

No.	Name	Image	Description
1	Smithy	 The Smithy card features an illustration of a blacksmith working at an anvil. The card text reads: "SMITHY", "+3 Cards", "4 ACTION".	Card type: Action Cost: 4 Set: Base Ability: Draws 3 cards to add to current player's hand.
2	Adventurer	 The Adventurer card features an illustration of a knight in armor. The card text reads: "ADVENTURER", "6 ACTION", "Reveal cards from your deck until you reveal 2 Treasure cards. Put those Treasure cards into your hand and discard the other revealed cards."	Card type: Action Cost: 6 Set: Base Ability: Digs for treasure cards in your deck.
3	Gardens	 The Gardens card features an illustration of a lush garden. The card text reads: "GARDENS", "4 VICTORY", "Worth 1 per 10 cards you have (round down)."	Card type: Victory Cost: 4 Set: Base Action: N/A Ability: Worth 1 victory point for every 10 cards in the user's deck.
4	Mine	 The Mine card features an illustration of miners in a dark cave. The card text reads: "MINE", "5 ACTION", "You may trash a Treasure from your hand. Gain a Treasure to your hand costing up to 3 more than it."	Card type: Action Cost: 5 Set: Base Action: Trash for benefit Ability: Trashes user's Copper cards to gain Golds, and can trash to gain other Kingdom treasures.
5	Remodel	 The Remodel card features an illustration of a hand holding a card. The card text reads: "REMODEL", "4 ACTION", "Trash a card from your hand. Gain a card costing up to 2 more than it."	Card type: Action Cost: 4 Set: Base Action: Trash for benefit Ability: Trashes a card in user's hand to gain another card that is worth at least 2 more than the trashed card.