



Artifact



Invigoration



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Retribution

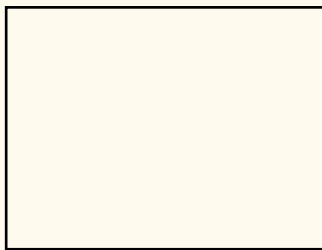


Retribution



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### ***Lesser Healing***



The Warrior Priest regains one lost Body Point.



### ***Goblin Archer***



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS



### ***Jade Ring***



The Ring of Jade allows you to roll two combat dice when praying. You must still roll exactly one white shield before taking a card from the Prayer Decks.

May only be used by the Warrior Priest.

### ***Indomitable Spirit***



The Warrior Priest and all other Blessed Heroes regain one lost Mind Point.

### ***Rejuvenation of the Masses***



The Warrior Priest and all other Blessed Heroes regain two lost Body Points.

### ***Divine Invigoration***



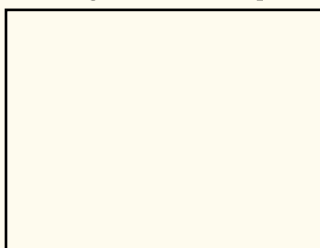
The Warrior Priest is temporarily blessed with a healing touch and may restore up to 4 lost Body Points to any Hero including himself.

### ***Fortune Favors the Brave***



The next Hero to attack may re-roll any or all of their combat dice once.

### ***Righteous Fury***



One Hero is chosen as the Champion of Faith and may attack twice during this round. Every Hero should roll 1d6 and the highest score is the Champion.

### ***Affliction of Chaos***



The Warrior Priest and all other Blessed Heroes may roll one extra combat die when they attack.



### ***Hallowed Protection***



The Warrior Priest may roll two extra combat dice when defending.

### ***Shield of Faith***



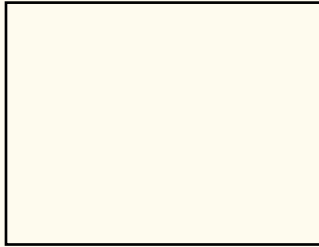
The Warrior Priest and all other Blessed Heroes may roll one extra combat die the next time they defend.

### ***Divine Retribution***



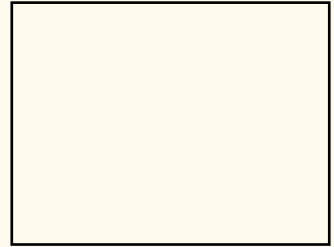
All monsters in the same room, corridor or direct line of sight of the Warrior Priest are immediately attacked with two combat dice. They may defend against this attack as normal.

### ***Debilitation of Chaos***



All monsters in the same room, corridor or direct line of sight of the Warrior Priest when they attack this round must roll one fewer combat die than normal.

### ***Divine Salvation***



A resplendent Holy light shrouds the Warrior Priest. All monsters in the same room, corridor or in line of sight of the Warrior Priest may not move or attack during this round.