

Game by Konstantin Seleznev



IGROLOGY

# Cult

## GAME RULES



ages  
12+



2-5  
players



90  
min



# Cult

The end of the world is nigh! Choose your deity wisely — there are a lot of dark and powerful entities sleeping deep within the souls of people...

You need to summon and empower your deity faster than your rivals. Now is no time to sleep — recruit followers, perform dark rituals, bribe officials, and inspire uprisings of the angry mob.

In the Cult board game, you will send your trusted Priests to the most important locations of the Eternal City. They will compete for influence, followers, and other benefits to bring your deity victory over the minds and souls of the whole world.

## Game Contents

### The Game board

The game board shows the Eternal City and its 13 Locations. During the game, you will place your Priest tokens in these Locations, trying to gain support from local dwellers.

### 75 Priest tokens

(15 in each color: red, yellow, green, blue, and black)

In each color there are three Priests of each strength of persuasion, from 1 to 5. The stronger the Priest, the more Influence it has. The other side of each Priest token depicts an Altar; all Altars have a strength of 4.

### 5 Patriarch figures

(red, yellow, green, blue, and black)

The Patriarch is the High Priest of a Cult. It has a strength equal to the current number of Followers the Cult has. Abilities that increase or decrease the strength of Priests do not affect Patriarchs. The Patriarch may never be destroyed.

### 45 Followers

(9 in each color: red, yellow, green, blue, and black)

Common citizens are reluctant to let the agents of the dark deities into their districts. With the help of their Followers however, the Priests can get into even the most wealthy and protected Locations. The more Followers a Cult has, the more powerful it is.







## 30 Miracle cards

The Miracle cards allow you to improve your own situation by relocating your Priests, increasing your Influence, building Altars, gaining Followers, coins, and Fanatical Mobs. When a Miracle card is played, it is placed on the bottom of the Miracle deck.



## 30 Intrigue cards

The Intrigue cards allow you to harm your opponents by stealing their cards or coins, weakening rival Priests or destroying Followers, Fanatical Mobs, and Altars. You may also sell Intrigue cards for coins. Played or sold Intrigue cards are placed on the bottom of the Intrigue deck.



## 30 License cards

The License cards on offer can either be bought with coins, or gained for free at the Palace Location. Each License card grants its owner a unique permanent ability and increases the strength of their Patriarch. License cards are never put into your hand; whenever you gain one, it is placed face up in front of you.



## The Supremacy card

This card is given to the player whose Priests won the most recent public dispute at the Forum Location. While you own this card, your Patriarch gains +7 to its strength. In the following round after gaining the Supremacy card, you may use one of its effects.



## 8 Cult sheets

Each Cult sheet features the name and illustration of one of the dark deities, as well as the special abilities given by this deity to its worshippers. Each sheet has a light and a dark side.

## 16 Fanatical Mobs

These mobs form the fearless armies of the dark deities. If a Cult gains 4 Fanatical Mobs, it can gain control of the city and win the game.

## 100 coins

You use coins to pay for different effects and to buy License cards.





# Game Setup



1. Place the Game board in the middle of the table.

2. Shuffle the deck of Miracle cards and place it face down in the Ruins (Location 1).

3. Shuffle the deck of License cards and place it face down on one of the slots in the Palace (Location 10). Draw 3 cards from this deck and place them face up in the other three slots in the same Location.

4. Shuffle the deck of Intrigue cards and place it face down in the Nobility District (Location 11).

5. Each player chooses a color and takes the Patriarch and 3 Priest tokens (one each with strengths 1, 2 and 3) of the chosen color. Put the remaining tokens in the common reserve.

6. Each player takes a Cult sheet, either at random or by agreement, and places it, light-side up, in front of themselves next to their Priests.

7. Each player places 2 Followers of their color and 5 coins next to their Cult sheet. Put the remaining Followers and coins in the common reserve.

For your first game, we recommend using the following Cults:

- In a 2-player game: Fafnir and Tiamat;
- In a 3-player game: Arachne, Cthulhu and Nirriti;
- In a 4-player game: Anubis, Atheism, Cthulhu and Janus.

*We do not recommend playing your first game with five players.*

## Determining the First Player

Each Cult has a Divine Might value indicated in the upper right corner of the sheet. In the first round of the game, the player with the highest Divine Might becomes the First Player. In subsequent rounds, the player who wins in the highest-numbered Location becomes the First Player (see Resolution Phase, page 6).



# Game Objective

To win the game, you must fulfill at least one of the following conditions at the end of a game round:

- **Have 5 Altars of your Cult in the city**
- **Own 4 Fanatical Mobs**
- **Perform the Summoning twice**

If you fulfill at least one of the victory conditions, your deity takes over the world; the game ends and you win the game. If several players fulfill at least one of the conditions, the winner is the tied player with the highest Divine Might.

