












"Magic has come to your domain. You knew you were taking a risk when you opened the borders to those magic bean salesmen, but surely hiring the troll to collect tolls on your new bridge was the right move? The old fortune teller who came to your castle that fateful night said that your wishes would come true, and now everything you touch is turning to gold, and your servants seem to have been replaced by walking brooms with arms!

"You scoffed when your advisers told you those old wizards were dangerous, but now, with strange lights flashing over the nearby mountains at night, you can't help but wonder if they were right. Will you hire a sorceress to cast spells at your behest, or a huntsman to deal with those mysterious wolves that are plaguing the countryside? Only by wit, courage, and a little hard-earned wisdom will you be able to protect and expand your dominion."

Dominion is designed by Donald X. Vaccarino, and is published in the USA by Rio Grande Games. Fairy Tale is an unofficial fan-made expansion is not affiliated with nor endorsed by Donald X Vaccarino or Rio Grande Games.

 <p>FOREST FOLK</p> <p>+2 Actions At the start of your next turn: +1 Action</p> <p>At the end of this turn, all players are limited to a maximum of 3 actions until the start of your next turn.</p> <p>6 ATTACK - DURATION</p>	<p>Forest Folk: Forest folk prevents people from gaining +Actions beyond 2 extra actions. Cards which allow use of multiple action cards without using +Actions do not count. This means that FF would not impact a Kings Court, Golem or similar card play.</p> <p>NOTE: <i>Reaction cards must be played when this duration card is played.</i></p>	 <p>BRIDGE TROLL</p> <p>+2 Trash this card. Put a Bridge Troll token on any supply pile with 2 or fewer tokens on that pile.</p> <p>During buy phases, cards cost +1 per Bridge Troll token on their supply pile.</p> <p>2 ACTION</p>	<p>Bridge Troll: When BT is a Kingdom card, the raised value of the kingdom pile applies for the entire game.</p> <p>The change in cost to buy and replace the card only applies during your buy phase.</p> <p>NOTE: <i>You can use Dice, Victory Tokens or any random objects as BT tokens.</i></p>
 <p>3 GOLDEN TOUCH 3</p> <p>-1</p> <p>5 CURSE - TREASURE</p>	<p>Golden Touch: Golden Touch can be used as a Supply pile in addition to your 10 kingdom cards. You can also choose to place GT on top of the gold pile - Gold only becomes available once a certain amount of GT has been purchased.</p>	 <p>DRYAD</p> <p>Trash any card worth 3 or more. If you do, trash a Victory card from your hand. Gain a victory card costing up to 3 more.</p> <p>1</p> <p>4 ACTION - VICTORY</p>	<p>Dryad: Example: After playing a dryad you have in hand a silver and an estate. You can trash both those cards to gain a Duchy.</p>
 <p>MAGIC MIRROR</p> <p>+1 Card +1 Buy</p> <p>This card mirrors an action card played during the previous round. Put Magic Mirror into your hand backwards and treat it as that card until the end of this turn.</p> <p>3 ACTION - DURATION</p>	<p>Magic Mirror: Magic Mirror should face backwards in your hand to indicate it is currently mirroring a card.</p> <p>MM ceases to mirror if it leaves your play area or your hand (e.g. Discarded, Trashed, Returned to Supply etc.) and at the game end.</p> <p>NOTE: <i>If possible, put a copy from supply or trash of the card that MM is mirroring sideways in front of your play area. This will aid keeping track of mirrored cards. Return this card after MM ends.</i></p>	 <p>LOST VILLAGE</p> <p>+2 Action or +1 Action</p> <p>Choose to draw or discard the top card of your deck. Repeat this process until you draw a card, or until your deck is empty.</p> <p>3 ACTION</p>	<p>Lost Village: You don't get to see what the top card is before you choose UNLESS another card affects this.</p> <p>You can discard your whole deck and draw the last card in one move.</p>
 <p>QUEST</p> <p>+1 Actions +1 Card</p> <p>Name an Action card or Treasure card. If you reveal that card on your next turn +1 Card, +1 Action +1.</p> <p>3 ACTION - DURATION</p>	<p>Quest: You can reveal the quested card at any stage during the turn in which Quest is resolved. The revealed card returns to your hand.</p> <p>NOTE: <i>If possible, put a copy from supply or trash of the card that you are questing for sideways in front of your play area. This will aid keeping track of quested cards. Return this card after Quest ends.</i></p>	 <p>SORCERESS</p> <p>Choose effects to apply: +2 Cards, +2 Actions, +2, +2 Buys; or Trash 2 cards from your hand.</p> <p>Gain a curse for each effect chosen after the first. If you can't gain a curse, only choose two effects.</p> <p>6 ACTION</p>	<p>Sorceress: You may only choose each effect once. Name which effects you choose, gain curses as you choose each effect after the first and then do the effects.</p> <p>If the curse supply pile runs out while choosing effects, you can not choose any more effects. Only once the curse supply pile is emptied can you choose two effects without a curse acquisition.</p>
 <p>DRAGON</p> <p>-3</p> <p>At the end of the game, you may trash 8 Treasure cards from your deck. If you do, Dragon is worth 5 instead of -3.</p> <p>5 CURSE</p>	<p>Dragon: 8 Treasure cards need to be trashed per each Dragon card converted from -3 to 5 Victory points.</p> <p>NOTE: A Dragon / Golden Touch Combo can be unbalanced if all players are not aware of the combo.</p>		

CREDITS:

Dominion is designed by Donald X. Vaccarino, and is published in the USA by Rio Grande Games. Without Dominion, Fairytale would not be possible and would not have been inspired.

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THANKYOU!