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Dominion

ALCHEMY

There are strange things going on in your basement laboratories. They keep calling up for more barrels of quicksilver, or bits of your hair. Well it's all in the name of progress. They're looking for a way to turn lead into gold, or at least into something better than lead. That lead had just been too good of a bargain to pass up; you didn't think, where will I put all this lead, what am I going to do with this lead anyway. Well that will all be sorted out. They're also looking for a universal solvent. If they manage that one, you will take whatever they use to hold it in and build a castle out of it. A castle that can't be dissolved! Now that's progress.

This is the 3rd expansion to Dominion. It adds 12 new Kingdom cards to Dominion, plus a new resource, Potions.

Dominion: Alchemy is an expansion, and can't be played by itself; to play with it, you need the Basic cards and rulebook (Dominion provides both). Dominion: Alchemy can also be combined with any other Dominion expansions you have.

We hope you enjoy this expanding world of Dominion!

Contents

150 cards
    122 Kingdom cards
       10 each of Alchemist, Apothecary, Apprentice, Familiar, Golem, Herbalist,
           Possession, Philosopher's Stone, Scrying Pool, Transmute, University
      12 of Vineyard
   16 Basic cards
      16 of Potion
   12 Randomizer cards
1 Plastic organizer tray
1 Organizing Inlay
1 Rule Booklet

Preparation

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

After you choose 10 Kingdom cards for the Supply, if any of them have 🧪 in the cost, add the Potion pile to the Supply. Also add the Potion pile if you are using the promotional card Black Market, and the Black Market deck includes at least one card with 🧪 in the cost. If you do not have any cards with 🧪 in the cost in the Supply or in the Black Market deck, do not use the Potion pile in this game.

When you have a Potion pile, put all 16 Potions in it, no matter how many players there are. In games using this pile, if the pile becomes empty, that will count towards the game ending condition, like any other Supply pile.

Potion

Potion is a new Basic Treasure card. It costs ④, and when played produces 🧪 rather than 🪙. 🧪 is a new resource, with no equivalent in 🪙. You get a single 🧪 per Potion played.

To buy a card with 🧪 in the cost, you need 🧪. For example to buy an Alchemist, which costs ③ 🧪, you need both ③ and 🧪. You could play a Gold and a Potion, then buy Alchemist with the ③ and 🧪 they produced. To buy two Alchemists in one turn, you need ⑥ and two 🧪 (and a +Buy). As with 🪙, any unspent 🧪 is lost at end of turn (but you will still have the Potion itself to replay for 🧪 on future turns).

Some cards refer to how much a card costs. Adding 🧪 to a cost gives you a higher cost; ③ 🧪 is more than ③. More specifically:

- References to cards costing "up to" some cost only include 🧪 if 🧪 is in the given cost. If 🧪 is in the cost, you can drop the 🧪 and that is still "up to," but you cannot add 🧪 if it is not there.
  Example: University gains an Action card costing up to ⑤; it cannot gain a card with 🧪 in the cost. However if you use Remodel to trash a card costing ② 🧪, you gain a card costing up to ④ 🧪, which could be a card costing ④ 🧪, ④, ③ 🧪, ③, and on down to ⓪.

- Adding coins to a cost does not affect 🜀 being in the cost or not. If 🜀 was in the cost, it still is; if it was not, it still is not. Same with subtracting coins from a cost.
  Example: Remodel allows you to gain a card costing up to ② more than the trashed card. Trashing a card that costs ② would not let you gain a card costing ④ 🜀 using Remodel. Bridge makes cards cost ① less this turn. This lowers the cost of a card costing ④ 🜀 to ③ 🜀. It does nothing to the cost of a card costing just 🜀.

- References to cards costing some number of ⓞ "or more" include cards with or without 🜀 in the cost.
  Example: Patrician (from Dominion: Empires) checks to see if a card costs ⑤ or more. Apothecary costs ② 🜀 and so does not, since it doesn't have at least ⑤ in its cost, but Possession costs ⑥ 🜀 and so does cost ⑤ or more.

- References to a cost range in ⓞ does not include cards with 🜀 in the cost.
  Example: Rogue (from Dominion: Dark Ages) can trash a card costing from ③ to ⑥. That means cards costing exactly ③, ④, ⑤, or ⑥. None of those have 🜀 in the cost.

- Cards which look at the cost of a card in ⓞ do not do anything with 🜀.
  Example: Salvager (from Dominion: Seaside) trashes a card, and produces +① per ① the card cost. If you trash a card costing ③ 🜀, you will just get +③.

- Cards which check if two costs are the same include 🜀 if it is there.
  Example: Swindler (from Dominion: Intrigue) trashes a card, and has the player who lost it gain a card with the same cost. If Swindler trashes a card costing ③ 🜀, that player will gain another card costing exactly ③ 🜀.

