



FROSTBITTEN PROPHECY

Euripides, Hierophant



Friendly Savage models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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✦ Frozen Vigor	6"	0	-	6	-
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*Other ally only. This action cannot target the same model more than once per activation. Target is moved up to 5" and gains an **Insight** token.*

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

Demise (Read Entrails): After this model is killed, it may drain a ♦. This model draws a card, plus an additional card if it drained a ♦. Then, discard a card.

The Land Yields: When this model is counted for scoring strategies and schemes, it is treated as two models instead of one.



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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**.