

DOMINION: ANTIQUITIES



**A Fan Expansion for Donald X. Vaccarino's Dominion
by John "Neirai the Forgiven" den Otter
Featuring Card and Cover Art by Jan Boruta**

Dominion Antiquities: Official Rules for an Unofficial Expansion

You feel like you've really got the hang of this Emperor thing. Your holdings reach out in all directions and cover the whole world. That's the problem, really. You are running out of directions for conquest; north, west, south, east, and florst, you rule them all. You've tried conquering in other directions, too: widdershins, reverse widdershins -- but eventually you realize you're just trying to conquer from yourself. You can't really go up, either, but you've got top men working on that. So you've settled with going down. As soon as you started going down, you found Mastermind, but you also found old things, things from a time before when someone else was also going down, apparently. But unlike whoever this was, you are still alive and that makes all the difference.

Contents

284 Cards

272 Kingdom Cards

10 each of Agora, Aquifer, Archaeologist, Collector, Curio, Discovery, Encroach, Gamepiece, Grave Watcher, Graveyard, Inscription, Inspector, Mastermind, Mausoleum, Mendicant, Miner, Mission House, Moundbuilder Village, Pharaoh, Profiteer, Pyramid, Shipwreck, Snake Charmer, Stoneworks, Stronghold, Tomb Raider

12 Digs

12 Boulder Trap cards

1 Plastic organizer tray

1 Companion python script to randomize cards.

1 Organizing inlay

1 Rule PDF

Dominion Antiquities is a fan expansion, and cannot be played by itself; to play with it, you will need Dominion or the first edition of Intrigue, as both provide the Basic cards as well as the full rules for setup and gameplay. You can also use the Base Cards set, which provides the Basic cards you need to play, but it does not provide the full rules for setup and gameplay. Dominion Antiquities can also be combined with any official or unofficial Dominion expansions you have.

This is the first addition to the game of Dominion created by John den Otter. It has 284 cards. There are cards that do interesting things with curses and cards that do interesting things with your discard pile, cards that do interesting things with the relationship between treasures and victory cards, and an uncommonly high number of reaction cards. VP tokens return from official sets, so you'll want to own a copy of Prosperity or Empires. I hope you enjoy this variation on the expanding world of Donald X. Vaccarino's Dominion!

Preparation

Dominion Antiquities has no randomizer cards, but comes with a randomizer app. Players will need the Treasure cards, Victory cards, Curse cards, and Trash card from either Dominion or Base Cards. As with official Dominion games, players must choose 10 sets of Kingdom cards

for each game. If players choose the random approach for choosing sets, they should use an app. I recommend Jack of All Dominion, since you can 'freeze' cards, which is a good way to lock off cards that you plan to replace with Dominion Antiquities cards. Additionally, I have made a randomizer app to handle Dominion Antiquities randomizing, in python.

If only Kingdom cards from Dominion Antiquities are being used this game, then the Boulder Trap cards should be added to the Kingdom cards in the Supply for the game (see Additional Rules for Dominion Antiquities, below.) If a mix of Kingdom cards from Dominion Antiquities and other sets are being used, the inclusion of the Boulder Trap cards to the Supply piles should be determined randomly, based on the proportion of Dominion Antiquities and non-Dominion Antiquities cards in use. For example, choose a random Kingdom card being used - such as the first card dealt out from the Randomizer deck - and if it is from Dominion Antiquities, add Boulder Trap cards to the Supply piles.

This fan expansion makes use of VP tokens for use with the Dig, Mission House, and Stoneworks Kingdom cards. You will need to make use of the VP tokens from Prosperity or Empires, as well as the mats, if you wish.

Additional Rules for Dominion Antiquities

Dominion Antiquities introduces the **"Shuffle Into"** mechanic, which is used by two cards (Boulder Trap and Discovery.) When you shuffle a card into an existing pile, you must follow the following instructions in order:

1. Set the top card of the pile aside, face up. If you cannot do this, you cannot shuffle a card into the pile. Ignore the rest of the instructions in this rulebook or printed on the card that pertain to shuffling into a pile.
2. Shuffle the remainder of the pile together with the card that you are shuffling into the pile. If no cards remain in the pile, except for the top card that you set aside earlier, then the single card that you are shuffling in is still "shuffled" in and becomes the entire remaining pile. If the pile is a Split Pile from Dominion: Empires, shuffle only the cards that match the set-aside top card together with the card that you are shuffling into the pile; if the pile contains cards from the upper half, shuffle the card into only the upper half. Again, if the only card in the upper half was the one you set aside earlier, then the card you are shuffling in will become the entire upper half. If the upper half is completely removed, shuffle the card only into the lower half.
3. If the pile is face-up, turn the pile face-down for the remainder of the game. If the pile is a Split Pile from Dominion: Empires, only turn the cards that you shuffled face down; if the pile contains cards from the upper half, turn the upper half face down. If the pile only contains cards from the lower half, turn the lower half face down.
4. Place the top card of the pile, which was set aside, face up on top of the face-down pile.

