

## Dominion Cards



The smithy is an action card. This means that its abilities are executed right when this card is played

The ability is that it requires that you draw +3 cards from your draw pile.

The cost of this card is 4.



The adventurer card is an action card. This means that its abilities are executed right when this card is played

The ability is that it lets you search your deck for 2 specific cards. In this case it is 2 Treasure cards.

Once you have the specific cards, you can place them in your hand and the remaining cards are placed in your discard pile.

The cost of this card is 6.



The Treasure Map is an action card. This means that its abilities are executed right when this card is played

The ability is to trash this card. That means that the card is placed into the trash pile and removed from the game.

Once you remove two of these cards then you receive 4 Gold Treasure cards into your deck.

The cost of this card is 4.



This is a type of kingdom card that is an Action Victory. During gameplay it is treated as an action card which means that its abilities are executed right when this card is played

At the end of the game it will then the victory value will be used.

This card has multiple abilities. It requires that you draw +1 Card from your draw pile. You are also able to play +1 more action cards.

The cost of this card is 3.



The militia is an action attack card. This means that its abilities are executed right when this card is played. It also has an ability that will hurt the other players in the game.

The ability is that you have +2 coins that are used during the buy phase of the game.

The attack portion is a discard ability for other players. This means that cards will need to be placed into the discard pile to the limit.

The cost of this card is 4.