Sample turn

Anna has Possession, Potion, Philosopher's Stone, and two Coppers in her hand at the start of her turn. During her Action phase, she plays Possession. She moves on to her Buy phase. First she plays Philosopher's Stone. She immediately counts her deck (11 cards) and her discard pile (6 cards). The total, 17 cards, is worth ③. She then plays the Potion and Coppers from her hand. Anna has ⑤ and 🜀 to spend. Anna buys a Familiar and puts it into her discard pile. She has ② left to spend, but no more Buys, so she is done. She discards the cards in her play area and draws 5 new cards for her next turn.

Before Billy can take his normal turn, he first has an extra turn where Anna "possesses" him and gets to make all of his decisions for him. Anna looks at his hand and sees that he has Apprentice, Herbalist, Potion, and two Silvers. Anna tells Billy to play his Apprentice. Anna chooses to have Billy trash a Silver so that Billy draws 3 more cards for her to work with. The trashed Silver is set aside; it is not put into the Trash pile. Billy drew 1 Gold and 2 Coppers. Anna has Billy play the Herbalist. In Billy's Buy phase, she has Billy play his Potion, Gold, 2 Coppers, and the remaining Silver. Combined with the ① from Herbalist, Billy has ⑧ and 🜀 to spend and 2 Buys. Anna has Billy buy Province, which Anna gains instead. With the remaining 🜀, Anna has Billy buy Vineyard, which Anna also gains instead. Billy now discards the cards in his play area. Anna chooses to put Copper on top of Billy's deck, using Herbalist's ability. Then Billy draws 5 new cards for his normal turn. As the Cleanup phase is a part of the "possessed" turn, Anna takes a peek at Billy's new hand. Finally, Billy puts the Silver that was trashed into his discard pile, and takes his normal turn.

Kingdom Card Notes

Alchemist: When you discard this from play during Clean-up, if you have at least one Potion card in play, you may put Alchemist on top of your deck. This is optional, and happens before drawing your new hand. If you have multiple Alchemists and a Potion, you can put any or all of the Alchemists on top of your deck. You do not have to have used the Potion to buy anything, you only need to have played it. You choose what order to discard cards in Clean-up, and so can discard your Alchemists ahead of your Potion.

Apothecary: You draw a card and get +1 Action first. Then reveal the top four cards of your deck, put the revealed Coppers and Potions into your hand, and put the other cards back on your deck in any order. You cannot choose not to take all of the Coppers and Potions.

Apprentice: If you trash a card costing ⓪, such as Curse or Copper, you do not draw any cards. Otherwise you draw a card per ① the card you trashed cost, and another two cards if it had 🝁 in its cost. For example if you trashed a Golem, which costs ④ 🝁, you would draw 6 cards.

Familiar: You draw a card, get +1 Action, and each other player gains a Curse.

Golem: Reveal cards from the top of your deck, one at a time, until you have revealed two Action cards that are not Golem. Discard all of the revealed cards except for the non-Golem Actions you found. If you did not find any, you are done. If you found one, play it. If you found two, play them both, in either order. You cannot choose not to play one of them. These Action cards are not in your hand and so are unaffected by things that look for cards in your hand. For example if one of them is Throne Room, you cannot use it on the other one.

Herbalist: When you play this, you get +① and +1 Buy. When you discard this from play in Clean-up, you may choose a Treasure card you have in play, and put that card on your deck. You choose what order to discard cards during Clean-up; so for example if you have Herbalist, Potion, and Alchemist in play, you could choose to discard Alchemist first, putting it on top of your deck, then discard Herbalist, and put Potion on top of your deck. If you have multiple Herbalists in play, each one will let you put another Treasure from play onto your deck when you discard it.

Philosopher's Stone: When you play this, count the number of cards in your deck and discard pile combined, divide by 5, and round down. That is how many 🪙 this produces for you. Once played, the amount of 🪙 you got does not change even if the number of cards changes later in the turn. Make sure not to change the order of your deck when counting it; the order of your discard pile does not matter. You will get to look through your discard pile as you count it. You only count your deck and discard pile, not your hand or cards in play or set aside cards.
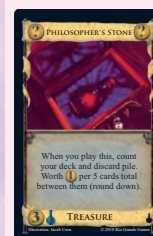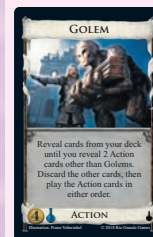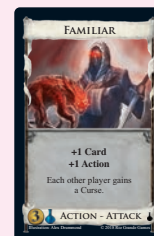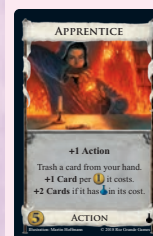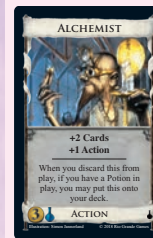
Possession: You are not taking a turn with the deck of the player to your right; that player is taking a turn, with you making the decisions and gaining the cards. The "you" in all cards still refers to the player being Possessed, not the player doing the Possessing. Possession has several pieces to it:

