

Wizard

- 1000 points for every country your faction controls.
- 1000 points for your faction controlling your home country.
- 1000 points for every piece of regalia you claim.
- 1000 points for dominating the Monster.

Cultist

- 1000 points for every country your faction controls.
- 1000 points for every piece of regalia you claim.
- 1000 points for feeding the Monster.

The Monster

- 6000 points for devouring at least one wizard or cultist.

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Playing the Game

On your turn you must either manipulate the shrines or advance the ritual spell.

Manipulate the Shrines

Pick up one or more of your pawns.

For each pawn that you picked up you must:

1. Flip one shrine card that does not have a pawn on it.
2. Place a pawn on the card that you flipped.

Advance the Ritual Spell

Flip one of the face down outcome cards so that it is face up.

The game ends when the last outcome card is turned face up.

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