

Any time that the last card is taken from the City, the City refills instantly. Immediately add 6 new cards.

Dream/Drain Dreams : Take dream cubes equal to the total Will of all of the cultists under this Priest/Old One. If there are no Cultists under the Old One/Priest, take 1 Cube.

Scare the City : Take all cards in the City and place them at the bottom of the deck. Draw 6 new cards to form the new City Area. Do not shuffle!!! Each Player can only do this once per Round.

Sacrifice : Priests can sacrifice themselves to Old Ones. Place Priest and all of its Cultists at bottom of villager Deck. All of the Cubes on the sacrificed Priest are placed on Old One Card.

Endgame and Scoring :

- Game ends at the end of any round in which ;
- there are no cards remaining in the villager Deck.
 - any player has created Priests with every Family Jewel colour. (red, yellow, green, blue, violet)

Scoring :

- score 1 vp for each Cultist and Dream Cube you have.
- score 2vp for each Priest that you have.
- score 3vp for each different colour priest you have.

Example :

This player has;
 5 Cultists and 8 Dream Cubes (1vp each) (13vp)
 4 Priests (2vp each) (8vp)
 3 different Priest Colours (red, yellow blue) (3vp each) (9vp)

$13+8+9= 30.$

This player's score is 30 victory points.



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CULTS & COVENS

CULTS



Cult version : In this version of the game, play as a sinister, lovecraftian gods and their associated cults. Recruit the right priests and cultists to grow your cult and gain influence over the rich and powerful families you need to win.

Components



50 Villager Cards



4 God Cards

The Villager Card : These cards represent the villagers in the city.

Each card has several stats;

- Vigor :** Spend Dream Cubes equal to Vigor + Force to create a Priest.
- Force :** Spend this many Dream Cubes to Turn this card into a Cultist.
- Will :** This is the number of Dream Cubes you receive if you drain this Cultist.



- Family Jewel:** Indicates the villager's family. Score points for sets of jewels at endgame.
- Turn Order:** Monsters (old ones, cats, priests) take turns in order. Monsters with low numbers go first and higher numbers go after them.
- Corpulence:** Becomes Dream Capacity if you turn this card into a Priest. Each of these drops can hold 1 Dream Cube.

The Old One Card :

These cards represent the Great Old Ones. Great Old Ones only have 2 stats;

- Turn Order
- Dream capacity

most Old Ones also have a special ability.



Turn Order: Great Old Ones and their Priests take their turns in order. Each turn, the Old One or Priest with the lowest Turn Order number goes first and all other Priests and Old Ones take their turns in order after.


Dream Capacity : The number of Dream Cubes the Old One can hold. Each drop can hold 1 cube.

Setup :

- Each player select an Old One card and place 4 dream Cubes on it.
- Thoroughly shuffle the Villager Cards.
- Draw 6 Villager Cards and Place them face-up between the players.

City :

This area is called the City. Old Ones can make Priests or Cultists of these cards.

At the start of the game, replace any cards that have a Force  of 3 and

shuffle them back into deck.

(after setup, all Citizen Cards are welcome in the City Area)



Gameplay :

This game is played over the course of several Rounds.

During each Round, each Old One/Priest, starting with the one with the lowest Turn Order Number, takes its turn in order until each Priest/Old One has taken its Turn. (each of your priests/old ones gets its own separate turn)

Dream Cubes : Old Ones/Priests spend dreams to create Priests and Cultists. Cubes must always be spent off of the Priest/Old One whose turn it is. Dream Cubes are gained by draining Cultists or by Dreaming.


Players each begin with 1 Old One, but as they create more Priests, they get to take more Turns each Round.

At the beginning of each Round,

- Add cards to the City Area until it has 6 cards in it.

- Each Old One/Priest, on its Turn, can take 1 Action.

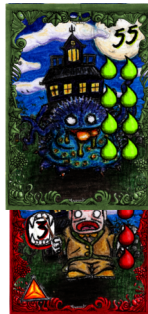
There are 5 possible actions a Priest can take (4 possible for Old Ones);

Create a Cultist : by spending cubes equal to citizen's . Priests can make cultists of cards of same colour for free.

Place the new Cultist under any of your Priests or Old One. (as pictured here) (no limits on how many cultists you can have)

Cultists can be drained for dream cubes and are worth points at endgame.

A cultist can be placed under any priest/Old One, regardless of which one made it.



Create Priest: A Priest/Old One can turn any Villager Card into a Priest by spending cubes equal to the force  plus vigor  of the Citizen.

Priests can turn Villagers with the same jewel as them into priests for free!

You may never have more than 5 Priests at a time.

. Priests **may not** take a turn on the Round they are created.

Arrange your Priests in Turn order as pictured below;

;
If 2 Priests have same Turn Order #, Priest with red border goes first.










Cultists are placed below Priests or Old Ones as pictured here.

Each **Priest**, has a jewel colour, a Turn Order, and a Dream Capacity.

(the numbers on left of card don't mean anything when it is a priest)
Some Priests also have special Abilities indicated at bottom right of card.

Priest Abilities;

-  Reduce the cost to create a Cultist by 1. (it always costs at least 1. It's never free)
-  Reduce the cost to create a Priest by 1.
-  This Priest convert 2 cards into either cultists, priests, or 1 cultist and 1 priest on its turn.
-  At start of Turn, may draw 1 card and add it to the City Area.
-  On Turn, instead of taking an action, distribute dream cubes from this card amongst other priests/Old One.
-  When this character chooses to Dream on its Turn, it may take 2 Cubes instead of 1.
-  On Turn, instead of taking an action, Spend 2 Dream Cubes off of this card to turn one of its Cultists into a Priest. (Cultist being converted must be under the Priest using this power.)

Abilities are not shared. Each ability belongs to the priest/Old One it is printed on. Priests/Old Ones can only use their own abilities.