



Times have been hard. To save on money, you've moved out of your old castle, and into a luxurious ravine. You didn't like that castle anyway; it was always getting looted, and never at a reasonable hour. And if it wasn't barbarians it was the plague, or sometimes both would come at once, and there wouldn't be enough chairs. The ravine is great; you get lots of sun, and you can just drop garbage wherever you want. In your free time you've taken up begging. Begging is brilliant conceptually, but tricky in practice, since no-one has any money. You beg twigs from the villagers, and they beg them back, but no-one really seems to come out ahead. That's just how life is sometimes. You're quietly conquering people, minding your own business, when suddenly there's a plague, or barbarians, or everyone's illiterate, and it's all you can do to cling to some wreckage as the storm passes through. Still, you are sure that, as always, you will triumph over this adversity, or at least do slightly better than everyone else.

This is the 7th addition to the game of Dominion. It is 500 cards. It adds 35 new Kingdom cards to Dominion, plus new bad cards you give to other players (Ruins), new cards to replace starting Estates (Shelters), and cards you can only get via specific other cards. The central themes are the trash and upgrading. There are cards that do something when trashed, cards that care about the trash, cards that upgrade themselves, and ways to upgrade other cards. Dominion: Dark Ages cannot be played by itself; to play with it, you need the Basic cards, trash mat/card and rulebook (Dominion provides all of these).

We hope you enjoy this expanding world of Dominion!

## CONTENTS

500 cards

362 Kingdom cards

10 each of Altar, Armory, Band of Misfits, Bandit Camp, Beggar, Catacombs, Count, Counterfeit, Cultist, Death Cart, Forager, Fortress, Graverobber, Hermit, Hunting Grounds, Ironmonger, Junk Dealer, Marauder, Market Square, Mystic, Pillage, Poor House, Procession, Rebuild, Rogue, Sage, Scavengers, Squire, Storeroom, Urchin, Vagrant, Wandering Minstrel

12 Feodum

20 Rats

1 each of Dame Anna, Dame Josephine, Dame Molly, Dame Natalie, Dame Sylvia, Sir Bailey, Sir Destry, Sir Martin, Sir Michael, Sir Vander

35 Randomizer cards (one of each Kingdom card with a blue banded back)

50 Ruins

10 each of Abandoned Mine, Ruined Library, Ruined Market, Ruined Village, Survivors

18 Shelters

6 each of Hovel, Necropolis, Overgrown Estate

35 other cards

15 Spoils

10 each Madman, Mercenary

1 Plastic organizer tray and 1 organizing inlay

1 Rule booklet

## PREPARATION

Before the first game, remove the five sets of cards from their wrappings and place them in the card tray. The included inlay suggests a way to organize the cards.

Dark Ages includes 35 randomizer cards (one for each Kingdom card). Players will need the Treasure cards, Victory cards, Curse cards, and Trash mat/card from either Dominion or Base Cards (or older editions of Intrigue) and the rules from Dominion to play with this expansion. As with previous Dominion games, players must choose 10 sets of Kingdom cards for each game. If players use the random approach for choosing sets, they should shuffle the randomizer cards from this expansion with those of any other Dominion games they choose to play with.

If only Kingdom cards from Dark Ages are being used this game, then the Shelter cards replace starting Estates - each player's starting deck is seven Coppers, a Hovel, a Necropolis, and an Overgrown Estate. If a mix of Kingdom cards from Dark Ages and other sets are being used, then the use of Shelters should be determined randomly, based on the proportion of Dark Ages cards in use. For example, choose a random Kingdom card being used - such as the last card dealt out from the Randomizer deck - and if it is from Dark Ages, use Shelters in place of starting Estates. Do not use the same card to randomly pick whether or not to use Shelters as you use to randomly pick whether or not to use Platinum and Colony (from Prosperity). Using Shelters does not change the Estate Supply pile; it still contains eight Estates for two players and 12 Estates for 3 or more players.

If any Kingdom card has the type Looter (Cultist, Death Cart, and Marauder have this type), then the Ruins pile is used this game. Shuffle the Ruins cards, then count out 10 per player after the first - 10 for two players, 20 for three players, 30 for four players, 40 for five players, or 50 for six players. Put the pile face down with the top card face up. The remaining Ruins are not used this game.

