

You've always been a night person; lately you've even considered becoming a vampire. There are a lot of advantages: you don't age; you don't have to see yourself in mirrors anymore; if someone asks you to do something, you can just turn into a bat, and then say, sorry, I'm a bat. There are probably some downsides though. You always think of the statue in the town square, that came to life, and now works as the tavern barmaid. The pedestal came to life too, so she has to hop around. The village blacksmith turns into a wolf whenever there's a full moon; when there's a crescent moon, he turns into a chihuahua. That's how this stuff goes sometimes. Still, when you breathe in the night air, you feel ready for anything.

This is the 11th expansion to Dominion. It has 500 cards, with 33 new Kingdom cards. There are Night cards, which are played after the Buy phase; Heirlooms that replace starting Coppers; Fate and Doom cards that give out Boons and Hexes; and a variety of extra cards that other cards can provide.

Dominion: Nocturne is an expansion, and cannot be played by itself; to play with it, you need the Basic cards and rulebook (Dominion provides both). Dominion: Nocturne can also be combined with any other Dominion expansions you have.

We hope you enjoy this expanding world of Dominion!

CONTENTS

500 cards

332 Kingdom cards

10 each of Bard, Blessed Village, Changeling, Cobbler, Conclave, Crypt, Cursed Village, Den of Sin, Devil's Workshop, Druid, Exorcist, Faithful Hound, Fool, Ghost Town, Guardian, Idol, Leprechaun, Monastery, Necromancer, Night Watchman, Pixie, Pooka, Raider, Sacred Grove, Secret Cave, Shepherd, Skulk, Tormentor, Tracker, Tragic Hero, Vampire, Werewolf

12 of Cemetery

33 Randomizer cards

42 Heirloom cards

6 each of Cursed Gold, Goat, Haunted Mirror, Lucky Coin, Magic Lamp, Pasture, Pouch

12 Boons - The Earth's Gift, The Field's Gift, The Flame's Gift, The Forest's Gift, The Moon's Gift, The Mountain's Gift, The River's Gift, The Sea's Gift, The Sky's Gift, The Swamp's Gift, The Sun's Gift, The Wind's Gift

12 Hexes - Bad Omens, Delusion, Envy, Famine, Fear, Greed, Haunting, Locusts, Misery, Plague, Poverty, War

3 Zombies - Zombie Apprentice, Zombie Mason, Zombie Spy

66 Other cards

13 of Imp

12 each of Will-o'-Wisp, Wish

10 of Bat

6 each of Ghost, Deluded / Envious, Miserable / Twice Miserable

1 of Lost in the Woods

1 Plastic organizer tray and 1 organizing inlay

1 Rule booklet

PREPARATION

Before the first game, remove the five sets of cards from their wrappings and place them in the card tray. The included inlay suggests a way to organize the cards.

Nocturne has 33 randomizer cards (one for each Kingdom card). Players will need the Treasure cards, Victory cards, Curse cards, and Trash mat/card from either Dominion or Base Cards (or older editions of Intrigue). As with previous Dominion games, players must choose 10 sets of Kingdom cards for each game. If players use 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.

If any Kingdom cards being used have a yellow banner indicating an Heirloom, players start the game with that Heirloom replacing what would normally be a Copper. For example in a game with Pixie and Tracker, players start with 3 Estates, 5 Coppers, a Goat, and a Pouch. The unused Coppers go in the Copper pile.

If any Kingdom cards being used have the Fate type, shuffle the Boons and put them near the Supply, and put the Will-o'-Wisp pile near the Supply also. If any have the Doom type, shuffle the Hexes and put them near the Supply, and put Deluded/Envious and Miserable/Twice Miserable near the Supply also.

If Druid is being used, deal three Boon cards face up for use with it. If Necromancer is being used, put the three Zombies into the trash. If Fool is being used, get Lost in the Woods and have it handy. If Vampire is being used, put the Bat pile near the Supply. If Leprechaun or Secret Cave is being used, put the Wish pile near the Supply. If Devil's Workshop or Tormentor are being used, put the Imp pile near the Supply; if Cemetery is being used, put the Ghost pile near the Supply; and if Exorcist is being used, put all three Spirit piles - Will-o'-Wisp, Imp, and Ghost - near the Supply.

