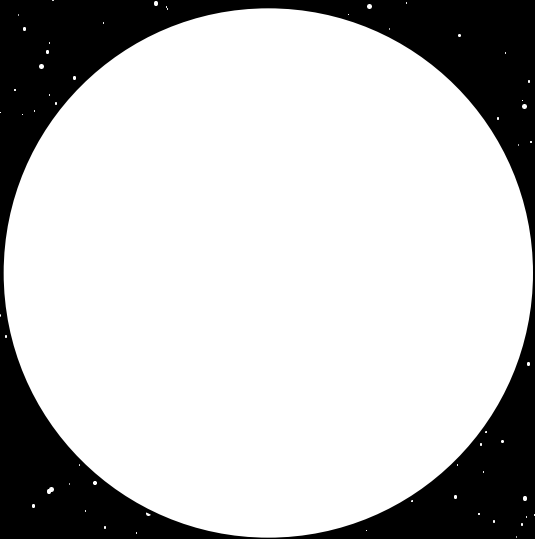


Optional



Jack Reda

HASTUR

CULT OF HASTUR

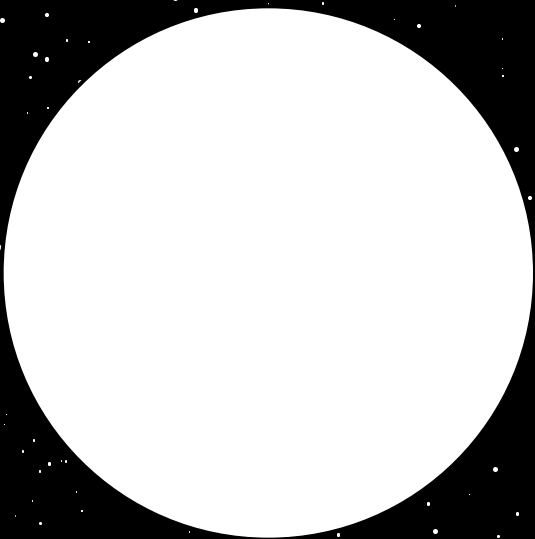
HASTUR

You have the **power of Hastur**. Internal Power: You may ally with your own tokens out of the warp, up to as many as the player who invited you has in the challenge. External Power: You may force a main player to lose 2 tokens if he or she does not invite you to ally.

History: There are those who dread to even mention the name of Hastur, for fear that he will hear and be summoned. But that time is now at hand.

Use only in Lovecraftian Encounter.

Mandatory/Optional



Jack Reda

CTHULHU

CULT OF CTHULHU

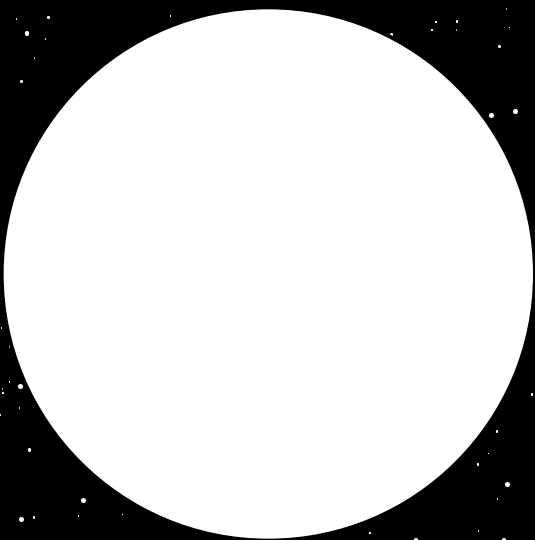
CTHULHU

You have the **power of Cthulhu**. Internal Power: Draw a card from the deck each time a player invites you to ally, whether you accept or not. External Power: You may sacrifice one of your tokens for each card you discard.

History: Deep in his city under the oceans, Cthulhu lies dreaming, and waiting.

Use only in Lovecraftian Encounter.