- You can see the Possessed player's cards for the entire turn, which means you will see their next hand during Clean-up. You will also see any cards they are entitled to see due to card rules; for example you can look at cards they have set aside with Native Village (from Dominion: Seaside).
- You make all decisions for the Possessed player, including what cards to play, decisions those cards provide, and what cards to buy.
- Any cards the Possessed player would have gained in any way, you gain instead; this includes cards bought, as well as cards gained due to Actions. The cards you gain this way go to your discard pile, even if they would have gone to that player's hand or the top of their deck or somewhere else. You also get any ⬡ tokens that player would have gotten (this is a change from the original version of Possession). You do not get any other tokens that player would have gotten (this is a change from the errata in Dominion: Empires). ⬡ is something from Dominion: Empires; if you do not have those cards, that part of Possession's effects does not matter.
- During the Possessed turn, whenever one of that player's cards is trashed, set it aside, and that player puts it into their discard pile at the end of the turn, after Clean-up. The card is still trashed, so for example you could have them trash a Mining Village (from Dominion: Intrigue) and get the +②. Getting those cards back at end of turn does not count as those cards being gained (so for example, you will not get them). Other players' cards that are trashed during that turn are not returned.
- Cards passed with Masquerade (from Dominion: Intrigue) are not being gained or trashed. Exchanging a card (such as Soldier from Adventures) does not count as gaining or trashing. Cards returned to the Supply, such as with Ambassador (from Dominion: Seaside) are also not being trashed, and so return to the Supply normally.
- If you make another player play an Attack via Possession, that Attack will hit you like it would normally. If you want to use a Reaction in response to that Attack (such as Moat), you would be the one revealing the Reaction, not the player being Possessed.
- Possession causes an extra turn to be played, like the card Outpost does (from Dominion: Seaside). The extra turn happens only after this turn is completely over - you will have discarded everything and drawn your next hand. Outpost only prevents itself from giving a player two consecutive turns, it does not prevent other cards or the rules from doing so. So for example if you play Possession in a two-player game, then after the Possession turn, that player still gets their normal turn. If they played Outpost during that turn though, it would not give them an extra turn (unless another player took a turn in-between, such as via another Possession). If you play both Outpost and Possession in the same turn, the Outpost turn happens first. If you make someone play Outpost during a turn in which you Possessed them, that player
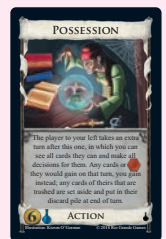
will get the extra turn and make decisions during it and so forth, not you; if you make someone play Possession during a turn in which you Possessed them, that will make that player Possess the player to their left, rather than you getting to Possess anyone further. Possession turns (and other extra turns) do not count for the tiebreaker. Once the game ends, no further turns are played, including extra turns from Possession and Outpost.

- Unlike Outpost, Possession is not a Duration card. It is discarded in the Clean-up phase of the turn you played it.
- Possession is cumulative; if you play it twice in one turn, there will be two extra turns after this one.

Scrying Pool: First each player reveals their top card, and discards it or puts it back, with you choosing separately for each player. If people care about the order, go clockwise, starting with yourself. After that, reveal cards from the top of your deck until you reveal a card that is not an Action card. If you run out of cards without revealing an Action card, shuffle your discard pile and keep going. If you have no discard pile left either, stop there. Put all of the Action cards you revealed from your deck into your hand, plus that first non-Action card.

Transmute: If you trash a Curse to this, you do not get anything. If you trash a card with more than one type to this, you get each applicable thing. For example if you trash an Action-Victory card (such as Nobles, from Dominion: Intrigue), you gain both a Duchy and a Gold.

University: Gaining an Action card is optional. Cards with 🜁 in their cost cannot be gained by this.

