

Youngest
Blood

Prince
No-Luck

Shaa-Man

Nore Mash

Corey PLAYER

Attacker

<LRSH 1

Defender

Sared

X X

Corey

Corey

X X

Sared

Attacker

<LRSH 2

Defender

Attacker

<LRSH 3

Defender

Attacker

<LRSH 4

Defender

Attacker

<LRSH 5

Defender

Move +1 Space	Move +1 Space	Move +3 Spaces	Roll +1 Die	Roll +1 Die	Roll +3 Dice	Reroll	Reroll	Reroll Enemy's Dice	Reactivate 1 Figure	Reactivate 1 Figure	Free Reactivation
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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 move slots for Feats of Savagery
 Keep 1 unused Tribe card per level for the next Round
 Max: May choose 1 card to be among the first 2 drawn

SHAMAN'S HUT

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

OVEN

TRAINING GROUNDS

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

TORTURE PIT

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

END OF BATTLE

PERMANENT TRIBE MODIFIERS