ADDITIONAL RULES FOR NOCTURNE

Nocturne adds Night cards and the Night phase. In games using Night cards, the Night phase happens after the Buy phase - it goes, Action, Buy, Night, Clean-up. In your Night phase, you can play any number of Night cards.

Nocturne has cards with a yellow banner saying "Heirloom" and naming a card. In games using a card with that banner, each player replaces a starting Copper with the named card. See Preparation.

Nocturne has Fate cards and Boons. Fate cards can somehow give players Boons; all the Fate type means is that the Boons are shuffled at the start of the game. Boons are a face-down deck of cards that are revealed as needed. The phrase "receive a Boon" means, turn over the top Boon, and follow the instructions on it. If the Boons deck is empty, first shuffle the discarded Boons to reform the deck; you may also do this any time all Boons are in their discard pile. Received Boons normally go to the Boons discard pile, but three (The Field's Gift, The Forest's Gift, and The River's Gift) go in front of a player until that turn's Clean-up.

Nocturne also has Doom cards and Hexes. Doom cards can somehow give players Hexes; all the Doom type means is that the Hexes are shuffled at the start of the game. Hexes are a face-down deck of cards that are revealed as needed. The phrase "receive a Hex" means, turn over the top Hex, and follow the instructions on it. "Each other player receives the next Hex" means, turn over just one Hex, and the other players all follow the instructions on that same Hex. If all Hexes have been used, shuffle the discards to reform the deck; do this whenever the deck is empty. Received Hexes always go to the Hexes discard pile.

Three Hexes and one Kingdom card give players a State; this is a card that goes in front of a player and applies a rule. Deluded and Envious affect a single turn, and then are returned; Miserable and Twice Miserable affect scoring at the end of the game; Lost in the Woods affects one player's turns until another player takes it. Deluded and Envious are on the same card; have the relevant side face-up. Similarly Miserable and Twice Miserable are on the same card. A State only applies while a player has it.

Boons, Hexes, and States are never in a player's deck; like Events and Landmarks (from Adventures and Empires), they are physically cards but are not "cards" in game terms. They are thus never "cards in play," receiving Boons and Hexes or taking a State is not "gaining a card," and so on.



Nocturne has Duration cards, which were introduced in Dominion: Seaside. Duration cards are orange, and have abilities that affect future turns. 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 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).

Nocturne has three cards that tell a player to "exchange" a card for another card. The card being exchanged is returned to its Supply pile, or non-Supply pile, and the card being exchanged for is taken and put into the player's discard pile. This does not count as gaining a card. The exchange only happens if both cards can be exchanged; if the pile is empty, the cards are not exchanged.

SAMPLE TURN

At the start of Avery's turn, her hand is Conclave, Conclave, Bard, Monastery, Changeling. She also has a Crypt in play with two Coppers and a Silver under it.

She starts by taking a Copper from the Crypt. Then she plays Conclave, using it to play Bard. She turns over the top Boon; it is The Forest's Gift. She puts it in front of her. Since she played an Action card with Conclave, she gets +1 Action. She uses that to play her other Conclave. She has no more Actions so she is done with that Conclave and with her Action phase.

In her Buy phase she plays the Copper, for a total of 8 - 2 from each Conclave, 2 from Bard, 1 from The Forest's Gift, 1 from Copper. She has +1 Buy from The Forest's Gift and so can buy two things. She buys a Den of Sin, putting it into her hand, and a Silver, putting it into her discard pile.

Now it is time for her Night phase. She plays Den of Sin; it sits in play, and will give her +2 Cards next turn. Then she plays Changeling, trashing it and gaining a copy of Den of Sin. She puts that Den of Sin into her hand and immediately plays it. Then she plays Monastery. She has gained three cards this turn - Silver, Den of Sin, Den of Sin - but only has one card she wants to trash. She trashes the Copper she has in play.

In Clean-up, she discards everything from play except the Crypt and the two Dens of Sin, returning The Forest's Gift to the Boons discard pile. She draws a new hand of 5 and is done.



KINGDOM CARD NOTES

Bard: You get +2 and receive a Boon.

Blessed Village: You see the Boon before deciding to resolve it immediately or at the start of your next turn. If you save it for next turn, it sits in front of you until then (or until the end of that turn if it says to keep it out until Clean-up).

Cemetery: In games using this, replace one of your starting Coppers with a Haunted Mirror. When you gain a Cemetery, trash from zero to four cards from your hand.

