

APPENDIX: PROPERTIES

These are the details for the ten Property card types in the game.
There are five of each Property card in the deck.



PUB

Cost:     

Income: 1 Gold

Gnome Lock's Action: When you unlock this action with a Gnome, immediately upgrade one of your Dwarves to a Master Dwarf. This is accomplished by flipping one of your Dwarf tokens over so that the Master side is face up. This Dwarf remains a Master for the remainder of the game. You can always confirm how many Master Dwarves you are supposed to have by counting your Pubs with Gnomes.



GARDENS

Cost:     

Income: 1 Gold

Gnome Lock's Action: When you unlock this action with a Gnome, immediately upgrade one of your Elves to a Master Elf. This is accomplished by flipping one of your Elf tokens over so that the Master side is face up. This Elf remains a Master for the remainder of the game. You can always confirm how many Master Elves you are supposed to have by counting your Gardens with Gnomes.



TOWER

Cost:     

Income: 1 Gold

Gnome Lock's Action: Unlocks the plank for future use during the Placement phase.

Plank Action (once unlocked): (*fee of 1 Gold to place a Worker*) Take 1 Gnome from the stockpile and place it on one of your own unoccupied Gnome Locks as if you had hired it. This Gnome does not count towards the normal 1-Gnome-per-round hiring limit. If there are no Gnomes left in the stockpile or if you do not have an unoccupied Gnome Lock, the action is wasted.



INN

Cost:     

Income: zero

Gnome Lock's Action: Unlocks the plank for future use during the Placement phase.

Plank Action (once unlocked): (*fee of 1 Gold to place a Worker*) Collect 1 Dwarf or 1 Elf of your color from the Worker supply. This new Worker can be used for the remainder of the game. If there are no Workers of your own color remaining in the supply, this action is wasted.



BLACKSMITH

Cost:      

Income: zero

Plank Action: Collect 1 Metal from the supply.

Gnome Lock's Action: Once per turn during the Actions phase, you may buy 1 Metal from the supply by paying 1 Gold.



BANK

Cost:

Income: 1 Gold

Gnome Lock's Action: Once **per turn** during the Actions phase, you may collect 1 Gold from the supply.



MARKET

Cost:

Income: 1 Gold

Plank Action: Collect 2 Gold from the supply.

First Gnome Lock's Action: Every round, you may make a **second** visit to the Trading Post (consisting of up to one **buy** and up to one **sell**) during your turn in the Actions phase.

Second Gnome Lock's Action: Every round, you may make a **third** visit to the Trading Post (consisting of up to one **buy** and up to one **sell**) during your turn in the Actions phase.



GATEHOUSE

Cost:

Income: zero

Metal plaque: Each Gatehouse straddles two districts and has two symbols. When you build the Gatehouse, choose only one symbol and place your Property marker there.

Gnome Lock's Action: Place a second Property marker on the unoccupied symbol of any one Gatehouse upon which you already have one marker.



LIBRARY

Cost:

Income: 1 Gold

Plank Action: Draw 2 cards from the top of the draw deck into your hand, then discard any 2 cards from your hand. (Discarded cards may include either, both, or none of the drawn cards.)

Gnome Lock's Action: When you have finished your turn during the Actions phase, draw 1 free card from the top of the draw deck into your hand. Discard down to 5 cards if necessary.



KEEP

Cost:

Income: 1 Gold

Metal Plaque: Each section of the Keep has two symbols. When you build a section of the Keep, place Property markers on **both** symbols (in the same district).

APPENDIX: GUILDS



BASIC GUILDS



MERCHANTS' GUILD

Cost:

Action: Up to **twice** during this Action phase, you may receive 1 Metal from the supply in exchange for 1 Wood or 1 Stone.

Second Action: You are also permitted **three** additional visits to the Trading Post during this Action phase.

- Each Trading Post visit consists of up to 1 buy and 1 sell action.
- If you do not use your additional visits during this Action phase, they are wasted.

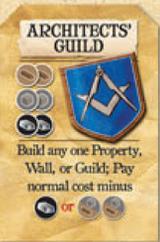


LIBRARIANS' GUILD

Cost:

Action: Draw 3 Property cards from the top of the draw deck into your hand, then discard 1 card from your hand.

- The discard may be one of the freshly drawn cards.



ARCHITECTS' GUILD

Cost:

Action: Pick any unclaimed Property, Wall, or Guild symbol on the board and place one of your Property Markers on it. Pay the usual build cost of that location to the supply, with a discount of 1 Metal or 2 Wood/Stone.

- Build costs for all Properties and Walls are shown on your Player Aid; build costs for all Guilds are shown on their tiles.
- No Property card is used.
- If you build a section of the **Keep**, place Property markers on **both** symbols. If you build a **Gatehouse**, **choose** which symbol upon which to place your marker.
- Building a **Property** via the Architects' Guild may result (*now or later*) in a player having a Property card in hand, with no matching unclaimed Property symbol on the board; in that case the player cannot build the Property and that card is therefore useless.



RECRUITERS' GUILD

Cost:

Action: Collect 1 of your own Elves or Dwarves from the supply, to be used as normal for the remainder of the game, **or** collect 1 Gnome from the stockpile and immediately place it on an unoccupied Gnome Lock on one of your built Property cards.

- You cannot collect an Elf/Dwarf if there are none of your own left in the supply.
- You cannot collect a Gnome if there are none left in the stockpile **or** if you do not have an unoccupied Gnome Lock upon which to immediately place it.
- If you can collect neither Elf nor Dwarf nor Gnome, this action is wasted.



RESOURCE GUILDS



SAWYERS' GUILD

Cost:

Action: Collect 4 Wood from the supply.



MINERS' GUILD

Cost:

Action: Collect 2 Metal from the supply.



BANKERS' GUILD

Cost:

Action: Collect 3 Gold from the supply.



MASONS' GUILD

Cost:

Action: Collect 4 Stone from the supply.



INTERACTIVE GUILDS



THIEVES' GUILD

Cost:

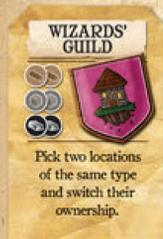
Action: Pick a player and steal up to 2 Gold from that player, **or** steal 1 Gold apiece from up to three different players.



BANDITS' GUILD

Cost:

Pick a player and steal either 1 Metal or up to 2 Wood/Stone from that player, **or** steal 1 Wood/Stone apiece from up to three different players.



WIZARDS' GUILD

Cost:

Action: Pick two Properties of the same type, or two Guilds, or two Walls. Move **all** Property markers (if any) from one location to the other, and vice versa.

- If a **Gatehouse** receives 1 marker as part of the swap, you **choose** which symbol it goes on.



SPIES' GUILD

Cost:

Action: Each other player chooses one Property card from his own hand and reveals it face up. From among the revealed cards, you pick **one** of them and take it into your own hand. All other cards are kept by their owners.