If the Knights Kingdom card pile is being used, shuffle the Knights before the game, and place the pile face down with the top card face up. The pile does not get a token for Trade Route (from Prosperity), even if the top Knight is a Victory card.

## ADDITIONAL RULES FOR DARK AGES

Dark Ages has two piles of cards that have a variety of cards in them: the Ruins pile has a mix of five different Ruins, and the Knights pile has ten different Knights. These piles should be shuffled before each game, as explained under Preparation. The only card that may be bought, gained, or chosen from one of these piles is the card on top. Players cannot look through the piles, only at the top card; turn the top card over any time it is face down. If a card is returned to one of these piles with Ambassador (from Seaside), the returned card goes on top. Ruins cards with different names, and Knights with different names, count as differently named cards for cards that care about this. For example, if Menagerie (from Cornucopia) reveals a hand of Copper, Ruined Market, and Ruined Library, then it will give +3 Cards. When Contraband (from Prosperity) is played, a player can name a Ruins or Knight, but that only stops that specific Ruins or Knight from being bought. However an Embargo token (from Seaside) placed on the Ruins or Knight pile will affect any cards bought from it.

Players can buy Ruins even though they normally will not wish to. Ruins cards are Actions; they may be played in the Action phase, and count as Actions for things that refer to Action cards, such as Procession. The Ruins pile, when used, is in the Supply, and if it is empty that counts towards the normal end condition. Cards that try to get specific cards from the Supply fail to get a Ruins or Knight if the correct one is not the top one. For example, if you buy a Ruined Market with Talisman (from Prosperity), you only gain another Ruined Market if that is the top Ruins under the one you bought; if you use Ambassador (from Seaside) to return Sir Martin to the Supply, the next player will gain that Sir Martin, but the player after that will not gain a card, as the next Knight will not be Sir Martin.

Many cards in Dark Ages do something "when you trash" that card. These abilities function no matter whose turn the card is trashed on. The player that a "when you trash this" ability functions for is the player told to trash the card, regardless of whose card trashed the card. These abilities happen directly after the card is put into the trash, and can function in the middle of resolving effects for an Action card; for example, if a player plays Graverobber and uses it to trash a Cultist, they first draw three cards for trashing Cultist, then continue with resolving Graverobber and gain a card costing up to 8. Cards can sometimes leave a player's deck without being trashed, such as by being returned to the Supply with Ambassador (from Seaside) or passed to another player with Masquerade (from Intrigue). When two or more cards are trashed at the same time, such as due to Count, first trash them all, then pick an order to resolve things that happen due to trashing them. A "when you trash" ability is not itself a way to trash a card; some other card will be needed to actually trash the card and make the ability happen.

Six cards in Dark Ages are never part of the Supply: Spoils, Madman, Mercenary, and the three Shelters: Hovel, Necropolis, and Overgrown Estate. Keep these cards handy for when they are needed. These cards cannot be bought, and cannot be gained by cards that gain cards from the Supply, such as Armory. They

cannot be returned to the Supply with Ambassador (from Seaside). They can end up in the trash if something trashes them. These piles being empty does not count towards the end condition for the game, or towards the count of empty piles for cards like Poacher.

Sometimes an effect may try to move a card but be unable to. An effect can move a card if it specified where the card is coming from, or if the effect put the card where it is now. If a card is not where an effect would expect it to be, or has moved away from there and then back, it cannot move the card. Played cards expect to be in play; they cannot move themselves if they are not. Gained cards are expected to be where they were gained to, even if this is not the discard pile. Cards in discard piles can be moved even if covered up by other cards; cards on top of a deck can't be moved once covered up. So for example, if you use Counterfeit to play Spoils, you will be unable to trash it, as Counterfeit expects to find Spoils in play (but Spoils returned to its pile).