Changeling: When Changeling is in the Supply, any time you gain a card costing at least 3, you may exchange it for a Changeling from the Supply. You can only do this if you can actually return the card you gained, and there is at least one Changeling in the Supply. The Changeling goes to your discard pile, no matter where the gained card went. Things that happen due to gaining the gained card still happen. So for example you could gain Skulk, exchange it for a Changeling (returning Skulk to the Supply and putting Changeling into your discard pile), and still gain a Gold from Skulk's ability. Exchanging for a Changeling is optional. You cannot do it if the gained card costs less than 3, even if it normally costs 3 or more, and you cannot do it if the cost is neither more or less than 3 (such as Transmute from Alchemy). When you play Changeling, you trash it and gain a copy of a card you have in play; that can be any card you have in play, including Actions, Treasures, and Night cards, and including Duration cards you played on a previous turn that are still in play.

Cobbler: If you gain a Nomad Camp (from Hinterlands) with this, it goes to your hand.

Conclave: When you play this, you can play an Action card from your hand, provided that you do not have a copy of that card in play. It does not matter if you played the Action card this turn, only that it is not in play when you play Conclave; you can use Conclave to play a card that you played but trashed and so do not have in play, like a Pixie you trashed, but cannot use it to play a card you did not play this turn that is still in play, such as a Secret Cave from your previous turn. Conclave normally cannot play a Conclave, as that is a card you have in play. If you do play a card with Conclave, then Conclave gives you +1 Action, which has no special limitations, and so can for example be used to play another Conclave.

Crypt: For example if you set aside three Treasures, then at the start of each of your next three turns you will put one of them into your hand, and at the end of the last of those turns you will discard Crypt from play. The Treasures are face-down; you can look at them at any time, but other players may not.



Cursed Village: If you already have six or more cards in hand, you do not draw any cards. When you gain Cursed Village, you receive a Hex; since that will often be in your Buy phase, some of the Hexes may not do anything to you.

Den of Sin: Since Night is after the Buy phase, normally you can play this the turn you buy it.

Devil's Workshop: This counts all cards you have gained this turn, including cards gained at Night prior to playing it. You cannot choose a different benefit; if you have gained two or more cards, you have to gain an Imp, you cannot take a card costing up to ④ or a Gold instead. Normally, bought cards are then gained, but cards exchanged for (such as Vampire exchanging for Bat) are not gained.

Druid: At the start of the game, deal out three Boons face up for Druid. If there are other Fate cards in the same game, those Fate cards will not produce those Boons that game; the deck will consist of the other nine Boons. When you play Druid, you choose one of its three Boons to receive, and leave it there in the set-aside area for Druid, even if it is one of the Boons that says to keep it until Clean-up (e.g. The Field's Gift).

Exorcist: The Spirits are Will-o'-Wisp, Imp, and Ghost. If for example you trash a Silver, you can gain a Will-o'-Wisp or Imp, as those both cost less than Silver.

Faithful Hound: "End of turn" is after drawing in Clean-up. The Reaction ability can happen on your turn and on other players' turns; if for example you discard Faithful Hound to another player's Raider, you can set it aside and return it to your hand at the end of that turn. Faithful Hound does not have to be in your hand for the ability to work; for example you can set it aside when it is discarded from your deck due to Night Watchman. The ability does not work if Faithful Hound is put into your discard pile without being discarded; for example nothing special happens when you gain Faithful Hound, or put your deck into your discard pile with Scavenger (from Dark Ages). The ability does not do anything during Clean-up. Setting Faithful Hound aside is optional. You cannot choose to discard Faithful Hound without something telling you to discard.

Fool: If you have Lost in the Woods, playing Fool does nothing. If you do not have Lost in the Woods, you take it - even from another player, if another player has it - and also take 3 Boons and receive them in the order you choose (discarding them when receiving them, or in Clean-up as appropriate). You do not need to pick the full order in advance - pick one to resolve, then after resolving it pick another to resolve. The player with Lost in the Woods (if any) can optionally discard a card to receive a Boon, at the start of each of their turns. In games using Fool, replace one of your starting Coppers with a Lucky Coin.

Ghost Town: Since Night is after the Buy phase, normally you can play this the turn you buy it.