Whenever a player buys, gains, or trashes the face-up card of a face-down pile, that player then flips the next card in the pile face up, resolving any “when you flip this face up” rules printed on the card. If a card is returned to a face-down supply pile, place it face-up on top of the pile. When a player buys, gains, or trashes such a card, that player does not flip up any face-up cards, although she still resolves the “if this is the next card” rules printed on the next card if it is already face-up.

Dominion Antiquities also introduces **Trap** cards, which are a type of card that is shuffled into the other kingdom card piles when setting up the game (using the above rules,) and are automatically gained by the player who flips them face up from a face-down pile.

General Rules

“Play” - Playing an Action card means both to put it face-up into the play area, and then to follow the instructions on it. If the card cannot be moved into the play area, the instructions on it are still followed.

“In Play” - Action cards and Treasure cards, once played, stay face-up in a play area until they are moved somewhere else - usually until they are discarded during a Clean-up phase. Set aside cards, trashed cards, cards in the Supply, and cards in hands, decks, and discard piles are not in play.

Some cards have a dividing line on them. This separates things that happen at different times. When a card is played, it only does the effects listed above the line; text below the line happens at another time, indicated on each such card.

Dominion Antiquities includes Treasure cards with rules on them. They are just like normal Treasures, but have special abilities. Players play them during the Buy phase like normal Treasures, and they are affected by cards that refer to Treasures.

Players may play their Treasure cards in any order, and may choose not to play some (or all) of the Treasure cards that they have in hand. During the Buy phase, Treasures cannot be played after any cards or Events are bought.

When two things happen to a player at the same time, that player picks the order to do them, even if some are mandatory and some are not. For example, if Sylvia buys a Stoneworks card and reveals a Boulder Trap, she resolves both effects, but can choose whether to resolve Boulder Trap first or Stoneworks first. When two things happen to different players at the same time, go in turn order, starting with the player whose turn it is. For example, when a player plays Pharaoh, the other players gain Curses in turn order, which may matter if the Curses run out.

Sample Turn

At the start of Josephine's turn, there are 3 Curse cards in the Curse pile, and her hand is Stoneworks, Boulder Trap, Grave Watcher, Duchy, Gold.

Josephine plays Grave Watcher, getting +\$2. Because she also wants to play Stoneworks this turn, she takes a Curse card and puts it in her discard pile, getting +\$1 and +1 Action from the Grave Watcher. Because she does not have any Curse cards in her hand, she cannot choose to have Grave Watcher make an attack.

Josephine plays Stoneworks, trashing her Duchy. She takes 3 VP tokens, because Duchy is a Victory card and it costs \$5, so it costs \$3 more than \$2. She also gains a Silver and puts it onto her deck. Now it is her Buy phase. She plays Gold, so, with the money from Grave Watcher, she has \$6. She buys another Stoneworks, and takes two VPs token because she already gained two other cards this turn (the Curse from Grave Watcher and the Silver from trashing her Copper to Stoneworks).

Then, she discards her hand during Clean-up. Because she discarded Boulder Trap, she chooses to put it into Paul's discard pile.

Sample Scoring

At the end of a game, Josephine has a deck consisting of 3 Curses, 2 Mission Houses, 2 Agoras, 1 Dig, 2 Gamepieces, 1 Profiteer, 2 Pyramids, 2 Stoneworks, 2 Shipwrecks, 2 Coppers, 9 Silvers, 2 Golds, 3 Estates, and 4 Provinces.

Josephine has 18 VP in tokens accumulated during the game.

A Dig card gains VPs as an Action, but is worth no VPs by itself, so the Dig is worthless.

Josephine's remaining Victory cards -- 3 Estates and 4 Provinces -- would normally be worth a total of 27 points. She has two Pyramids, however, which each deduct 1 point from the worth of every Victory card, although they cannot make Victory cards be worth negative points. This means her Estates are worth 0 and her Provinces are worth 4, resulting in a total of 16 points from Victory cards. Additionally, she has 3 curses, which deduct 3 points. So she has 13 VP from her Victory cards.

All together, Josephine has a total of 31 VP.

Kingdom Card Notes



Agora: When you play this, you get +\$2 and 2 Actions. Then, you may discard a Silver card from your hand. If you do, you draw two cards.

