



FEATS OF SAVAGERY

Spend Savagery tokens to use the enabled abilities

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

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

TRICK

PLAYER

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

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

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

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

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

