



**CORNUCOPIA:** Autumn. It seemed like the summer would never end, but that fortune teller was right. It's over. Autumn, the time of the harvest. Agriculture has advanced significantly in recent years, ever since the discovery of the maxim, "leaves of three, let it be." Autumn, a time of celebration. The peasants have spent a hard week scything hay in the fields, but tonight the festivities begin, starting with a sumptuous banquet of roast hay. Then, the annual nose-stealing competition. Then, two jesters, one who always lies, one who always tells the truth, both hilariously. Then, they fight to the death! This celebration will truly have something for everyone.

**GUILDS:** Jobs, everyone's worried about jobs. Whatever happened to tilling the fields in obscurity? The economy is just a trick, like stealing someone's nose, but lately people seem to have seen through it, like when you realize someone hasn't really stolen your nose. So now everyone's joining a guild, learning a craft, and working on a masterpiece - a painting so beautiful it blinds you, or a cheese grater so amazing that you never eat cheese again. The only people left tilling the fields are the ones doing it ironically. The guilds cover everything - ironic tilling, butchering, baking, candlestick making, shoemaking, cheesemaking, cheese destruction. Your advisor is convinced that somehow, control of the stonecutters is key to world domination. Very well. You will have stone handled so expertly that the world trembles before you.

This box combines the 5th (Cornucopia) and 8th (Guilds) Dominion expansions. Together they add 26 new Kingdom cards to Dominion. Cornucopia's central theme is variety, while Guilds has coin tokens you can save and spend later, and cards that you get more out of by paying extra for them. Dominion: Cornucopia & Guilds cannot be played by itself; to play with it, you need the Basic cards and rulebook (Dominion provides both).

This is the second edition of Cornucopia & Guilds, replacing 8 kingdom cards and the Prizes from the first edition.



## CONTENTS

300 cards

262 Kingdom cards

10 each of Advisor, Baker, Butcher, Candlestick Maker, Carnival, Farmhands, Farrier, Ferryman, Footpad, Hamlet, Herald, Horn of Plenty, Hunting Party, Infirmary, Jester, Journeyman, Joust, Menagerie, Merchant Guild, Plaza, Remake, Shop, Soothsayer, Stonemason, Young Witch

12 of Fairground

12 Reward cards

2 each of Coronet, Courser, Demesne, Housecarl, Huge Turnip, Renown

26 Randomizer cards

35 Coin tokens 

6 Coffers mats

1 Plastic organizer tray

1 Organizing Inlay

1 Rule Booklet



## PREPARATION

Cornucopia & Guilds includes 26 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 choose 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.

In games using Young Witch, choose an additional Kingdom card costing **2** or **3**, and put its pile into the Supply. This is the "Bane" pile referred to by Young Witch; cards that start the game in this pile are "Bane cards." You may choose the card any way you like; for example using the randomizers. Cards from this pile are in the Supply and can be gained like other cards. Do any setup the Bane card requires.

In games using Ferryman, choose an additional Kingdom card costing **3** or **4**, and put its pile near the Supply. This pile is not part of the Supply, and these cards can only be gained via gaining a Ferryman. Do any setup the chosen card requires.

In games using Joust, set the Rewards out near the Supply. Use one of each for 2 players, or two of each for 3-6 players. These are not in the Supply, and can only be gained via Joust.

In games using Baker, Butcher, Candlestick Maker, Footpad, Joust, Merchant Guild, or Plaza, put the Coin tokens in a pile near the Supply, and each player takes a Coffers mat. In games using Baker, each player starts the game with a single Coin token on their Coffers mat. Otherwise, each player starts with no tokens on their mat.

## COFFERS

Cornucopia & Guilds has mats for tracking Coffers, which let you save  for later.

- Cards say "+1 Coffers" to mean, add a token to your Coffers mat. A token there can be removed at any time during your turn, for +.
- Any number of tokens can be removed at once, each giving +.
- Coin tokens are provided. They are not component-limited; players may use a substitute if they run out. The same tokens are in some other Dominion expansions; they can be mixed together.
- Tokens being used other ways cannot be removed for +; just tokens on the Coffers mat.
- Tokens come from the supply of tokens, and return there; they are not taken from other mats or other players.

