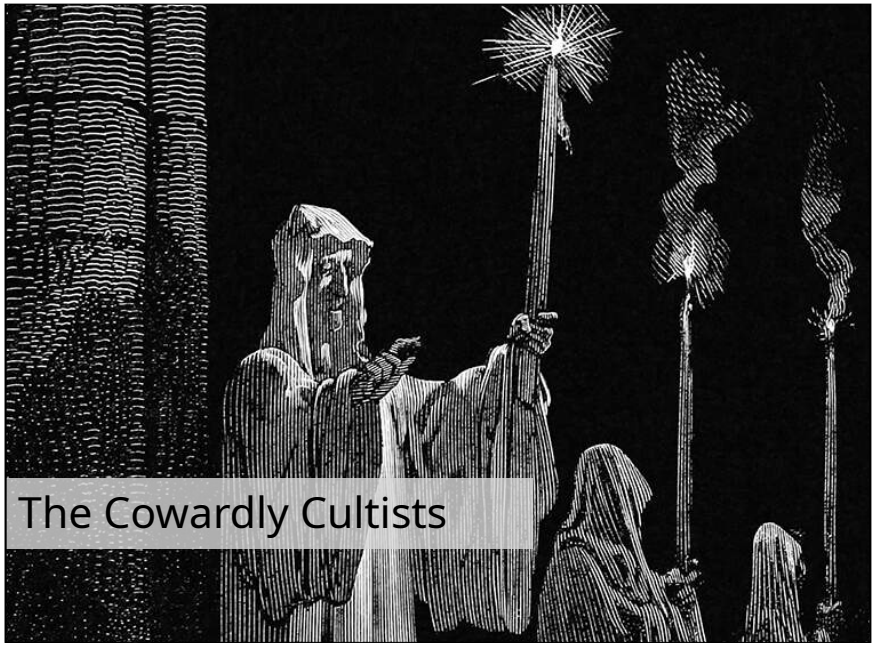

The Cowardly Cultists

Boost

Choose a Thicket that all three Cultists are adjacent to - they may ignore that Thicket when moving this turn.

Call to Mass

Choose a tile with at least one goat and at least one cultist. Move your other cultists up to 2 tiles towards that tile. Each move must bring them closer.

Jump at Shadows

Choose 1 Cultist who becomes Scared (2). (You direct its movement).

Ritual Sacrifice: *If all three Cultists are in the same tile as one or more Goats, they sacrifice one, claiming it. Then they scatter - place one cultist in as many connected tiles as possible. If this happens during your turn, end the turn.*

Cowardly Cultists:

- Move 1

Lead: *May Lead any number of Cultists along*
Scary: *If two or more Cultists are on the same tile, they Scare (2) all opposing pawns.*
Ominous Presence: *If all three Cultists are on the same tile, opposing pawns cannot enter that tile*.