Agora is also a Reaction. Agora's Reaction ability functions when you discard it either during your Action phase or Buy phase, any phase added by another expansion (such as the Night phase in Dominion: Nocturne,) or during any phase on another player's turn. You cannot simply choose to discard it; something has to let you or make you discard it. This ability functions whether you discard Agora on your own turn (such as due to Archaeologist) or on someone else's (such as due to Inspector.) It functions if Agora is discarded from your hand (such as due to Inscription) or from your deck (such as due to Gamepiece.) If Agora would normally not necessarily be revealed (such as when discarding multiple cards due to Inscription,) you have to reveal it to get the Silver. Revealing is optional, even if Agora was already revealed for some

other reason; you are not forced to gain a Silver. This ability does not function if cards are put into your discard pile without being discarded, such as when you buy a card, when you gain a card directly (such as with Collector,) when your deck is put into your discard pile, such as with Stronghold, or with Possession from Dominion: Alchemy, when trashed cards are returned to you at the end of turn. It does not function during Clean-up, when you normally discard all of your played and unplayed cards. The key thing to look for is a card actually telling you to "discard" cards. The Silver you gain comes from the Supply and is put in your hand; if there is no Silver left in the Supply, you do not gain one. If this happens during your Buy phase, and you have not bought any cards yet, you may play the Silver immediately.



Aquifer: When you play this, you draw a card and get +\$1. Then, you choose between playing another Aquifer from your hand or gaining one. If you choose to play an Aquifer, this does not take an Action. The Aquifer you play can be one that was in your hand and/or one you just drew. If you choose to gain an Aquifer, the Aquifer comes from the Supply and is put in your discard pile. If there are no Aquifers in the Supply, you can still choose this option, but then you do nothing.



Archaeologist: When you play this, you look at the top six cards of your deck. If your deck does not contain enough cards, look at all of the cards from your deck, then shuffle your discard pile to make a new deck, and look at the remaining number of cards needed. If there are not enough cards in your deck and discard pile, look at as many cards as you have. Choose three of the cards and draw them. You may choose to discard the remaining cards or put them on top of your deck. You must choose the same action for each of the remaining cards; you cannot put some on top of your deck and discard the others. If you choose to put the remaining cards on top of your deck, you choose the order in which to put each on top of your deck.



Boulder Trap: The Boulder Trap is a Trap card and follows the rules of a Trap card (see Additional Rules for Dominion Antiquities, above.) A Boulder Trap is worth -1 Victory Point at the end of the game, like a Curse. When you discard Boulder Trap, you may have the player to your left gain it; it goes from your hand into their discard pile. You cannot simply choose to discard it; something has to let you or make you discard it. This ability functions whether you discard Boulder Trap on your own turn (such as due to Archaeologist) or on someone else's (such as due to Inspector.) It functions if Boulder Trap is discarded from your hand (such as due to Inscription) or from your deck (such as due to Gamepiece.) This ability does not function if Boulder Trap is put into your discard pile without being discarded, such as when you buy a card, when you gain a card directly (such as with Collector,) when your deck is put into your discard pile, such as with Stronghold, or with Possession from Dominion: Alchemy, when trashed

cards are returned to you at the end of turn. The key thing to look for is a card actually telling you to "discard" cards. It does, however, function during Clean-up, when you normally discard all of your played and unplayed cards. Also, when you gain Boulder Trap, if you gained it from the Supply (by flipping it face up from a Supply pile) you gain a Silver. The Silver comes from the supply and goes onto the top of your deck. You do not gain the Silver if you gain Boulder Trap from the trash, or another player causes you to gain it from their hand.



Collector: When you play this, every player looks at the top card of their deck, and decides to either put it back on top of their deck or discard it. They do not need to reveal this card. Once you have done this, you reveal the top card of your deck, (which will be the card you looked at previously if you put it back on top of your deck,) and then trash it. Then, you gain a card that costs up to \$3 more than the card you trashed. The gained card must share a type (the name at the bottom of the card) with the trashed card. If the trashed card had more than one type (such as Treasure and Victory in the case of Harem from Dominion: Intrigue,) the gained card only needs to match one of the types. If the gained card has more than one type, only one of the types needs to match a type on the trashed card. The gained card comes from the Supply and goes on top of your deck.



