Investigator Phase

In the Investigator phase, the Investigator player/s may have each of their investigators perform 2 of the following actions, each action can only be performed once:

- Move: The active Investigator moves to a location adjacent Location that's connected via a Route Line. This action can only be performed as the first action in a turn.
- Harvest: The active Investigator may take 1 resource token that matches a colour on the Location they are on.
- Capture: If the Cultist is in the same space as the Active Investigator, then the Cultist becomes Captured. When a Cultist is Captured they lose all their Resources and are moved to the position on a drawn Summon Card (the Investigators should not know where the Cultist has ended up).
- Research: The active Investigator may discard 1 token to draw a Ritual card from the Ritual deck as long as they don't exceed their hand size of 5.
- Cast: The active Investigator may spend the number of resources marked on a Ritual card to play that card and resolve its effects. The cost of a Ritual card can be paid with any colour Resource.
- Banish: The active Investigator may spend the Resources on a Summon card they are on to destroy that card.
- Special Action: Ritual cards will give the Investigators additional Special Actions that they can perform on their turn.

Once all investigators have performed their actions, the game moves to the Cultist Phase.

INVESTIGATOR

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CULTIST

Cultist Phase

In the Cultist phase the Cultist must perform 2 of the following actions (is possible). The Cultist must declare which Actions they are performing and in which order they are being performed.

- Move: The Cultist writes down a new location on their Playsheet. The location must be linked to their current location by a Route Line. This action can only be performed as the first action in a turn.
- Harvest: The Cultist may take 1 Resource token that matches a colour on the Location they are on, the colour of the Resource they take MUST be public knowledge.
- Cast: The Cultist may spend the number of resources marked on a Ritual card to play that card and resolve its effects. The cost of a Ritual can be paid with any colour Resource.
- Summon: If the Cultist's current location is the same as one on the Summon card they may spend the resources on that card to summon it. When a card is summoned, the Cultist scores the points value printed on the top left of the card. If the Cultist's total point is 20 then the game immediately ends and the Cultist wins.
- Special Action: Some Ritual cards will give the Cultist additional Special Actions that they can perform on their turn.

Once the Cultist has performed their actions the game moves on to the End Phase.