

City Hall
13  5  0

Castle Gate
6  4  0

Crucible of Sins
5  3  1

Citadel
9  4  1

Hellfire Palace
10  9  4

Gates of Abyss
9  6  3

Mage Guild
4  2  1

Brimstone Stormclouds
5  3  1

City Hall
At the beginning of each Resource round, choose:
6  OR  3

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

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

Castle Gate
Once per turn, move your Hero from any location flagged by you to any location 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  per 1 cube. Only 1 cube can be used per 1 .

