



FEATS OF SAVAGERY

Spend Savage Tokens to use the enabled abilities

MULTIPLICATION CHAMBER

Keep 1 unused Savagery per level for the next Round
Max: +1 Savagery at the start of every Round

HILL OF HEROS

May have 1 Mercenary per level
Max: New Mercenaries come with 1 random Generic Upgrade

THE FORGE

Enable more slots for Feats of Savagery

SHAMAN'S HUT

Keep 1 unused Tribe card per level for the next Round
Max: May choose 1 card to be among the first 2 drawn

OVEN

Cook 1 captive per level to gain 
Max: +1  when cooking at least 1 captive

TORTURE PIT

Torture 1 captive per level to gain 
Max: +1  when torturing at least 1 captive

TRAINING GROUNDS

Each Figure is limited to 1 Upgrade card per level
Max: New Warriors come with 1 Tribe-Specific Upgrade

PERMANENT TRIBE MODIFIERS

END OF BATTLE

Unikator

Sorel

Attacker	CLASH 1	Defender
Sorel	<input checked="" type="checkbox"/>	Carey
Carey	<input checked="" type="checkbox"/>	Sorel

Attacker	CLASH 2	Defender
	<input type="checkbox"/>	
	<input type="checkbox"/>	

Attacker	CLASH 3	Defender
	<input type="checkbox"/>	
	<input type="checkbox"/>	

Attacker	CLASH 4	Defender
	<input type="checkbox"/>	
	<input type="checkbox"/>	

Attacker	CLASH 5	Defender
	<input type="checkbox"/>	
	<input type="checkbox"/>	

