



Estates

♣ Gain 3



♣ Gain 6

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Fire Magic

∞ +1 for spells from School of Fire Magic.



When casting from the School of Fire, you can discard this card, then gain +3 .

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When casting from the School of Fire, you can discard this card, then gain +3 .

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First Aid

♣ Remove 1 from one of your units.



♣ When using the First Aid Tent card, resolve its effect against the same target 3 times.

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Intelligence

♣ During Combat, before any unit activates, play a Spell card. You can still only play 1 Spell card during a Combat round.



♣ During Combat, before any unit activates, play a Spell card. This spell does not count toward your spell limit per Combat round.

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