TROLLS
and
Princesses

Rulebook

Once upon a time

Trolls are not big and stupid, as many would have you believe. Not long ago they lived among us and used their cunning magic to look like us humans.

They lived with their cattle in the mountains. Their caves were beautiful and luxuriously decorated with silver, gold and gems; and their tables were always laden with delicious food. In Sweden, there is an expression for this: "Rich as a troll".

Trolls were not evil if you didn't treat them badly, they could even be helpful to those who treated them well. But they often played tricks on humans. Their magic power (trollkraft) could distort the vision of humans so that the troll looked like a human, an animal, a log, a stone or even became invisible. But they also had some weaknesses. They couldn't stand the sound of church bells or steel, not to mention the sight of the sun.

Trolls & Princesses is a "worker movement" game. You play as one of four troll clans and to get the troll king's favour, you must try and impress him. The players get favours (in the form of victory points) when they do what trolls usually do: swap changelings, "hire" humans, tear down church bells, kidnap princesses, build their cave, and use troll magic. To succeed, the players must collect resources and move their trolls around to do different actions. The player with the most victory points at the end of the game can crown themselves the ultimate troll clan leader.

Game Materials

1 Village Board, consisting of 6 reversible pieces (Village / Forest).

1 Central Village Board Section (for 2 and 3-player games)

| 16x Princess cave tiles | 16x Church Bell cave tiles | 16x Resource cave tiles | 16x Victory cave tiles |

64 Cave Tiles

24x
Obsidian Stones

16x
Gold Bars

12x
Diamonds

52 Resources*

x5

x5

12 Resource Multipliers**

5x   5x   4x

14 King's Cards

24x
Day cards

24x
Twilight cards

12x
Night cards

60 Round Cards

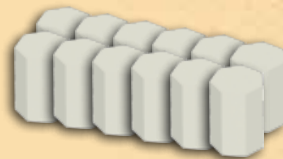**20 King's Tiles**

16x   16x   16x

48 Troll Cards

12 Princesses*

16 Neutral Changelings*

13 Humans*

12 Neutral Outposts*

16 Cows*

12 Church Bells*

10 Castle Tiles

1 Troll King*

In Each of the 4 Player Colours
(Yellow, Red, Purple, Teal)

5 Trolls*

4 Troll Changelings*

4 Outposts*

4 Clan Markers

1 Troll Power Marker*

3 Barn Covers (2 for the Teal player)

1 Player Board

1 Player Aid*

Game Setup

1. Assemble the **village board** in the middle of the table. Use the central village board section showing either 2/3/4 mountain exits for 2/3/4 players, respectively. Use as many face-up villages as there are players. Make sure to use the village marked "I" first and add villages in ascending order (so for instance, in a 3-player game, you would use villages I, II and III). Fill the rest of the board with forest parts.

2. Place the following items on each village section of the board:
   a. 1 random **castle tile** on each *castle*; discard the unused castle tiles back into the box
   b. 3 **church bells** by the *churches*
   c. 3 **neutral outposts** at the *foot of the mountain*
   d. 1 **neutral changeling** in each *town*
   e. 1 **human** in each *farm*

3. Shuffle all **cave tiles** and make a facedown draw pile. Reveal the top 5 tiles and place them as the **cave tile display** on the table. Remove the cave tiles marked with a ⊤ in a 2-or 3-player game.

4. Shuffle the **king's tiles** and make a facedown draw pile. Reveal the top 5 tiles and place them as the **king's tile display** on the table.

5. Shuffle all **troll cards** and make a facedown draw pile. Reveal the top 5 cards and place them as the **troll card display** on the table. Remove the troll cards marked with a ⊤ in a 2-or 3-player game.

6. Sort the **king's cards** according to background colour and shuffle each pile individually. Reveal 1 card from the blue and yellow pile and 2 cards from the red pile. Put the remaining cards back in the box.

7. Place all **resources** and **items (princesses, neutral changelings, humans, cows)** in a general supply on the forest section of the board.