Mandatory/Optional



Jack Reda

AZATHOTH

CULT OF AZATHOTH

AZATHOTH

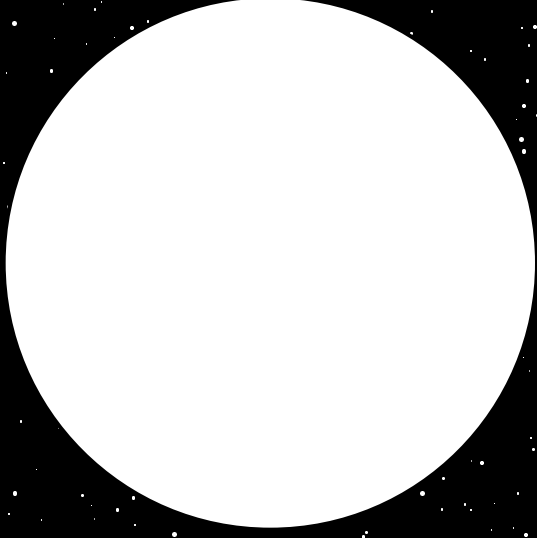
You have the **power of Azathoth**. Internal Power: Whenever you are involved in a challenge as a main player or an ally, your tokens in the warp count to your side's total. You may increase your total by sacrificing your tokens not in the challenge. External Power: As a main player, you may sacrifice a token of any player that shares a base with you, or has a base in your system, once per challenge.

History: At the center of the universe, a dark miasma lies in chaos. It is aware.

Use only in Lovecraftian Encounter.

Mandatory/Optional

Jack Reda



CULT OF YOG-SOTHOTH

YOG-SOTHOTH

YOG-SOTHOTH

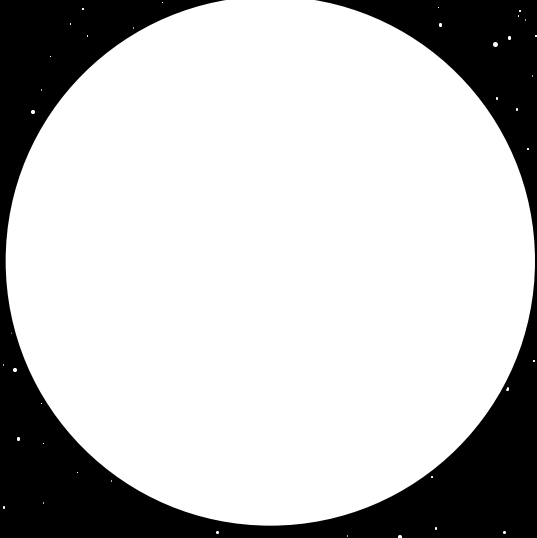
You have the **power of Yog-Sothoth**. Internal Power: Draw a card from the deck each time a player removes tokens from the warp. External Power: You may prevent tokens from leaving the warp by discarding at random one card from your hand for each token.

History: Between the stars lies Yog-Sothoth: the gate, the key, and the guardian.

Use only in Lovecraftian Encounter.

Mandatory/Optional

Jack Reda



CULT OF SHUB-NIGGURATH

SHUB-NIGGURATH

SHUB-NIGGURATH

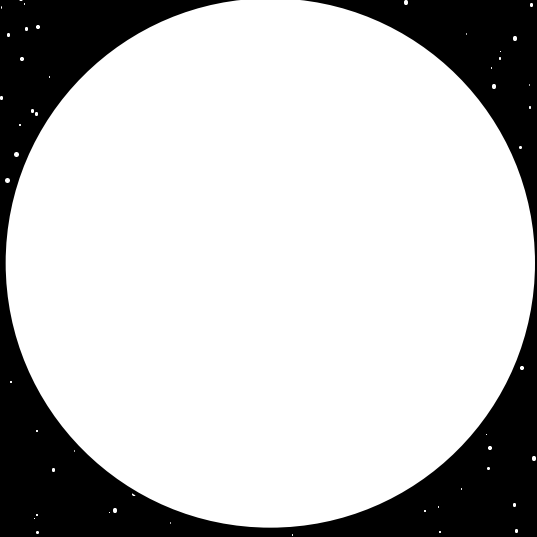
You have the **power of Shub-Niggurath**. Internal Power: As an offensive main player, all of your tokens in the same system as the challenge count toward your side. As defensive main player, all of your opponent's tokens in that system count to your side. External Power: As a main player, you may force your opponent to sacrifice as many of their own tokens as you have in the challenge.

History: Long known as the Black Goat of the woods with a thousand young, Shub-Niggurath has spread her power throughout the universe.

Use only in Lovecraftian Encounter

Optional

Jack Reda



CULT OF NYARLATHOTEP

NYARLATHOTEP

NYARLATHOTEP

You have the **power of Nyarlathotep**. Internal Power: You may determine which bases are occupied whenever players exchange bases as part of a deal. If players fail to deal, you determine which tokens go to the warp. External Power: Each time the Destiny Pile is flipped, you may eliminate a token of that color on any base where you share tokens, unless that player lets you draw two cards at random from their hand.

History: For ages Nyarlathotep was merely the messenger of the Elder Gods, but in time, he too has coveted the power they have known.

Use only in Lovecraftian Encounter.