

# NIGHT OF THE CULTS™

The year is 1932. When eccentric billionaire Claudia Voss died under mysterious circumstances on the eve of her 100th birthday, an eccentric array of acquaintances arrived at the reading of her will—each intent on acquiring Voss House for their own purposes. It seems that Claudia dabbled in the occult, and that her estate sits on a location of incredible psychic energy. Which of the rival cults can brave the maze of the mansion's labyrinthian underground chamber, collect the mystic ingredients hidden within, and summon their ancient deity first?

## OBJECTIVE

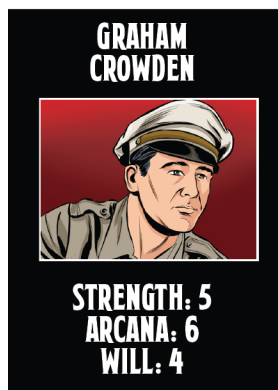
You and members of your cult explore the cavernous basement of Voss house, collecting mystical weapons (to better hold off your rivals), and spell components to summon the ancient celestial being you worship. The first cult to reach the altar with all of their components successfully summons their master and wins the game.

## SETUP (STANDARD RULES FOR FOUR OR MORE PLAYERS)

### 1. CHARACTERS

Each player selects a *Character* card. These are not secret selections and all players know who is playing the other characters. Once each player has selected their character, set the other characters aside. They will not be used.

Each character has 3 attributes: *Strength*, *Arcana*, and *Will*. These are used for besting their rivals (see *COMBAT*, below).



## 2. CULTS

Choose the *Order of the Raven* cards and the *Temple of the Snake* cards and create a deck of cult cards of equal parts totaling the number of players. For instance, for a 4-player game, use 2 cards from the *Temple of the Snake*, and 2 cards from the *Order of the Raven*.



The card marked *Union of the Jackal* should be set aside. It is only used in 3-player games—see *PLAYING WITH THREE PLAYERS*, on page 8.

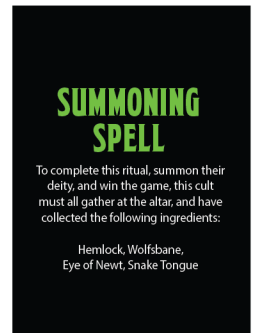
For games with five or seven players, create an even deck equalling 1 more than the group. A group of 5 players would assemble a deck consisting of 3 cards from the *Temple of the Snake*, and 3 cards from the *Order of the Raven*.

Shuffle these cards and randomly deal them to the players. Groups of 5 and 7 players will have uneven cults: 2 members to 3, or 3 members to 4, respectively.

Once these cards have been dealt, turn them face-up, to reveal which player belongs to each cult.

## 3. SUMMONING SPELL CARDS

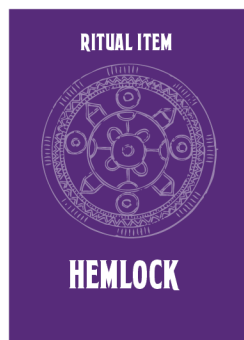
A representative from each cult randomly draws a *Summoning Spell* card. This card lists what four component cards each cult needs to acquire in order to summon their deity. These cards are set face-up, so each cult member (and their rivals) know what components are needed. Sometimes, both cults need the same component.



Unused *Summoning Spell* cards are set aside and not used during game play.

## 4. RITUAL ITEM CARDS

Each player will randomly draw one card from the *Ritual Item* card deck. These are also played face-up. Each player has a component that may be needed for their summoning ritual—or for the other cult's summoning spell.



## 5. WEAPON CARDS

Each player draws a card from the *Weapon* cards deck. These cards add to the players' *Strength*, *Arcana*, and *Will* attributes (see COMBAT, below). They can also be used to acquire more *Ritual Item* cards (see ACCUMULATING MORE COMPONENT CARDS, on page 8). Weapon cards are only revealed to other players when in combat.



### Set-Up Example

Steve Has chosen to play *Eve Spooner*. He draws the *Temple of the Snake* as *Eve's Cult*. A representative of the *Temple of the Snake* (Steve or another player who drew the *Temple of the Snake* as their cult), draws a *Summoning Spell* card, determining what components the *Temple of the Snake* needs to accumulate. Steve then draws his *Ritual Item* card. Lastly, Steve draws a *Weapon* card.



## 6. STARTING

Players each roll a d20, with the player who rolls highest going first. Play continues in a clockwise direction.

## SEQUENCE OF PLAY

1. Player rolls d20. Their roll determines the maximum number of squares their character can move. In most situations, players will choose to move the maximum number of squares. Players can move in any direction, and can reverse directions turn-to-turn.

2. At the end of their move turn, players draw an item card. Item cards consist weapons that augment players' *Strength*, *Arcana*, or *Will* attributes.

Item cards are kept secret until played, after which they are discarded.

3. In the event that a player lands on a square already occupied by a rival, combat ensues (see *COMBAT*, below). Alternately, a player may choose to stop on a square before reaching the total number they rolled on their d20 if that square is occupied by a rival and the player wants to fight them.

(A player who has been attacked and defeated by a rival who still occupies their square may eschew rolling the d20, stay on their square, draw an item card, and attack their rival. Regardless of the outcome, the original attacker must roll and leave the square on their next turn.)

4. After combat, the player's turn is over, and play continues, clockwise, to the next player.

## COMBAT

When a character stops on a square occupied by a rival, the moving character is considered to be attacking their rival. The attacking character may choose what attribute the combat will use.

