



THE OFFERING ENDURES

Euripides, *Old One-Eye*



Friendly Savage models gain the following actions:

Attack Action

Rg **Skl** **Rst** **TN** **Dmg**

⚔ Ancient Winds

⚔ 6" 6 Sp - -

Move the target up to 5". If this action receives a raise, the target gains a **Frozen Solid** token.

Tactical Action

Rg **Skl** **Rst** **TN** **Dmg**

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3" - - - -

Target an enemy *Remains* marker. The opposing player tells you the name of their currently selected scheme.

Friendly Savage models of **Sz** 3 or greater gain the following abilities:

🛡 **Giant's Skin:** *Once per activation.* Reduce damage from an enemy ⚔ or ⚔ action by 1.

Cold Comes Walking: When this model activates, it may drain a ⬤ to give a model engaging it a **Numb** token.



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Tokens

Frozen Solid: This model may not be moved by enemy effects. After either this model suffers damage or an enemy model targets this model with the **Interact** action, remove this token (this model may target itself with the **Interact** action).

Insight: Before performing a duel, this model may remove this token to look at the top card of its fate deck and may discard it.

Numb: This model loses its **Don't Turn Your Back** ability (if any) and does not prevent friendly models from declaring the **Interact** action due to:

- Being engaged with this model.
- This model being in base contact with a marker.
- Leaving this model's engagement range.

During the end phase, remove this token.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.