



6 Adventurer – Reveal cards from your deck until you reveal 2 Treasure cards. Put those Treasure cards into your hand and discard the other revealed cards.

3 Alchemist – +2 Cards, +1 Action. When you discard this from play, you may put this on top of your deck if you have a Potion in play.

3 Ambassador – Reveal a card from your hand. Return up to 2 copies of it from your hand to the Supply. Then each other player gains a copy of it.

2 Apothecary – +1 Card, +1 Action. Reveal the top 4 cards of your deck. Put the revealed Coppers and Potions into your hand. Put the other cards back on top of your deck in any order.

5 Apprentice – +1 Action. Trash a card from your hand. +1 Card per \bullet it costs. +2 Cards if it has Potion in its cost.

4 Baron – +1 Buy. You may discard an estate card. If you do, +4 \bullet . Otherwise, gain an estate card.

5 Bazaar – +1 Card, +2 Actions, +1 \bullet .

3 Black Market – +2 \bullet . Reveal the top 3 cards of the Black Market deck. You may buy one of them immediately. Put the unbought cards on the bottom of the Black Market deck in any order. (Before the game, make a Black Market deck out of one copy of each Kingdom card not in the supply.)

4 Bridge – +1 Buy, +1 \bullet . All cards (including cards in players' hands) cost 1 \bullet less this turn, but no less than 0 \bullet .

4 Bureaucrat – Gain a Silver Card: put it on top of your deck. Each other player reveals a Victory card from his hand and puts it on his deck (or reveals a hand with no Victory cards).

4 Caravan – +1 Card, +1 Action. At the start of your next turn, +1 Card.

2 Cellar – +1 Action. Discard any number of cards. +1 Card per card discarded.

3 Chancellor – +2 \bullet . You may immediately put your deck into your discard pile.

2 Chapel – Trash up to 4 cards from your hand.

4 Conspirator – +2 \bullet . If you played 3 or more Actions this turn (counting this): +1 Card, +1 Action.

4 Coppersmith – Copper produces an extra 1 \bullet this turn.

5 Council Room – +4 Cards, +1 Buy. Each other player draws a card.

2 Courtyard – +3 Cards. Put a card from your hand on top of your deck.

4 Cutpurse – +2 \bullet . Each other player discards a Copper card (or reveals a hand with no Copper).

5 Duke – Worth 1 \heartsuit for each Duchy you have.

2 Embargo – +2 \bullet . Trash this card. Put an Embargo token on top of a Supply pile. When a player buys a card, he gains a Curse card per Embargo token on that pile.

4 Envoy – Reveal the top 5 cards of your deck. The player to the left chooses one for you to discard. Draw the rest.

5 Explorer – You may reveal a Province card from your hand. If you do, gain a Gold card, putting it into your hand. Otherwise, gain a Silver card, putting it into your hand.

3 Familiar – +1 Card, +1 Action. Each other player gains a Curse.

4 Feast – Trash this card. Gain a card costing up to 5 coin.

5 Festival – +2 Actions, +1 Buy, +2 \bullet .

3 Fishing Village – +2 Actions, +1 \bullet . At the start of your next turn: +1 Action, +1 \bullet .

4 Gardens – Worth 1 \heartsuit for every 10 cards in your deck (rounded down).

5 Ghost Ship – +2 Cards. Each other player with 4 or more cards in hand puts cards from his hand on top of his deck until he has 3 cards in his hand.

4 Golem – Reveal cards from your deck until you reveal 2 Action cards other than Golem cards. Discard the other cards, then play the Action cards in either order.

3 Great Hall – +1 Card, +1 Action, 1 \heartsuit .

6 Harem – 2 \bullet , 2 \heartsuit .

2 Haven – +1 Card, +1 Action. Set aside a card from your hand face down. At the start of your next turn, put it into your hand.

2 Herbalist – +1 Buy, +1 \bullet . When you discard this from play, you may put one of your Treasures from play on top of your deck.

4 Ironworks – Gain a card costing up to 4 \bullet . If it is an... Action card, +1 Action. Treasure card, +1 \bullet . Victory card, +1 Card.

4 Island – Set aside this and another card from your hand. Return them to your deck at the end of the game. 2 \heartsuit .

5 Laboratory – +2 Cards, +1 Action.

5 Library – Draw until you have 7 cards in hand. You may set aside any Action cards drawn this way, as you draw them; discard the set aside cards after you finish drawing.

2 Lighthouse – +1 Action. Now and at the start of your next turn: +1 \bullet . While this is in play, when another player plays an Attack card, it doesn't affect you.

3 Lookout – +1 Action. Look at the top 3 cards of your deck. Trash one of them. Discard one of them. Put the other one on top of your deck.

5 Market – +1 Card, +1 Action, +1 Buy, +1 \bullet

3 Masquerade – +2 Cards. Each player passes a card from his hand to the left at once. Then you may trash a card from your hand.

5 Merchant Ship – Now and at the start of your next turn: +2 \bullet .

4 Militia – +2 \bullet . Each other player discards down to 3 cards in his hand.

5 Mine – Trash a Treasure card from your hand. Gain a Treasure card costing up to 3 \bullet more; put it into your hand.

4 Mining Village – +1 Card, +2 Actions. You may trash this card immediately, if you do, +2 \bullet .

5 Minion – 1 Action. Choose one: +2 \bullet ; or discard your hand, +4 cards, and each other player with at least 5 cards in hand discards his hand and draws 4 cards.