8. Randomly decide who will be the start player. One way to do this would be to choose the player with the biggest nose. Give them the **troll king.**

3-player setup example

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Player Setup

1. Each player chooses a **player board** in their chosen colour and places it in front of them.

2. Each player takes the following items in their player colour:

   a. 4 **outposts**. Place them on the red-outlined heptagonal spots.

   b. 4 **changelings**. Place them on the red-outlined square spots.

   c. 5 **trolls**. Place them next to your player board.

   d. 1 **troll power marker.** Place it on the troll power symbol.

   e. 4 **clan markers**. Place them next to your player board.

   f. 1 **player aid**. Place it next to your player board.

   g. 2 or 3 **barn covers** (2 if you're the teal player, 3 for all the other colours). Place them on the red-outlined barn spaces at the bottom of your board.

3. Place the indicated **resources** on all *excavation sites*. In this example, the red player places one diamond and 3 obsidian on the designated spaces.

4. Every player takes their starting resources as depicted on the resource field on their player board and places them on the appropriate spaces. Place a **human** on a cauldron of your choice; **resources** go into the resource field; a **cow** goes into an available (uncovered) barn. If **troll power** is depicted, advance your troll power marker to the indicated number of steps.

5. Build a **round card deck** for each player:

   » Take all cards according to the available villages. In a 4-player game, take all cards. In a 3-player game, take the cards marked I, II and III. In a 2-player game, take the cards marked I and II.

   » Sort all cards according to their back (day/twilight/night) into different stacks and shuffle each stack individually.

   » Firstly, if you are playing with 2 or 3 players, deal each player 2 or 1 facedown night cards respectively. In a 4 player game, the night cards are not used.

   » Then, on top of the night cards (if any), deal 5 facedown twilight cards to each player.

   » Finally, on top of the twilight cards, deal 5 facedown day cards to each player.

   » Put any remaining round cards back into the box without looking at them

   » Each player should now have a round card deck of 10, 11, or 12 cards, for a 4, 3, or 2-player game, respectively.

6. Draw the three topmost cards from your round deck into your hand.

Player board and terminology

Before we dive into explaining the rules to you simpletons, we experienced trolls need to go over a few important concepts used. So, if you want to become a better troll, pay attention!

Cave network

Storage spots

Building cavern

Resource field

Troll power track

Mining cavern

King's tile

Troll power cavern

Barns

Excavation site

The most important part of the game is undoubtedly your **player board.** It is divided into several zones.

First of all, there are the 3 main caverns on your player board: The **mining cavern,** the **building cavern** and the **troll power cavern.**

You will send your trolls and even some abducted humans there to perform actions. Your trolls will move from one cavern (or a village) to another cavern (or village), and you need to think carefully about where they go so you can maximise your actions.

In the left part of the board, you see some indentations where cave tiles or king's tiles fit. You expand your so-called **cave network** by placing all kinds of different cave tiles to the left of your player board. A new tile must always be adjacent to a tile already placed. The first tile you place is the one highlighted in red here. But after that, you are free to expand your cave network as you see fit.

Since the cave tiles are pentagonal, you won't be able to create a "perfect" network, but that's normal. It's part of the challenge of the game to build the most efficient cave network possible.

You will see that **cave tiles** depict half of a so-called **"excavation site"** on one or more of their edges. An essential part of the game is to try to connect two identical of these half excavation sites so that you can replenish and mine more resources during the game. The excavation sites can contain the three main resources of the game: **obsidian, gold** and **diamond.** When you mine these resources, they go into your **resource field,** which is located in the upper right corner of your player board.

Your player board, cave network and pretty much everything in front of you is called your **play area.** We will refer to this a few times in this rulebook, so keep that in mind.

