







Series A abilities;

- A1) nickel Priests can take pennies, nickels, and dimes. Doesn't apply to Cultists, only Priests.
- A2) take 1 dime or nickel cultist back from fatigue at start of each turn.
- A3) Sacrifice any 2 of your Cultists to convert any 1 of your Cultists into a Priest. Can be done at any time during Phase 2(Action). (sacrificed Cultists go back into supply)
-Place new Priest on empty  in any temple with no priest.
- A4) +1vp for every 3 of your Cultists.
- A5) dime Priests can take nickels as well as dimes. Doesn't apply to Cultists, only Priests.
- A6) +1vp per every 2 Cultists in fatigue area. (Make sure to complete Phase 3 of final turn.)
- A7) Treat all Cultists as if they are pennies. (they can take pennies, nickels, and dimes). This only applies to Cultists, not Priests.
- A8) dime Priests are worth 7vp instead of 6.
- A9) extra Priest slot. Player can place a 6th Priest on the card (in the dotted circle). If you make a Priest here, it cannot take actions. It just gives vp.
- A10) +1vp per 2 penny cultists
- A11) nickel Priests are worth 6vp instead of 5
- A12) at start of any of your temples' turns, move 1 Cultist from hand into fatigue to allow that temple to turn a coin from SUPPLY, not CITY, into a Priest.
Follow all normal rules for making Priest(must have cultist on  and Priest or Cultist on 

Series B abilities;

- B1) 2vp per dime Cultist in fatigue area at end of game.
(make sure to complete phase 3 of final round).
- B2) 1vp per nickel Cultist in fatigue area at end of game.
- B3) 1vp per penny Cultist in fatigue area at end of game.
- B4) 2vp per empty temple. Each temple column w/ no Priest is worth 2vp at endgame.
- B5) Priests ignore Cultist type when making Priest. This only applies to Cultists that are under Priests.
- B6) fatigue 3 Cultists to make Priest from supply. At start of round, before populating, place 3 Cultists from hand into fatigue, then take 1 coin from supply area as priest.
Place priest in empty  space in any temple with no Priest.
- B7) fatigue 3 Cultists to make Priest from one of the coins already in fatigue. At start of round, before populating, place 3 Cultists from hand into fatigue, then take 1 coin from supply area as priest. Place priest in empty  space in any temple with no Priest.
- B8) fatigue 1 to put 4 new coins in village. At any time, move 1 coin from hand to fatigue, then return city to supply, then place 4 new coins to form new city.
- B9) Sacrifice 1 cultist(return to supply) to steal the 1st player token from other player.
- B10) Before round, sacrifice 2 Cultists(return to supply), then move all coins from fatigue area to hand.
- B11) When taking penny Cultist, may choose to place it in "graveyard". Coins in graveyard can't take actions but are worth 2vp each at end of game.
- B12) +3vp if fatigue is empty at endgame, +2vp if 1 in fatigue, +1vp if 2 in fatigue.

Series C abilities;

- C1) +1vp for each non-fatigued nickel cultist at endgame.
- C2) +1vp for each non-fatigued dime cultist at endgame.
- C3) +1vp per 2 non-fatigued penny cultists at endgame.
- C4) only has 4 temples. +1vp per 2 dime cultists at endgame.
- C5) only has 4 temples. +1vp per 4 cultists at endgame.
- C6) after phase 1, but before action phase, sacrifice **any** 2 of your cultists to take 1 coin from supply as a priest. (Priest must be placed on empty  space in temple with no priest).
- C7) may choose to put 5th coin in city whenever populating city..
- C8) when taking cultist, player may choose to put cultist in graveyard instead of hand.
At end of game, +5vp if penny, nickel, dime are all in graveyard.
- C9) when taking cultist, player may choose to put cultist in graveyard instead of hand.
- if 2 coins on graveyard, +1 vp for each priest at endgame.
- C10) fatigue 1 cultist to move a cultist from fatigue to graveyard.
+1 vp for each cultist on graveyard at endgame.
- C11) fatigue 2 cultists to move a cultist from fatigue to graveyard.
+2 vp for each cultist on graveyard at endgame.
- C12) sacrifice 1 cultist from anywhere to move a cultist from anywhere to move a cultist from fatigue to graveyard. +2 vp per cultist on graveyard at endgame.

Sacrificing: Sacrificed coins go back in supply area.

Graveyards: coins in graveyard cant take actions and are stuck there until endgame.
- cultists in graveyard are still worth 1vp each unless otherwise specified.