## SAMPLE TURN

At the start of Kevin's turn in a game between Kevin and Kent, Kevin has a hand of Necropolis, Hermit, Procession, Cultist, Silver. He plays the Necropolis first, for +2 Actions. Then he plays Hermit. He looks through his discard pile and decides to trash an Overgrown Estate from it. He immediately draws a card, a Copper. Then he continues resolving Hermit, and gains another Hermit, putting it in his discard pile.

Then he plays Procession, using it to play Cultist. Kent responds by discarding a Beggar, gaining a Silver on his deck and a Silver into his discard pile. Kevin draws two cards, a Copper and a Duchy, then Kent gains the top Ruins, a Ruined Village. Kevin does not have another Cultist in hand, so he plays Cultist a second time via Procession. Kent no longer has the Beggar and so lets Kevin continue. Kevin draws a Cultist and a Counterfeit, and Kent gains the top Ruins, an Abandoned Mine. Kevin's Cultist lets him play another Cultist, so he plays the one he drew. He draws a Copper and a Province, and Kent gains the top Ruins, another Ruined Village. Kevin does not have another Cultist in hand, so he is done resolving Cultist. Now Procession causes him to trash Cultist, and he draws three cards due to this: two more Coppers and a Cultist.

Then he chooses an Action card to gain costing exactly 6. There is no such card in the Supply this game, so he does not gain one. He still has a Cultist in hand, but he is out of Actions, so he moves on to his Buy phase. He plays Counterfeit and uses it to play a Copper twice, trashing that Copper; he also plays a Silver, and four more Coppers. He has 9 to spend, with two Buys. He buys a Province and decides not to use his other Buy. He discards his hand and his cards from play. Since he bought a card, he does not trash his Hermit. He draws a new hand of five cards and is done.



# KINGDOM CARD NOTES

**Altar:** You trash a card from your hand if you can, and then gain a card whether or not you trashed one.

**Armory:** The card you gain goes directly to the top of your deck.

**Band of Misfits:** This plays a non-Command Action card from the Supply costing less than it. Command is a type that appears on cards like this; it has no meaning beyond stopping these cards from playing each other. Band of Misfits can only play the top card of a Supply pile. The played Action card stays in the Supply; if an effect tries to move it, such as Death Cart trying to trash itself, it will fail to move it. If the card checks to see if it was trashed, like Death Cart does, that part will fail, but if it does not, like Acting Troupe (from Renaissance), the rest of the effect will still happen. Since the played card is not in play, "while this is in play" abilities (such as Highway's from Hinterlands) will not do anything. Leave Band of Misfits in play until the Clean-up of the turn the card it played would have left play. Normally that means you'll discard it that turn, but if Band of Misfits plays a Duration card (Duration cards are in other expansions), it will stay out like the Duration card would have, and if Band of Misfits plays a card like Throne Room that plays a Duration card twice, it will stay out in the same way the Throne Room would have. If you play Band of Misfits multiple times, such as with Throne Room, leave it out until the Clean-up of the turn that the last of the cards it played would have left play.

**Bandit Camp:** Draw a card before gaining a Spoils. The Spoils comes from the Spoils pile, which is not part of the Supply. If there are no Spoils cards left, you do not get one.

**Beggar:** When you play this, you gain three Coppers, putting them into your hand. If there are not three Coppers left, just gain as many as you can. When another player plays an Attack card, you may discard this from your hand. If you do, you gain two Silvers, putting one on your deck and the other into your discard pile. If there is only one Silver left, put it on your deck; if there are no Silvers left, you do not gain any.

**Catacombs:** When you play this, you look at the top three cards of your deck, and either put all three into your hand, or discard all three and draw the next three cards. If you discard them and have to shuffle to draw three cards, you will shuffle in the cards you discarded and may end up drawing some of them. When you trash Catacombs, you gain a card costing less than it. This happens whether Catacombs is trashed on your turn or someone else's, and no matter who has the card that trashed it.

**Count:** This card gives you two separate choices: first you either discard two cards, or put a card from your hand on top of your deck, or gain a Copper; after resolving that, you either get +3, or trash your hand, or gain a Duchy. For example you might choose to discard two cards, then gain a Duchy. You can



choose an option even if you cannot do it. If you trash multiple cards that do something when trashed at once, trash them all, then choose an order to resolve the things that happen due to them being trashed.