## OVERPAY

Some cards can be "overpaid" for. The costs for these cards have a "+" next to the coin symbol. A player may pay any additional amount for such a card, and then gets an effect based on how much extra was paid.

- Potions (from Dominion: Alchemy) may be used in overpaid amounts if desired, although this is only meaningful with Stonemason.
- Debt (from Dominion: Empires) cannot be overpaid.
- Players may choose not to overpay, even if they have extra coins, but cannot choose to overpay ; to overpay, a player has to actually pay more than the cost.
- Players can only overpay for a card when buying it, not when gaining it some other way.
- Overpaying itself happens when a card is bought; however "overpay" abilities happen when the card is gained, and are timed with other such abilities.
- The "+" is just a reminder; a card with a "+" in its cost still has its normal cost for all purposes. For example, Infirmary costs , so it can be the card set aside for Ferryman.
- Reducing the costs of cards via cards like Renown does not make overpaying cheaper; for example if you had  and two Renowns in play and bought Farrier, Farrier would cost , and overpaying with your  would still only give you +5 Cards at end of turn.

## SAMPLE TURN

At the start of Anna's turn, she has a hand of Joust, Gold, Copper, Copper, Menagerie. She plays Joust first. She draws Hamlet and gets +1 Action and +; she does not set aside a Province. She plays the Hamlet, draws Estate and gets +1 Action. She discards a Copper for another +1 Action, but does not discard anything for +1 Buy. Now she plays Menagerie. She gets +1 Action and reveals her hand: Gold, Copper, Estate. There are no duplicate cards, so she draws three cards: Butcher, Candlestick Maker, Horn of Plenty. She plays Candlestick Maker, getting +1 Action and +1 Buy, and adding a Coin token to her Coffers mat. Then she plays Butcher, adding two Coin tokens to her Coffers mat, trashing the Estate, and removing one Coin token (returning it to the pile) to gain a Menagerie. She could play another Action, but has no more Action cards in hand, so she moves on to her Buy phase.

First she plays the Copper and Gold. Then she plays Horn of Plenty. It doesn't make any , but since she has eight differently named cards in play (Joust, Hamlet, Menagerie, Butcher, Candlestick Maker, Copper,



Gold, Horn of Plenty) she gains a card costing up to 8. She gains a Gold. Since that isn't a Victory card, she gets to keep her Horn of Plenty. She has 5 to spend, and two tokens on her Coffers mat. She removes a token, so now she has 6. She buys Stonemason, paying 6 for it. She overpaid by 4, so she picks two Action cards each costing 4 to gain; she gains two Heralds. She does not get to overpay on the Heralds. Then she discards all of her cards from play, draws a new hand of five cards, and is done. She still has one token left on her Coffers mat for a future turn.

## KINGDOM CARD NOTES

**Advisor:** If you do not have the full three cards (after shuffling), just reveal what you can. No matter how many you revealed, the player to your left chooses one for you to discard, and the remaining cards go into your hand.

**Baker:** You draw a card, get +1 Action, and add a token to your Coffers mat. In games using this card, each player starts the game with a token on their Coffers. This includes games using the promotional card Black Market in which Baker is in the Black Market deck.

**Butcher:** First add two tokens to your Coffers mat. Then you may trash a card from your hand and remove any number of tokens from your Coffers. The number of tokens you remove can be zero. If you trashed a card, you gain a card costing up to the cost of the trashed card plus the number of tokens you removed. For example you could trash an Estate and remove six tokens to gain a Province, or you could trash another Butcher and remove zero tokens to gain a Duchy. You can remove the tokens you just added. Removing tokens for this ability doesn't get you 1 to spend, it just changes what cards you can gain with this ability.

**Candlestick Maker:** You get +1 Action and +1 Buy, and add a token to your Coffers mat.

**Carnival:** For example if you revealed 3 Coppers and a Farmhands, you'd put one Copper and the Farmhands into your hand, and discard the other two Coppers. Shuffle if necessary to get 4 cards to reveal; if there still aren't 4 cards, reveal what you can.

**Fairgrounds:** At the end of the game, this is worth 2 per 5 differently named cards in your deck, rounded down. So if you have 0-4 different cards, it is worth 0; if you have 5-9, it is worth 2; if you have 10-14, it is worth 4; if you have 15-19, it is worth 6; and so on. By default there are only 17 differently named cards available in a game, but sometimes there may be more cards, such as via Young Witch's setup rule, or due to Joust. Use 8 Fairgrounds in a game with 2 players, and 12 for a game with 3 or more players.

