

ARCANE DEVELOPMENTS

DEVELOPMENTS KEY



WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

Great Channeling
May re-draw for backlash

3 0 4 I

Great Casting
May re-draw on spell effects

3 0 5 I

Mana Forge
Three additional mana

I 0 8 0

Superb Channeling
Draw two, keep one for backlash

8 0 12 I

Superb Casting
Draw two, keep one for spell effects

7 0 13 1

Arcane Academy
May muster battle mages

8 4 13 2

Battle Mages

5

Legendary Channeling
Draw three, keep one for backlash

9 3 15 3

Legendary Casting
Draw three, keep one for spell effects

8 5 16 4

Mages Guild
All heroes gain a Lore stunt

9 7 18 6