**Counterfeit:** When you play this, you get 1 and +1 Buy, and you may play a Treasure card from your hand twice. If you choose to do that, you trash that Treasure. You still get any coins that Treasure gave you from playing it, despite trashing it. If you use Counterfeit to play Spoils twice, you will get +6 (in addition to the 1 from Counterfeit) and return Spoils to the Spoils pile; you will be unable to trash it. If you use Counterfeit to play a Treasure that does something special when you play it (such as another Counterfeit), you will do that thing twice.

**Cultist:** When you play this, you draw two cards, then each other player gains a Ruins. Go in turn order starting to your left; each player takes the top Ruins, revealing the next one each time. If the Ruins pile runs out, players stop gaining them at that point. After giving out Ruins, you may play another Cultist from your hand. It can be one you just drew from playing Cultist, or one you already had in your hand. Playing a Cultist this way does not use up any extra Actions you were allowed to play due to cards like Fortress - the original Cultist uses up one Action and that is it. When you trash a Cultist, you draw three cards. Do this whether or not it is your turn, and whether or not the card that causes Cultist to be trashed was yours. If you trash a Cultist while revealing cards, such as to a Knight attack, you do not draw the revealed cards that are about to be discarded.

**Death Cart:** When you play Death Cart, you may trash it or an Action card from your hand. You do not have to do either. If you do either you get +5. When you gain a Death Cart, either from buying it or from gaining it some other way, you also gain two Ruins. You just take the top two, whatever they are. If there are not enough Ruins left, take as many as you can. The other players get to see which ones you got.

**Feodum:** This is a Victory card, so use eight copies for games with two players, or 12 for games with three or more players. At the end of the game, each Feodum is worth 1 for every three Silvers in your deck, rounded down. For example if you have 11 Silvers, your Feodums are worth 3 each. If Feodum is trashed, you gain three Silvers. If there are not enough Silvers left, gain as many as you can.

**Forager:** Trash a card from your hand if you can. Whether or not you can, you still get +1 per differently named Treasure in the trash, plus +1 Action and +1 Buy. Multiple copies of the same Treasure card do not increase how much you get. For example if the trash has four Coppers and a Counterfeit, you get +2.

**Fortress:** When you play this, you draw a card and get +2 Actions. If this is trashed, you take it from the trash and put it into your hand. This happens no matter whose turn it is when Fortress is trashed. It is not optional. You still trash Fortress, even though you got it back; for example if you play Death Cart and choose to trash Fortress, you did trash it and so get +5.



**Graverobber:** You choose either option, then do as much of it as you can; you can choose an option even if you will not be able to do it. You can look through the trash at any time. If you choose to gain a card from the trash, the other players get to see what it is, and it goes on top of your deck. If there is no card in the trash costing from 3 to 6, you will fail to gain one. Cards with ♠ (from Alchemy) or ♦ (from Empires) in the cost do not cost from 3 to 6. If you choose instead to trash an Action card from your hand, the card you gain is put into your discard pile.

**Hermit:** When you play this, look through your discard pile, and then you may choose to trash a card that is not a Treasure, from either your hand or your discard pile. You do not have to trash a card and cannot trash Treasures. After trashing or not, you must gain a card costing up to 3. Then, when you discard Hermit from play - normally, in Clean-up, after playing it in your Action phase - if you did not buy any cards this turn, you trash Hermit and gain a Madman. The Madman comes from the Madman pile, which is not in the Supply. It does not matter whether or not you gained cards other ways, only whether you did not buy a card. If there are no Madman cards left, you do not gain one. If you put Hermit onto your deck with Scheme (from Hinterlands), and did not buy any cards that turn, you will fail to trash Hermit but still gain a Madman.

**Hunting Grounds:** When you play this, draw four cards. If this is trashed, you either gain a Duchy or three Estates, your choice. If you choose the three Estates and there are not three left, just gain as many as you can.

