

Warrens
5 3 1

Mage Guild
4 2 1

City Hall
10 4 0

Citadel
8 5 1

Inner Labyrinths
8 6 3

Portal of Summoning
5 3 1

Ancient Lairs
10 9 4

Mana Vortex
6 3 0

City Hall

At the beginning of each Resource round, choose:

5
OR
 1

Portal of Summoning

When built: Search (2) Neutral ★ and recruit one for half the cost.

At the beginning of your turn, you can draw 1 Neutral Unit card from decks corresponding to the Dwellings in your Town and the Recruitment cost to Recruit that unit.

Citadel

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

Mana Vortex

When built: Take up to 2 from your discard.

At the end of each turn shuffle up to 2 from your discard pile into your deck.

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

City Hall
10 4 0

Golden Temples
10 9 4

Alchemical Workshops
5 3 1

Citadel
8 5 1

Artifact Merchants
6 4 1

Enchanted Towers
8 6 3

Mage Guild
4 2 1

Wall of Knowledge
4 2 1

City Hall

At the beginning of each Resource round, choose:

5
OR
 1

Draw a card from your deck.

Artifact Merchants

When built: Search(2) twice.

Once per turn: pay 6 Gold or remove 1 to Search(4) .

Citadel

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

Wall of Knowledge

At the beginning of your turn: You may remove up to 2 from your hand and discard pile to Search(4) deck for each one removed.

Whenever you perform any other Search(X) , Search(X+2) instead.

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