**Farmhands:** Setting aside a card when you gain this is optional. Once you do it, you have to play the card at the start of your next turn, even if you no longer want to. Playing the Action card does not "use up" one of your Action plays for the turn. The set aside card is face up.





**Farrier:** When you gain a Farrier you overpaid for, you draw an extra card at end of turn per 1 you overpaid. For example you could pay 4 for Farrier, and draw 2 extra cards at end of turn. This doesn't happen if you gain a Farrier without paying for it (such as with Horn of Plenty).

**Ferryman:** When you gain a Ferryman, you also gain a copy of whichever card was set aside in setup. For example in setup you might set aside Shop, which costs 3; then that game, when you gained a Ferryman, you'd also gain a Shop. The card chosen for Ferryman can't be gained other ways, only by gaining a Ferryman. If the chosen card is a split pile (such as the Augurs from Dominion: Allies), different cards will be gained via Ferryman gains as they get uncovered.

**Footpad:** This changes any game it's part of, even if no-one has gained a Footpad. For that entire game, any time you gain a card in an Action phase, you draw a card. For example if you played Remake to turn two Estates into two Silvers, you'd draw two cards. Drawing isn't optional. This doesn't draw you cards in Buy phases or Clean-up, just Action phases. When you play a Footpad, you get +2 Coffers, and the other players discard down to 3 cards in hand.

**Hamlet:** First draw a card, and get +1 Action. Then you may either discard one card to get another +1 Action; or you may discard one card to get +1 Buy; or you may discard two cards and get both +1 Action and +1 Buy; or you may discard no cards at all. You only get the extra +1 Action or +1 Buy if you actually discarded a card for it. You cannot discard multiple cards to get multiple +Actions or multiple +Buys.

**Herald:** When you play this, first draw a card and get +1 Action, then reveal the top card of your deck. If it is an Action card, play it; this is not optional. Playing the Action card does not "use up" one of your Action plays for the turn. If Herald plays a Duration card (such as Caravan from Seaside), the Herald is still discarded normally at end of turn. When you gain a Herald you overpaid for, you put one card from your discard pile on top of your deck for each extra 1 you paid over the cost. For example, if you buy Herald for 6, you will put two cards from your discard pile on top of your deck. You can put the Herald itself on top with this ability. Herald's overpay ability lets you look through your discard pile. You cannot look through your discard pile first to see how much you want to overpay, and once you overpay you must put the appropriate number of cards on top of your deck if possible. If you overpay enough to put more cards on your deck than there are cards in your discard pile, you just put all of your discard pile onto your deck. You may not look through your discard pile if you buy Herald without overpaying for it.





**Horn of Plenty:** This is a Treasure worth ①; you play it in your Buy phase, but do not get any ① for playing it. However, when you play it, you gain a card costing up to ① per differently named card you have in play. For example, if you have 5 differently named cards in play, you gain a card costing up to ⑤. This counts itself, other played Treasures, played Actions, and any Duration cards (such as Caravan from Dominion: Seaside) played on your previous turn. It only counts cards currently in play, not ones that were in play but left; for example if you played a Pillage (from Dominion: Dark Ages) this turn, you will have trashed it, so it will not count for Horn of Plenty. If the card you gain is a Victory card, trash Horn of Plenty. You do not have to play Horn of Plenty, and you choose the order that you play Treasures. You do not trash Horn of Plenty if you gain a Victory card some other way while it's in play (such as by buying one).



**Hunting Party:** First you draw a card and get +1 Action. Then you reveal your hand, and reveal cards from your deck until revealing one that does not have the same name as any of the cards in your hand. If you do not find one (even after shuffling), just discard all of the cards revealed from your deck. If you do find a card not matching any cards in your hand, put it into your hand and discard the other cards revealed from your deck.



**Infirmary:** When you gain an Infirmary you overpaid for, you play it once per ① you overpaid. For example if you buy an Infirmary for ⑤, you'd play the Infirmary twice - drawing a card, optionally trashing a card from your hand, drawing another card, and optionally trashing another card. This doesn't happen when you gain Infirmary without paying for it (such as with Horn of Plenty).