**Ironmonger:** First you draw a card, then you reveal the top card of your deck, then you either discard that card or put it back on top of your deck. Then you get bonuses based on the types of the card you revealed. A card with multiple types gives you all relevant bonuses; if you revealed Harem (from Intrigue), you would both draw a card and get +1.

**Junk Dealer:** You draw before trashing. You have to trash a card from your hand if you can.

**Knights:** This is a pile in which each card is different. There is the same basic ability on each card, but also another ability unique to that card in the pile, and they all have different names. Shuffle the Knights pile before playing it, keeping it face down except for the top one, which is the only card that can be gained from the pile. See Additional Rules and Preparation. Follow the rules on Knights in order from top to bottom; Sir Michael causes players to discard before it trashes cards. The ability they have in common is, each other player reveals the top two cards of their deck, trashes one of them that they choose that costs from 3 to 6, and discards the rest; then, if a Knight was trashed, you trash the Knight you played that caused this trashing. Resolve this ability in turn order, starting with the player to your left. Cards with ♠ (from Alchemy) or ♦ (from Empires) in the cost do not cost from 3 to 6. The player losing a card only gets a choice if both cards revealed cost from 3 to 6. If they both do and one is a Knight but the player picks the other card, that will not cause the played Knight to be trashed.



Dame Josephine is also a Victory card, worth 2  at the end of the game. The Knight pile is not a Victory pile though, and does not get a counter for Trade Route (from Prosperity) even if Dame Josephine starts on top. If you choose to use the Knights with Black Market (a promotional card), put a Knight directly into the Black Market deck, rather than using the randomizer card. Sir Martin only costs , though the other Knights all cost . When Sir Martin is the top card of the pile, it can be gained with an Armory and so on. If Sir Vander is trashed, you gain a Gold; this happens whether it is trashed on your turn or someone else's. The player who had Sir Vander is the one who gains the Gold, regardless of who played the card that trashed it. When playing Dame Anna, you may choose to trash zero, one, or two cards from your hand.

**Marauder:** First you gain a Spoils. It comes from the Spoils pile, which is not part of the Supply. If there are no Spoils cards left, you do not get one. Then each other player gains a Ruins. Go in turn order starting to your left; each player takes the top Ruins, revealing the next one each time. If the Ruins pile runs out, players stop gaining them at that point.

**Market Square:** When you play this, you draw a card and get +1 Action and +1 Buy. When one of your cards is trashed, you may discard Market Square from your hand. If you do, you gain a Gold. If there is no Gold left in the Supply, you do not gain one. You may discard multiple Market Squares when a single card of yours is trashed.

**Mystic:** You get +1 Action and +. Then name a card ("Copper," for example - not "Treasure") and reveal the top card of your deck; if you named the card you revealed, put the revealed card into your hand. If you did not name the right card, put the revealed card back on top. Names need to match exactly for you to get the card; for example Sir Destry and Sir Martin do not match. You do not need to name a card available in the Supply.

**Pillage:** First trash Pillage. Then, if you did, each other player with 5 or more cards in hand reveals their hand and discards a card of your choice. This happens in turn order, starting with the player to your left. Then you gain two Spoils cards. These come from the Spoils pile, which is not part of the Supply. If there are no Spoils cards left, you do not get one; if there is only one, you just get one.

**Poor House:** First you get +. Then you reveal your hand, and lose  per Treasure card in it. You can lose more than  this way, but cannot go below .

**Procession:** Playing a non-Duration Action card from your hand is optional (Duration cards are in other expansions). If you do play one, you then play it a second time, then trash it, then gain an Action card costing exactly  more than it (even if somehow you failed to trash it). The gained card can be a Duration card. Gaining a card is not optional once you choose to play an Action card, but will fail to happen if no card in the Supply costs the exact amount needed. If something happens due to trashing the card - for example drawing three cards due to trashing a Cultist - that will resolve before you gain a card. This does not



use up any extra Actions you were allowed to play due to cards like Fortress - Procession itself uses up one Action and that is it. You cannot play any other cards in between resolving the Procession-ed Action card multiple times, unless that Action card specifically tells you to (such as Procession itself does). If you Procession a Procession, you will play one Action twice, trash it, gain an Action card costing 1 more, then play another Action twice, trash it, gain an Action card costing 1 more, then trash the Procession and gain an Action costing 1 more than it. If you Procession a card that gives you +1 Action, such as Vagrant, you will end up with two Actions to use afterwards, rather than the one you would have left if you just played two Vagrants.

