

**Brotherhood of the Sword**  
 6 4 0

**City Hall**  
 10 4 0

**Towers**  
 5 3 1

**Glory of Erathia**  
 10 9 4

**Holy Grounds**  
 8 6 3

**Citadel**  
 8 5 1

**Mage Guild**  
 4 2 1

**Blacksmith**  
 4 3 0

**City Hall**  
 At the beginning of each Resource round, choose:  
 5 OR +1

**Brotherhood of the Sword**  
 When built: gain 2  
 At the beginning of each Resource round, gain a

**Citadel**  
 Unlocks **Reinforcing** units. When under siege, add 3 Walls, 1 Gate, and 1 Arrow Tower cards to the Combat board.

**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)

**Mage Guild**  
 When built: Search (2) twice.  
 After built: Once per your turn 6 to Search (2)

10	15	20	25	30	35	40	45
0	2	4	6	8	10	12	14
0	1	2	3	4	5	6	7

**Old Cemetery**  
 5 3 1

**Mausoleum Domain**  
 8 6 3

**Cover of Darkness**  
 4 4 0

**Citadel**  
 8 5 1

**Mage Guild**  
 4 2 1

**City Hall**  
 10 4 0

**Vaults of Darkness**  
 10 9 4

**Necromancy Amplifier**  
 6 3 0

**City Hall**  
 At the beginning of each Resource round, choose:  
 5 OR Reinforce 1 for free.

**Cover of Darkness**  
 When built and at the end of your turn, draw cards up to your Limit.

**Citadel**  
 Unlocks **Reinforcing** units. When under siege, add 3 Walls, 1 Gate, and 1 Arrow Tower cards to the Combat board.

**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.

**Mage Guild**  
 When built: Search (2) twice.  
 After built: Once per your turn 5 to Search (2)

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0	2	4	6	8	10	12	14
0	1	2	3	4	5	6	7