2 Moat – +2 Cards

Reaction: When another player plays an Attack card, you may reveal this from your hand. If you do, you are unaffected by that attack.

4 Moneylender – Trash a Copper card from your hand. If you do, +3.

2 Native Village – +2 Actions Choose one: Set aside the top card of your deck face down on your Native Village mat; or put all the cards from your mat into your hand. You may look at the cards on your mat at any time; return them to your deck at the end of the game.

4 Navigator – +2. Look at the top 5 cards of your deck. Either discard all of them, or put them back on top of your deck in any order.

6 Nobles – Choose 1: +3 Cards; or +2 Actions. 2.

5 Outpost – You only draw 3 cards (instead of 5) in this turn's Clean-up phase. Take an extra turn after this one. This can't cause you to take more than two consecutive turns.

2 Pawn – Choose two: +1 Card, +1 Action, +1 Buy, +1. (The choices must be different.)

2 Pearl Diver – +1 Card, +1 Action. Look at the bottom card of your deck. You may put it on top.

3 Philosopher's Stone – When you play this, count your deck and discard pile. Worth 1 per 5 cards total between them (rounded down).

4 Pirate Ship – Choose one: Each other player reveals the top 2 cards of his deck, trashes a revealed Treasure that you choose, discards the rest, and if anyone trashed a Treasure you take a Coin token; or, +1 per Coin token you've taken with Pirate Ships this game.

6 Possession – The player to your left takes an extra turn after this one, in which you can see all cards he can and make all decisions for him. Any cards he would gain on that turn, you gain instead; any cards of his that are trashed are set aside and returned to his discard pile at the end of turn.

4 Remodel – Trash a card from your hand. Gain a card costing up to 2 more than the trashed card.

5 Saboteur – Each other player reveals cards from the top of his deck until revealing one costing 3 or more. He trashes that card and may gain a card costing at most 2 less than it. He discards the other revealed cards.

4 Salvager – +1 Buy. Trash a card from your hand. + equal to its cost.

4 Scout – Reveal the top 4 cards of your deck. Put the revealed Victory cards into your hand. Put the other cards on top your deck in any order.

3 Scrying Pool – +1 Action. Each player (including you) reveals the top card of his deck and either discards it or puts it back, your choice. Then reveal cards from the top of your deck until revealing one that isn't an Action. Put all of your revealed cards into your hand.

4 Sea Hag – Each other player discards the top card of his deck, then gains a Curse card, putting it on top of his deck.

2 Secret Chamber – Discard any number of cards. +1 coin for per card discarded. **Reaction:** When another player plays an Attack card, you may reveal this from your hand. If you do, +2 Cards, then put 2 cards from your hand on top of your deck.

3 Shanty Town – +2 Actions. Reveal your hand. If you have no actions cards in hand, +2 Cards.

4 Smithy – +3 Cards.

3 Smugglers – Gain a copy of a card costing up to 6 that the player to your right gained on his last turn.

4 Spy – +1 Card, +1 Action. Each player (including you) reveals the top card of his deck and either discards it or puts it back, your choice.

5 Stash – 2. When you shuffle, you may put this anywhere in your deck.

3 Steward – Choose one: +2 cards; or +2; or trash 2 cards from your hand.

3 Swindler – +2. Each other player trashes the top card of his deck and gains a card of the same cost that you choose.

5 Tactician – Discard your hand. If you discarded any cards this way, then at the start of your next turn, +5 Cards, +1 Buy, and +1 Action.

4 Thief – Each other player reveals the top 2 cards of his deck. If they revealed any Treasure cards, they trash one of them that you choose. You may gain any or all of these trashed cards. They discard the other revealed cards.

4 Throne Room – Choose an Action card in your hand. Play it Twice.

5 Torturer – +3 Cards. Each other player chooses one: he discards 2 cards; or he gains a Curse card, putting it in his hand.

5 Trading Post – Trash 2 cards from your hand. If you do, gain a Silver card; put it into your hand.

Transmute – Trash a card from your hand. If it is a... Action card, gain a Duchy. Treasure card, gain a Transmute. Victory card, gain a Gold.

4 Treasure Map – Trash this and another copy of Treasure Map from your hand. If you do trash two Treasure Maps, gain 4 Gold cards, putting them on top of your deck.

5 Treasury – +1 Card, +1 Action, +1. When you discard this from play, if you didn't buy a Victory card this turn, you may put this on top of your deck.

5 Tribute – The player to your left reveals and then discards the top 2 cards of his deck. For each different named card revealed, if it an... Action card, +2 Actions, Treasure card, +2, Victory Card, +2 Cards.

3 University – +2 Actions. You may gain an Action card costing up to 5.

5 Upgrade – +1 Card, +1 Action. Trash a card from your hand. Gain a card costing exactly 1 more than it.

3 Village – +1 Card. +2 Actions.

Vineyard – Worth 1 for every 3 Action cards in your deck (rounded down).

3 Warehouse – +3 Cards, +1 Action. Discard 3 cards.

5 Wharf – Now and at the start of your next turn: +2 Cards, +1 Buy.

3 Wishing Well – +1 Card. +1 Action. Name a card. Reveal the top card of your deck. If it's the named card, put it into your hand.

5 Witch – +2 Cards. Each other player gains a Curse card.

3 Woodcutter – +1 Buy, +2.

3 Workshop – Gain a card costing up to 4.