Note that almost every game component present on the village board must be placed in your play area. Princesses, church bells, neutral changelings and neutral outposts must all be placed in an appropriate available **storage spot.** Cows must be placed in an available (uncovered) **barn.**

We will clarify later when we explain the actions, where each component is stored. Troll cards and cave tiles you collect during the game give you more storage spots with additional bonuses when you fill them.
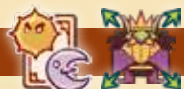
Gameplay

The game is played in 10 to 12 rounds, depending on the number of players. In each round, players will take turns in clockwise turn order. On their turn, players go through each of the following phases:

1. **Play a round card.**
2. **Move a troll and perform actions.**
3. **Move another troll and perform actions.**
4. **Draw a round card.**

Phases in detail

1. Play a round card

Play and execute one round card from your hand. If this was your last card, this is your last round.

① Place the depicted item in the indicated village.

> **Note: There is only one available spot for a princess in each castle tower. Do not add a princess if the indicated spot is already occupied. Storage space for other items is unlimited.**

② Move the troll king to the indicated cavern on your player board or to the indicated village (Roman numeral on top of the card). The troll king does **not** occupy a cauldron in the area he goes to.
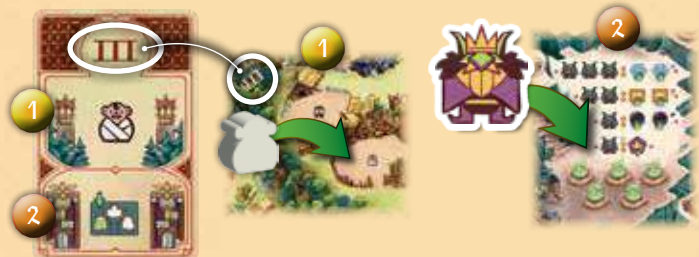
2. Move a troll and perform actions

You must move one of your trolls from a cavern or village to an available cauldron in a **different** location:

» to one of the three caverns on your player board OR

» to one of the villages on the village board.

Cauldron

If a cavern has no empty cauldron, your troll cannot move to that cavern.

If a village has no empty cauldron, you may create an empty cauldron by pushing away **an opponent's** troll. Your opponent must then move their troll to any empty cauldron in their caverns.

Immediately after you move your troll, **count the action points (AP)** you may spend at this location. You get as many action points as the total number of your trolls, your outposts, humans, and troll king present here. In villages, your opponents' trolls also count as AP for certain actions (see pages 8 & 11).

The total number of AP is final for this phase and does not change by later moving trolls or humans.

> *Example:* Jarno *places his troll on his building cavern* ①. *There are already 2 of his trolls present there, and a human* ②. *And he also just moved the troll king to this cavern in phase 1* ③. *So he has a total of 3+1+1 = 5 Action Points (AP) to spend. He decides to build an outpost (cost : 3 AP and 1 cow* ④ *), and build 2 cave tiles (cost: 2 AP and 1 obsidian* ⑤ *)*

Every location and its actions will be detailed later. **At the end of this phase, refill all displays if needed.**

3. Move another troll and perform actions

Repeat phase 2. You are not allowed to move the same troll you just moved in phase 2.

4. Draw a round card

Draw the top card of your round deck in preparation for the next round. If your deck is empty, skip this step. You will be allowed to play all your remaining hand cards before the game ends.

Actions in detail

Each location has different types of actions that we will go over in detail here. As a general rule, everything left of the ⬡ symbol is the cost, and everything to the right of it is the benefit you get. The troll symbol (🛡) refers to the number of Action Points (AP) needed to perform an action. You may perform one or more actions, until all your AP, which you determined immediately after moving your troll, are used up at this location. *Tip: To easily keep track of how much AP you have already spent, you can make it a habit to temporarily put down the meeples you used.*

In your **caverns,** your own trolls, as well as humans and the troll king, will generate the total number of AP you may use.

In the **villages**, your own trolls, as well as your outposts and the troll king, will generate the total number of AP you may use. For half of the village actions, **your opponents' trolls also generate AP.** So that means your opponents' trolls help you perform these actions. **On your player aid, you can easily identify these actions if the costs indicate a 🛡 instead of a 🛡.**

1. Mining cavern actions

Mine diamond(s)

Cost : 3 AP.

