

### *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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