# Game Flow

The game consists of a number of rounds. Each round has two Phases.

- In the **Intention Phase**, players place their free Priests into Locations on the board.
- In the **Resolution Phase**, each Location is resolved and the winner of each gains the benefit of the Location. Also during this Phase, players may play cards and use their Cult abilities.

## Intention Phase

To gain support from a Location, Cults must send their Priests to persuade the locals to assist their cause. Each Priest in a Location increases the Influence of its Cult in this Location equal to the strength of the Priest. To gain the benefit of the Location, you must have more Influence there than any of your opponents. In order to send your Priests to Locations 4 to 13, your Cult must have the required number of Followers, as shown in the table below and depicted on the right side of the Game board. Note that this rule is only relevant during the Intention Phase, but not in the Resolution Phase.

	Ruins		Thieves District		Slums		Any number of Followers
	Forum		Temple District		Trade District		At least 1
	Artisan District		Academy		Port		At least 3
			Palace		Nobility District		At least 5
			Guard Quarters		The Rift of Darkness		At least 7



At the beginning of the game, each Cult has only 2 Followers, so you may only place your Priests in Locations 1 to 6. Locations 7 to 13 will become available when your Cult gains more Followers.

Priests are placed one at a time, starting from the First Player and going clockwise. On your turn, you should place one of your free Priests in one of the Locations available to you, or pass.

A **free Priest** is one that belongs to you and is next to your Cult sheet. Once a Priest is placed in a Location or placed onto the Cult sheet, it is no longer free and may not be used as a free Priest. Priest tokens in the reserve do not belong to any player. Remember that your Patriarch is also a Priest.

Each round, the first three placements of your Priests cost nothing. However, to place each additional Priest, your Cult must lose 1 Follower, placing it back into the reserve. If your Cult does not have a Follower to lose, you cannot place the Priest and must pass. Note that this rule is only relevant during the Intention Phase, not in the Resolution Phase.

## Passing

If you pass instead of placing a Priest, you may not place any more Priests into a Location during this Phase. You may even pass without having placed any Priests.

When you pass, you may immediately gain the benefit of **one** Location, depending on the number of Fanatical Mobs you have:



**At least 1 Mob**



**At least 2 Mobs**



**At least 3 Mobs**

You gain the benefit of the chosen Location strictly according to the text of the Location, as if you were the winner in this Location during the Resolution Phase.

Also, once you have passed, you may make any number of deals. Deals let you gain or spend coins. The two deals are:

- Sell one or more Intrigue cards from your hand. Place these cards at the bottom of the Intrigue deck and gain the amount of coins indicated on these cards from the reserve.
- Buy one or more face-up License cards from the Palace by paying the indicated cost in coins. Place these cards face up in front of you.

You receive the effect of a Fanatical Mob and may only make deals once you have passed.

After each player has passed, the Intention Phase is over. However, the last player to pass may still do any deals before the end of the Phase.

# Resolution Phase

During this Phase, each Location is resolved one at a time, starting with Location 1, then Location 2, etc. The Location which is being resolved is called the **Active Location**. Only Locations with at least one Priest or Altar are resolved; unoccupied Locations do not become active, and there are no winners in such Locations.

When resolving a Location, the Cult with the most Influence wins and gains the benefit from that Location. All other Cults with any Influence there gain coins as alms.

Only proceed to the next Location after the Active Location has been fully resolved.

Before determining the winner in the Active Location, each player (including those not present in the Location), starting from the first player and going clockwise, may do **one** of the following:

- Play 1 Miracle card from their hand;
- Play 1 Intrigue card from their hand;
- Use one ability of their Cult.

These actions may dramatically change the situation in the Active Location. Note that even players who are not present in the Active Location may still perform one of the possible actions, possibly affecting the outcome.



After all players have had an opportunity to take an action, each Cult calculates their Influence in the Active Location by adding the strength of all their Priests and Altars in the Location, as well as any modifiers from other effects. The Cult with the most Influence is the winner in the Location. In case of a tie, the tied Cult with the highest Divine Might wins.

The winner may gain the benefit of the Location. If they cannot or do not want to use the benefit, they get nothing. All other players with Influence in the Location gain up to 3 coins as alms (as depicted on the board).

Once the benefit and alms have been awarded, each player removes all their Priests from the Active Location and puts them next to their Cult sheet. These Priests are now free Priests. Altars stay in the Location.

Once all Locations with Influence have been resolved, the Resolution Phase is over and it is the end of the round. Check to see if any player has fulfilled one of the victory conditions. If not, prepare for the next round by replenishing the License cards (see page 11). The player who won the highest-numbered Location that was resolved becomes the new First Player, and a new round begins.

