



MUTILATION CHAMBER

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

HALL OF HEROES

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

FEATS OF SAVGERY

Spend Savagery tokens to use the enabled abilities

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

Sarrassa

McHolly

Attacker	CLASH 1	Defender
McHolly	<input type="radio"/>	<input checked="" type="radio"/> Zak
Zak	<input checked="" type="radio"/>	<input type="radio"/> McHolly

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

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

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

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