Guardian: Since Night is after the Buy phase, normally you can play this the turn you buy it. When you play Guardian, you are unaffected by Attack cards other players play between then and your next turn (even if you want one to affect you). Guardian does not prevent you from using Reactions when other players play Attacks.

Idol: Idol cares how many Idols you have in play, not how many you have played this turn; some cards can make those numbers different (e.g. Counterfeit from Dark Ages). If you have one Idol in play, you receive a Boon, if two, the other players gain a Curse, if three, you receive a Boon, and so on.

Leprechaun: Cards you have in play normally include Leprechaun itself, other cards you have played this turn, and sometimes Duration cards from previous turns. Cards that were in play but no longer are - e.g. a Pixie you trashed - do not count.

Monastery: For example if you have gained three cards, you may trash up to three cards, with each being either a card from your hand or a Copper you have in play, in any combination. Normally, bought cards are then gained, but cards exchanged for (such as Vampire exchanging for Bat) are not gained.

Necromancer: This plays a non-Duration Action card from the trash. Normally it can at least play one of the three Zombies, since they start the game in the trash. It can play other Action cards that make their way into the trash too. The played cards are turned over, to track that each can only be used once per turn this way; at end of turn, turn them back face up. Necromancer can play another Necromancer, though normally that will not be useful. The Action card stays in the trash; if an effect tries to move it, such as Encampment (from Empires) returning to the Supply, it will fail to move it. Necromancer can be used on a card that trashes itself when played; if the card checks to see if it was trashed (such as Pixie), it was not, but if the card does not check (such as Tragic Hero), it will function normally. Since the played card is not in play, "while this is in play" abilities (such as Tracker's) will not do anything.

Night Watchman: Since Night is after the Buy phase, normally you can play this the turn you buy it.

Pixie: If you receive a Boon that says to keep it until Clean-up, move it to in front of you, and remember that you get it twice. In games using Pixie, replace one of your starting Coppers with a Goat.

Pooka: In games using Pooka, replace one of your starting Coppers with a Cursed Gold.

Raider: For example if your cards in play are 3 Coppers, a Silver, and a Raider, then each other player with at least 5 cards in hand has to discard a Copper, Silver, or Raider, or reveal their hand to show that they did not have any of those cards.



Sacred Grove: You have to receive the Boon; the other players can choose to receive it. The Field's Gift and The Forest's Gift are not shared. The River's Gift means that each player choosing to receive it draws a card at the end of your turn, at the same time as you.

Secret Cave: If you do not discard three cards, Secret Cave is discarded from play at end of turn. If you do discard three cards, Secret Cave stays out until the Clean-up of your next turn, and you get +3 at the start of that turn. You can choose to discard three cards even with fewer cards in hand, and will discard your remaining cards, but will not get the bonus. In games using Secret Cave, replace one of your starting Coppers with a Magic Lamp.

Shepherd: For example, you could discard three Victory cards to draw six cards. In games using Shepherd, replace one of your starting Coppers with a Pasture.

Skulk: You gain the Gold whether you gained Skulk due to buying it, or gained it some other way.

Tormentor: Cards in play from previous turns are still cards in play; cards you played this turn but which are no longer in play (such as a Pixie you trashed) are not in play.

Tracker: If you gain multiple cards with this in play, this applies to each of them - you could put any or all of them on top of your deck. This applies both to cards gained due to being bought, and to cards gained other ways with Tracker in play. Tracker is in play when you resolve its Boon, so if the Boon causes you to gain a card, for example a Silver from The Mountain's Gift, you can put that card onto your deck. In games using Tracker, replace one of your starting Coppers with a Pouch.

Tragic Hero: First draw three cards; then, if you have eight or more cards in hand, you trash Tragic Hero and gain a Treasure. If you cannot trash Tragic Hero (for example if you play it twice with Throne Room and trashed it the first time), you still gain the Treasure.

Vampire: Follow the instructions in order. If the Bat pile is empty, you will be unable to exchange Vampire for a Bat, but will do the rest. The Bat is put into your discard pile.

Werewolf: Werewolf can be played in either your Action phase or Night phase. If played in your Action phase, you draw three cards; if played at Night, each other player receives the next Hex.



OTHER CARD NOTES

Bat: The Vampire is put into your discard pile. If there are no Vampires in their pile, you cannot exchange Bat for one, but can still trash cards.

Cursed Gold: You can choose not to play Cursed Gold, and thus not gain a Curse.