**Jester:** Each other player (in turn order) discards the top card of their deck; players with no cards (after shuffling) are unaffected. For each player who discarded a card, if it is a Victory card, they gain a Curse, and otherwise, you choose: either that player gains a copy of the card, or you do. If a card is revealed for which there are no copies in the Supply, no-one gains a copy of it.



**Journeyman:** This puts three cards into your hand that are not a particular card. First name a card. It does not have to be a card being used this game. Then reveal cards from the top of your deck until you have revealed three cards that are not the named card, or have revealed all of your cards (after shuffling). Put the revealed cards that were not the named card into your hand and discard the rest.



**Joust:** Use one copy of each Reward for games with 2 players, and two copies of each Reward for games with 3-6 players. With 3 or more players, it's okay to gain a Reward you already have a copy of. To gain a Reward you have to set aside a Province from your hand, discarding that Province in Clean-up with your other cards. If all Rewards have been claimed, you can still set aside a Province, but this won't do anything special for you. Rewards are not in the Supply, and can only be gained via playing Joust.





**Menagerie:** If there are any two or more cards in your hand with the same name, you only draw one card; if there are no matches, you draw three cards. Only the card names matter for this; Copper and Silver are different cards for example, despite both being Treasures. If you have no cards in hand at all after playing Menagerie, then you have no matching cards, and so get +3 Cards.

**Merchant Guild:** This counts all cards gained in your Buy phase, whether bought, or gained other ways, such as via Ferryman. It does not count cards gained in your Action phase, such as with Butcher. This is cumulative; if you play two Merchant Guilds, or play one twice via a card such as Throne Room, you will get +2 Coffers per card gained. In rare cases (such as with Villa, from Empires), your Buy phase can end multiple times in a turn; Merchant Guild will happen each time it ends.

**Plaza:** First you draw a card and get +2 Actions; then you may discard a Treasure. You can discard the card you drew if it is a Treasure. If you discarded a Treasure, you add a token to your Coffers mat.

**Remake:** Trash a card from your hand, and gain a card costing exactly 1 more than it; then trash another card from your hand, and gain a card costing exactly 1 more than that card. If you have no cards in hand, you do not trash anything or gain anything; if you have only one card in hand, trash it and gain a card costing 1 more than it. If there is no card at the exact cost needed, you do not gain a card for that trashed card. For example you could use Remake to trash an Estate, gaining a Silver, then trash a Copper, gaining nothing, due to there being no cards costing 1 in the Supply.

**Shop:** This lets you play an Action card from your hand, provided that you do not have a copy of that card in play. It does not matter if you played a copy of that Action that turn, only that it is not in play when you play Shop.

**Soothsayer:** If there is no Gold left, you do not gain one. If there are not enough Curses left to go around, deal them out in turn order, starting with the player to your left. Each player who gained a Curse draws a card; this is not optional. A player who did not gain a Curse, for whatever reason, does not draw a card. A player who uses Watchtower (from Dominion: Prosperity) to trash the Curse did gain a Curse and so draws a card.





**Stonemason:** When you play this, trash a card from your hand, and gain two cards each costing less than the card you trashed. Trashing a card is not optional. If you do not have any cards left in your hand to trash, you do not gain any cards. The two cards you gain can be different or the same. For example you could trash a Gold to gain a Duchy and a Silver. Gaining cards is not optional if you trashed a card. If there are no cheaper cards in the Supply (for example if you trash a Copper), you do not gain any. The cards you gain are gained one at a time; this may matter with cards that do something when gained, such as Inn from Dominion: Hinterlands. When you buy this, you may choose to overpay for it. If you do, you gain two Action cards each costing exactly the amount you overpaid. The Action cards can be different or the same. For example, if you buy Stonemason for 6, you could gain two Heralds. If there are no cards with the appropriate cost in the Supply, you do not gain one. Overpaying with a Potion (from Dominion: Alchemy) will let you gain cards with Potion in the cost. If you choose not to overpay, you will not gain any cards from that ability; it is not possible to use it to gain Action cards costing 0.



