

HE BOOKS OF MAGIC V. 2.0

This is a fan based expansion created by Mike Young for the game *Dominion*. It uses materials trademarked and copyrighted by Rio Grande Games. The cards and files in the expansion are not to be sold or distributed for profit. The new material in this expansion is copyright © Mike Young and has been made available in a Creative Commons Share Alike license.



Original art for the cards taken from photographs and illustration in flickr and are copyright their original artists.

These cards may be used to create standalone sets or may be added to mixes from other Dominion expansions.

PRINTING AND COLLATING

You can print the game by printing the cards.pdf document. Print 10 copies of pages 1-3 and 6 copies of page 4. Print 3 copies of page 5. This expansion does not include images for the backs of Kingdom cards. You can also print an extra set of cards with blue backs for use in creating random decks. Again, we're not including the blue backed cards.

ARD NOTES

Curse Majure: Curse Majure cards should *always* be used when playing with cards from the Books of Magic expansion. For every 10 Curse cards used, add 5 Curse Majure cards to the Curse deck. Curse Majure cards are always worth -2 points. Shuffle the Curse Majure cards into the Curse cards to create a Curse deck. Place the deck face up. When players gain a Curse, they gain the top card of the Curse deck. If multiple players gain a Curse at the same time, the players receive their Curses in turn order.

Book of Lamentations: You gain a Curse when you gain the card, not when you play it.

Book of Promises: Putting your deck into your discard pile is not the same as discarding your deck.

Book of Prophecy: Putting the gained cards on top of your deck is not optional.

Book of Sorrows: Now you may discard a Curse from your hand instead of gaining a Curse card.

Dark Coven: Do not forget to only have 8 Dark Covens available for a 2 player game. During Setup, if you draw Dark Coven as a Kingdom pile, and if you have no attack cards in your kingdom yet then the next two kingdom piles must be attack cards. If Dark Coven is the 9th or 10th card drawn then this may bring you to 11 or 12 kingdom piles. It is suggested then when Dark Coven is drawn as a Kingdom card, that the next two Kingdom cards chosen be Witch and Warlock.

Ghost Town: Multiple Ghost Towns in play give you additional money during your buy phase.

Haunted House: It is the intention of the expansion designer that a Moat revealed in response to a Haunted House is trashed, but the owner of the Moat does not gain a Curse. Individual groups should decide how they wish to interpret the card *before* they play the game. *Haunted House would not trash a Lighthouse.*

Ossuary: Do not forget to only have 8 Ossuary cards available for a 2 player game.

Scrounger: During setup, after all the kingdom cards have been chosen and all the supply piles are ready, each player may trash the top card of a supply pile. Start with the first player and then go clockwise in turn order. Different players may choose the same pile.

Sorcerer's Stone: You must trash a card when you play Sorcerer's Stone if you are able.

Ward: If you reveal Ward to not gain a Curse, then the Curse remains in the supply. It is *not* trashed.

Wasteland: Do not forget to only have 8 Wasteland cards available for a 2 player game. During setup, if Wasteland is chosen as a kingdom supply pile and there are no Kingdom supply piles that trash cards, then the next kingdom supply pile added must be one that trashes cards. If Wasteland is the 10th card chosen, then add an 11th pile that must be an Action card that trashes cards.

Zealot: The Zealot **removes** one treasure from your purchasing power this hand. You cannot go below 0 in purchasing power. Do not forget to only have 8 Zealot cards available for a 2 player game.

ECOMMENDED SETS OF TEN

BOOKS OF MAGIC ONLY

Curse Me: Book of Prophecy, Dark Library, Gravedigger, Apport, Book of Pain, Ossuary, Book of Promises, Neophyte, Book of Sorrows, Student

Curse You: Sinister Gift, Warlock, Dark Coven, Fairy Gold, Witch, Ghost Town, Neophyte, Haunted House, Journeyman, Ward

Trash Stash: Scrounger, Book of the Dead, Fairy Gold, Wasteland, Palm Reader, Neophyte, Haunted House, Zealot, Ward, Sorcerer's Stone

BOOKS OF MAGIC COMBINED WITH OTHER SETS

Chain Gang: (Books of Magic) Book of Pain, Ghost Town, Palm Reader; (Base Set) Market, Spy, Village; (Seaside) Bazaar, Treasury, Haven; (Intrigue) Great Hall

Proper Tease: (Books of Magic) Dark Coven, Warlock, Wasteland, Necropolis; (Base Set) Chapel, Witch, Gardens; (Intrigue) Harem, Nobles, Great Hall

Ouch!: (Books of Magic) Scrounger, Dark Library, Sinister Gift, Haunted House, Ward; (Base Set) Militia, Spy; (Seaside) Ghost Ship, Embargo; (Intrigue) Masquerade

LAYTESTERS & THANKS

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Original *Dominion* game designed by Donald X. Vaccarino, and published by Rio Grande Games.