

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 .

	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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