## Locations



### Ruins

*The ancient ruins are inhabited by exiles, hermits, mystics and lunatics. This place is home to rumors, gossip and divine signs.*

**Benefit:** Draw 1 Miracle card from the top of the Miracle deck.

**Alms:** Each other player present gains 1 coin.

See page 10 for more details on Miracle cards.



### Thieves District

*Thieves, swindlers, smugglers and other criminals inhabit the poor outskirts of the city. The jingling of coins solves any problem here.*

**Benefit:** You may pay from 3 to 13 coins. If you do, you become the winner in the Location with the number equal to the paid amount.

**Alms:** Each other player present gains 1 coin.

After winning in this Location and paying the coins, move one of your Priests from the Thieves District to the target Location. Stack the paid coins on the Priest token (or next to your Patriarch figure, if you have moved the Patriarch). When determining the winner in the target Location, the owner of the Priest with coins becomes the winner. Return

the coins to the reserve. If the Priest with coins leaves its Location before the winner is determined, return the coins to the reserve and determine the winner as usual.

If the winner in this Location has no Priests present (e.g. if the player has an Altar there or plays an Intrigue card), they cannot gain the benefit and get nothing.

It is possible that several players can gain the benefit of the Thieves District during the same round. If, at any moment of the game, there are two Priests with coins in the same Location, both Priests are immediately returned to their owners, and the coins are put into the reserve.



### Slums

*This shanty town is densely built up with huts and shacks and is a place where a dark Cult may easily recruit new Followers among the poor, needy and desperate.*

**Benefit:** Gain 1 Follower.

**Alms:** Each other player present gains 1 coin.

Take 1 Follower of your color from the reserve and place it on your Cult sheet. You may not have more than 9 Followers.





## Forum

*The place for meetings, discussions, public debates, and performing wonders. The Cult that wins the disputation becomes more popular and influential — until the next disputation.*

**Benefit:** Take the Supremacy card.

**Alms:** Each other player present gains 2 coins.

After winning in this Location, take the Supremacy card either from the reserve or from its previous owner and place it face up next to your Cult sheet.

See page 13 for more details on the Supremacy card.



## Temple District

*Priests and acolytes inhabit this neighborhood, which is full of ancient and modern temples. This is the best place to find new Priests for your dark Cult.*

**Benefit:** Either gain a Priest with strength 1, or increase the strength of one of your free Priests by 1.

**Alms:** Each other player present gains 2 coins.

If you choose to gain a new Priest, take the Priest token of your color with strength 1 from the reserve and add it to your pool of free Priests. If there is no such Priest in the reserve, you cannot gain a new Priest.

If you choose to increase the strength of one of your free Priests, return it to the reserve and then take from the reserve the Priest token of your color of the next strength value, adding it to your pool of free Priests. If there is no such Priest in the reserve, you cannot increase the strength of that Priest.

As an exception to the normal rules, you may choose to increase the strength of your Priest in the Temple District instead of a free Priest. You may not increase your Patriarch's strength this way.

The maximum strength of a Priest is 5. If you should increase the strength of a Priest above 5 due to this benefit, the strength stays at 5.



## Trade District

*The district of merchants, traders, moneychangers, lenders, and other prosperous citizens of low birth. Influential Cults may gain generous donations here.*

**Benefit:** Gain 6 coins.

**Alms:** Each other player present gains 2 coins.



## Artisan District

*The district of craftsmen, builders, bricklayers, and other skillful workers. For a reasonable price, a dark Cult may arrange the building of an altar.*

**Benefit:** You may pay 5 coins to build an Altar in any Location occupied by one of your Priests.

**Alms:** Each other player present gains 2 coins.

To build an Altar, you must choose one of your Priest tokens in any Location and flip it to the Altar side. This Priest is lost (it becomes the steward beside the Altar), but you gain 4 permanent points of Influence in that Location. This effect is immediate and may affect the resolution in the Location where you have just built an Altar.

You may not have more than one Altar in each Location. Altars are not removed from the board after determining the winner in a Location or at the end of the round, but may be destroyed by Intrigue cards or Cult abilities.

Altars grant you a permanent presence in a Location. An Altar is not subject to the restrictions related to Priest placement during the Intention Phase. You may win in a Location where you have an Altar and no Priests, but an Altar is not a Priest and is not affected by cards and abilities that target Priests.

Since Priests are removed from a Location when it is resolved, you may only build an Altar in Locations 7 to 13 with this benefit. However, there are ways to build Altars in Locations by other means. For example, if you have 3 Mobs at the end of the Intention Phase, you may use the benefit of the Artisan District and build an Altar before any Locations are resolved. Certain Miracle cards and Cult abilities also allow you to build an Altar in the Active Location.



Whenever you build an Altar, you need to have at least one Priest in that Location, and the Priest token is flipped face down. You also may not build an Altar using your Patriarch. If you flip a Priest with coins (see Thieves District), return the coins to the reserve and the winner in that Location is determined as usual.

