



FLARE
*Power of
Azathoth*

AZATHOTH

Wild: You may prevent Azathoth from using either power (internal or external).

Super: You have use of either of your powers, even if you do not occupy the proper bases. Cosmic Zap does not affect you.

Lovecraft



FLARE
*Power of
Nyarlathotep*

NYARLATHOTEP

Wild: You may prevent Nyarlathotep from using either power (internal or external).

Super: You have use of either of your powers, even if you do not occupy the proper bases. Cosmic Zap does not affect you.

Lovecraft



FLARE
*Power of
Cthulhu*

CTHULHU

Wild: You may prevent Cthulhu from using either power (internal or external).

Super: You have use of either of your powers, even if you do not occupy the proper bases. Cosmic Zap does not affect you.

Lovecraft



FLARE
*Power of
Shub-Niggurath*

SHUB-NIGGURATH

Wild: You may prevent Shub-Niggurath from using either power (internal or external).

Super: You have use of either of your powers, even if you do not occupy the proper bases. Cosmic Zap does not affect you.

Lovecraft



FLARE
*Power of
Hastur*

HASTUR

Wild: You may prevent Hastur from using either power (internal or external).

Super: You have use of either of your powers, even if you do not occupy the proper bases. Cosmic Zap does not affect you.

Lovecraft



FLARE
*Power of
Yog-Sothoth*

YOG-SOTHOTH

Wild: You may prevent Yog-Sothoth from using either power (internal or external).

Super: You have use of either of your powers, even if you do not occupy the proper bases. Cosmic Zap does not affect you.

Lovecraft