RILE EMOTIONS

Place 3 Riot tokens in 3 Locations. No player may move into a city with a Riot token in it. If a player is in a city with a Riot token in it then they must move out of it as the first action on their next turn. In the End Phase remove 1 riot token from a Location.

COST 2 | DURATION 3

EARTHQUAKES

Place 3 Road Block tokens on 3 Route Lines. Players may not move down a route that contains a Road Block. In the End Phase remove 1 Road Block from any Route Line

COST 2 | DURATION 3

SPRINT

The active player may move 1 space as per the Move action rules.

COST - | DURATION -

SPRINT

The active player may move 1 space as per the Move action rules.

COST - | DURATION -

SPRINT

The active player may move 1 space as per the Move action rules.

COST - | DURATION -

SPRINT

The active player may move 1 space as per the Move action rules.

COST - | DURATION -

SCRY

Scry: Special Action (1): Choose a location, if the Cultist is there they must tell the Investigators. This power can be used by any Ivestigator

COST 3 | DURATION 2

EVADE

Evade: While this Ritual is active the Cultist cannot be Captured, if the Investigators perform a Capture action then the Cultist just has to say whether they are present in that space

SCRY

Scry: Special Action (1): Choose a location, if the Cultist is there they must tell the Investigators. This power can be used by any Ivestigator

COST 3 | DURATION 2

EVADE

Evade: While this Ritual is active the Cultist cannot be Captured, if the Investigators perform a Capture action then the Cultist just has to say whether they are present in that space

DARK WINGS

Target Cultist/ Investigator loses half their Resources (rounded down)

COST 5 | DURATION -

DARK WINGS

Target Cultist/ Investigator loses half their Resources (rounded down)

COST 5

DURATION -

EMBARGO

Choose a Regular Resource, while this Ritual is Active that coloured Resource cannot be Harvested.

COST 2

DURATION 2

EMBARGO

Choose a Regular Resource, while this Ritual is Active that coloured Resource cannot be Harvested.

COST 2

DURATION 2

SUPRESS

Supress: Place next to a Summon Card. While this card is in play the Summon card it's next to can't be used.

COST 2

DURATION 2

SUPRESS

Supress: Place next to a Summon Card. While this card is in play the Summon card it's next to can't be used.

COST 2

DURATION 2

SIPHON

Siphon: Destroy a Summoning card in play, the Cultist gains resources equal to it's Cost

COST 4(I)/-(C)

DURATION 2

SUNDER

Sunder: The Active Investogator may use Banish on a Summon they are not present at.

EMPOWER

Empower: Place next to a Summon Card. That Summon Card needs 1 less Resource to Summon (Cultist choose which)

EMPOWER

Empower: Place next to a Summon Card. That Summon Card needs 1 less Resource to Summon (Cultist choose which)

SIPHON

Siphon: Destroy a Summoning card in play, the Cultist gains resources equal to it's Cost

COST 4(I)/-(C)

DURATION 2

SUNDER

Sunder: The Active Investogator may use Banish on a Summon they are not present at.

FLEET OF FOOT

Special Action: Additional Move. A Player may spend an action to move an additional space (as Per character's rules)

COST 2

DURATION 2

FLEET OF FOOT

Special Action: Additional Move. A Player may spend an action to move an additional space (as Per character's rules)

COST 2

DURATION 2

STRIP POWER

Target Cultist/All Investigators loses half their Resources (rounded down)

COST 3

DURATION -

STRIP POWER

Target Cultist/All Investigators loses half their Resources (rounded down)

COST 3

DURATION -

HUMAN RESOURCES

Gain any 3 regular resources, or 1 Black or White Resource

COST 2

DURATION -

HUMAN RESOURCES

Gain any 3 regular resources, or 1 Black or White Resource

COST 2

DURATION -

TIME FLUX

Move the Turn Counter 1 point forward or Backward.

COST 3

DURATION -

TIME FLUX

Move the Turn Counter 1 point forward or Backward.

COST 3

DURATION -

COUNTER SPELL

Place 3 Road Block tokens on 3 Route Lines. Players may not move down a route that contains a Road Block. In the End Phase remove 1 Road Block from any Route Line

COST 2

DURATION -

COUNTER SPELL

Place 3 Road Block tokens on 3 Route Lines. Players may not move down a route that contains a Road Block. In the End Phase remove 1 Road Block from any Route Line

COST 2

DURATION -