**Note:** At any time during the game, you may swap the Priest token representing your Altar for another Priest token of your color from the reserve. This may be useful if there are no Priest tokens of a certain strength in the reserve.

Having 5 Altars across Locations at the end of a round fulfills one of the victory conditions.



## Academy

*An ancient and prestigious establishment where students master sciences and scholars explore nature. For a feasible fee, a dark Cult may educate their Priests here and gain respect.*

**Benefit:** You may either pay 5 coins to increase the strength of one of your free Priests by 2, or pay 11 coins to increase the strength of one of your free Priests by 4.

**Alms:** Each other player present gains 2 coins.

The rules for increasing the strength of a Priest are the same as for the Temple District. You may increase the strength of your Priest in the Academy, but not in a higher-numbered Location or on your Cult sheet.



## Port

*The neighborhood of taverns, brothels, gambling houses, and similar shady establishments. Wealthy Cults may easily find new followers among sailors, pirates, bards, revelers, and merchants of all sorts.*

**Benefit:** You may either pay 5 coins to gain 2 Followers, or pay 11 coins to gain 4 Followers.

**Alms:** Each other player present gains 2 coins.

Take the Followers of your color from the reserve and place them on your Cult sheet. You may not have more than 9 Followers.



## Palace

*The Royal couple, as well as countless courtiers, ministers, and officials occupy this majestic edifice. In the Palace, an influential dark Cult may strengthen its position by obtaining new exemptions and preferences.*

**Benefit:** You may take one of the face-up License cards from this Location at no cost.

**Alms:** Each other player present gains 3 coins.

There will be at most 3 face-up License cards in this Location. If you win here, you may take one of them, and place it face up in front of you without paying its cost. If there are no face-up cards in the Palace (because they were bought with deals in the Intention Phase), you get nothing.

License cards are replenished at the end of the round. See page 11 for more details on License cards.



## Nobility District

*The noble inhabitants of this neighborhood are immersed in vendettas, scheming, and fights for power. This place is the source of constant danger for a dark Cult unless it participates in the intrigue itself.*

**Benefit:** Draw 2 cards from the Intrigue deck, then return 1 Intrigue card from your hand to the top of the Intrigue deck.

**Alms:** Each other player present gains 3 coins.

See page 12 for more details on Intrigue cards.



## Guard Quarters

*These barracks are occupied by regiments of the Royal Guard whose task is to watch over the Rift of Darkness and suppress riots. An influential dark Cult may arm its worshippers here.*

**Benefit:** You may lose 2 Followers to gain 1 Fanatical Mob.

**Alms:** Each other player present gains 3 coins.

When you gain a Fanatical Mob, place the Mob token on your Cult sheet. When you pass in the Intention Phase, your Mobs let you gain the benefit



of one of the Locations. If at the end of the round, you have 4 Fanatical Mobs, you fulfill one of the victory conditions.



## The Rift of Darkness

*A mysterious crack where the ancient darkness finds its way to the world of living. By accumulating all its influence here, a dark Cult may summon its dark deity to rule the world.*

**Benefit:** If you have enough Influence in this Location, you may perform the Summoning of your deity.

**Alms:** Each other player present gains 3 coins.

To successfully perform the Summoning of your deity, your total Influence in the Rift of Darkness should be at least equal to the Divine Might of your Cult. If you don't have enough Influence, the Summoning attempt fails and you gain nothing.

If you successfully summon, and your Cult sheet is light-side up, flip it to the dark side. Your deity draws near to this world, the Divine Might of your Cult increases and the abilities of your Cult change.

If you successfully summon, and your Cult sheet is dark-side up, you fulfill one of the victory conditions.

Please note that the dark-side-up Cult has more Divine Might than any light-side-up Cult.

# Miracle Cards

Miracle cards are normally gained from the Ruins Location. They can be played during the Resolution Phase, when resolving a Location.



The most effective Miracle cards bear a dark seal in the upper left corner. You may play these cards only if your Cult sheet is dark-side up.

After you play (or discard) a Miracle card, place it face down on the bottom of the Miracle deck.

When you play a Miracle card, you must fully use its effect. If you are not able to use the effect in full (for example, you don't have enough Followers to lose or you don't have a Priest to move from the Active Location), you cannot play the card.

**Note:** If the effect of a Miracle card allows you to place a Priest into a Location, you do not need to have the number of Followers normally required for this placement, because the Miracle card is played in the Resolution Phase, not in the Intention Phase.

## Effects of the Miracle cards



Place one of your free Priests in the Active Location, as long as you have enough Followers to do so (see the table on page 5).



Move one of your Priests from the Active Location to any higher-numbered Location, if you have enough Followers to place Priests in that Location (see the table on page 5).



Increase the Influence of one of your Priests in the Active Location by 2-7 (its strength remains the same).