Vineyard: This is worth 1 🛡 per 3 Action cards you have, rounded down; for example if you have 11 Action cards, your Vineyards are worth 3 🛡 each.
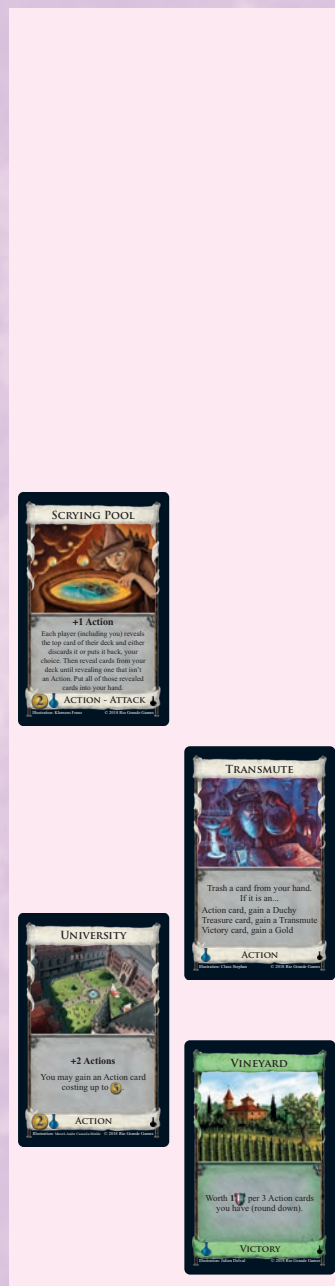
ℛECOMMENDED 𝒮ETS OF 10

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.

Alchemy & Dominion:
Forbidden Arts: Apprentice, Familiar, Possession, University • Bandit, Cellar, Council Room, Gardens, Laboratory, Throne Room
Potion Mixers: Alchemist, Apothecary, Golem, Herbalist, Transmute • Cellar, Festival, Militia, Poacher, Smithy
Chemistry Lesson: Alchemist, Golem, Philosopher's Stone, University • Bureaucrat, Market, Moat, Remodel, Vassal, Witch

Alchemy & Intrigue:
Servants: Golem, Possession, Scrying Pool, Transmute, Vineyard • Conspirator, Mill, Minion, Pawn, Steward
Secret Research: Familiar, Herbalist, Philosopher's Stone, University • Bridge, Masquerade, Minion, Nobles, Shanty Town, Torturer
Pools, Tools, and Fools: Apothecary, Apprentice, Golem, Scrying Pool • Baron, Ironworks, Lurker, Nobles, Trading Post, Wishing Well

Alchemy & Seaside:
Forewarned: Apothecary, Golem, Possession, Scrying Pool, Transmute • Cutpurse, Embargo, Ghost Ship, Native Village, Treasure Map
Gummed Up: Apprentice, Familiar, Herbalist, Philosopher's Stone, Vineyard • Ambassador, Haven, Sea Hag, Smugglers, Warehouse

Alchemy & Prosperity:
Counting Contest: Apothecary, Golem, Herbalist, Philosopher's Stone • Bank, Counting House, Goons, Hoard, Rabble, Quarry
Lower Learning: Apprentice, Familiar, University, Vineyard • Bishop, Mint, Peddler, Talisman, Worker's Village, Vault

Alchemy & Cornucopia:
Clown College: Alchemist, Familiar, Golem, Philosopher's Stone, University •Harvest, Horse Traders, Jester, Menagerie, Remake
Wine & Dine: Apothecary, Apprentice, Scrying Pool, Transmute, Vineyard • Fairgrounds, Hamlet, Horn of Plenty, Hunting Party, Young Witch • Bane: Herbalist

Alchemy & Hinterlands:
Schemes and Dreams: Apothecary, Apprentice, Herbalist, Philosopher's Stone, Transmute • Duchess, Fool's Gold, Ill-Gotten Gains, Jack of All Trades, Scheme
Wine Country: Apprentice, Familiar, Golem, University, Vineyard • Crossroads, Farmland, Haggler, Highway, Nomad Camp

Alchemy & Dark Ages:
Infestations: Apprentice, Scrying Pool, Transmute, Vineyard • Armory, Cultist, Feodum, Market Square, Rats, Wandering Minstrel
Lamentations: Apothecary, Golem, Herbalist, University • Beggar, Catacombs, Counterfeit, Forager, Ironmonger, Pillage

Alchemy & Guilds:
Illuminati: Apprentice, Golem, Philosopher's Stone, Scrying Pool, University • Butcher, Herald, Masterpiece, Merchant Guild, Stonemason
Tonics & Toxins: Alchemist, Familiar, Herbalist, Transmute, Vineyard • Baker, Candlestick Maker, Doctor, Plaza, Soothsayer

Alchemy & Adventures:
Haste Potion: Apprentice, Scrying Pool, Transmute, University, Vineyard • Plan • Magpie, Messenger, Port, Royal Carriage, Treasure Trove
Cursecatchers: Apothecary, Familiar, Golem, Herbalist, Philosopher's Stone • Save, Trade • Amulet, Bridge Troll, Caravan Guard, Peasant, Ratcatcher

Alchemy & Empires:
Collectors: Apothecary, Apprentice, Herbalist, Transmute, University • Colonnade, Museum • City Quarter, Crown, Encampment, Enchantress, Farmers' Market •

Alchemy & Nocturne:
Nightmare Fuel: Alchemist, Apprentice, Transmute, Vineyard • Bard, Blessed Village, Cemetery, Sacred Grove, Skulk, Tracker

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