

1. Smithy



Smithy is a simple Action card that lets you draw 3 cards from the deck.

2. Adventurer



Adventurer is an Action card that lets you dig through your deck for treasure. When you play it, you reveal cards from the top of your deck until you've found two Treasure cards. Those two Treasure cards are then added to your hand, and the rest of the cards you revealed are discarded.

3. Baron



Baron is an Action card that lets you either discard an Estate for 4 gold or gain an Estate. It provides a way to use Estates, since they often aren't worth the deck space otherwise, being worth only 1VP.

4. Feast



Feast is an Action card that you can trash in order to gain a card costing up to 5 gold on your next shuffle. It is good for getting 5-cost cards without buying too many Silvers.

5. Minion



Minion is an Action-Attack card that can be played for either +2 gold or to discard your hand for +4 cards. In the latter case, each other player with at least 5 cards in his/her hand also discards his/her hand and draws 4 cards.