

## Mechanics

The Hierophant revolves around four different “themes” with their associated keywords. In order to facilitate the tactical play around gold, his base relic (Donation Box) makes it so you’re never completely out of funds.

### Doubloons (gilded)

A doubloon is a normal, cost 0 ability with the following text:

- Exhaust: Draw 1 card. If Doubloon is in your deck at the end of combat, gain 10 (20) gold.

Many other cards key off Doubloons (discarding, fetching, exhausting or otherwise interacting with them) and most of these contain the “Gilded” keyword, which reads:

- Gilded: When you add this card to your deck, add a Doubloon to your deck.

Doubloons are meant to provide a very direct risk/reward choice by providing value at the end of the combat as an exchange for clogging your deck.

### Tithe

A few cards have the Tithe keyword, which reads:

- Tithe: You may pay for this card totally or partially with gold, at a rate of 20 gold per missing energy.

Tithe cards tend to be very expensive for their power level, but enjoy the flexibility of being able to spend gold to play them at an energy discount (or even for free). Several of the Hierophant cards key off high energy costs, which interacts well with Tithe.

### Piety

Piety is the Hierophant’s take on an alternate kill condition, similar to the Silent’s Poison.

Piety is a buff you accrue on yourself. When your Piety exceeds a monster’s current HP, that monster converts to the Hierophant’s religion and is peacefully defeated. Strategies can range from building up piety exclusively to finish fights, to a hybrid between damage and piety.

However, dealing unblocked damage through an attack decreases your piety in 2.

Many cards that generate piety do so before attacking, so the hierophant may actually benefit from focusing on enemies with active block, in order to build up piety. This synergizes with other cards that give block to every participant in the fight.

Since Piety can be built upon regardless of enemy block and is inherently AoE, the numbers are lower than average damage numbers and are generally modeled to be around Poison levels.

### Vow

There is a category of powers called Vows, which impose a restriction on your play in exchange for a benefit. Vows aren’t inherently good or bad so they can’t be prevented through Artifact. A few cards key off the number of active vows.

## Cards

### Skills:

#### Doubloon (cost 0 skill normal)

- Exhaust. Draw 1 card.
- At the end of combat, if Doubloon is in your deck, gain 10 (20) gold.

### **Convert Currency (cost 0 skill normal)**

- Gilded.
- Reduce the cost of a (all) card in your hand by 1 for each doubloon in your hand.

### **Recall Funds (cost 1 skill normal)**

- Gilded.
- Exhaust. Return up to 3 (5) doubloons from your exhaust pile to your hand.

### **Dazzle (cost 1 skill normal)**

- Gilded
- Gain 7 (10) block, then 3 (4) block for each doubloon in your hand.

### **Borrow (cost 0 skill normal)**

- Gain 60 (100) gold.
- At the end of the turn, return any amount unspent.

### **Empty Hand (cost 1 (0) skill normal)**

- Every card in your hand gains tithe this turn.

### **Mercenary Shield (cost 2 skill normal).**

- Tithe.
- Gain 10 (14) block plus a fifth (fourth) of the gold spent this turn.

### **Blessing (cost 1 skill normal)**

- Heal 8 (12), then heal all monsters 16 (24). Exhaust.

### **Circle of Protection (cost 1 skill normal, base deck)**

- Block 8 (12), Monsters gain block 8 (12).

### **Church Resources (cost 3 (2) skill normal)**

- Tithe.
- Draw 2 cards, gain 2 energy.

### **Sermon (cost 1 skill normal)**

- Gain 5 piety, plus 5 piety for each unique active Vow.
- Enhanced: 8, plus 8 per Vow.

### **Divine Intervention (cost 2 skill rare)**

- Restore all HP to an enemy. Gain 2 (3) piety for each HP healed.

### **Miracle (cost 1 skill uncommon)**

- Exhaust all status cards in your hand. Gain 2 (4) piety for each card exhausted.

### **Bribe (cost 4 skill, rare)**

- Tithe.
- Give all enemies weak 3 (4), vulnerable 3 (4), and reduce their strength by 3 (4).

### **Self Flagellation (cost 1 skill, uncommon)**

- Add 2 wounds to your hand and gain 10 (15) piety.

### **Pristine Soul (cost 2 (1) skill, rare)**

- Gain block equal to a half of your piety, then gain piety equal to half of your block.

### **Prophecy (cost 0 skill, uncommon)**

- Put the highest cost card from your draw pile in your hand.
- Enhanced: highest cost card from you draw pile and from your discard pile.

### **Powers:**

#### **Vow of Poverty (cost 1 power common)**

- You may not gain gold during the battle or as a reward. Regenerate 4.
- Enhanced: Regenerate 5 + innate.

