



Bottom half of the board showing resource cards and a landscape.

City Hall At the beginning of each Resource round, choose: 5 OR +1	Citadel Unlocks Reinforcing units. When under siege, add 3 Walls, 1 Gate, and 1 Arrow Tower cards to the Combat board.	Mage Guild When built: Search (2) twice. After built: Once per your turn 6 to Search (2) .
Brotherhood of the Sword When built: gain 2 At the beginning of each Resource round, gain a	Blacksmith When built: Search (2) During your turn, choose one: 1. Remove an card from your hand to gain 4 2. 6 to Search (2) .	

© 2022 Ubisoft Entertainment.



Bottom half of the board showing resource cards and a landscape.

City Hall At the beginning of each Resource round, choose: 5 OR Reinforce 1 for free.	Citadel Unlocks Reinforcing units. When under siege, add 3 Walls, 1 Gate, and 1 Arrow Tower cards to the Combat board.	Mage Guild When built: Search (2) twice. After built: Once per your turn 5 to Search (2) .
Cover of Darkness When built and at the end of your turn, draw cards up to your Limit.	Necromancy Amplifier When built: Search the Ability card deck for a Necromancy card and put it in your hand. At the beginning of your turn, you may take 1 Specialty or Necromancy card from your discard pile to your hand.	

© 2022 Ubisoft Entertainment.