Curio: This is a treasure worth \$1, like Copper. When you play it, you may immediately spend any amount of your money. The money you spend comes from any Actions you have played this turn that give you money, any other Treasures you have played this turn that gave you money, and the \$1 that came from playing this Curio. You cannot spend more money than you have accumulated by playing cards so far this turn. You lose whatever money you choose to spend. For example, if you had \$5, and choose to spend \$4 of it using your Curio, you will lose \$4 and have only \$1 remaining. Once you pay this money, you can gain a Treasure card with a cost that is exactly equal to the amount of money you paid. You cannot gain a card with an additional cost, such a Potion cost (from Dominion: Alchemy) or Debt cost (from Dominion: Empires), because it does not cost exactly the amount of money you paid. You can even choose to pay \$0, in which case you can gain a Treasure costing \$0,

such as Copper. You can also choose not to pay any money at all, in order to not gain a Treasure in this way. Treasures you gain this way come from the Supply and are played immediately. Treasures you gain this way do not count as buying a card, and do not prevent you from playing more Treasure cards during your buy phase.

In the rare case that you play an Curio during your Action phase, such as due to Storyteller (from Dominion: Empires) you can immediately spend your money to gain a Treasure card and play it as well.



Dig: There are 12 copies of Dig. If you are playing with only two players, you should remove 4 of them. When you play this, you must reveal the top five cards of your deck. If you cannot reveal cards because your deck is empty, shuffle your discard pile into your deck and then continue revealing cards until you have revealed five cards. If you do not have five cards in your deck and discard pile, reveal as many as you can. Once you have revealed the cards, discard them. Then, decide whether or not to set the Dig card aside. If you do, you take a number of VP tokens for each card you revealed earlier when you first played this: 1 VP token if the card is an Action, 1 VP if the card is a Copper, 2 VP tokens if the card is a Treasure that is not Copper, and 0 VP tokens if the card is not an Action or Treasure. If a card is both an Action and a Treasure (such as the Crown in Dominion: Empires,) you take 3 VP tokens. If you do not set the dig aside, you simply leave it in play and you do not take VP tokens. If you set Dig aside,

it remains set aside until the end of the game.



Discovery: This is a Treasure worth \$2, like Silver. When a Discovery is in play, if you buy a card, you must immediately shuffle the Discovery card into that card's supply pile. To do this, take the top card of that pile off of the pile, then shuffle the Discovery card into the remaining cards. If there are no cards in the Supply pile, you do not shuffle the Discovery card into the pile. If the Supply pile in question is a Split pile from Empires, shuffle only the uppermost split (e.g., if you buy a card from Patrician / Emporium, and there are Patricians left on top of the Emporiums, shuffle the Discovery into only the Patricians. If there are no Patricians remaining, shuffle the Discovery into the Emporiums.) When you have shuffled the pile, turn the pile face down and place the card you removed back on top. From now on, whenever a player gains or trashes a card from the top of that pile, they flip the next card face up.

If the card that is flipped face up is a Discovery, the player that flipped the Discovery card face up gains the Discovery immediately, placing it in their discard pile, and then gains a Gold. The Gold comes from the supply and goes into the player's discard pile. Then the player flips the next card in the pile face up. The player may gain multiple Discovery cards and multiple Gold cards this way if the subsequent cards are also Discovery cards.



Encroach: When you play this, you draw cards until you have 6 cards in hand. If you already have 6 or more cards, then you do not draw any cards. Then, you may discard a Treasure card. The card you discard can be one that was in your hand or one you just drew. If you discard a card, you gain a Victory card costing up to \$2 more than it. The gained card comes from the Supply; if a Supply pile is empty, you cannot gain that card. Put the gained card on top of your deck rather than into your discard pile.



Gamepiece: This is a treasure worth \$1, like Copper. When you play it, look at the top card of your deck and choose whether to draw it. If you draw it, then discard a card from your hand. The card you discard can be one you had in your hand or one you drew. If you chose not to draw the card that you looked at, put it back on top of your deck. Gamepiece is also a Reaction. Gamepiece's Reaction ability functions when you discard it either during your Action phase or Buy phase and gives you +\$1. It does not function during any phase added by another expansion (such as the Night phase in Dominion: Nocturne,) or during any phase on another player's turn. You cannot simply choose to discard it; something has to let you or make you discard it. This ability functions when you discard Gamepiece on your own turn (such as due to Archaeologist.) It functions if Gamepiece is discarded from your hand (such as due to Inscription) or from your deck (such as due to Stronghold) or from being set aside

(such as due to Library from Dominion.) If Gamepiece would normally not necessarily be revealed (such as when discarding multiple cards due to Inscription,) you have to reveal it in order to gain the +\$1. This ability does not function if cards are put into your discard pile without being discarded, such as when you gain a card directly (such as with Collector,) or when your deck is put into your discard pile, such as with Stronghold. It does not function during Clean-up, when you normally discard all of your played and unplayed cards. The key thing to look for is a card actually telling you to "discard" cards.



