

Dominion: The Scrolls of Power



Cards designed by: Mike Young

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

This set is specifically designed to work with the **Books of Magic** fan expansion, also available at <http://www.intink.com>. Use the Curse Majure cards from that expansion when playing with cards from this expansion, even if you do not have any cards from **Books of Magic** in play.

This set introduces the concepts of:

-  Kingdom cards where not all the cards in the pile are identical.
-  Duration cards that last for more than 1 turn. Note that Duration cards are discarded during the cleanup phase of the last turn they have an effect. If they have a continuous effect then they are only discarded when that effect stops. Return all duration cards still in play at the end of the game to your deck.

General concepts:




-  Start of your turn. If several things happen at the start of your turn, you may choose which order they happen.
-  Duration cards. Duration cards stay in play until the end of the turn they cease having an effect. If a duration card does not reference a specific future turn, then it stays in play for the rest of the game.
-  Return. Return is short for “return the card to the Supply pile.” Ambassador from Seaside is a card that returns other cards.













Printing and Collating

You can print the game by printing the scrolls.pdf document. Print 10 copies of pages 1-3, three copies of page 4 and 2 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.

Card Notes

-  **Bezoar:** Bezoar may stay in play for multiple turns. Note that it only gets discarded from play during your Clean Up Phase, not other times you shuffle your discard pile into your deck.
-  **Burial Mound:** You will need the +1VP tokens from the Prosperity expansion to use this card. If you do not have the Prosperity expansion, you may use coins or tokens to represent the +1VP you gain from this card.
-  **Charm:** This means that cards that trash themselves, like Embargo or Feast, are placed in their owners’ discard piles *after* they go to the Trash.

-  **Chimera:** If the players insist, they may choose to reveal reactions to Chimera in play order, starting from your left.
-  **Element:** Put two sets of Element cards (Earth, Air, Fire, Water) in play for a 2 player game, and all three sets in play for a 3+ player game. When gaining an Element, players may choose which of the cards in the supply pile they wish to gain.
-  **Forbidden Village:** You will need the +1VP tokens from the Prosperity expansion to use this card. If you do not have the Prosperity expansion, you may use coins or tokens to represent the +1VP you gain from this card.
-  **Formulate:** So, if you gain a Province, you would also gain 2 Curses. If you gain a Village, you don't gain any Curses. Cards that change the cost of other cards, such as Highway and Bridge, may affect how many curses you gain.
-  **Iconoclast:** Players may choose to gain a Curse even if the Curse pile is empty. If so, they gain nothing.
-  **Marsh:** Marsh is not an Attack card so cards like Moat cannot be revealed in response to someone gaining it. Likewise, Lighthouse does not protect against a Marsh. Bezoar **does** protect against a Marsh.
-  **Moor:** The action is "All players gain a Curse." You gain a Curse too. The reaction is "You may reveal Moor [from your hand] when you gain a Curse to Return it [to the supply pile]." The bonus for having a Curse in your deck for Moor is that it becomes worth 3VP instead of 2VP, not in addition to. You may not reveal a Moor in play to respond to a Moor you are playing. Note that Moat and Lighthouse (and other reaction cards) specify that they can only affect attack cards played by other players. You cannot reveal a Moat in response to your Moor. If you have a Bezoar in play, you may use that to trash the curse you get from your Moor.
-  **Pact:** Before you place the card under Pact, you check to see how many cards are already under it. If there are fewer cards *already* under Pact than there are Pacts in play *by all players*, then you may place the card under Pact. If Pact leaves play, place all cards under it in your discard pile. Return Pact and all cards under it to your deck at the end of the game. If a Pact leaves play during the game, this does not affect the cards already under the other Pacts in play, but may affect your ability to place future cards under other Pacts in play.
-  **Quicksilver:** If any player has already gained a Silver due to a previously played Quicksilver on that turn, all future Quicksilvers played that turn pay off. However, players can gain a Silver for each Quicksilver played each turn too. If the players insist, they may make the choice to gain the Silvers in play order, starting from your left.
-  **Recycle:** Return is short for "return the card to the Supply pile." Ambassador from Seaside is a card that returns other cards. You may choose which cards in the Trash you wish to return. *Recycle should only be used as a Kingdom card in games where you have other Kingdom cards that trash cards.*
-  **Reversal:** You may not reveal a Reversal in play, only one from your hand. Reversal must be one of the cards you discard to gain its reveal benefit. Reversals stack. If you reveal and discard multiple Reversals, you may draw that number of cards for each Reversal discarded.
-  **Shaman:** Shaman is revealed from your hand and then set aside when someone else plays an Attack card. You may not then reveal Shaman again. You will need the +1VP tokens from the Prosperity expansion to use this card. If you do not have the Prosperity expansion, you may use coins or tokens to represent the +1VP you gain from this card.

Thanks

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