Move the depicted number of diamonds (one or two) from excavation sites in your cave network to your resource field.

Excavation site

> Note: At the beginning of the game, you can mine only 1 Diamond per action. But by building out-posts later in the game (see next page) the action can be upgraded to mining 2 diamonds instead of 1 for the same amount of AP.

Example: Anna places her troll in her mining cavern, and that brings her total action points to 3 ①. She decides to mine 2 diamonds since she upgraded the action - by removing her outpost - earlier ②. She removes 2 of her diamonds in her cave network and places them in her resource field ③.

Mine gold bar(s)

Cost : 2 AP.

This action is identical to the mine diamond(s) action, but with gold bars.

Mine obsidian stone(s)

Cost : 1 AP.

This action is identical to the mine diamond(s) action, but with obsidian stones.

Activate a king's tile

Cost : 1AP. Note that you can only activate ONE king's tile per phase. This means you can activate a total of 2 king's actions per turn. This can be the same king's action twice.

To activate a king's tile with a king's action, choose one of your king's tiles in your play area (either the one on your player board, or any other king's tile you've added to your cave network) and perform the action depicted on it.

> Note: Not every king's tile has an action you can use, some have passive abilities. Refer to the appendix on page 13 for the full list of the king's tiles' effects.

Example: Thor decides to activate one of his king's tiles by spending 1 of his AP in his mining cavern. He activates the king's tile in his cave network, which earns him two troll power ①. He advances his troll power marker two steps ②.

2. Building cavern actions

Build an outpost

Cost : 3 AP and 1 cow.

To build an outpost, remove one of the outposts in your colour from one of your caverns and use it to replace a neutral outpost in a village. The neutral outpost **must be placed on a free heptagonal outpost spot in your play area.** If you don't have an available spot, you cannot perform this action.

Outpost spot

Immediately after removing your outpost you either receive 2 troll power or an upgrade of one of your mining actions.

Immediately receive any bonus depicted on the heptagonal outpost spot you placed the neutral outpost on.

An outpost built in a village **counts as a troll of YOUR colour** for calculating the AP you get when moving a troll there.

Example: Anna decides to build an outpost. She spends 3 AP and a cow and removes the outpost covering the "mine gold" icon from her player board to swap it with a neutral outpost in village II ① on the village board. She places the neutral outpost in her cave network ②. The outpost spot in her cave network shows that she may now refill all excavation sites of one resource type. She decides to refill her obsidian excavation sites and adds 3 obsidian ③.

Build 2 cave tiles

Cost : 2 AP and 1 obsidian.

Choose and place up to 2 cave tiles from the display in your cave network. There are 4 different types of cave tiles:

Resource cave tiles provide two obsidian excavation sites, and one spot for a neutral outpost. When built, immediately place two obsidian on the central excavation sites.

Church bell cave tiles allow you to uncover a cow barn on your player board and offer a spot to store a church bell.

Princess cave tiles provide a warm bed to welcome a princess.

Victory cave tiles provide victory points at the end of the game. Careful: these only have ONE entrance/exit!

Important placement rules

» With the exception of victory cave tiles, all cave tiles have 5 entrances. A new tile must always be placed with an entrance adjacent to another entrance. This means that victory cave tiles can only be adjacent to 1 other tile; a wall cannot be next to an entrance.

» You may NEVER build two identical victory cave tiles!

» You may connect entrances of tiles without matching half excavation sites. However, by connecting 2 identical half excavation sites, you can create a new excavation site that you can replenish and mine.

» When placing a cave tile, you may NOT yet place a resource on a newly formed excavation site. Only the central excavation locations of resource cave tiles and some king's tiles are immediately filled with resources when they are placed.

Refresh cave tile display

Cost : 1 AP.

Replace all remaining cave tiles in the display by discarding them into a discard pile and form a new display by revealing the five top cave tiles from the draw pile.

Activate a king's tile

3. Troll power cavern actions

Replenish excavation sites

Cost : 2 AP.