Lose 3 of your Followers to build an Altar in the Active Location (flip one of your Priest tokens in the Location to the Altar side).



Lose 4 of your Followers to gain a Fanatical Mob.



Gain 1-2 Followers or 4-7 coins (your choice).



# License Cards

License cards can be gained either by buying them with a deal or at the Palace Location. Unlike Miracle and Intrigue cards, License cards are never held in your hand, they are placed face up in front of you and are not considered to be in your hand. However, you may discard your License cards to power your Cult ability. Discarded License cards are placed on the bottom of the License deck.

In addition to its permanent ability, each License card you own increases the strength of your Patriarch by 1, 2 or 3, as indicated on the card.

At the end of the round, if at least one slot for face-up License cards is empty, return all remaining face-up License cards to the bottom of the License deck, then draw 3 cards from the deck and place them face up into the slots.



**Title.** This License grants you access to a certain Location in the Intention Phase, even if you do not have enough Followers:

- Minstrel gives access to the Artisan District
- Healer gives access to the Academy
- Admiral gives access to the Port
- Mentor gives access to the Palace
- Inquisitor gives access to the Nobility District
- General gives access to the Guard Quarters
- Oracle gives access to the Rift of Darkness

## Effects of the License cards



### Approval (with number 4, 5 or 6).

This License allows you not to lose a Follower after you place your fourth, fifth, or sixth (depending on the number) Priest in the Intention Phase. For example, if you have Approval 5, you don't lose a Follower when placing your fifth Priest in the Phase, but you still lose a Follower after placing your fourth Priest.



### Tithe (of certain Locations).

This License allows you to tax Priests of your opponents placed in the Locations listed on the card. Each time an opponent places their Priest in one of these Locations during the Intention Phase, they must immediately pay you 1 coin. If they have no coins, they place the Priest without paying. Altars cannot be taxed.



### Community (of a certain Location).

This License allows you to gain the benefit of the corresponding Location even if you have lost in the Location. To gain the benefit, you still need to have at least 1 Influence in the Location. You gain the benefit right after the winner, and if you cannot or do not want to use the benefit, you get nothing (no alms either). There are License cards for community in all Locations except for the Forum.





# Intrigue Cards

Intrigue cards are normally gained from the Nobility District. They are played during the Resolution Phase when resolving a Location.

Scheming is prosecuted by the Crown. If you wish, you may expose a conspiracy to the authorities and gain the reward. As a deal in the Intention Phase, you may sell an Intrigue card for the amount of coins indicated in the middle of the card.

After you play or sell an Intrigue card, place it face down on the bottom of the Intrigue deck. If you are not able to use the effect of an Intrigue card (for example, because there is no valid target), you cannot play the card.



Some Intrigue cards bear a dark seal in the upper left corner. You may play these cards only if your Cult sheet is dark-side up. However, you may still sell the card with a deal.

## Effects of the Intrigue cards



**Blackmail.** Take half of the coins, rounded up, from the richest player. If you are the richest player, you get nothing. If several players tie for being richest, you cannot play this card.



**Exorcism.** Decrease the strength of any one Priest in the Active Location by exactly 2 (i.e. 5 to 3, 4 to 2, or 3 to 1). Swap that Priest's token for the token of the same color but with decreased strength from the reserve. If there are no such Priest tokens available in the reserve, you may not play this card on that Priest.



**Slaughter on the Streets.** Each Cult with Influence in the Active Location loses 2 Followers. If they only have 1 Follower, they lose that Follower.



**Disperse the Fanatics.** Each Cult with Influence in the Active Location loses 1 Fanatical Mob.



**Secret Search.** Each opponent with Influence in the Active Location must give you 1 Miracle card or 1 Intrigue card from their hand.



**Threat to the Crown.** Take 1 License card belonging to the Cult with the strongest Patriarch. If you have the strongest Patriarch, you get nothing. If several players tie for having the strongest Patriarch, you cannot play this card.



**Vandalism.** If there are no Altars in higher-numbered Locations, return to the reserve all Altars in the Active Location.



**Ambush the Fool.** Remove a Priest with coins from the Active Location. You take the coins, the Priest is returned to its owner.



**Inquisition Raid.** No benefits or alms are awarded for the Active Location.



**Seize the Location.** Return all Priests from the Active Location to their owners. You are the winner in this Location.



# Supremacy card



While you own this card, your Patriarch has +7 to its strength. This effect is immediate, so if the Location with your Patriarch has not yet been resolved, this may affect the outcome at that Location.

The Supremacy card is larger than other cards, but it still counts as a card, so you may discard it along with other cards to power the ability of a Cult. In this case, return the Supremacy card to the reserve.

If you own the Supremacy card at the start of the round, you may forfeit your usual actions for this

round and instead hold a celebration in honor of the Supreme God. Deciding whether to hold the celebration or not must be made at the start of the Intention Phase, before placing your first Priest or passing.

