



Inquisition



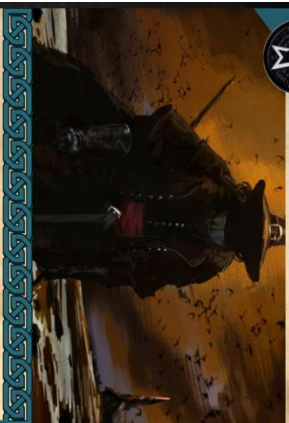
AID:

The target hero may ready one action.
You and the target hero collectively recover equal to the number of other actions you have exhausted.

Basic Aid



Demand Confession



EXPLORE:

Draw and resolve one dungeon card.
For each other action you have exhausted you may claim one .

Basic Explore



Reload



You may exhaust one non-omensis enemy engaged with you.

REST: . During this action, for each other action you have exhausted, apply + .

Ready this action and up to three of your other actions.

Basic Rest



Pronounce Judgment



You may engage one enemy.

Ranged ATTACK: . During this action, for each additional action you have exhausted you may target one additional enemy.

Basic Attack





Blood, Faith, and Fire



AID: During this action, subtract one from the attack value of enemies engaged with you.

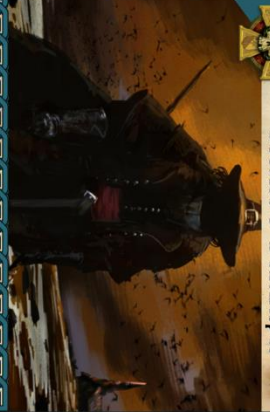
The target hero may ready one action.

You and the target hero collectively recover equal to the other actions you have exhausted.

ADVANCED AID



Seeker's Triumph



EXPLORE:

Draw and resolve one dungeon card. If that card has a treasure icon draw one additional gear card.

For each other action you have exhausted you may claim one .

ADVANCED EXPLORE



Witchfinder's Respite



You may exhaust one non-nemesis enemy engaged with you.

REST: During this action, ignore one nemesis result. For each other action you have exhausted apply + .

Ready this action and up to three of your other actions.

ADVANCED REST



Burn, heretic!



You may engage one enemy.

Ranged ATTACK: .
During this action, for each other action you have exhausted, you may target one additional enemy. During this action ignore one nemesis result.

ADVANCED ATTACK





Most Witch Hunters are members of the Order of the Silver Hammer. Their pious devotion and suspicious natures are their two greatest weapons.

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Witch Hunter



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Witch Hunter



Most Witch Hunters are members of the Order of the Silver Hammer. Their pious devotion and suspicious natures are their two greatest weapons.

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Witch Hunter

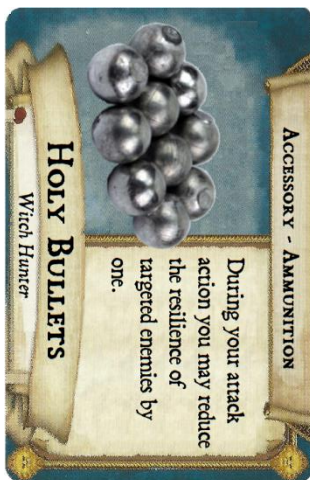


Dual Pistols

Witch Hunter

Weapon - Missile

After your attack action, each enemy that suffered at least 1 suffers 1 additional .

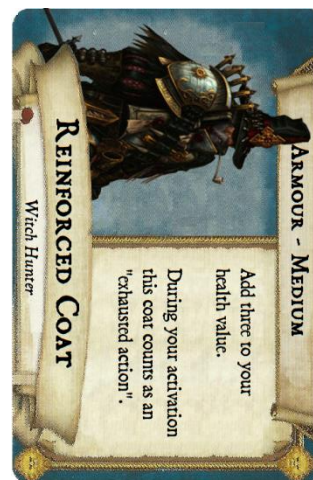


Holy Bullets

Witch Hunter

Accessory - Ammunition

During your attack action you may reduce the resilience of targeted enemies by one.



Reinforced Coat

Witch Hunter

Armour - Medium

Add three to your health value.
During your activation this coat counts as an "exhausted action".