Grave Watcher: When you play this, you get \$2. Then, you may choose to gain a Curse card. The Curse card comes from the Supply and goes in your discard pile. If there are no Curse cards in the Supply, you may not choose to gain one. If you gained a Curse card, you get +1 Action and an additional \$1. Then, you may choose to discard a Curse from your hand. If you do, each other player must reveal their hand and discard a Treasure card that you choose. Then, each other player gains a Copper card. If a player revealed a hand with no Treasure in it, they will still gain a Copper card. The Copper cards come from the Supply and goes into each player's hand. If there are not enough Coppers to go around, each player gains a Copper in order, beginning with the player to your left.



Graveyard: When you play this, you get +2 Actions. When you trash this, gain a card that costs more than Graveyard from the trash. A card costs more than Graveyard if it costs more coins (\$) than Graveyard, or if it has the same cost in coins as Graveyard plus an additional cost, such as Potions (from Dominion: Alchemy) or Debt (from Dominion: Empires.) A card that costs less coins than Graveyard does not cost more than Graveyard, even if it has an additional cost such as Potions or Debt. You cannot simply choose to trash Graveyard; something has to let you or make you trash it. This ability functions whether you trash Graveyard on your own turn (such as due to Stoneworks) or on someone else's (such as due to Swindler from Dominion: Intrigue.) It functions if Graveyard is trashed from your hand (such as due to Stoneworks) or from the top of your deck (such as due to Collector) or from the Supply (such as due to Profiteer.) It does not function if the card is passed to another player (such

as due to Masquerade from Dominion: Intrigue) or returned to the supply (such as due to Ambassador from Dominion: Seaside.) It also does not function if there are no cards in the trash. You must gain a card if there are any cards in the trash that cost more than Graveyard. If there are no cards in the trash, or all of the cards in the trash cost the same or less than Graveyard, you do not gain one. The gained card goes into your discard pile.



Inscription: When you play this, you get +1 Action, then you can discard as many cards as you want from your hand. Once you finish doing that, draw cards until you have four cards in hand. If you already have four or more cards in hand, you do not draw any cards. If there are no cards left in your deck, shuffled your discard pile to get a new deck. If there are not enough cards left to draw between your deck and discard pile, just draw what you can.

Inscription is also a Reaction. Inscription's Reaction ability functions when you discard it during an Action phase and draws you a card at the end of turn. "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 Inscription to another player's Inspector, you can set it aside and draw the extra card at the end of that player's turn.

Inscription 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 Archaeologist. The ability does not work if Inscription is put into your discard pile without being discarded; for example, nothing special happens when you gain Inscription, or put your deck in your discard pile as with Stronghold. The ability does not do anything during any phase other than Action Phase. Setting Inscription aside is optional. You cannot choose to discard Inscription without something telling you to discard.



Inspector: You draw 2 cards and discard 2 cards, revealing them to the other players as you do so. The cards you discard can be ones that were in your hand and/or ones you just drew. Each other player with 4 or more cards in their hand must reveal a card with the same name as one of the cards you revealed and then put it onto the top of their deck, if possible. If a player has multiple cards that match one that you just discarded, they may choose which matching card they put onto the top of their deck. If a player has no cards in their hand that match either of the cards that you discarded, they must reveal their hand to show that they did not have any of those cards.



Mastermind: When you play this, you draw a Card, get +1 Action, and set up an effect to happen later in the turn, at the start of Clean-up. At that time, you may optionally choose one or two cards you have in play. If you discard those cards from play this turn, as you normally do, you will put them on the bottom of your deck in any order. This happens before you draw cards for next turn. The cards you choose can include Mastermind itself, or any other card you have in play, which might have been played before or after you played Mastermind. If the card is not discarded during Clean-up, for example due to being a Duration card from Dominion: Seaside that was played this turn, then it does not get put on the bottom of your deck.

Mastermind can also be played directly after you resolve an action. If you want to do this, you discard a different card from your hand and then play Mastermind. Doing this does not take an Action; if you had 2 Actions and chose to play

Mastermind this way, you would have 3 Actions after -- the 2 Actions you had, plus the 1 Action that Mastermind gives you. Under rare circumstances, you may play Mastermind during someone else's turn, such as when you reacted using Stronghold. If you do, you may choose from any other cards you have in play at that time when setting up Mastermind's effect.