**Young Witch:** This card causes there to be an extra pile in the Supply, called the Bane pile. The extra pile is just like other Kingdom card piles - it can be bought, it can be gained via cards like Horn of Plenty, it counts for the end game condition. When you play Young Witch, after you draw 2 cards and discard 2 cards, each other player may reveal a Bane card from their hand; each player who does not gains a Curse. This attack hits other players in turn order, which matters when the Curse pile is low. Players may respond to a Young Witch with Reaction cards like Horse Traders or Moat; those happen before Bane cards are revealed.



## REWARD CARD NOTES

There are two each of six rewards: Coronet, Courser, Demesne, Housecarl, Huge Turnip, Renown.

- These are cards which are never part of the Supply. If the Rewards run out, that does not count towards the game end condition.
- The Rewards may not be bought, or gained via cards like Horn of Plenty; only Joust can gain them from their pile. They can be gained from other places normally; for example Lurker from Intrigue can gain some of them from the trash.
- Use all 12 Rewards with 3 or more players; use just one of each with 2 players. With 3 or more players, a single player can get two of the same Reward.
- Trashed Rewards go to the trash pile, like other cards; they do not return to the Rewards pile.
- If using the promotional card Black Market, do not put Rewards into the Black Market deck.

**Coronet:** Playing either type of card is optional; you can play an Action twice, play a Treasure twice, do both, or do neither. If you do both, you play the Action first. This can't play Rewards. Playing a card twice with this means playing the card, resolving that completely, then playing the same card again. Playing cards with this doesn't use up Action plays for the turn. For example you could Coronet a Village and a Silver; you'd get +2 Cards and +4 Actions from the Village plays, and +4 from the Silver plays.





**Courser:** First choose any two of the four options, then do those options in the order listed. So if you choose both +2 Cards and "Gain 4 Silvers," you will draw cards before you gain the Silvers.

**Demesne:** When you play this, you get +2 Actions, +2 Buys, and gain a Gold. When scoring, this is worth 1  per Gold you have then.

**Housecarl:** This includes Housecarl itself.

**Huge Turnip:** The +1  per Coffers you have includes the 2 you just got.

**Renown:** Costs can't go below 0. This applies to all cards everywhere - cards in the Supply, cards in hand, cards in decks. For example if you play Renown and then Remake, trashing a Copper, you could gain a Silver, as Silver would cost 1 while Copper would still cost 0. Using a card like Throne Room on Renown will make cards cost 4 less.



## 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.

### Cornucopia & Guilds:

**Misfortune:** Advisor, Candlestick Maker, Carnival, Fairgrounds, Farmhands, Horn of Plenty, Infirmary, Jester, Merchant Guild, Soothsayer

**Baking Contest:** Baker, Farrier, Hamlet, Herald, Hunting Party, Joust, Menagerie, Remake, Shop, Stonemason

### Cornucopia & Guilds & Dominion:

**Bounty of the Hunt:** Ferryman (Farrier), Horn of Plenty, Hunting Party, Joust, Menagerie • Cellar, Festival, Militia, Moneylender, Smithy

**Gilding the Lily:** Candlestick Maker, Footpad, Plaza, Remake, Young Witch (Vassal) • Library, Merchant, Remodel, Market, Sentry

### Cornucopia & Guilds & Intrigue:

**The Spice of Life:** Fairgrounds, Horn of Plenty, Joust, Remake, Young Witch (Wishing Well) • Courtier, Courtyard, Diplomat, Mining Village, Replace

**Tricks of the Trade:** Butcher, Herald, Journeyman, Stonemason, Soothsayer • Conspirator, Masquerade, Mill, Nobles, Secret Passage

### Cornucopia & Guilds & Seaside:

**Collecting:** Fairgrounds, Farmhands, Farrier, Footpad, Hunting Party • Blockade, Fishing Village, Monkey, Smugglers, Tide Pools

**Island Builder:** Advisor, Baker, Merchant Guild, Plaza, Stonemason • Island, Native Village, Salvager, Sea Chart, Treasury

### Cornucopia & Guilds & Alchemy:

**Clown College:** Candlestick Maker, Carnival, Herald, Infirmary, Jester, Menagerie • Apothecary, Familiar, Golem, University

### Cornucopia & Guilds & Prosperity: [use Platinum / Colony]

**Detours:** Farmhands, Horn of Plenty, Jester, Joust, Remake • Clerk, Crystal Ball, Forge, Hoard, Magnate

**Quarrymen:** Baker, Butcher, Candlestick Maker, Merchant Guild, Soothsayer • Charlatan, City, Expand, Grand Market, Quarry

