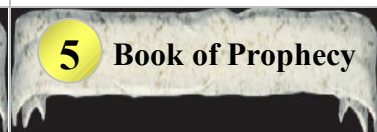
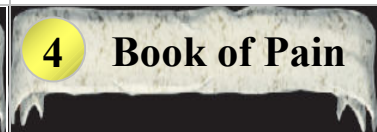
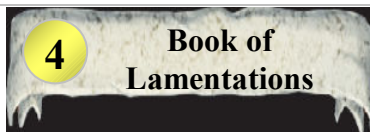
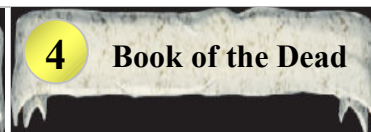
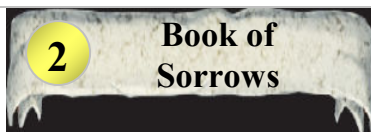


Curse Majure cards should *always* be used when playing with cards from the Books of Magic expansion. For 2 players use 1 set (three 2s, two 3s, one 4, and one 5). For 3 players, use two sets (six 2s, four 3s, two 4s, and two 5s). For 4 players, use all the cards. Shuffle the Curse Majure cards into the Curse cards to create a Curse deck. Use the same number of base curse cards as are recommended by the Dominion rules. 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 player whose turn it is may decide what order they receive the Curse cards.



You may only search the unplayed cards in your deck, not your discard pile or any cards that may be set aside.

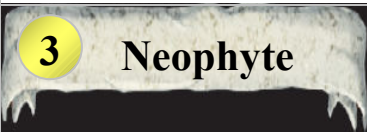
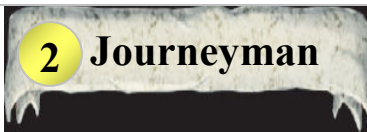


Do not use Book of the Dead as one of your sets of Kingdom Cards if you have no other Kingdom Cards that trash cards.

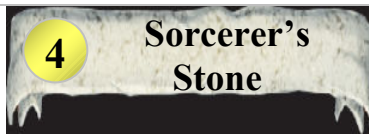




It is the intention of the expansion designer that a Moat revealed in response to a Haunted House is trashed, but the owner of the Moat does not gain a Curse. You may play it as you see fit.



Do not use Scavenger as one of your sets of Kingdom Cards if you have no other Kingdom Cards that trash cards. Cards passed to an opponent are placed in the opponent's hand.



The trashed card comes from your hand. You must trash a card when you play Sorcerer's Stone if you are able.



Do not use Ward as one of your sets of Kingdom Cards if you do not have Attack cards. Ward's effects take place *after* the Attack it was made in response to has resolved. If you draw a Ward as part of your response to an Attack, you may also use that Ward in response to that Attack.



Do not use Dark Coven as one of your sets of Kingdom Cards if you do not have either Witches or Warlocks as one of your sets of Kingdom Cards. Do not forget to only have 8 Dark Covens available for a 2 player game.



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



Do not use Wasteland as one of your sets of Kingdom Cards if you have no other Kingdom Cards that trash cards. Do not forget to only have 8 Wasteland cards available for a 2 player game.



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.