



City Hall At the beginning of each Resource round, gain $\Delta 7$.	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) .	
Mystic Pond When built: Roll a Resource die and gain the resources. At the beginning of each Resource round, roll a Resource die and gain the resources, reroll any .	Saplings When built: Reinforce your Dendroids unit for half the cost. Once during Astrologer's round, instantly Reinforce 1 of your or units for half the cost.		



City Hall At the beginning of each Resource round, choose: $\Delta 5$ — OR — Exchange resources like in the Trading Post.	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) .	
Blood Obelisk When built and at the beginning of any combat, Search(3) your discard pile.	Cage of Warlords When built and at the beginning of each round place one Faction cube here (to a maximum of 2). During any Combat, you can remove them to gain +1 per cube.		