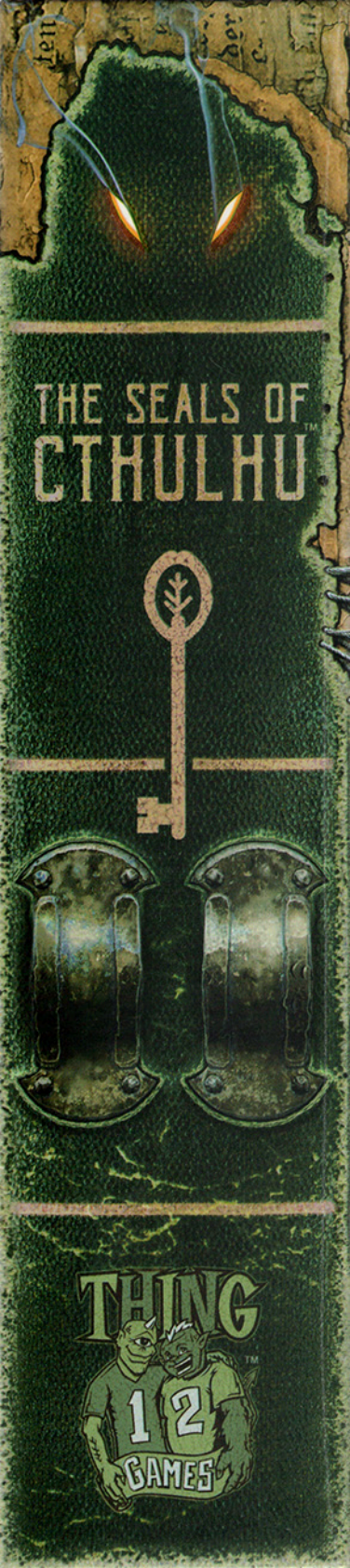
THE SEALS OF CTHULHU


THE SEALS OF
CTHULHU
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THE SEALS OF CTHULHU

THIS TOME IS CURRENTLY IN THE POSSESSION OF:

NAME	DATE	NAME	DATE
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[illegible]	5 5 [illegible]		
[illegible]	7/26/1885		
Thomas A Edison	1/27/1880		
Haber	8/13/1909		
[illegible]	12/30/1916		
J.M. Atkinson	5/13/1921		
Parker	2/14/1900		
Timothy P[illegible]	10/29/1970		
[illegible]	6/[illegible]/13		
Robert Wenchers	7/[illegible]/19[illegible]		
D. J. Lassiter	2/[illegible]/1949		
D.M. COOPER	9/29/71		
R. Buchanan	6/19/1991		
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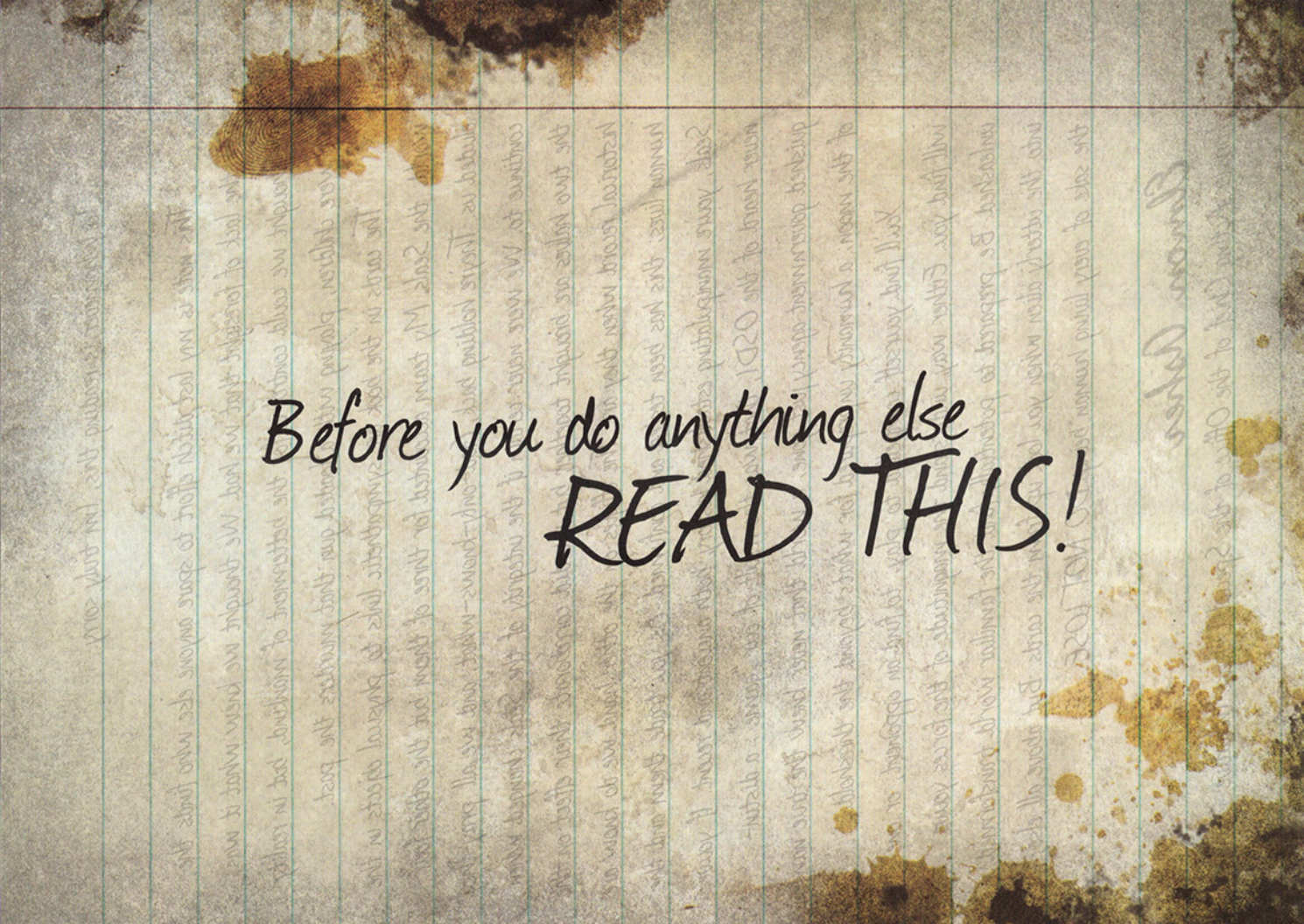