Mausoleum: When you play this, you draw 2 cards. Then, you name an Action card. You can name a card that is not in the game, in which case you do nothing. Once you name a card, you may optionally reveal your hand and put all of the revealed cards that have the name that you chose onto your Memory mat. You cannot put some of the cards with that name onto the mat and keep some in your hand; if you reveal your hand, you must put all of the cards with that name on the mat. Then, you may optionally play all of the cards with the name you chose that are on your Memory mat. These can be cards that you put on the Memory mat previously, or cards that you put on your Memory mat with this Mausoleum. You must play all of these cards, you cannot play some and leave some on the mat. You cannot play other cards in-between (unless told to by the card, such as with Mausoleum itself). Playing Action cards with the Mausoleum is just like playing cards normally, except it does not use up Action plays for the

turn, and that the cards you play come from your Memory mat, not your hand. Because they are not in your hand, you cannot target them with each other; for example, if you have 4

Pyramids on your Memory mat and choose to play them, they can not trash each other; they can only trash cards from your hand.



Mendicant: When you play this, you draw a card and get +1 Action, and you gain a Copper. The Copper card you gain come from the Supply and goes into your hand. If there are no Coppers remaining, you do not gain one.

Then, if you have an Estate card in your hand, you may put it back into the Supply. If the Supply pile is face down because it has been randomized, place the Estate face up on top of the pile. If you do, you take a VP token. If you don't, you must gain an Estate. The Estate you gain comes from the Supply and goes into your discard pile. If you don't put an Estate back into the Supply, and there are no Estates in the Supply, then you do nothing.



Miner: When you play this, you draw a Card, and get +1 Action. Then, you may discard a Victory card. The card you discard can be one that was in your hand or one you just drew. If you discarded a Victory card, gain a Treasure card that costs up to \$1 more than the discarded card. If there are no Treasure cards in the price range, you do not gain a card. Put the gained card in your discard pile.



Mission House: When you play this, you draw 2 cards. Then, count how many Victory points you have. During the game, you will likely only have Victory points from VP tokens, although you can get negative Victory points during the game from Miserable and Twice Miserable (from Nocturne.) You will need to total your Victory points at the point that you play Mission House; you do not count any Victory cards that are worth points at the end of the game. If you have a total of 6 or more points, you get +2 Actions. If you do not, then you may choose to discard a Victory card. The card you discard can be one that was in your hand or one you just drew. If you discard a Victory card, you take a VP token. You may not choose to discard a Victory card or take a VP token if you already have 6 or more Victory points.



Moundbuilder Village: When you play this, you get +1 Action. Then, you look through your Discard pile (something that is normally not allowed) for another copy of Moundbuilder Village. If you find one, reveal it; otherwise, reveal your discard pile to show that you don't have one. If you revealed a copy, you return it to the Moundbuilder Village Supply pile and get \$3. If you did not find one, you draw a card and get +1 Action and \$1.



Pharaoh: When you play this, you may trash any number of cards from your hand. For each card that you trashed using the Pharaoh, gain a Gold card. The Gold cards you gain come from the Supply and go into your discard pile. If there are no Gold cards in the Supply, you must still trash the Treasures from your hand, but you do not gain any Gold cards. Then, if you trashed four or more cards using the Pharaoh, each other player gains two Curses. The Curses come from the Supply and go into discard piles. If there are not enough Curses left to go around, deal them out two by two in turn order, starting with the player to the left of the player who played Pharaoh. If there is only one remaining Curse when a player would gain two Curses, the player gains it.



Profiteer: When you play this, you get +1 Action and +1 Buy. Then, you choose a pile in the supply and trash the top-most card from it. You cannot choose a pile if the top-most card is a Victory card, including cards with more than one type where one of the types is Victory. If a pile is empty, you cannot choose that pile. If a pile contains cards with more than one name, you must choose the card at the top of the pile. Then choose one: cards that have the same name as the card you trashed cost \$1 less this turn, or cards that have the same name as the card you trashed cost \$1 more this turn. If you choose to have cards with the same name cost \$1 less this turn, they do not cost less than \$0. If they have an alternative cost, such as Potions (from Dominion: Alchemy) or Debt (from Dominion: Empires), that cost is not reduced. If you choose to have cards with the same name cost \$1 more this turn, this applies to cards with a \$ cost as well as to those that only have an alternative cost. In the case of cards that

only have an alternative cost, the alternative cost does not change, but the card will gain a coin cost of \$1 in addition to its alternative cost; for example, a card that costs 8 Debt will cost \$1 + 8 Debt. Regardless of whether you chose to reduce or increase the cards' cost, this applies to cards with that name everywhere.



Pyramid: When you play this, you get +\$5 and +1 Buy. Then, you may trash two cards from your hand. You must trash two cards or none at all; if you have only one card in your hand, you may not trash it.