Ghost: If you run out of cards before revealing an Action, shuffle your discard pile but not the revealed cards, and continue. If you still do not find an Action, just discard everything and do not do anything else. If you find an Action card, you discard the other cards, set the Action card aside, and play it twice at the start of your next turn. This is not optional. If you have multiple start-of-turn effects, you can put them in any order, but when you resolve Ghost, you play the Action twice then; you cannot resolve other effects in the middle. You play the Action card, resolving it completely, then play it a second time. Playing the card does not use up Action plays for the turn. If Ghost plays a Duration card, Ghost will stay out with the Duration card. If Ghost plays a card that trashes itself, it will play it a second time even though the card is no longer in play. If Ghost fails to play a card, it will be discarded from play that turn.

Goat: Trashing a card is optional.

Haunted Mirror: Haunted Mirror does not give you a way to trash it, but does something if you find a way to.

Imp: After drawing two cards, you can play an Action card from your hand, provided that you do not have a copy of that card in play. It does not matter if you played the Action card this turn, only that it is not in play when you play Imp; you can use Imp to play a card that you played but trashed and so do not have in play, like a Pixie you trashed, but cannot use it to play a card you did not play this turn that is still in play, such as a Secret Cave from your previous turn. Imp normally cannot play an Imp as that is a card you have in play.

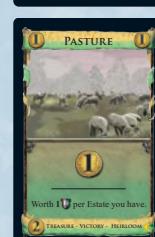
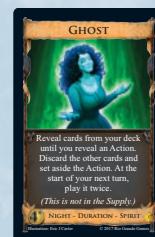
Lucky Coin: You can choose not to play Lucky Coin, and thus not gain a Silver.

Magic Lamp: Magic Lamp itself counts as one of the six cards. A card you have two or more copies of in play does not count; you have to have exactly one copy in play to count a card. You can play more Treasures after trashing Magic Lamp, and still get **1** from it for that turn.

Pasture: For example if you have three Estates, then Pasture is worth 3 **1**.

Pouch: This simply gives you **1** and +1 Buy when you play it.

Will-o'-wisp: If the revealed card does not cost **2** or less, leave it on your deck. Cards with **1** or **0** in the cost (from Alchemy and Empires) do not cost **2** or less.



Wish: You only gain a card if you actually returned Wish to its pile. A card you gain that would normally go somewhere else, like Nomad Camp (from Hinterlands), goes to your hand.

Zombie Apprentice: If you trash an Action card from your hand, you draw three cards and get +1 Action.

Zombie Mason: Gaining a card is optional. You can gain a card costing **1** more than the trashed card, or any amount less; for example you can gain a copy of the trashed card.

Zombie Spy: You draw a card before looking at the top card.



Boon, Hex & States Notes

Bad Omens: Normally you will end up with a deck consisting of two Coppers, and a discard pile with the rest of your cards. Sometimes you will only have one or no Coppers; in those cases reveal your deck to demonstrate this.

Deluded: This prevents you from buying Action cards during one turn, starting in the Buy phase. If you get Deluded during your turn before the Buy phase (such as with Leprechaun), it will apply that turn; normally it will apply to your next turn.

Delusion: Deluded / Envious is two-sided; take it with the Deluded side face up.

Envious: This causes Silver and Gold to make **1** when you played in your Buy phase for one turn, rather than their usual **2** and **3**, starting in the Buy phase. It does not affect other Treasures, just Silver and Gold. If you get Envious during your turn before the Buy phase (such as with Leprechaun), it will apply that turn; normally it will apply to your next turn.

Env: Deluded / Envious is two-sided; take it with the Envious side face up.



Famine: The revealed cards that are not Actions are shuffled back into your deck.





Miserable: When scoring at the end of the game, you lose 2 . This does nothing until then, it just sits in front of you.



Misery: If this hits you for a third time in a game, nothing will happen; you stay at Twice Miserable.



The Moon's Gift: If your discard pile is empty, this will not do anything.



The River's Gift: You draw the card after drawing your hand for your next turn.



The Sky's Gift: If you choose to do this with fewer than three cards in hand, you will discard the rest of your cards but not gain a Gold. Discarding three cards gets you one Gold, not three.



Twice Miserable: When scoring at the end of the game, you lose 4 . This does nothing until then, it just sits in front of you.



War: If you do not find a card costing  or , your entire deck will end up in your discard pile, with nothing trashed.



