

Brotherhood of the Sword

When built: Gain 1 .

At the beginning of each Resource Round, gain 1 .

Blacksmith

When built: Search (2) .

After built: Choose one:

1. Remove an  from your hand to gain 4 .
2.  6  to Search (4) .

Cover of Darkness

When built, and at the end of your turn, draw Cards 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 into your hand.

Portal of Summoning

When built: Search (2) Neutral  and recruit one for half the Recruitment cost. At the beginning of your turn, you can draw 1 Neutral Unit card from the decks corresponding to the dwellings in your Town and  the Recruitment cost to Recruit this unit

Mana Vortex

When built: Take up to 2  from your discard pile.

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

Artifact Merchant

When built: Search (2)  twice.

After built:

Once per your turn  6  or remove 1  to Search (4) .

Wall of Knowledge

Once per 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.

Mystic Pond

When built: Roll  and gain the resources. At the beginning of each Resource round, roll  and gain the rolled resources. Reroll any .

Saplings

When built: Reinforce your Dendroids Units for half the  cost.

Once during Astrologer's Round, you may instantly Reinforce 1  or  Unit for half the  cost.

Blood Obelisk

When built and at the beginning of any Combat, Search (3) your discard pile.

Castle Gate

Once per turn, move your Hero from any Field Flagged by you to any Field Flagged by you.

Brimstone Stormclouds

When built and at the beginning of each Astrologer's Round, place your Faction cube here (to a maximum of 3).

During any Combat, you can remove them to gain +1 . Only 1 cube can be used per .