At the end of the game, when you count Victory points, every Victory card in your deck is worth one less for each Pyramid in your deck. This applies to Victory cards with a fixed worth, like Province, or with a variable worth, like Gardens from Dominion; for cards with a variable worth, calculate their cost first, and then reduce their worth by 1VP for each Pyramid in your deck. This cannot reduce the worth of cards below 0VP. Pyramid does not affect VPs that come from sources other than from Victory cards, such as VP tokens.



Shipwreck: When you play this, draw 2 cards and get +1 Buy. Then, gain a Treasure card that costs up to \$3. Gaining a card is not optional. The card comes from the Supply and goes on the bottom of your deck. If there are no Treasure cards that cost \$3 or less, you do not gain a card. If the card's cost includes an alternative cost, such as Potions (from Dominion: Alchemy) or Debt (from Dominion: Empires,) you cannot gain it. Cards with two types, one of which is Treasure, are Treasure cards and can be gained with Shipwreck.

When you trash this, gain a Treasure card that costs up to \$6. You cannot just choose to trash this, you need something that tells you to trash it. Gaining a card is not optional. The card comes from the Supply and goes on the bottom of your deck. If there are no Treasure cards that cost \$6 or less, you do not gain a card. If the card's cost includes an alternative cost, such as Potions (from Dominion: Alchemy) or Debt (from

Dominion: Empires,) you cannot gain it. Cards with two types, one of which is Treasure, are Treasure cards and can be gained with Shipwreck.



Snake Charmer: When you play this, get +1 Action. Then, if you already trashed a card this turn, +\$4. If you didn't trash a card this turn, instead get +\$1 and you may optionally trash a card from your hand.

Snake Charmer is also an attack. When you play Snake Charmer, each other player must choose whether or not to trash a card from their hand. If a player does not choose to trash a card, or trashes a card that does not have Action or Victory in its card types, they gain a Curse card. The Curses come from the Supply and go onto the bottom of their decks. If they do not have any cards in their deck, the Curse card becomes their deck. If there are not enough Curses left to go around, deal them out in turn order, starting with the player to your left. If there are no Curses left, players cannot gain them, and do not have to choose to trash a card. A player who is protected from attacks (such as a player with Lighthouse from Dominion: Seaside in play) cannot choose to trash a card because of Snake Charmer, and will not gain a Curse.



Stoneworks: When you play this, get +1 Buy. Then, you must choose a card from your hand and trash it. You do not trash a card if you have no other cards in your hand, and you cannot trash Stoneworks with itself, although you can trash it with another Stoneworks. If you trashed a card, you gain a Silver from the supply and put it on top of your deck. If the card that you trashed was a Victory card, you get VP tokens equal to the \$ cost of the card minus \$2. For example, if you trash a Duchy, you get 3 VP tokens, if you trash a Dig, you get 6 VP tokens, and if you trash an Estate, or any non-Victory card, you get no VP tokens.

Whenever you gain a Stoneworks, take a VP token for every card you already gained this turn. You do not take a VP token for the Stoneworks, although you may take a VP token for any other Stoneworks cards you previously gained this turn. You take these VP tokens regardless of the phase in which you gain these cards.



Stronghold: When you play this, put your deck into your discard pile. This does not count as discarding cards from your deck. If you have no deck, this does nothing. Then, look through your discard pile (something that is normally not allowed,) choose a card, and trash it. Finally, choose a card in your discard pile and put it into your hand. All of these actions are mandatory; you must do them if you are able. Stronghold is also a Reaction. Stronghold's Reaction ability functions when another player plays an attack. After that attack card is resolved, you may play Stronghold, even though it is not your turn. Resolve Stronghold as normal, and then immediately discard it.



Tomb Raider: When you play this, you gain an Action. Then, each player other than you must discard an attack card from their hand. If they cannot discard an attack card because their hand does not contain an attack card, they instead reveal their hand. If a player has an attack card that is also a Treasure, like Relic from Dominion: Adventures, the player discards the attack card rather than revealing their hand. Once every player has discarded an attack card or revealed their hand, you may gain a copy of a Treasure card that is in one of the revealed hands. If nobody revealed their hand, or if none of the revealed hands contained a Treasure card, you do not gain a Treasure card. The Treasure you gain comes from the Supply and is put in your discard pile; if there is are no copies of that Treasure left in the Supply, you do not gain one.

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.