**Rats:** Follow the instructions in order. First draw a card; then gain a Rats; then trash a card from your hand that is not a Rats card. If there are no Rats cards left, you do not gain one. If you have no cards in your hand other than Rats, reveal your hand and you do not trash a card. If Rats is trashed, you draw a card. This happens whether it is your turn or another player's, and regardless of which player has the card that trashed Rats. There are 20 copies of Rats, rather than the usual 10; the pile starts with all 20, regardless of the number of players.

**Rebuild:** You can name any card, whether or not it is being used this game or is a Victory card. Then reveal cards from your deck until you reveal a Victory card that is not what you named. If you run out of cards, shuffle your discard pile and continue, without shuffling in the revealed cards. If you run out of cards with no cards left in your discard pile, stop there, discard everything, and nothing more happens. If you did find a Victory card that was not what you named, you discard the other revealed cards, trash the Victory card, and gain a Victory card costing up to 3 more than the trashed card.

**Rogue:** If there is a card in the trash costing from 3 to 6, you have to gain one of them; it is not optional. You can look through the trash at any time. The other players get to see what card you took. The gained card goes into your discard pile. Cards with ♠ (from Alchemy) or ♣ (from Empires) in the cost do not cost from 3 to 6. If there was no card in the trash costing from 3 to 6, you instead have each other player reveal the top two cards of their deck, trash one of their choice that costs from 3 to 6 (if possible), and discard the rest. Go in turn order, starting with the player to your left.

**Sage:** If you run out of cards while revealing cards, shuffle your discard pile (not including the revealed cards) and continue. If you run out of cards to reveal and have no cards in your discard pile, stop there; discard everything revealed, and you do not get a card. If you find a card costing 3 or more, put that one into your hand and discard the rest. For example you might reveal Copper, then Copper, then Curse, then Province; Province costs 8, so you would stop there, put Province in your hand, and discard the two Coppers and the Curse.



**Scavenger:** Putting your deck into your discard pile is optional, but putting a card from your discard pile on top of your deck is not; you do it unless there are no cards in your discard pile. Putting your deck into your discard pile will not trigger cards that do something when discarded, such as Tunnel (from Hinterlands).

**Squire:** When you play this, you get +1, and your choice of either +2 Actions, +2 Buys, or gaining a Silver. If Squire is trashed somehow, you gain an Attack card. You can gain any Attack card available in the Supply, but if no Attack card is available, you do not gain one.

**Storeroom:** Discard any number of cards from your hand, and draw as many cards as you discarded. Then, discard any number of cards - which could include cards you just drew - and you get +1 per card you discarded that time.

**Urchin:** When you play this, you draw a card and get +1 Action, then each other player discards down to four cards in hand. Players who already have four or fewer cards in hand do not do anything. While Urchin is in play, when you play another Attack card, before resolving it, you may trash the Urchin. If you do, you gain a Mercenary. The Mercenary comes from the Mercenary pile, which is not in the Supply. If there are no Mercenaries left you do not gain one. If you play the same Urchin twice in one turn, such as via Procession, that does not let you trash it for a Mercenary. If you play two different Urchins however, playing the second one will let you trash the first one.

**Vagrant:** You draw a card before revealing your top card. If the top card of your deck is a Curse, Ruins, Shelter, or Victory card, it goes into your hand; otherwise it goes back on top.

**Wandering Minstrel:** First draw a card, then reveal the top three cards of your deck, shuffling your discard pile if there aren't enough cards in your deck. If there still are not enough after shuffling, just reveal what you can. Put the revealed Action cards on top of your deck in any order, and discard the other cards. If you didn't reveal any Action cards, no cards will be put on top.

## RUINS CARD NOTES

See Preparation and Additional Rules.

