

<b>(3) Keep</b> – The Keep cannot be targeted by the Warlord's / Diplomat's ability.
<b>(5) Observatory</b> – If you choose to draw cards when you take an action, you must draw an extra card and put an extra card on the bottom of the District Deck face-down in any order.
<b>(2) Haunted City</b> – For purposes of Victory Points (not Income), the Haunted City is considered to be of any 1 color of your choice at the end of the game (unless you built it during the last round of the game).
<b>(6) University</b> – The cost for this district is 6, but is worth 8 Victory Points at the end of the game. <b>The cost of the Warlord's / Diplomat's ability targeting this district is based off the final cost of this district.</b>
<b>(6) School of Magic</b> – For purposes of Income (not Victory Points), the School of Magic is considered to be a color of your choice every turn.
<b>(5) Smithy</b> – Once during your turn, you may pay 2 gold to draw 3 district cards.
<b>(6) Library</b> – If you choose to draw cards when you take an action, you must keep an extra card you have drawn.
<b>(6) Dragon Gate</b> – The cost for this district is 6, but is worth 8 Victory Points at the end of the game. <b>The cost of the Warlord's / Diplomat's ability targeting this district is based off the final cost of this district.</b>
<b>(5) Graveyard</b> – When the Warlord destroys a district (excluding the Graveyard) with his ability, you may pay 1 gold to put the destroyed district into your hand (unless you are the Warlord). <b>Note: If the Diplomat is used, remove this card from the game and randomly replace it with another card.</b>
<b>(5) Laboratory</b> – Once during your turn, you may put a district card from your hand to the bottom of the District Deck face-down and receive 1 gold from the bank.
<b>(6) Great Wall</b> – The cost for the Warlord's / Diplomat's ability when targeting your districts (excluding the Great Wall) is increased by 1 gold.
<b>(5) Quarry</b> – You may build districts identical to another district already in your city (but may only have up to 2 of the same districts). <b>You do not lose the district built this way if the Quarry is destroyed.</b>
<b>(5) Wishing Well</b> – At the end of the game, you score 1 Victory Point for each other purple district in your city.
<b>(4) Imperial Treasury</b> – At the end of the game, you score 1 Victory Point for each gold in your possession. <b>Gold used to Beautify a district does not count.</b>
<b>(5) Map Room</b> – At the end of the game, you score 1 Victory Point for each card in your hand.

<b>(6) Hospital</b> – If you are assassinated and called upon, you may still take your action for the turn, but that's all you can do. <b>Note: If the Witch is used, remove this card from the game and randomly replace it with another card.</b>
<b>(5) Poor House</b> – If you have no gold at the end of your turn, you must receive 1 gold from the bank. <b>The Tax Collector collects your gold before this ability activates. Gold used to Beautify a district does not count.</b>
<b>(3) Lighthouse</b> – When you build (not exchange) the Lighthouse, you may look through the District Deck, choose 1 card and place it in your hand, then reshuffle the deck.
<b>(6) Park</b> – If you have no cards in hand at the end of your turn, you may draw 2 cards from the District Deck.
<b>(3) Armory</b> – During your turn, you may destroy the Armory along with another district card of your choice in another player's city (even if it's a completed city but the game will still end, and the player will still get the Victory Point bonus for a completed city). Place the 2 destroyed districts to the bottom of the District Deck face-down in any order. <b>If you destroy the Bell Tower, the game will still end at the end of the round if the end condition has already been met.</b>
<b>(6) Ball Room</b> – When you have the Crown, all other players must say "Thank you, your Excellency" loudly and clearly after you call his character. If a player forgets, mumbles, or says something different (for example, "Thanks, your Excellency") and starts his turn without saying it, he loses his turn. <b>Starting a turn includes using an ability, or touching / receiving a district card from the District Deck or the bank's gold (does not actually get to keep the card(s) or gold). The Witch can still resume her turn as the bewitched character even if the bewitched player loses his turn and does not take an action.</b>
<b>(6) Factory</b> – The building cost for any other purple district you build in your city is reduced by 1. <b>This doesn't affect the cost of the Warlord's / Diplomat's ability or Victory Points.</b>
<b>(4) Museum</b> – Once during your turn, you may place 1 district card from your hand, face-down, under the Museum. At the end of the game, you score 1 Victory Point for each card under the Museum. <b>If the Museum is destroyed or exchanged, all cards under the Museum go with it. If destroyed, the destroyer places all cards to the bottom of the District Deck face-down in any order.</b>

<b>(5) Bell Tower</b> – When you build the Bell Tower in your city, you may decide that the game will end at the end of the round in which a player builds 1 less than the # of districts required to complete a city. <b>If the Bell Tower is destroyed, the end conditions go back to normal (but if a player completed a city, the game will still end regardless). All players with a completed city after Bell Tower activates get the 4 Victory Point bonus (unless someone already has a completed city prior to activation, in which case these players will only score 2 Victory Points).</b>
<b>(6) Throne Room</b> – Every time the Crown moves from a player to another, you must receive 1 gold from the bank. <b>If the Thief steals from you at the same time the Crown moves, the Thief steals your gold before this ability activates.</b>