When you decide to celebrate, receive any **one** of the effects listed on the front side of the Supremacy card and then flip it face down. The effect is applied immediately, and then your Cult does not participate in the current round — your Priests and Followers are too busy celebrating. This round you cannot place Priests in Locations, make deals, play cards or use Cult abilities. You cannot gain the benefit of a Location because of Fanatical Mobs (i.e. when you pass). You cannot win or get alms in Locations, even if you have Altars there. The Locations with your Altars don't become active unless other players have Influence there. Opponent's Intrigue cards and Cult abilities affect you as usual.

If you lose the Supremacy card while your Cult is celebrating, you still forfeit the rest of the round. The new owner of the Supremacy card places it face up in front of them.

## Description of the Cults

The Cult sheet features the name and the picture of the dark deity. The Divine Might of the Cult is indicated in the upper right corner. On the right of the sheet are two unique abilities that the player may use during the Resolution Phase.

Each Cult sheet is double-sided: one side is light and the other is dark. The abilities and Divine Might are different on each side.

There are two types of Cult abilities: Sacrifice and Ritual.

Sacrifice abilities have a cost in coins, cards, Followers, or Fanatical Mobs. To use the sacrifice ability, you must pay the full cost and then apply its effect.

Ritual abilities require a Master — a free Priest of a certain strength. To use the ritual ability, you must place the appropriate free Priest on your Cult sheet.

All abilities, unless otherwise stated, affect objects in the Active Location, or objects belonging to the Cult.

Before determining the winner in the Active Location, you may use one of the abilities of your Cult as your action. You may use these abilities any number of times during a round, but only once in each Location. You must pay the indicated cost each time you use a sacrifice ability and you should appoint a new Master each time you use a ritual ability.

At the end of the round, return all Priest tokens on your sheet to your pool of free Priests.

Your Patriarch may be the Master of a Ritual. However, you cannot choose your Patriarch as a Master of a Ritual that destroys its Master.



# Cults and their Abilities

The following pages cover the abilities of each of the Cults. The abilities of the light side are printed on the light background, while the abilities of the dark side are printed on the dark background. Whenever an ability instructs you to **Remove** something, place it back in front of you. Whenever an ability instructs you to **Destroy** something, return it to the reserve.



## Anubis

### Ritual of the Passing

Destroy the Master to gain 1 Follower for each Priest in the Active Location.

*Master: Priest with strength 2 or more.*

Ritual. Return one of your free Priests with at least 2 strength to the reserve. Take from the reserve a number of Followers of your color equal to the number of Priests (of any Cult) in the Active Location. You may not have more than 9 Followers.

### The Hand of Death

Remove one of your Priests from the Active Location and increase its strength by 2. Gain 2 coins.

*Cost: 1 Follower.*

Sacrifice. Return one of your Followers to the reserve. Choose one of your Priests in the Active Location, return it to the reserve, then take from the reserve the Priest token of your color with increased strength and add it to your pool of free Priests. Take two coins from the reserve.

### Create a Mummy

Destroy the Master. Each light-side-up Cult loses 1 Fanatical Mob. Draw 1 Miracle card.

*Master: Priest with strength 1.*

Ritual. Choose one of your free Priests with exactly 1 strength. Return this Priest to the reserve. Each of your opponents whose Cult sheet is light-side up returns one Mob to the reserve. Draw the top card from the Miracle deck and add it to your hand.

### Resurrection of the Righteous

Gain a Priest with a strength equal to the number of your free Priests.

*Cost: 2 Followers.*

Sacrifice. Return two of your Followers to the reserve. Take from the reserve the Priest token of your color with strength equal to the number of your free Priests and add it to your pool of free Priests. If there is no such Priest in the reserve, you cannot take one, but note that you may swap one of your Altars for a different Priest token in the reserve at any time.





# Cthulhu

## Ritual of the Abyss

Destroy the Master to increase the strength of your Priest in the Active Location by the Master's strength.

*Master: Priest of any strength.*

Ritual. Return one of your free Priests to the reserve. Choose one of your Priests in the Active Location, return it to the reserve, then take from the reserve the Priest token of your color with increased strength and place it in the Active Location. If the strength should be increased above 5, it stays at 5.

## The Great Shrine

Destroy all of your free Priests to build an Altar in the Active Location.

*Cost: 5 Followers.*

Sacrifice. Return all of your free Priests and five of your Followers to the reserve. Flip one of your Priests in the Active Location to the Altar side. If you have no free Priests, you may still use this ability.

## Furious Storm

Gain 2 Followers. Each Cult with 7 or more coins loses 7 coins.

*Cost: 2 cards.*

Sacrifice. Discard two cards. Each player with 7 or more coins (including you) pays 7 coins to the reserve. Take two Followers of your color from the reserve. You may not have more than 9 Followers.

