



### Overview:

The *Dominion Strategy Wiki* was a huge resource, especially the [card overview page](#). Some buddies also passed along [this YouTube video from Triple S Games](#) that helped break down gameplay for initial understanding and a subsequent deeper dive (admittedly viewed it more than once).



Smithy

*Smithy* is an **ACTION** “+Cards” card whose action dictates that the player must draw as many cards as the “+Cards” demands. In the case of the *Smithy* card, the number of cards that must be drawn is 3.

The utility of the *Smithy* card is its ability to bring more cards to your hand during the ACTION phase of a player’s turn. If played in conjunction with other ACTION cards that provide more ACTION turns, the additional cards *Smithy* affords could provide a player greater ACTION turns, more TREASURE cards, or more VICTORY cards.

If a player chooses to purchase a *Smithy* card during the BUY phase of his/her turn, the cost is 4 copper.

Adventurer

*Adventurer* is an ACTION card that, in effect, places two (2) TREASURE cards into the player’s hands. The concept of revealing, it turns out, should not be confused with the act of discarding; as a general rule, a player does not have to discard cards s/he has revealed unless otherwise commanded to do so by an ACTION card.

The *Adventurer* card does force the player to discard all revealed cards other than the two TREASURE cards discovered within the player’s pile, but to discard in *Dominion* simply means to add cards to a pile that will almost certainly be replayed in future hands as the discard pile is not communal and returns as the deck once the deck expires.

The utility of the *Adventurer* card is that, in the event that the player wishes to buy something during the BUY phase of the player’s turn, and happens to be no less than two (2) coppers away from being able to purchase said item, the *Adventure* card provides at minimum two coppers.





The cost to buy an *Adventurer* card is six (6) coppers.



Baron

The *Baron* card is an ACTION card from the *Intrigue* expansion pack. It has a conditional IF statement where the player is left with the choice of discarding an ESTATE and receiving four (4) copper, OR choosing to keep all ESTATE assets and gaining another.

As ESTATE cards are VICTORY cards, and while only worth one (1) point, each point in victory is obviously crucial.

The cost to purchase a *Baron* card is four (4) coppers.

Salvager

The *Salvager* card is an ACTION card from the *Seaside* expansion pack. It should be called Magician as it enables you to trash a card for its face value. Oh and plus BUY... So there's that.

This was the description for the *Saboteur*, but the genius who wrote dominion.c somehow forgot to build a test that ensured it existed.

The *Salvager* card is seemingly over-priced at four (4) copper.





## Sea Hag



The *Sea Hag* card is an ACTION card with attack from the yawn-worthy *Seaside* expansion pack (yes, the game masters were phoning it in on this EP). Seriously, the *Sea Hag* herself appears to be falling backing, nearly incapable of keeping her eyes open in perusal of what appears to be Machiavellian turkey-carving plans.

The *Sea Hag* card is less of a well-thought-out move, and appears to be more a classic “Eat sh\*% everyone” card. It, in effect, allows the player who plays it to literally have his/her opponents dump a potentially useful card in lieu of a curse... So kind of, well you know what kind of “move” it is. Also, damn this game’s sexist.

If, for some reason you were planning for failure, and wished to purchase said heap, it’ll cost you four (4) copper.