Antiquities Only:

Ancient Times: Agora, Aquifer, Dig, Discovery, Gamepiece, Grave Watcher, Pharaoh, Pyramid, Stronghold, Tomb Raider

The College of the Antiquities: Collector, Curio, Dig, Encroach, Inscription, Inspector, Miner, Mastermind, Mausoleum, Profiteer, *Boulder Trap*

Antiquities & Dominion:

Unearthing Remains: Bandit, Bureaucrat, Money Lender, Sentry, Smithy • Dig, Graveyard, Mausoleum, Shipwreck, Tomb Raider, *Boulder Trap*

Ruined Towns: Bandit, Cellar, Chapel, Militia, Smithy • Agora, Encroach, Inscription, Shipwreck, Tomb Raider

Antiquities & Intrigue:

City of the Dead: Conspirator, Lurker, Masquerade, Patrol, Wishing Well • Graveyard, Mausoleum, Miner, Profiteer, Pyramid

Shady Dealings: Baron, Courtier, Pawn, Shanty Town, Torturer • Mastermind, Mendicant, Snake Charmer, Stronghold, Tomb Raider

Antiquities & Prosperity:

Loot City: City, Goons, Hoard, Loan, Vault • Discovery, Encroach, Gamepiece, Inscription, Stoneworks

Kings and Pharaohs: Bank, Bishop, Grand Market, King's Court, Watchtower • Curio, Gamepiece, Graveyard, Pharaoh, Stronghold

Antiquities & Cornucopia:

Pastoral Tales of Yore: Farming Village, Hamlet, Horn of Plenty, Hunting Party, Menagerie • Agora, Archaeologist, Discovery, Inscription, Profiteer

The Pharaoh's Festival: Fairgrounds, Fortune Teller, Horse Traders, Jester, Tournament • Graveyard, Mendicant, Moundbuilder Village, Pharaoh, Stoneworks

Antiquities & Seaside:

Colonial Archaeology: Fishing Village, Outpost, Tactician, Warehouse, Wharf • Agora, Curio, Dig, Encroach, Miner

Treasure Islands: Explorer, Lighthouse, Navigator, Pearl Diver, Treasure Map • Collector, Gamepiece, Mastermind, Shipwreck, Tomb Raider, *Boulder Trap*

Antiquities & Alchemy:

Academia Arcana: Apothecary, Apprentice, Golem, Transmute, University • Curio, Discovery, Profiteer, Stoneworks, Tomb Raider

Underground Movements: Familiar, Herbalist, Possession, Scrying Pool, Vineyard • Aquifer, Grave Watcher, Inspector, Mendicant, Mission House

Antiquities & Hinterlands:

Histories of the Unmapped World: Border Village, Cache, Cartographer, Fool's Gold, Haggler • Dig, Discovery, Profiteer, Pyramid, Stoneworks, *Boulder Trap*

Midnight Runners: Fool's Gold, Ill-Gotten Gains, Scheme, Trader, Tunnel • Collector, Grave Watcher, Inspector, Mission House, Stoneworks

Antiquities & Dark Ages:

A Dark Underbelly: Beggar, Cultist, Mystic, Rats, Vagrant • Collector, Inspector, Mausoleum, Profiteer, Stoneworks

The Fallen Empire: Bandit Camp, Feodum, Fortress, Hunting Grounds, Squire • Archaeologist, Graveyard, Pharaoh, Pyramid, Stronghold

Antiquities & Guilds:

History is Business: Baker, Candlestick Maker, Merchant Guild, Plaza, Soothsayer • Archaeologist, Mastermind, Mission House, Snake Charmer, Tomb Raider

B-Movie Crew: Advisor, Doctor, Journeyman, Masterpiece, Stonemason • Dig, Discovery, Pharaoh, Pyramid, Stoneworks

Antiquities & Adventures:

Legend of the Lost City: Duplicate, Guide, Lost City, Port, Storyteller • Archaeologist, Dig, Discovery, Inscription, Stoneworks, *Boulder Trap* • Quest, Scouting Party

Festival of Tombs: Magpie, Page, Relic, Transmogrify, Wine Merchant • Gamepiece, Grave Watcher, Graveyard, Pyramid, Snake Charmer, *Boulder Trap* • Travelling Fair

Antiquities & Empires:

Classical Oligarchy: Archive, Capital, Forum, Overlord, Patrician/Emporium • Dig, Encroach, Gamepiece, Graveyard, Miner • Triumph

Steampunk 'urbs: Castles, City Quarters, Encampment/Plunder, Engineer, Settlers/Bustling Village • Aquifer, Archaeologist, Mission House, Pharaoh, Stoneworks • Banquet, Defiled Shrine

Antiquities & Renaissance:

Above and Below: Border Guards, Flag Bearer, Mountain Village, Patron, Treasurer • Dig, Grave Watcher, Mausoleum, Mendicant, Snake Charmer • Capitalism, Fleet

More Than Meets The Eye: Acting Troupe, Priest, Research, Scholar, Silk Merchant • Agora, Collector, Gamepiece, Graveyard, Inscription • Citadel, Sinister Plot

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