### Cornucopia & Guilds & Hinterlands:

**Blue Harvest:** Farrier, Ferryman (Guard Dog), Hamlet, Horn of Plenty, Joust • Fool's Gold, Trail, Tunnel, Weaver, Witch's Hut

**Exchanges:** Butcher, Herald, Soothsayer, Stonemason, Young Witch (Oasis) • Border Village, Cauldron, Develop, Stables, Trader



### **Cornucopia & Guilds & Dark Ages: [use Shelters]**

***Dark Carnival:*** Fairgrounds, Ferryman (Fortress), Hamlet, Horn of Plenty, Menagerie • Cultist, Death Cart, Hermit, Junk Dealer, Knights

***Stoneground:*** Advisor, Farrier, Plaza, Shop, Stonemason • Hunting Grounds, Ironmonger, Procession, Marauder, Rogue

### **Cornucopia & Guilds & Adventures:**

***The Hero's Return:*** Travelling Fair • Carnival, Farmhands, Footpad, Menagerie, Shop • Artificer, Miser, Page, Ranger, Relic

***Queen of Tan:*** Pathfinding, Save • Advisor, Herald, Journeyman, Merchant Guild, Young Witch (Coin of the Realm) • Duplicate, Guide, Transmogrify, Ratcatcher, Royal Carriage

### **Cornucopia & Guilds & Empires:**

***Zookeepers:*** Annex, Colonnade • Ferryman (Villa), Menagerie, Jester, Remake, Shop • Groundskeeper, Overlord, Sacrifice, Settlers/Bustling Village, Wild Hunt

***Cash Flow:*** Baths, Mountain Pass • Baker, Carnival, Herald, Infirmary, Soothsayer • Castles, City Quarter, Engineer, Gladiator/Fortune, Royal Blacksmith

### **Cornucopia & Guilds & Nocturne:**

***The Endless Fair:*** Baker, Carnival, Fairgrounds, Farmhands, Merchant Guild • Devil's Workshop, Exorcist, Monastery, Pixie, Shepherd

***Happy Chaos:*** Carnival, Infirmary, Jester, Shop, Young Witch (Leprechaun) • Blessed Village, Changeling, Faithful Hound, Sacred Grove, Secret Cave

### **Cornucopia & Guilds & Renaissance:**

***Combo Corner:*** Canal • Farrier, Ferryman (Mountain Village), Horn of Plenty, Jester, Stonemason • Ducat, Experiment, Hideout, Sculptor, Seer

***Filling the Coffers:*** City Gate, Star Chart • Baker, Butcher, Farrier, Merchant Guild, Plaza • Priest, Recruiter, Spices, Swashbuckler, Treasurer

### **Cornucopia & Guilds & Menagerie:**

***Living in Exile:*** Enclave, Way of the Mule • Farmhands, Footpad, Hamlet, Infirmary, Journeyman • Gatekeeper, Hostelry, Livery, Scrap, Stockpile

***Thrill of the Hunt:*** Pursue, Way of the Rat • Butcher, Carnival, Hamlet, Hunting Party, Joust • Black Cat, Bounty Hunter, Camel Train, Mastermind, Village Green

### **Cornucopia & Guilds & Allies:**

***Huge Collections:*** Woodworkers' Guild • Advisor, Fairgrounds, Hunting Party, Plaza, Shop • Clashes, Contract, Forts, Galleria, Sentinel

***Forest Scouts:*** Forest Dwellers • Butcher, Candlestick Maker, Farmhands, Footpad, Journeyman • Augurs, Emissary, Innkeeper, Royal Galley, Sentinel

### **Cornucopia & Guilds & Plunder:**

***Of Heralds and Hunters:*** Fairgrounds, Herald, Infirmary, Soothsayer, Stonemason • Cabin Boy, Flagship, Inspiring Fortune Hunter, Pendant, Pickaxe

***Through the Swamp:*** Journey • Baker, Hamlet, Horn of Plenty, Menagerie, Merchant Guild • Cage, Patient Pilgrim, Swamp Shacks, Taskmaster, Tools





## Thanks

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