## Will of the Ancient

Each light-side-up Cult loses 1 Fanatical Mob and gives you 1 card of their choice.

*Cost: 5 Followers.*

Sacrifice. Return five of your Followers to the reserve. Each of your opponents whose Cult sheet is light-side up returns one Mob to the reserve and gives you one card (their choice).





# Fafnir

## Ode to Greed

Increase the strength of one of your Priests in the Active Location by 1 and then move it to the next Location.

*Cost: 6 coins.*

**Sacrifice.** Pay six coins to the reserve. Choose one of your Priests in the Active Location, return it to the reserve, then take from the reserve a Priest token of your color with 1 strength higher and place it in the next Location. You may not choose your Patriarch or a Priest with strength 5 when using this ability.

## Ode to Treachery

Draw 1 Intrigue card and immediately sell it.

*Cost: 1 card and 2 coins.*

**Sacrifice.** Pay two coins to the reserve and discard one card. Reveal the top card of the Intrigue deck, gain the amount of coins indicated in the middle of the card and return the card under the deck.

## Blood for Gold



Take up to 7 coins from each light-side-up Cult.  
*Cost: 2 Followers.*

**Sacrifice.** Return two of your Followers to the reserve. Each of your opponents whose Cult sheet lies light-side up gives you 7 coins (or all their coins, if they have less than 7).

## Army of Pillagers

Gain 1 Fanatical Mob and draw 2 Miracle cards.  
*Cost: 15 coins.*

**Sacrifice.** Pay 15 coins to the reserve. Take one Fanatical Mob from the reserve. Draw two top cards from the Miracle deck.





# Janus

## Chalice of Clarity

Gain 1 Follower. The Cult with the least Influence wins in the Active Location.

*Cost: 2 cards.*

**Sacrifice.** Discard two cards. Take one Follower of your color from the reserve. When determining the winner in the Active Location the player with the least Influence present in the Location becomes the winner. That player needs to have at least one Priest or Altar in the Location. If several players tie for the least Influence, the winner is the tied player with the least Divine Might.

If a Cult has a Priest with coins in the Active Location, that Cult wins in the Location even if you use this ability. You still gain a Follower, though. You may not have more than 9 Followers.

## Mystery of Virtues

Draw 1 Miracle card for each Priest in the Active Location.

*Cost: 7 coins.*

**Sacrifice.** Pay 7 coins to the reserve. Draw the number of Miracle cards equal to the number of Priests (of any Cult) in the Active Location.

## Mystery of Vices



Destroy the Master to draw a number of Intrigue cards equal to the Master's strength.  
*Master: Priest of any strength.*

**Ritual.** Return one of your free Priests to the reserve. Draw the number of Intrigue cards equal to the strength of that Priest.

## Chalice of Madness

Gain 2 Fanatical Mobs. Destroy all Altars in the Active Location.

*Cost: 9 cards.*

**Sacrifice.** Discard 9 cards. Take two Fanatical Mobs from the reserve. Return to the reserve all Altars in the Active Location.





# Nirriti

## Way of Loyalty

Take 3 cards from the bottom of the Miracle deck.  
*Cost: 2 Followers.*

**Sacrifice.** Return two of your Followers to the reserve. Draw three cards from the bottom of the Miracle deck. Before using this ability, make sure that the previous player has completed their action, for it may involve playing or discarding Miracle cards.

## Path of Temptation

Choose one of the face-up License cards from the Palace that you can afford, and take it for free.  
*Cost: 2 cards.*

**Sacrifice.** Discard two cards. Choose any one face-up License card from the Palace Location with cost equal or less than the amount of coins you have. Place the card next to your Cult sheet. Do not pay any coins for it.

## Path of Iniquity



Destroy the Master to play 3 cards from the top of the Intrigue deck.  
*Master: Priest with strength 4 or less.*

**Ritual.** Return one of your free Priests with at most 4 strength to the reserve. One by one, reveal and play three cards from the top of the Intrigue deck. After each card is resolved, place it face down on the bottom of the Intrigue deck. If you cannot resolve the effect of a card, place it on the bottom of the deck and proceed to the next card.

## Way of Triumph

Gain a Priest of strength 5 and place it in the Active Location. Gain 1 Fanatical Mob.  
*Master: Patriarch with strength 16 or more.*

**Ritual.** You may use this ability only if you have a free Patriarch with at least 16 strength. Place the Patriarch on your Cult sheet. Take from the reserve a Priest token of your color with strength 5 and place it in the Active Location. Take one Fanatical Mob from the reserve.





# Tiamat

## Change of Guise

Play a card with a dark seal.  
*Cost: 1 card and 3 coins.*

Sacrifice. Pay three coins to the reserve and discard one card. Play a Miracle or an Intrigue card with a dark seal from your hand, as if your Cult sheet was dark-side up.

