









## MYTHOS

Roll under MYTHOS to use these abilities.

-  **Smiting Prayer:** No Roll Required. Draw a card. Target enemy in sight range suffers damage equal to the card. Discard the card.
-  **Water of Life:** Until your next turn, any allies who dealt less than 7 damage may recover 3 cards.
-  **Bless Weapon:** Bless your/ally's weapon. It deals +6 damage until you/they next vent or overload.
-  **Protection:** Choose two allies. Until your next turn, all attacks made against them deal ½ damage.





## ACCURACY

Roll under Accuracy to attack with your weapon

-  **Crossbow:** Damage depends on the range to the target:  
-Melee Range: Deal DAMAGE  
-Shout Range: Deal 6 damage
-  **Holy Symbol:** Deal ½ damage and causes the non-boss enemy to flee during their next turn.
-  **Morning Star:** Inflicts full DAMAGE and the enemy's Mythos is set to 2 until their next turn.
-  **War Hammer:** Inflict full DAMAGE and recover 1 card, OR inflict ½ damage and recover 3 cards.





## DEFENSE

Your aura provides an additional bonus

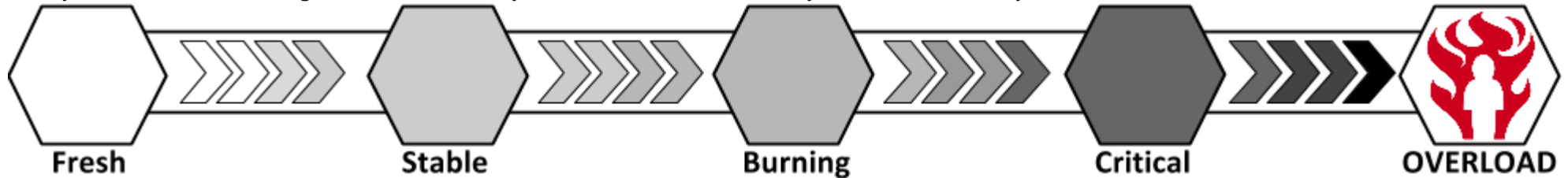
-  **Cure Malady:** Allies may spend their turn praying. They recover 4 cards, don't move down the track.
-  **Circle of Protection:** Discard 1 card to increase your defense by +2 until next round.
-  **Sacrificial Blessing:** Invigorate costs three cards and can be used at any time, even on a dead player.
-  **Unnatural Peace:** Choose an ally. They don't move down the Stability Track after reactions.

## DAMAGE

You have a terrible flaw.

-  **Martyr:** You jump in between an ally and danger. Any damage an ally in melee range suffers, you suffer ½ damage, instead.
-  **Zealous:** Your attacks gain +5 damage, but all of your 2d6 rolls are replaced with 3d6.
-  **Savior:** If an ally has not recovered a card since your last turn, you suffer 4 damage.
-  **Conquest:** Whenever you deal 5 or more damage, discard a card.

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



### Actions you can take on your turn

Attack with **Weapon** (Roll ACCURACY)  
Use a **Mythos** Ability (Roll MYTHOS)  
**Sprint:** Move up to Shout Range

**Vent:** Discard 2 cards from your Mat, place 2 in bottom of Deck, protected until next turn. Draw 4 new cards, set to Fresh

### Reactions to a Threat

**Dodge:** Roll under DEFENSE, avoid all damage  
**Block:** Reduce damage taken by DEFENSE  
**Take the Hit:** Full damage, don't move tracker

### Face Card Values

**Ace:** 8  
**Jack:** 9  
**Queen:** 10  
**King:** 11



## Healer

I do my best to minimize pain and suffering. But I can't help that my light burns those whose hearts are empty. Until my last breath I will spread the light, healing and harming as needed, for **I am the Healer!**