

**ALCHEMIST**



**+2 Card**

For this turn, all cards in your hand now cost an additional **+1**

**2** ACTION

Illustration: Yuumei Presented by the BGG Community

**TROLL BOOTH**



**+2**

Trash this card.

Put a Troll Booth token on any supply pile with 2 or fewer tokens on that pile.

During Buy phases, cards cost **+1** per Troll Booth token on their supply pile.

**2** ACTION

Illustration: Adam Vehige Presented by the BGG Community

**CLAIRVOYANT**



**+1 Action**  
**+1 Card**

Until the start of your next turn, play with the top card of your deck face-up.

At the start of your next turn, trash 1 card from your hand, or this card.

**2** ACTION - DURATION

Illustration: Ammon Farris Presented by the BGG Community

**DRAGON**



**-3** 

At the end of the game, you may trash 10 Treasure cards from your deck. If you do, this Dragon is worth **5**  instead of **-3** .

**5** VICTORY - CURSE

Illustration: Katrina Lin Presented by the BGG Community

**DRUID**



Discard up to 2 Victory cards.  
**+2** per card discarded;  
or reveal a hand with no Victory cards  
**+2 Cards**

**4** ACTION

Illustration: Eric De Mander Presented by the BGG Community

**FOREST FOLK**



**+2 Actions**  
At the start of your next turn:  
**+1 Action**

Each other player discards any card which can give +2 or more actions.

**4** ACTION - ATTACK - DURATION

Illustration: Sakaya Presented by the BGG Community

**GHOULS**



**+1 Action**

Each player (including you) reveals the top card of their deck. Choose any revealed card costing at most **6**. Ghouls should be treated as the chosen revealed card until it leaves play. Return Ghouls to your hand backwards. All revealed cards are put back.

**4** ACTION

Illustration: pKCrime Presented by the BGG Community

**3** **GOLDEN TOUCH** **3**



**3**

**-1** 

**5** CURSE - TREASURE

Illustration: Ammon Farris Presented by the BGG Community

**HEDGE WIZARD**



**+1 Card**  
**+1 Action**

At the start of your next turn:  
**+ Buy**  
**+1**

**1** 

**5** ACTION - DURATION - VICTORY

Illustration: Str4yk1t3n Presented by the BGG Community

**1** LEPRECHAUN **1**



**1**

If this is the first time you played a Leprechaun this turn then for each differently named card you buy,

+1 Buy  
+1

**4** TREASURE

Illustration: LordScythe Presented by the BGG Community

LOST VILLAGE



+1 Action

Choose to draw or reveal the top card of your deck. Repeat this process until you draw a card or your deck is empty. Discard all cards revealed.

Or

+2 Actions

**3** ACTION

Illustration: Max Kuznetsov Presented by the BGG Community

MAGIC BEANS



Trash this card or return it to the supply.

Gain a card costing up to **3**; put into your hand.

**0** ACTION

Illustration: Giovanni Abeille Presented by the BGG Community

MAGIC MIRROR



+1 Card

Set aside this card. Choose any Action card played between the end of this turn and the start of your next turn. This is that card until it leaves play.

Put this card into your hand backwards at the start of your next turn.

**4** ACTION - DURATION

Illustration: Superstriketwo Presented by the BGG Community

MASTER HUNTSMAN



+1 Action  
+1

All other players with 5 or more cards in their hand must discard an Action card, or reveal a hand with no Action cards.

**4** ACTION - ATTACK

Illustration: Eric De Mander Presented by the BGG Community

QUEST



+1 Action  
+1

Set aside any non-treasure card from the supply.

At the start of your next turn, reveal your hand, if it contains the set aside card, +1 Card, +1 Action +1

Return the set-aside card to the supply.

**3** ACTION - DURATION

Illustration: Max Kuznetsov Presented by the BGG Community

SORCERESS



You may gain up to 4 curses. Then, choose one option, plus one more different option for each curse you gained: +2 Cards, +2 Actions, +2 Buys, +2 or Trash 2 cards from your hand.

If the curse pile is empty, choose only two options instead.

**6** ACTION

Illustration: Katrina Lin Presented by the BGG Community

? STORYBOOK ?



**1**

If this is the first time you played a Storybook this turn then reveal your hand. Gain +1 for each Victory card in your hand or play area.

**3** TREASURE

Illustration: Katrina Lin Presented by the BGG Community

TINKER



Until the start of your next turn, whenever you gain a card, put that card face-up under Tinker.

At the start of your next turn, put cards under Tinker into your hand.

**6** ACTION - DURATION

Illustration: Ammon Farris Presented by the BGG Community



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PROTOTYPE 3