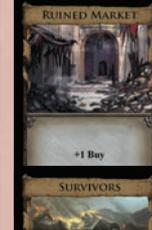
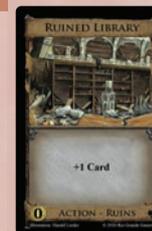
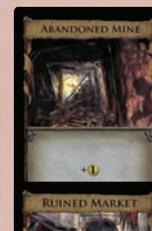
**Abandoned Mine:** When you play this, you just get +1.

**Ruined Library:** When you play this, you draw a card.

**Ruined Market:** When you play this, you just get +1 Buy.

**Ruined Village:** When you play this, you just get +1 Action.

**Survivors:** You either discard both cards, or put both cards back on top; you cannot just discard one card.



## SHELTER CARD NOTES

Dark Ages includes Shelters - Hovel, Necropolis, and Overgrown Estate. These cards replace starting Estates in some games, as described under Preparation. Shelters have no corresponding Supply pile; they can never be bought, and Ambassador (from Seaside) cannot return one anywhere.

**Hovel:** When you buy a Victory card, if Hovel is in your hand, you may trash it. You don't get anything for trashing Hovel; you just get to get rid of it.

**Necropolis:** This is an Action card; when you play it, you get +2 Actions.

**Overgrown Estate:** This is a Victory card despite being worth 0 . If this is trashed, you draw a card, right then, even in the middle of resolving another card. For example if you use Altar to trash Overgrown Estate, you first draw a card, then gain a card costing up to 5. This card does not give you a way to trash itself, it merely does something if you manage to trash it.

## OTHER CARD NOTES

**Madman:** This card is not in the Supply; it can only be obtained via Hermit. When you play it, you get +2 Actions, return it to the Madman pile if you can (this is not optional), and if you did return it, you draw a card per card in your hand. For example if you had three cards in hand after playing Madman, you would draw three cards. Normally nothing will prevent you from returning Madman to the Madman pile, but you may fail to do so due to playing Madman twice via cards like Throne Room. So, for example, if you Procession a Madman, you will get +2 Actions, return Madman to the Madman pile, draw a card per card in your hand, get another +2 Actions, fail to return Madman and so not draw cards the second time, fail to trash Madman, and then gain an Action card costing exactly 1 if you can.

**Mercenary:** This card is not in the Supply; it can only be obtained via Urchin. When you play it, you may trash two cards from your hand. If you do, you draw two cards, get +2, and each other player discards down to 3 cards in hand. Players who already have three or fewer cards in hand do nothing. Players responding to this Attack with cards like Beggar must choose to do so before you decide whether or not to trash two cards from your hand. If you play this with only one card in hand, you may choose to trash that card, but then will fail the "if you did" and will not draw cards and so on. If the cards you trash do things when trashed, first trash them both, then choose what order to resolve the things they do when trashed.

**Spoils:** This card is not in the Supply; it can only be obtained via Bandit Camp, Marauder, and Pillage. When you play Spoils, you get +3 to spend this turn, and return that copy of Spoils to its pile. You are not forced to play Treasures in your hand.



## 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. Use Shelters for these games.

### **Dark Ages alone:**

**Grim Parade:** Armory, Band of Misfits, Catacombs, Cultist, Forager, Fortress, Knights, Market Square, Procession, Hunting Grounds

**Playing Chess With Death:** Bandit Camp, Graverobber, Junk Dealer, Mystic, Pillage, Rats, Sage, Scavenger, Storeroom, Vagrant

### **Dark Ages & Dominion:**

**High and Low:** Hermit, Hunting Grounds, Mystic, Poor House, Wandering Minstrel • Cellar, Moneylender, Throne Room, Witch, Workshop

**Chivalry and Revelry:** Altar, Knights, Rats, Scavenger, Squire • Festival, Gardens, Laboratory, Library, Remodel

### **Dark Ages & Intrigue:**

**Prophecy:** Armory, Ironmonger, Mystic, Rebuild, Vagrant • Baron, Conspirator, Nobles, Secret Passage, Wishing Well

**Invasion:** Beggar, Marauder, Rogue, Squire, Urchin • Diplomat, Harem, Swindler, Torturer, Upgrade

### **Dark Ages & Seaside:**

**Watery Graves:** Count, Graverobber, Hermit, Scavenger, Urchin • Native Village, Pirate Ship, Salvager, Treasure Map, Treasury

