

Housing Estate
5 3 1

Citadel
8 4 1

Spring upon Arches
8 6 3

Mage Guild
4 2 1

City Hall
10 6 0

Mystic Pond
6 4 0

Cliff behind the Glade
10 9 4

Saplings
4 2 1

City Hall

At the beginning of each Resource round, gain 7.

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.

Citadel

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

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.

Mage Guild

When built:
Search (2) twice.
After built:
Once per your turn 5 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

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Mage Guild
4 2 1

Swamp Lairs
8 6 3

Den
5 3 1

City Hall
10 4 0

Citadel
8 5 1

Blood Obelisk
5 4 0

Nest upon the Pond
10 9 4

Cage of Warlords
5 3 0

City Hall

At the beginning of each Resource round, choose:
5 5
OR
Exchange resources like in the Trading Post.

Blood Obelisk

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

Citadel

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

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.

Mage Guild

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

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