Most Boons and some Hexes are so simple that they have no entries above. Their images are shown below.



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.

Nocturne alone:

Dusk: Blessed Village, Cobbler, Den of Sin, Faithful Hound, Fool, Monastery, Night Watchman, Shepherd, Tormentor, Tragic Hero

Midnight: Conclave, Crypt, Cursed Village, Devil's Workshop, Druid (*The Swamp's Gift, The Flame's Gift, The Wind's Gift*), Exorcist, Leprechaun, Pooka, Raider, Secret Cave

Nocturne & Dominion:

Night Shift: Druid (*The Earth's Gift, The Flame's Gift, The Forest's Gift*), Exorcist, Ghost Town, Idol, Night Watchman • Bandit, Gardens, Mine, Poacher, Smithy

Idle Hands: Bard, Conclave, Cursed Village, Devil's Workshop, Tragic Hero • Cellar, Harbinger, Market, Merchant, Moneylender

Nocturne & Intrigue:

Shadowy Figures: Cobbler, Conclave, Faithful Hound, Shepherd, Tragic Hero • Bridge, Conspirator, Mill, Nobles, Secret Passage

Impending Doom: Leprechaun, Monastery, Necromancer, Tormentor, Werewolf • Courtier, Lurker, Mining Village, Swindler, Upgrade

Nocturne & Seaside:

The New Black: Cobbler, Den of Sin, Ghost Town, Raider, Secret Cave • Caravan, Haven, Merchant Ship, Outpost, Tactician

Forbidden Isle: Blessed Village, Cemetery, Idol, Tracker, Tragic Hero • Fishing Village, Ghost Ship, Lookout, Salvager, Treasure Map

Nocturne & Alchemy:

Nightmare Fuel: Bard, Blessed Village, Cemetery, Sacred Grove, Skulk, Tracker • Alchemist, Apprentice, Transmute, Vineyard

Nocturne & Prosperity:

Treasures of the Night: Crypt, Guardian, Night Watchman, Raider, Vampire • Bank, Contraband, Loan, Royal Seal, Venture

Day at the Races: Blessed Village, Cemetery, Druid (*The Swamp's Gift, The River's Gift, The Forest's Gift*), Tormentor, Tragic Hero • Bishop, Peddler, Talisman, Trade Route, Watchtower

Nocturne & Cornucopia / Guilds:

The Endless Fair: Devil's Workshop, Exorcist, Monastery, Pixie, Shepherd • Baker, Fairgrounds, Farming Village, Fortune Teller, Merchant Guild

Happy Chaos: Blessed Village, Changeling, Fool, Faithful Hound, Sacred Grove • Doctor, Harvest, Herald, Jester, Masterpiece

Nocturne & Hinterlands:

Search Party: Cobbler, Conclave, Druid (*The Mountain's Gift, The Sky's Gift, The Sun's Gift*), Faithful Hound, Werewolf • Cartographer, Highway, Inn, Oasis, Scheme

Counting Sheep: Bard, Crypt, Leprechaun, Pooka, Shepherd • Crossroads, Farmland, Haggler, Noble Brigand, Tunnel

Nocturne & Dark Ages:

Grave Matters: Cemetery, Cursed Village, Necromancer, Skulk, Tormentor • Armory, Forager, Graverobber, Market Square, Squire

Rats and Bats: Changeling, Devil's Workshop, Sacred Grove, Tracker, Vampire • Catacombs, Count, Fortress, Hermit, Rats

Nocturne & Adventures:

Monster Mash: Conclave, Guardian, Pixie, Vampire, Werewolf • Bridge Troll, Giant, Messenger, Ratcatcher, Storyteller • Quest

Lost in the Woods: Blessed Village, Druid (*The Sky's Gift, The Field's Gift, The Sea's Gift*), Fool, Sacred Grove, Tracker • Caravan Guard, Guide, Haunted Wood, Hireling, Ranger • Pilgrimage

Nocturne & Empires:

Luftschloss: Cemetery, Changeling, Exorcist, Fool, Shepherd • Archive, Castles, Catapult, Engineer, Temple • Tomb

Pooka Pranks: Faithful Hound, Ghost Town, Pixie, Pooka, Skulk • Chariot Race, Forum, Groundskeeper, Sacrifice, Settlers / Bustling Village • Banquet

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