

<p><b>3 ANVIL</b> </p> <p>TREASURE <b>10</b></p> <p><b>1</b></p> <p>You may discard a Treasure to gain a card costing up to <b>4</b>.</p>	<p><b>7 BANK</b> </p> <p>TREASURE <b>10</b></p> <p><b>?</b></p> <p>+<b>1</b> per Treasure card you have in play (counting this).</p>	<p><b>4 BISHOP</b> </p> <p>ACTION <b>10</b></p> <p><b>+1</b>  <b>+1</b> </p> <p>Trash a card from your hand. +<b>1</b> equal to half its cost in coins, rounded down.</p> <p>Each other player may trash a card from his hand.</p>
<p><b>5 CHARLATAN</b> </p> <p>ACTION - ATTACK <b>10</b></p> <p><b>+3</b></p> <p>Each other player gains a Curse.</p> <p>In games using this, Curse is also a Treasure worth <b>1</b>.</p>	<p><b>5 CITY</b> </p> <p>ACTION <b>10</b></p> <p><b>+1 Card</b> <b>+2 Actions</b></p> <p>If there are one or more empty Supply piles, <b>+1 Card</b>. If there are two or more, <b>+1</b> and <b>+1 Buy</b>.</p>	<p><b>4 CLERK</b> </p> <p>ACTION - REACTION - ATTACK <b>10</b></p> <p><b>+2</b></p> <p>Each other player with 5 or more cards in hand puts one onto their deck.</p> <p>At the start of your turn, you may play this from your hand.</p>



## ACTION

10

[When a player takes tokens, he takes a player mat to put them on. tokens are not private and anyone can count them. tokens come in 1 and 5 denominations and players can make change as needed. Tokens are unlimited and if they run out, use something else to track any further tokens. At the end of the game, players add the total value of their tokens to their score.] Trashing a card is optional for the other players but mandatory for you. You trash a card, then each other player may trash a card, in turn order. Only the player who played Bishop can get tokens from it. in costs is ignored, for example if you trash Golem (from Alchemy) which costs , you get 3 tokens total (counting the 1 you always get from Bishop). If you have no cards left in your hand to trash, you still get the and 1 token.



## TREASURE

10

This is a Treasure worth a variable amount. When you play Bank, it is worth per Treasure you have in play, counting itself. Remember, you choose what order to play Treasure cards. If you play Bank with no other Treasures in play, it is worth . If you play two copies of Bank in a row, the one you play second will be worth more than the first one. Bank produces money right when you play it; things that happen later in the turn will not change how much money you got from it.



## TREASURE

10

Discarding a Treasure is optional. If you discard one, you gain a card costing up to which comes from the Supply and goes to your discard pile.



## ACTION - REACTION - ATTACK 10

A player with no cards in their deck will have the card they put on top become the only card in their deck. At the start of your turn, you may play any number of Clerk cards from your hand, one at a time, without using up your regular Action play. You may use Clerk's self-playing start-of-turn ability before, between, or after other start-of-turn effects. For instance, if you draw Clerk due to the effect of Den of Sin, it's not too late to use Clerk's Reaction ability.



## ACTION

10

You draw a card and can play two more Actions no matter what. If there is just one empty pile in the Supply, you also draw another card. If there are two or more empty piles, you both draw another card, and get to spend and an extra Buy to use in the Buy phase. There are no further bonuses if three or more piles are empty. This only checks how many piles are empty when you play it; if piles become empty later in the turn, you do not go back and get the bonuses. If a pile stops being empty due to cards being returned to it, such as with the Seaside card Ambassador, Cities played after that will not count that pile as empty. An empty trash pile does not count for this.



## ACTION - ATTACK 10

This turns Curses into Treasures for the entire game and in all situations; it's just like the bottom bar says "Curse - Treasure." They may be played for in the Buy phase. They are trashed from play when gaining Mint, Magnate counts them in your hand, Courtier (from Intrigue) gives you two choices when revealing one, and so on. They are still Curses and still worth at the end of the game. Unlike Capitalism, Charlatan makes Curses stay as Treasures during scoring, so they will count for Keep. Curses will be Treasures if Charlatan is in the Black Market deck, even if no one actually gains it.