#### **Vow of Sobriety (cost 0 power uncommon)**

- You may not consume or earn potions as a reward during this combat. Gain +2 (+3) dexterity.
- Enhanced: Innate.

#### **Vow of Contemplation (cost 1 power rare)**

- Every turn, shuffle an unplayable meditation status card in your draw pile, then draw two cards.
- Enhanced: Innate.

#### **Vow of Sanctity (cost 2 power common)**

- You lose 4 extra piety when dealing damage.
- At the end of your turn, gain 6 (8) piety.
- Enhanced: Innate.

#### **Vow of Purity (cost 1 power rare)**

- You may not inflict any negative status effects. Gain +2 artifact.
- Enhanced: Innate, +3 artifact.

#### **Vow of Stability (cost 1 power rare)**

- You take double unblocked damage. At the end of your turn, double your block.

#### **Martyrdom (cost 1 power uncommon)**

- At the end of your turn, lose 1 HP and gain 4 (6) piety.

### **Sin and Contrition (cost 1 power uncommon)**

- Shuffle 3 wounds into your deck.
- Whenever you draw a status card, gain 4 (6) piety.

### **Generosity (cost 1 power uncommon)**

- Gilded.
- When you exhaust a doubloon, draw an additional card.
- Enhanced: Innate.

### **Cursed Gold (cost 0 power uncommon)**

- Gilded
- At the end of your turn, move 1 (2) doubloon from the exhaust pile to the discard pile.

### **Attacks:**

#### **Coin Fling (cost 0 attack)**

- Gilded.
- Discard all doubloons. Deal 4 (6) damage, plus 4 (6) for each doubloon discarded.

#### **Mercenary Blade (cost 2 skill normal).**

- Tithe.
- Deal 10 (14) damage plus a fifth (fourth) of the gold spent this turn.

#### **Blinding Virtue (cost 2 attack)**

- Deal 15 (20) damage, plus 5 (7) for each unique active Vow.

#### **Solar Flare (base deck, cost 5 attack)**

- Tithe
- Deal 24 damage to an enemy and inflict 2 weak, 2 vuln.
- Enhanced: 30 damage, 3 weak, 3 vuln.

#### **Wrath of God (cost 8 attack rare)**

- Tithe
- Deal 50 damage to every enemy and 10 damage to yourself.
- Enhanced: 80 damage, 16 to yourself.

#### **Admonish (cost 1 attack normal)**

- Deal 5 damage, then gain 4 piety.
- Enhanced: Deal 8 damage, then gain 6 piety.

#### **Crumble and Rebuild (cost 1 attack normal)**

- Deal 8 (11) damage, then give the enemy 8 (11) block.

### **Upheaval (cost 2 attack uncommon)**

- Tithe.
- Deal damage equal to twice the enemy's block.

### **Rod Slam (cost 2 attack uncommon)**

- Deal 10 (15) damage. Enemy loses 1 strength.

### **Punish (cost 2 attack uncommon)**

- Gain 10 (14) piety. Deal  $2 \times 5$  ( $2 \times 7$ ) damage. (Note: this immediately removes all gained piety unless blocked)

### **Anathema (Cost 3 attack rare)**

- Lose all vows. Deal 10 (15) damage to every enemy for each unique lost vow. Exhaust.

### **Blasphemy (Cost 2 attack rare)**

- Lose all piety. Deal 2 damage for each lost piety.

### **Golden Beam (cost 3 (2) attack normal)**

- Deal damage equal to 1/10th of your gold.

### **Display of Power (cost 1 attack):**

- Choose a card in your hand. Deal damage equal to 4 (6) times its cost.

## **Relics:**

### **Donation Box (Base)**

- Once per floor, when you have 20 or less gold, gain 100 gold.

### **Gilded Ark (Base Upgrade, Boss)**

- Replaces Donation Box.
- When you obtain Gilded Ark, obtain 3 doubloons.
- When you exhaust a doubloon, gain 1 energy.

### **Beggar's Robes (uncommon):**

- When you have 30 or less gold, gain +3 strength and +3 dexterity.

### **Martyr's Crown (normal):**

- Gain gold equal to four times your HP loss.

### **Writ of Virtue (uncommon):**

- Gain energy at the start of each turn for each unique active vow.

**Apostle's Rod (normal):**

- Whenever your attack damage is blocked, gain 2 piety.

**Flagellation Whip (normal):**

- Whenever you draw a status card, gain 2 piety.

**Golden Atrium (normal):**

- When you defeat an enemy peacefully, gain gold equal to their remaining HP.

**Holy Edict (uncommon):**

- Regain half of the spent Tithe at the end of each combat.