










<div data-bbox="115 268 418 342"> 3 ANVIL  </div> <div data-bbox="290 359 406 384">TREASURE</div> <div data-bbox="529 352 565 390">10</div> <div data-bbox="315 394 371 449"> 1 </div> <p>You may discard a Treasure to gain a card costing up to 4.</p>	<div data-bbox="740 268 1040 342"> 7 BANK  </div> <div data-bbox="753 359 868 384">TREASURE</div> <div data-bbox="992 352 1027 390">10</div> <div data-bbox="794 405 821 436">  </div> <p>+1 per Treasure card you have in play (counting this).</p>	<div data-bbox="1040 268 1341 342"> 4 BISHOP  </div> <div data-bbox="1224 359 1317 384">ACTION</div> <div data-bbox="1455 352 1490 390">10</div> <div data-bbox="1243 405 1300 470"> +1 +1  </div> <p>Trash a card from your hand. + equal to half its cost in coins, rounded down.</p> <p>Each other player may trash a card from his hand.</p>
<div data-bbox="277 1050 578 1123"> 5 CHARLATAN  </div> <div data-bbox="248 1134 448 1159">ACTION - ATTACK</div> <div data-bbox="529 1127 565 1165">10</div> <div data-bbox="323 1182 367 1213"> +3 </div> <p>Each other player gains a Curse.</p> <hr/> <p>In games using this, Curse is also a Treasure worth 1.</p>	<div data-bbox="578 1050 878 1123"> 5 CITY  </div> <div data-bbox="764 1134 857 1159">ACTION</div> <div data-bbox="992 1127 1027 1165">10</div> <div data-bbox="748 1182 873 1245"> +1 Card +2 Actions </div> <p>If there are one or more empty Supply piles, +1 Card. If there are two or more, +1 and +1 Buy.</p>	<div data-bbox="1203 1050 1503 1123"> 4 CLERK  </div> <div data-bbox="1105 1134 1446 1159">ACTION - REACTION - ATTACK</div> <div data-bbox="1455 1127 1490 1165">10</div> <div data-bbox="1243 1182 1287 1213"> +2 </div> <p>Each other player with 5 or more cards in hand puts one onto their deck.</p> <hr/> <p>At the start of your turn, you may play this from your hand.</p>

4

BISHOP



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.

7

BANK



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.

3

ANVIL



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.

4

CLERK



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.

5

CITY



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.

5

CHARLATAN



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 -1 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.