**Peasants:** Death Cart, Feodum, Poor House, Urchin, Vagrant • Fishing Village, Haven, Island, Lookout, Warehouse

### **Dark Ages & Alchemy:**

**Infestations:** Armory, Cultist, Feodum, Market Square, Rats, Wandering Minstrel • Apprentice, Scrying Pool, Transmute, Vineyard

**Lamentations:** Beggar, Catacombs, Counterfeit, Forager, Ironmonger, Pillage • Apothecary, Golem, Herbalist, University

### **Dark Ages & Prosperity [use Platinum/Colony]:**

**One Man's Trash:** Counterfeit, Forager, Graverobber, Market Square, Rogue • City, Grand Market, Monument, Talisman, Venture

**Honor Among Thieves:** Bandit Camp, Procession, Rebuild, Rogue, Squire • Forge, Hoard, Peddler, Quarry, Watchtower

### **Dark Ages & Cornucopia/Guilds:**

**Dark Carnival:** Band of Misfits, Cultist, Fortress, Hermit, Junk Dealer, Knights • Fairgrounds, Hamlet, Horn of Plenty, Menagerie

**Class Struggle:** Feodum, Fortress, Knights, Market Square, Poor House • Butcher, Doctor, Journeyman, Merchant Guild, Taxman

### **Dark Ages & Hinterlands:**

**Far From Home:** Beggar, Count, Feodum, Marauder, Wandering Minstrel • Cartographer, Develop, Embassy, Fool's Gold, Haggler

**Expeditions:** Altar, Catacombs, Ironmonger, Poor House, Storeroom • Crossroads, Farmland, Highway, Spice Merchant, Tunnel

### **Dark Ages & Adventures:**

**Cemetery Polka:** Alms • Graverobber, Marauder, Procession, Rogue, Wandering Minstrel • Amulet, Caravan Guard, Hireling, Peasant, Relic

**Groovy Decay:** Lost Arts, Pathfinding • Cultist, Death Cart, Fortress, Knights, Rats • Dungeon, Haunted Woods, Ratcatcher, Raze, Transmogrify

### **Dark Ages & Empires:**

**Tomb of the Rat King:** Advance, Tomb • Death Cart, Fortress, Pillage, Rats, Storeroom • Castles, Chariot Race, City Quarter, Legionary, Sacrifice

**Triumph of the Bandit King:** Defiled Shrine, Triumph • Bandit Camp, Catacombs, Hunting Grounds, Market Square, Procession • Capital,

Charm, Engineer, Groundskeeper, Legionary

### **Dark Ages & Nocturne:**

**Grave Matters:** Armory, Forager, Graverobber, Market Square, Squire • Cemetery, Cursed Village, Necromancer, Skulk, Tormentor

**Rats and Bats:** Catacombs, Count, Fortress, Hermit, Rats • Changeling, Devil's Workshop, Sacred Grove, Tracker, Vampire

### **Dark Ages & Renaissance:**

**Stargazing:** Star Chart • Hermit, Mystic, Procession, Sage, Wandering Minstrel • Border Guard, Patron, Seer, Silk Merchant, Swashbuckler

**Sewer Rats:** Crop Rotation, Sewers • Count, Counterfeit, Cultist, Graverobber, Rats • Flag Bearer, Improve, Lackeys, Mountain Village, Research

### **Dark Ages & Menagerie:**

**Friendly Carnage:** Way of the Camel, Ride • Altar, Beggar, Catacombs, Fortress, Market Square • Animal Fair, Cardinal, Falconer, Goatherd, Hunting Lodge

**Gift Horses:** Way of the Butterfly, Bargain • Hunting Grounds, Pillage, Rats, Sage, Squire • Camel Train, Destrier, Displace, Paddock, Scrap

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please contact us by email at: [RioGames@aol.com](mailto:RioGames@aol.com).

Please visit our web site at [www.riograndegames.com](http://www.riograndegames.com)