**STRENGTH** is each character's physical prowess. Strength is supplemented by various Weapon Cards (knives, swords, etc). Weapon cards can be used one time and are discarded after use.

**ARCANA** reflects a character's spellcasting abilities. Arcana is supplemented by various Weapon Cards (spellbooks, scrolls, and potions). Weapon cards can be used one time and are discarded after use.

**WILL** represents a character's willpower, but also their ability to impose their will on others. Will is supplemented by various Weapon Cards (spellbooks, scrolls, etc). Weapon cards can be used one time and are discarded after use.

### COMBAT EXAMPLE 1 (STRENGTH ATTACK)

*Jimmy, a Raven, is playing Graham Crowden, and has drawn a Knife card (+1 to Strength), giving Jimmy a total of 6 Strength. Jimmy lands on a square occupied by Shayna, a Snake, playing as Eunice Montjoy. Eunice's Strength is a measly 3, so Jimmy chooses to attack using Strength (since Eunice's Arcana and Will scores are higher than Graham's respective Arcana or Will). However, after being attacked, Shayna reveals that Eunice possesses the Magic Sword card (+5 to Strength).*

*Shayna defeats Jimmy. Jimmy discards his Knife card and Shayna discards her Magic Sword.*



As the winner of the fight, Shayna has three options:

- 1) Incapacitate the injured Graham (Jimmy loses one turn as his incapacitated character recovers).
- 2) Steal a *Weapon* card from Jimmy's hand. If Jimmy doesn't have any more *Weapon* cards, this isn't an option.
- 3) Steal a *Ritual Item* card that Jimmy has (all *Ritual Item* cards are played face-up, so all players can see who possesses which items).

## COMBAT EXAMPLE 2 (ARCANA ATTACK)

Steve, a Snake, is playing Eve Spooner. He attacks Jimmy on the following round. Steve chooses to attack with Arcana. Eve's Arcana (5) is lower than Graham's (Jimmy's) Arcana score (6), but Steve also has the Eldrich Blast Scroll (+2 to Arcana), bringing Eve's Arcana total to 6.

Jimmy has no Arcana cards to increase his total, and is defeated again. Steve discards the Eldrich Blast Scroll card after use, and has three options:



- 1) Incapacitate the injured Graham (Jimmy loses one turn as his incapacitated character recovers).
- 2) Steal a *Weapon* card from Jimmy's hand. If Jimmy doesn't have any more *Weapon* cards, this isn't an option.
- 3) Steal a *Ritual Item* card from Jimmy. If Jimmy has no more *Ritual Item* cards, this is not an option.

## COMBAT EXAMPLE 3 (WILL ATTACK)

*Sercan, a Raven, is playing Mervyn Pinfield. He attacks Steve on his next turn. Mervyn's Will score (7) easily bests Eve's score of 4. In this case, Steve also has a Potion of Control (single use, +2 to Will). Since that +2 won't help him win, Steve chooses not to play it.*

*Sercan wins the fight. Since neither Sercan or Steve played any Weapon cards, no cards are discarded after this combat.*



*As the winner of this round of combat, Sercan has four options:*

- 1) Incapacitate the injured Eve (Steve loses one turn as his incapacitated character recovers).
- 2) Steal a *Weapon* card from Steve's hand. Sercan can choose the *Potion of Control*—which Steve chose not to play during combat—or any other *Weapon* cards Steve may have.
- 3) Steal a *Ritual Item* card from Steve. If Steve has no more *Ritual Item* cards, this is not an option.
- 4) Winning the battle of wills, Sercan can choose to convert Steve to his Cult (the *Order of the Raven*). If Sercan does this, Steve's character, Eve, now plays to help the *Order of the Raven* win the game, and any *Ritual Item* acquired by Eve (Steve) are used for the *Order of the Raven's Summoning Spell*.

## CONVERSION RULES

Players cannot convert the last member of a cult. In the examples above, if Sercan converts Steve to the *Order of the Raven*, Shayna

cannot be converted (unless Steve, Sercan, or Jimmy are first converted to the *Order of the Snake*).

## ACCUMULATING MORE COMPONENT CARDS

When players have accumulated a *Weapon* card from each of the three categories (*Strength*, *Arcana*, and *Will*), they can choose to sacrifice those weapons to their deity. By sacrificing the weapons, players discard all three cards, and draw a card from the *Ritual Items* deck.

## THE RITUAL CHAMBER AND THE ALTAR

After accumulating all the components listed on their cult's *Summoning Spell* card, all members of that cult with relevant *Ritual Items* must go to the *Ritual Chamber*. The first team to advance the cult members bearing all the necessary components for their *Summoning Spell* successfully summons their elder god and wins the game.

A ritual is complete once all characters of the same cult that possess *Ritual Items* are on an altar tile. If Jimmy, Sercan, and Steve are all members of the *Order of the Raven*, but Jimmy and Sercan possess the *Summoning Spell* components, it's not necessary for Steve to be in the *Ritual Chamber* for the *Order of the Raven* to win the game.

## PLAYING WITH THREE PLAYERS

When playing *Night of the Cults* with three players, ignore conversion options. Use only 1 card from the *Order of the Raven*, 1 card from the *Temple of the Snake*, and use the *Children of the Jackal* card. Each player assumes the role of a follower of each of these three cults.

## PLAYING WITH TWO PLAYERS

When playing *Night of the Cults* with two players, ignore conversion options. Each player assumes the role of a follower a different cult.

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Game, Illustrations, and Graphic Design by Steve Bryant.

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