Replenish all excavation sites of **one** type of resource (diamond, gold or obsidian) in your cave network (e.g.: replenish all gold excavation sites).

Example: Jarno places a troll in his troll power cavern. Since he already has a human there as well as one troll, and the troll king he just placed here in phase 1, that brings his total to 4 AP ①. He decides to perform the "Replenish excavation sites" action twice ②.

First, he decides to replenish all of his obsidian excavation sites ③.

Finally, he refills all of his diamond excavation sites ④.

Receive troll power

Cost : 2 AP.

Advance your troll power marker by 2/3/4 steps. At the beginning of the game, this action will yield 2 troll power, but as you send your troll changelings into the village (see "Village Actions"), you will improve this action to receive 3 or even 4 troll power.

Buy a troll card

Cost : 1 AP, 1 troll power, and 1 cow.

Choose and play a troll card from the display. Place the card next to your player board and receive the depicted bonus (if any). You may NOT choose a card you already have.

> **Note: Some troll cards may give you victory points at the end of the game, or have storage spots for outposts, church bells, or princesses. All other troll cards have bonuses that you receive or execute immediately.**

Each card has one or more square *changeling spot(s)* to place neutral changelings. Each card also has an animal totem (snake, bat, or toad) that can be used to claim king's cards (see later) and/or score VP at the end of the game.

Changeling spot

Refresh troll card display

Cost : 1 AP.

Replace all remaining troll cards in the display by discarding them into a discard pile and form a new display by revealing the five top troll cards from the draw pile.

Example: Thor has 3AP to spend in the troll power cavern. First, he buys a troll card and places it next to his player board ①. He now takes a gold from the supply ②.

He then decides to first refresh the troll card display, since he doesn't like the current selection. He discards the four cards on display, and draws 5 new cards to form a new display. Finally, he buys a second troll card from the new display. He places it next to his player board ③ and will receive 1 VP for each princess cave tile at the end of the game ④.

Activate a king's tile

See page 8.

4. Village actions

Important: Village actions can only be performed if the required item (princess, church bell, changeling, human or cow) is present in the village where you perform the action AND you have an appropriate free spot available to move the item to. Note that when you use actions with the 🐺 icon, you may use other player's trolls in the same village to pay for the required AP.

### Capture a princess and gain a king's tile

Cost : 5 AP, 2 troll power, and 1 diamond.

Remove a princess from the board and place it in an empty *princess bed* in your play area.

When capturing a princess you also obtain a king's tile from the display. Choose one and place it in your cave network the same way you would place any regular cave tile.

Princess bed

*Example: **Frida** decides to capture a princess. She sends one of her trolls to village IV ①. She already has an outpost and a troll there. Together with **Jarno's** two trolls ②, she has the required 5 AP for this action ("capturing a princess" has the 🐺 icon, which means that Jarno's trolls also generate AP for her). She pays 2 troll power and 1 diamond, captures the princess, and places her in her cave network ③, where a warm bed awaits the princess. She now chooses a king's tile from the display and adds it to her cave network, following the usual tile placement rules ④.*

Tear down church bell

Cost : 4 AP and 3 obsidian.

Remove a church bell from the board and place it in a free round *church bell spot* in your play area. Instantly receive any bonus depicted in the round spot when you place a church bell on it.

Church bell spot

Perform the castle action and return your trolls.

Cost : 3 AP.

Perform the action depicted on the castle tile. All castle actions are explained in the appendix on page 14.

After the castle action, at the end of the phase, you **must** move ALL **your** trolls from that village back to your player board. You may place them in any cavern(s) of your choice.

Swap changelings

Cost : 2 AP, 2 troll power, and 2 gold OR 1 diamond.

Remove a troll changeling from your player board and place it in the village. Remove a neutral changeling from the village and place it on a free square *changeling spot* in your play area. Instantly receive any bonus depicted in the square spot when you place a neutral changeling on it.

Changeling spot

Depending on where you took your troll changeling, you also receive:

» a cow, OR

» an extra space to store troll power, OR

» an upgrade of your "Receive troll power" action with 1 troll power.

