your hand. The discarded card does not have to be one of the cards just drawn.




Hero: The Treasure comes from the Supply and is put into your discard pile. It can be any Treasure being used that game.




Soldier: This gives +2, and then an additional +1 per other Attack card you have in play. Then each other player with 4 or more cards in hand discards a card. So for example if you play Soldier, then another Soldier, and have an opponent with 5 cards in hand, you will get +2 and that opponent will discard a card, then you will get +2 and an extra +1 while that opponent discards again. Soldier only cares about Attack cards in play, not Attack cards played that turn; for example using Disciple on Soldier will not produce an extra +1, because there is no other Attack card in play. Duration Attacks played on the previous turn are Attack cards in play and so do count for Soldier.




Teacher: When you play this, put it on your Tavern mat. It stays on your mat until you call it at the start of one of your turns. If multiple things can happen at the start of your turn, you can do them in any order. When you call Teacher, it moves from the mat into play, and you choose your +1 Action, +1 Card, +1 Buy, or +1 token, and move it to an Action Supply pile that you have no tokens on. The token on the pile means that every time you play a card from that pile, you will get the corresponding bonus - if you put your +1 Action token on a pile, you will get an extra +1 Action when playing a card from that pile. See the Tokens section. This cannot put a token on a pile you have tokens on, including the tokens Teacher places as well as your -2 cost token and Trashing token.



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This can put a token on a pile that other players have tokens on. Other things can put tokens on a pile you put a token on with Teacher; it is just Teacher itself that cannot put a token on a pile you have a token on. It is okay if the pile has a token that does not belong to you or anyone, such as an Embargo token (from Seaside) or coin token for Trade Route (from Prosperity). It is okay if you have an Estate token on a card set aside from that pile.

Treasure Hunter: This counts all cards gained, not just bought cards. For example if the player to your right played Amulet, gaining a Silver, then bought a Duchy, you would gain two Silvers. The gained Silvers are put into your discard pile.

Warrior: Each player, in turn order, discards the appropriate number of cards from the top of his deck, trashing the ones costing 3 or 4. If Warrior is your only Traveller in play, each other player will only discard and potentially trash one card. If you, for example, have a Peasant, a Fugitive, and the Warrior in play, each other player would discard and potentially trash three cards. Cards are only trashed if they cost exactly 3 or exactly 4. Cards with potion in the cost (from Alchemy) do not cost exactly 3 or 4. Cards with an asterisk in the cost (such as Warrior) or + in the cost (such as Masterpiece from Guilds) may be trashed by Warrior (if costing 3 or 4). Champion and Teacher are not Travellers.







## Recommended Sets of 10

Players can play Dominion with any set of 10 Kingdom cards, but these sets have been specially picked out to be entertaining and show off card interactions and strategies.

**Adventures alone:**

***Gentle Intro:*** Scouting Party / Amulet, Distant Lands, Dungeon, Duplicate, Giant, Hireling, Port, Ranger, Ratcatcher, Treasure Trove

***Expert Intro:*** Mission, Plan / Caravan Guard, Coin of the Realm, Haunted Woods, Lost City, Magpie, Peasant, Raze, Swamp Hag, Transmogrify, Wine Merchant

**Adventures & Dominion:**

***Level Up:*** Training / Dungeon, Gear, Guide, Lost City, Miser / Market, Militia, Spy, Throne Room, Workshop

***Son of Size Distortion:*** Bonfire, Raid / Amulet, Duplicate, Giant, Messenger, Treasure Trove / Bureaucrat, Gardens, Moneylender, Thief, Witch

**Adventures & Intrigue:**

***Royalty Factory:*** Pilgrimage / Bridge Troll, Duplicate, Page, Raze, Royal Carriage / Conspirator, Harem, Nobles, Secret Chamber, Swindler

***Masters of Finance:*** Ball, Borrow / Artificer, Distant Lands, Gear, Transmogrify, Wine Merchant / Bridge, Pawn, Shanty Town, Steward, Upgrade

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## Recommended Sets of 10

**Adventures & Seaside:**

***Prince of Orange:*** Mission / Amulet, Dungeon, Haunted Woods, Page, Swamp Hag / Caravan, Fishing Village, Merchant Ship, Tactician, Treasure Map

***Gifts and Mathoms:*** Expedition, Quest / Bridge Troll, Caravan Guard, Hireling, Lost City, Messenger / Ambassador, Embargo, Haven, Salvager, Smugglers

**Adventures & Prosperity (use Platinum / Colony):**

***Last Will and Monument:*** Inheritance / Coin of the Realm, Dungeon, Messenger, Relic, Treasure Trove / Bishop, Counting House, Monument, Rabble, Vault

***Think Big:*** Ball, Ferry / Distant Lands, Giant, Hireling, Miser, Storyteller / Contraband, Expand, Hoard, King's Court, Peddler

**Adventures & Cornucopia:**

***The Hero's Return:*** Travelling Fair / Artificer, Miser, Page, Ranger, Relic / Fairgrounds, Farming Village, Horse Traders, Jester, Menagerie

***Seacraft and Witchcraft:*** Ferry, Seaway / *Guide, Peasant, Storyteller, Swamp Hag, Transmogrify, Wine Merchant / Fortune Teller, Hamlet, Horn of Plenty, Tournament, Young Witch (*Guide is the Bane)

**Adventures & Hinterlands:**

***Traders and Raiders:*** Raid / Haunted Woods, Lost City, Page, Port, Wine Merchant / Develop, Farmland, Haggler, Spice Merchant, Trader

***Journeys:*** Expedition, Inheritance / Bridge Troll, Distant Lands, Giant, Guide, Ranger / Cartographer, Crossroads, Highway, Inn, Silk Road

**Adventures & Dark Ages (use Shelters):**

***Cemetery Polka:*** Alms / Amulet, Caravan Guard, Hireling, Peasant, Relic / Graverobber, Marauder, Procession, Rogue, Wandering Minstrel

***Groovy Decay:*** Lost Arts, Pathfinding / Dungeon, Haunted Woods, Ratcatcher, Raze, Transmogrify / Cultist, Death Cart, Fortress, Knights, Rats

**Adventures & Guilds:**

***Spendthrift:*** Lost Arts / Artificer, Gear, Magpie, Miser, Storyteller / Doctor, Masterpiece, Merchant Guild, Soothsayer, Stonemason

***Queen of Tan:*** Pathfinding, Save / Coin of the Realm, Duplicate, Guide, Ratcatcher, Royal Carriage / Advisor, Butcher, Candlestick Maker, Herald, Journeyman

## Thanks!

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