

ALLIANCE



All players reveal all Treasure in their hands (or reveal hands with no Treasure). Starting with you and going clockwise, each player may use any revealed treasure to buy a card. When a Treasure is used, return it to its owners hand. Each player may buy 1 card in this fashion. Return unused Treasure to its owners hands afterwards.

6 ACTION

<http://www.flickr.com/photos/quadrapp/131143071>

BURIED TREASURE



Now: No Effect.

At the start of your next turn:
-1 Action.
+4.

4 ACTION - DURATION

<http://www.flickr.com/photos/stealingoly/64228609>

CARTOGRAPHER



Until the end of your next turn you may draw a card after you play an Action Card (not including Cartographer).

5 ACTION - DURATION

Points: <http://www.flickr.com/photos/charnhall/154760286>
Mag. <http://www.flickr.com/photos/hahini/4048799902>

CONTINGENCY PLANS



+1 Card; +1 Action.

Reveal Contingency Plans when another player plays a Duration Card to place a Contingency Marker on the card. You may only have one Contingency Marker on any given card. On your turn, play as if your Contingency Markers were copies of the cards they are on and that you had played them in your last turn. Remove all of your Contingency Markers from play at the end of your turn.

2 ACTION - REACTION

<http://www.flickr.com/photos/fontsoncop/2147326495>

DIGNITARY



Now: +3

Until the start of your next turn all cards have their Cost raised by 1

4 ACTION - DURATION

<http://www.flickr.com/photos/muggelpup/5949747050>

DISMISSAL




+2

All other players must discard one Duration card of your choice from play. The effects of those Duration cards are immediately cancelled.

3 ACTION - ATTACK

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DUNGEON



When you play Dungeon, all players, including you, reveal a Victory Card costing 6 or less from their hand (or reveal a hand with no such cards). Place one of the revealed victory cards under Dungeon. Now and all your future turns: As an action you may place a card from your hand under Dungeon until Dungeon has 3 Cards underneath it. Return all cards to your deck at the end of the game. If Dungeon leaves play, trash all cards under Dungeon.

5 ACTION-ATTACK-DURATION

<http://www.flickr.com/photos/whsidi/78416103143>

GRAND BALLROOM

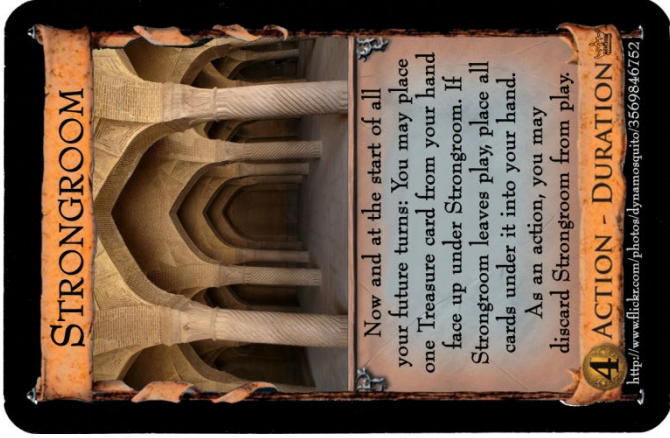


At the buy phase of this and your next turn: +1 for each differently named Duration card you have in play.

3 ACTION - DURATION

<http://www.flickr.com/photos/rubarrroom/2217303929>

Print ten copies of these cards.



Print ten copies of these cards.

ADVISOR



CHAMBERLAIN
Place a use token on Chamberlain when you shuffle your deck.
Once during each of your turns, you may remove 1 use token from Chamberlain to draw six cards instead of five during your clean up phase.

5 ACTION - DURATION

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ADVISOR



CHAMPION
Now and on all future turns: as an Action, you may trash Champion and your entire hand. If you trash at least 3 cards in this way: Gain a card.

5 ACTION - DURATION

The Echelon Miller by Gargano, Favorel
Photographed by http://www.flickr.com/photos/mharresh

ADVISOR




EXCHEQUER
Now and at the start of each of your turns, you may discard a Treasure from your hand. If you do, +2.

5 ACTION - DURATION

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ADVISOR



GENERAL
Now and when you shuffle your deck, place a use token on General.
At the start of each of your turns, you may remove 1 use token from General to gain an Attack card and place it in your hand.

5 ACTION - DURATION

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ADVISOR




HERALD
Now and at the start of each of your turns +1 Buy.

5 ACTION - DURATION

Wash, 1917
http://www.flickr.com/photos/freeparking/2287600484

ADVISOR



HIGH PRIEST
Now and when you shuffle your deck, place a use token on High Priest.
At the start of each of your turns, you may remove 1 use token from High Priest to trash a card from your hand.

5 ACTION - DURATION

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ADVISOR



MAN AT ARMS
Now: +1 Action.
You may place a use token on Man At Arms to avoid being affected by an Attack made by another player. Discard Man At Arms from play when there are as many use tokens on this card as there are players in the game.

5 ACTION - DURATION

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ADVISOR



PRIME MINISTER
Place a use token on Prime Minister when you shuffle your deck.
At the start of each of your turns, you may remove 1 use token from Prime Minister to get +1 Action.

5 ACTION - DURATION

Walls, http://www.flickr.com/photos/danayrd/471604819/
Man, http://www.flickr.com/photos/figuez/1863636442/

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The final card may be used for the "blue backed" Dominion card randomizers.

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