Hire a human

Cost : 2 AP, 1 troll power, and 1 gold.

Take a human from the village and place it in one of your caverns. From now on, the human will generate AP in that cavern as if it were one of your trolls. The human occupies a cauldron, which means you cannot have more than 5 humans and trolls together in one cavern.

Note: You cannot move a human like you move your trolls, this requires a specific action:

Steal a cow

Cost : 1 AP.

Take a cow from the supply and place it in one of your available (uncovered) *barns*.

Barn

Free action: complete a king's card challenge

At any time during your turn, when you have completed the task on 1 of the king's cards you may immediately claim it. **This does not cost you any AP.**

Announce which challenge you've completed and place one of your clan markers on the appropriate king's card, regardless of whether it has already been claimed by other players. Then, choose a king's tile from the display and place it in your cave network following the normal rules for cave tile placement.

You can start using the king's tile's ongoing ability or action **immediately.**

Example: **Frida** *places a troll in her building cavern. She has 4 AP, and decides to build an outpost. Since this is the third outpost she builds, she has now completed one of the king's cards' challenges* 1*. She places one of her clan markers on the card* 2*.*

She may now take a king's tile and places it in her cave network 3*. Then, with her 4th and final AP, she immediately activates it and receives 2 troll power* 4*.*

End of the game

The game is over when every player has run out of round cards.

The final score is counted as follows:

Churches, changelings & outposts: 15 VP for each set of 3 different items, 9 VP for 2 different items and 4 VP for each remaining item.

Princesses: 7 VP per princess

King's tiles: 3 VP per tile

Humans: 1 VP per human

Blue cave tiles: as indicated on each tile

Troll cards: as indicated on each card

The player who scores the most victory points wins the game. In case of a tie, the player who has most princesses wins the game. If this still results in a draw, the tied players share the victory.

Credits

Appendix

King's tiles

Action: Move two of your trolls from cauldron to cauldron. This does not affect the amount of AP you have in this action phase.

Action: Replenish ALL your excavation sites of ONE resource type of your choice.

Action: Move one of your trolls and one of your humans from cauldron to cauldron. Humans may NOT be placed in a village. The movements do not affect your current AP.

Ongoing: This tile adds 4 excavation sites for obsidian to your cave network. When you add it to your cave network, immediately place 4 obsidian on it.

Action: Move up to three of your humans from cauldron to cauldron. Humans may NOT be placed in a village. The movements do not affect your current AP.

Ongoing: This tile adds 3 excavation sites for gold to your cave network. When you add it to your cave network, immediately place 3 gold on it.

Action: Receive 2 troll power.

Ongoing: This tile adds 2 excavation sites for diamond to your cave network. When you add it to your cave network, immediately place 2 diamonds on it.

Action: Take up to 2 cows from the supply and place them in available (uncovered) barns.

Ongoing: This tile adds 2 changeling spots to your cave network.

Action: Mine 3 obsidian stones from your excavation sites.

Ongoing: This tile adds 1 changeling and 1 outpost spot to your cave network.

Action: Mine 2 gold from your excavation sites.

Ongoing: This tile adds 1 changeling spot and 1 church bell spot to your cave network.

Action: Mine 1 diamond from your excavation sites.

Ongoing: This tile adds 2 church bell spots to your cave network.

Action: Build a cave tile from the display. Do NOT refill the display until the end of this action phase.

Ongoing: This tile adds 1 outpost spot and 1 church bell spot to your cave network.

Action: Take a troll card from the display. Do NOT refill the display until the end of this action phase.

Passive: At the end of the game, this tile will count as 1 bat, 1 snake AND 1 toad troll card for final scoring.

Castle Tile Actions

Replenish ALL your excavation sites of ONE resource type of your choice.

Move up to three of your humans from cauldron to cauldron. Humans may NOT be placed in a village. The movements do not affect your current AP.

Move two of your trolls from cauldron to cauldron. This does not affect the amount of AP you have in this action phase.

