

**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**



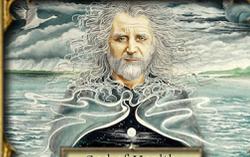
Goddess of Love

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.

**ZURYAN**



God of Time

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.

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 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.

