

AMATERASU



Goddess of the Sun

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 life
6) Gain 1 Spell

Avatar: 10 Craft + 1 Spirit Trophy.

You may add or subtract 1 to all of your dice rolls while it is Day. Discard a Spell to prevent Night from falling.

BASTET



Goddess of Love

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 fate
6) Gain 1 Technique

Avatar: 10 Strength + 1 Animal Trophy.

You may ditch any Cursed Follower or Object. You may pay 1 fate to take a Follower from a character in your Region.

DIAN CECHT



God of Health

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 fate
6) Gain 1 Spell

Avatar: 10 Craft + 1 Monster Trophy.

Heal a life whenever you enter a new Region. This may not be used if the Command Spell is being cast.

HERCULES



God of Courage

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 life
6) Gain 1 Technique

Avatar: 10 Strength + 1 Warrior Trophy.

At the start of your turn, gain your full compliment of Techniques. Discard a Technique to add 3 to your attack score.

CTHULHU



God of Chaos

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 fate
6) Gain 1 Spell

Avatar: 10 Craft + 1 Spirit Trophy.

Once per turn, exchange any Strength tokens for Craft tokens and vice versa or exchange any fate for life and vice versa.

GAIA



Goddess of Nature

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 life
6) Gain 1 Technique

Avatar: 10 Strength + 1 Monster Trophy.

When any character encounters a Place, gain a fate. If any space causes you to lose a life, heal one instead.

URABANDI



God of The Arts

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 fate
6) Gain 1 Technique

Avatar: 10 Strength + 1 Animal Trophy.

Whenever you roll a 6, gain 1 gold. Spend 1 gold to add up to 2 to any of your dice rolls.

ZURVAN



God of Time

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 fate
6) Gain 1 Spell

Avatar: 10 Craft + 1 Warrior Trophy.

You may pay 1 fate to have a second turn after the end of your first.

KALI



Goddess of War

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 life
6) Gain 1 Technique

Avatar: 10 Strength + 1 Animal Trophy.

You may use use an extra **Weapon** in battle or psychic combat. Add 2 to your attack score for each **Weapon** you have.

LOKI



Goddess of Mischief

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 life
6) Gain 1 Spell

Avatar: 10 Craft + 1 Warrior Trophy.

At the start of your turn, gain your full compliment of Spells. Discard a Spell to lower your opponent's attack roll by 3.

MICTLAN-TECU



God of Death

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 fate
6) Gain 1 Spell

Avatar: 10 Craft + 1 Spirit Trophy.

You cannot be killed by any effect other than the Command Spell or an ending. If you would be killed, lose a Craft instead.

SATAN



God of Lies

Pray to the god by rolling 1 die:
1-4) Ignored
5) Gain 1 fate
6) Gain 1 Technique

Avatar: 10 Strength + 1 Monster Trophy.

Once per turn, you may spend a fate to roll 1 die. Reduce a character's dice roll by the same amount.