Take 2 obsidian stones from the general supply and place them on your resource field.

Take 1 obsidian and 1 cow from the general supply and place them on your resource field and in an available barn, respectively.

Take up to 2 cows from the supply and place them in available (uncovered) barns.

Take 1 gold from the general supply and place it on your resource field.

Take 1 diamond from the general supply and place it on your resource field.

Receive 2 troll power.

Build a cave tile from the display. Do NOT refill the display until the end of this action phase.

Victory Cave Tiles

Get 1 VP at the end of the game for each bat troll card you own.

Get 1 VP at the end of the game for each toad troll card you own.

Get 1 VP at the end of the game for each snake troll card you own.

Get 1 VP at the end of the game for each diamond you have left in your resource field.

Get 1 VP at the end of the game for every 2 gold bars you have left in your resource field.

Get 1 VP at the end of the game for every 2 obsidian stones you have left in your resource field.

Get 1 VP at the end of the game for each cow you have left in your barns.

Get 1 VP at the end of the game for every 2 humans on your player board.

Troll Cards

Most troll cards are self-explanatory, but we want to highlight the cards that yield you VP at the end of the game:

	Get 1 VP at the end of the game for each troll power you have left.
	Get 1 VP at the end of the game for each church bell cave tile in your cave network.
	Get 1 VP at the end of the game for each princess cave tile in your cave network.
	Get 1 VP at the end of the game for each victory cave tile in your cave network.
	Get 1 VP at the end of the game for each king's tile in your cave network.
	Get 1 VP at the end of the game for every 4 tiles of any type in your cave network (including any king's tiles).
	Get 1 VP at the end of the game for every 3 obsidian excavation sites in your play area (including the ones preprinted on your player board).
	Get 1 VP at the end of the game for every 2 gold excavation sites in your play area (including the ones preprinted on your player board, if any).
	Get 1 VP at the end of the game for every 2 diamond excavation sites in your play area (including the ones preprinted on your player board, if any).

King's Cards

Blue Cards: To complete this challenge, you must have built the indicated cave tiles in your cave network :

- » 3 princess cave tiles
- » 3 resource cave tiles
- » 3 church bell cave tiles
- » 3 victory cave tiles
- » 7 cave tiles of any type (including any king's tiles)

Yellow cards: To complete this challenge, you must have the indicated troll cards in your play area:

- » 3 bat troll cards
- » 3 snake troll cards
- » 3 toad troll cards
- » 1 troll card of each type
- » 5 troll cards of any type

Red cards: To complete this challenge, you must have the indicated items in your play area:

- » 3 neutral outposts
- » 3 neutral changelings
- » 3 church bells
- » 5 humans

Iconography

	Your troll (Can be depicted in your player colour or in white)
	Move your troll from cauldron to cauldron
	Your troll or an opponent's troll
	The troll king
	Move the troll king
	A human
	Move one human from cauldron to cauldron
	Your troll changeling
	A neutral changeling
	Your outpost
	A neutral outpost
	Build/place
	Place on the village board
	Swap
	Refresh
	Take/Draw/Mine (Can come from anywhere but the general supply)

	Perform a castle action
	Return your trolls to your player board
	Princess
	Church bell
	Receive a cow from the supply.
	Place in the mining cavern
	Place in the building cavern
	Place in the troll power cavern
	Place in the indicated village
	Receive an obsidian stone from the supply
	Mine 1 obsidian stone from your excavation sites
	Obsidian stone excavation site
	Receive a gold from the supply
	Mine 1 gold from your excavation sites
	Gold excavation site
	Receive a diamond from the supply
	Mine 1 diamond from your excavation sites
	Diamond excavation site

	Replenish all your excavation sites of one resource type
	Receive a troll power
	Victory points
	Cave tile
	Church bell cave tile
	Princess cave tile
	Resource cave tile
	Victory cave tile
	King's tile
	Troll card
	Bat troll card
	Snake troll card
	Toad troll card
	Round card
	Cauldron
	Uncover a barn
	End of the game