<p><b>(1) Assassin</b> – Once during your turn, you may announce a character you wish to assassinate. The player with the assassinated character says nothing, and says nothing when the character is called to take his turn. The assassinated character misses his entire turn without being able to use any abilities.</p>
<p><b>(2) Thief</b> – Once during your turn, you may announce a character you wish to steal from. When that character is called upon and is revealed, steal all gold from that player before any action is taken. <b>You cannot steal from the Assassin / Witch or their target.</b></p>
<p><b>(3) Magician</b> – Once during your turn, you may do one of the following two things:</p> <ul style="list-style-type: none"> <li>• Exchange your entire hand of cards (not the cards in your city) with the hand of another player (even if you have no cards in your hand).</li> <li>• Discard any number of cards from your hand to the bottom of the District Deck face-down in any order, and then draw an equal number of cards from the top of the District Deck.</li> </ul>
<p><b>(4) King</b> – Once during your turn, you may receive 1 gold for each yellow district in your city. When the King is called, you must immediately receive the Crown counter. You will now call for characters. If you are assassinated, you skip your turn but still take the Crown counter at the end of the round, and is first to choose a character in the next round.</p> <p><b>Note: If the King is in the face-up discarded character cards, randomly replace him with another character.</b></p>
<p><b>(5) Bishop</b> – Once during your turn, you may receive 1 gold for each blue district in your city. <b>Your districts cannot be targeted by the Warlord's / Diplomat's ability this round (unless assassinated).</b></p>
<p><b>(6) Merchant</b> – Once during your turn, you may receive 1 gold for each green district in your city. Once during your turn, you may receive 1 gold.</p>
<p><b>(7) Architect</b> – Once during your turn, you may draw 2 district cards and put both in your hand. You may build up to 3 districts this turn.</p>
<p><b>(8) Warlord</b> – Once during your turn, you may receive 1 gold for each red district in your city. At the end of your turn, you may destroy 1 district of your choice (including your own) by paying a number of gold equal to the cost of the district minus 1. Place the destroyed district to the bottom of the District Deck face-down. <b>You cannot target a non-assassinated Bishop's districts or a city that is already completed.</b></p>
<p><b>(9) Queen</b> – Once during your turn, you may receive 3 gold if you are sitting beside the King or Emperor (not the Crown holder). If the King or Emperor has been assassinated, but was sitting beside you, you may receive 3 gold when this becomes known (that is, immediately after your turn).</p> <p><b>Note: You cannot use the Queen in a game with fewer than 5 players.</b></p>

<p><b>(1) Witch</b> – After you take an action, you must announce which character you wish to bewitch, then immediately end your turn. When the player who has the bewitched character is called upon, he shows his character card and takes an action, then immediately ends his turn without using any abilities. You now resume this player's turn as the bewitched character, stealing all the character's abilities for your own city (but using your own cards and gold). <b>If the King is bewitched, the King player still receives the Crown counter. If no one has the bewitched character, you do not resume your turn. The Thief cannot steal from the Witch or her target. The Tax Collector collects from the Witch player.</b></p>
<p><b>(2) Tax Collector</b> – If a player builds 1 or more districts in his city, that player must give you 1 gold (if he has any gold left) immediately after the end of his turn. If the Assassin has already built a district card, and has any money left, that player must also pay you 1 gold as soon as you reveal that you have the Tax Collector.</p>
<p><b>(3) Wizard</b> – Once during your turn, you may look at another player's hand of cards and take 1 card. You must then either put this card into your hand, or pay to build it into your city (does not count towards your 1 district limit per turn). You may build districts identical to a district already in your city this turn (but may only have up to 2 of the same districts).</p>
<p><b>(4) Emperor</b> – Once during your turn, you may receive 1 gold for each yellow district in your city. When the Emperor is called, you may immediately take the Crown counter from the player who has it and give it to a different player (but not yourself). The player who receives the Crown counter must choose and give you 1 gold or 1 district card of his choice from his hand. If the player has neither a gold nor a card, he does not give you anything.</p> <p><b>Note: If the Emperor is in the face-up discarded character cards, randomly replace him with another character.</b></p>
<p><b>(5) Abbot</b> – Once during your turn, you may receive 1 gold for each blue district in your city. Once during your turn, if you choose, the player with the most gold must pay you 1 gold. <b>If there is a tie for the player with the most gold, or if you have the most gold, then no one pays you.</b></p>
<p><b>(6) Alchemist</b> – At the end of your turn, you must get back all the gold you spend from building district cards this turn from the bank, but not the gold you spend for other reasons (paying the Tax Collector, for example).</p>
<p><b>(7) Navigator</b> – Once during your turn, you may receive 4 gold or draw 4 cards. <b>You cannot build any district cards this round.</b></p>

<p><b>(8) Diplomat</b> – Once during your turn, you may receive 1 gold for each red district in your city. At the end of your turn, you may take a district from another player's city in exchange for a district in your city. If his district has a higher cost than your district, you must pay the difference in gold to the player you are exchanging with. <b>Exchanges cannot force a player to have identical districts in their city (unless the person receiving the identical district is a Wizard or has the Quarry, and in this case they may only have up to 2 of the same districts). You cannot target a non-assassinated Bishop's districts or a city that is already complete (but can exchange from your own completed city).</b></p>
<p><b>(9) Artist</b> – You may "Beautify" up to 2 of your districts this turn by putting 1 gold on each of those districts. The cost of a Beautified district (and therefore the cost of the Warlord's / Diplomat's ability) is increased by 1. At the end of the game, you score 1 Victory Point for each Beautified district in your city. A district can only Beautified once. A Beautified district and an identical district that is not Beautified is still considered identical.</p>