## Incarnation

Destroy 3 of your free Priests. Gain a Priest with strength 5 and place it in the Active Location.  
*Master: Priest with strength 3 or more.*

Ritual. Place one of your free Priests with at least 3 strength on your Cult sheet. Return three of your free Priests to the reserve. Take from the reserve a Priest token of your color with strength 5 and place it in the Active Location.

## Attack of the Dragons



Each Cult with Influence in the Active Location loses 1 Fanatical Mob.  
*Cost: 3 cards.*

Sacrifice. Discard three cards. Each player with at least one Priest or Altar in the Active Location returns one Fanatical Mob to the reserve.

## Harvest of Chaos

Play 1 Miracle card, then draw 2 Miracle cards.  
*Master: Priest with strength 5.*

Ritual. Place one of your free Priests with exactly 5 strength on your Cult sheet. Play a Miracle card from your hand. Draw the top two cards of the Miracle deck. You may not use this ability if you are not able to play a Miracle card.





# Arachne

## Ordination of a Priestess

Gain a Priest with a strength equal to the number of Followers that were sacrificed and place it in the Active Location.

*Cost: 1-5 Followers.*

**Sacrifice.** Return any number of your Followers (from 1 to 5) to the reserve. Take from the reserve a Priest token of your color with strength equal to the number of returned Followers. Place that Priest in the Active Location.

## Charms of the Woman

Move one of your Priests in the Active Location to the next Location. Gain 1 coin.

*Master: Priest with strength 3.*

**Ritual.** Place on your Cult sheet one of your free Priests with exactly 3 strength. Choose one of your Priests in the Active Location and move it to the Location with the next number. Take 1 coin from the reserve.

## Spider's Grip



Place 4 or more of your free Priests in the Active Location.

*Cost: 2 cards and 2 coins.*

**Sacrifice.** Pay two coins to the reserve and discard two cards. Place at least four of your free Priests in the Active Location. You may not use this ability if you have less than four free Priests.

## Sorcery of the Goddess

Destroy the Master to gain 3 coins and draw the top card of each deck. Place the License card you drew face up in front of you.

*Master: Priest with strength 3 or more.*

**Ritual.** Return one of your free Priests with at least 3 strength to the reserve. Draw the top cards of the Miracle, Intrigue, and License decks. Put the License card into play in front of you and the other two cards into your hand. Take 3 coins from the reserve.





# Atheism

## Triumph of the Science

If there are no Priests of other players in the Active Location, gain 1 Follower.

*Master: Priest with strength 4 or more.*

Ritual. Place on your Cult sheet one of your free Priests with at least 4 strength. Take one Follower of your color from the reserve. You may use this ability only if there are no Priests of rival Cults in the Active Location (though there may be any Altars). You may not have more than 9 Followers.

## Policy of Terror

Play an Intrigue card, then draw 1 Intrigue card and gain 3 coins.

*Cost: 2 Followers.*

Sacrifice. Return two of your Followers to the reserve. Play an Intrigue card from your hand. Draw the top card of the Intrigue deck and take 3 coins from the reserve. You may not use this ability if you are not able to play an Intrigue card.

## Dispelling the Myth



Each light-side-up Cult must give you 1 card.

*Master: Patriarch with strength 15 or more.*

Ritual. You may use this ability only if you have a free Patriarch with at least 15 strength. Place the Patriarch on your Cult sheet. Each of your opponents whose Cult sheet lies light-side up gives you one card (their choice).

## Nihilism

If there are no Altars in the Active Location, build an Altar there.

*Cost: 3 cards.*

Sacrifice. Discard three cards. Flip one of your Priests in the Active Location to the Altar side. You may not use this ability if there is at least one Altar (of any Cult) in the Active Location.



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## Effects of the Miracle cards



Place one of your free Priests in the Active Location, if you have enough Followers (see the table on page 5).



Move one of your Priests from the Active Location to any higher-numbered Location, if you have enough Followers to place Priests in that Location (see the table on page 5).



Increase the Influence of one of your Priests in the Active Location by 2-7.



Lose 3 of your Followers to build an Altar in the Active Location (flip one of your Priest tokens in the Location to the Altar side).



Lose 4 of your Followers to gain a Fanatical Mob.



Gain 1-2 Followers or 4-7 coins (your choice).



## Effects of the License cards



Increase the strength of your Patriarch by 1, 2 or 3.



During the Intention Phase, opponents pay you 1 coin each time they place their Priest in one of the corresponding Locations.



Gain the benefit of the corresponding Location even if you have lost in the Location.



During the Intention Phase, you may place your Priests in the corresponding Location even if you do not have enough Followers.



Don't lose a Follower after you place your 4th, 5th, or 6th Priest in the Intention Phase.



You may play this Miracle or Intrigue card only if your Cult sheet is dark-side up.