Before you do anything else
READ THIS!

To whomever is reading this, I'm truly sorry.

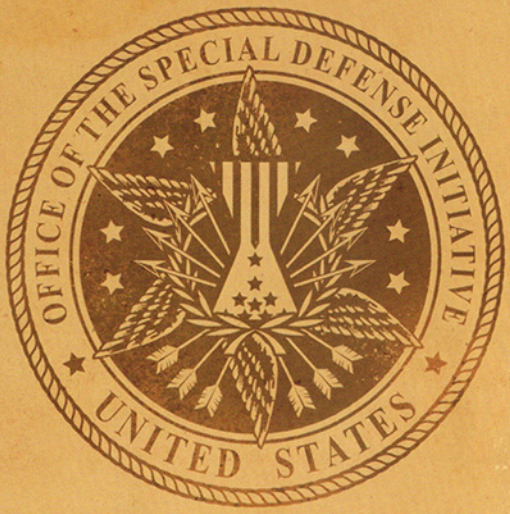
This note is my last ditch effort to spare anyone else, who finds the book, from the lack of foresight that we had. We thought we knew what it was, we thought we could control it for the betterment of mankind, but in reality we were children, playing with a loaded gun that murders the past.

The cards in the book are sympathetic links to physical objects in the world: the Seals. My team accounted for three of them but the other four eluded us. They're holding back, God only knows what, and we all pray they continue to. We were never certain if the integrity of the Seals changed when the two halves are brought together, but we did corroborate their effect on the historical record when they were. The effigies on the other hand we do know are human lives. This has been tested and confirmed. As you trade them and the Seals, you're manipulating established history, both ancient and recent. If you've never heard of the OSDI, that was the result of our "game". A distinguished government agency just gone. A world that never knew the true name of the moon. A humanity unprepared for what's beyond the threshold.

You'll find yourself compelled to play, to find an opponent, or one will find you. Either way, understand the magnitude of the forces you've unleashed. Be prepared to potentially find the familiar world transformed into the utterly alien when you look up from the cards. But above all else, for the sake of every living human being: DO. NOT. LOSE.

Elmon Asher

Former Acting Chief of the Office of the Special Defense Initiative



PROJECT WICKERWELD

STATUS REPORT PREPARED FOR
THE HOUSE COMMITTEE ON FOREIGN AFFAIRS

PROPERTY OF THE UNITED STATES GOVERNMENT

UNAUTHORIZED ACCESS
PROHIBITED

You are in terrible danger

If you're reading this, then I am dead and you possess the book... It's already too late.

The objects inside are arcane seals, forged to contain forces I don't have time to explain. Each is linked to a powerful artifact, and will w upon you command over history itself. ower comes at a cost, a nemesis will against you. Your equal. Wager the of poor, unwitting souls, read your onist intent, call their bluff and bring her the seals to save the world. Or descend into madness unend





TOP SE

A STRATEGIC BIDDING
& BLUFFING CARD GAME

OBJEC

FILE NAME: Object 675

FILE ID #: [redacted]

DATE: August 21, 1946

CONTENTS: (1) Hollowed book, titled: "The Seals of Cthulhu" (24) Tarot Cards, (8) Human Effigies, wood (1) Token, wood

CONTAINMENT: Locked cover, chained shut, filed in a lead-lined cabinet in [redacted] at [redacted]

STATUS: Classified PARHAZ - object may be sentient. All current testing requests denied, sealed OP LVL4

ACCESS RESTRICTION: Sealed by order of [redacted]

PROPERTY OF THE UNITED STATES GOVERNMENT
PARACAUSAL INSTABILITY
THIS ITEM IS SEALED BY ORDER OF WYRDEN'S ACT 1936

2

20-30 min

AGE 10+

THING 12 GAMES

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MADE IN CHINA

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TRESPASSERS FUEL FEAR OF LAND GRAB

COUNTY COUNCIL CLAIM NO SURVEYS BEING CONDUCTED

Rodger Taggert has not slept much lately, he's been up most nights watching for the federal employees he insists have been surveying his property at odd hours. "They were in the field last week with one of those weird tripod things at two in the morning. Scared the missus half to death." Two years ago he became the lone hold out in the battle between the Whelming City Council and the land owners of Willows Valley. This effectively killed the long anticipated highway project, which would have directly connected sleepy Whelming with the rest of Massachusetts's growing interstate freeway. Despite earning the ire of much of the community, Taggart remains defiant. Cont.



REAL PARK
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LAND GRAB Cont. From A1.

"Next time I see them co
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has moved on." Said Ma
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dubious, "I seen em out
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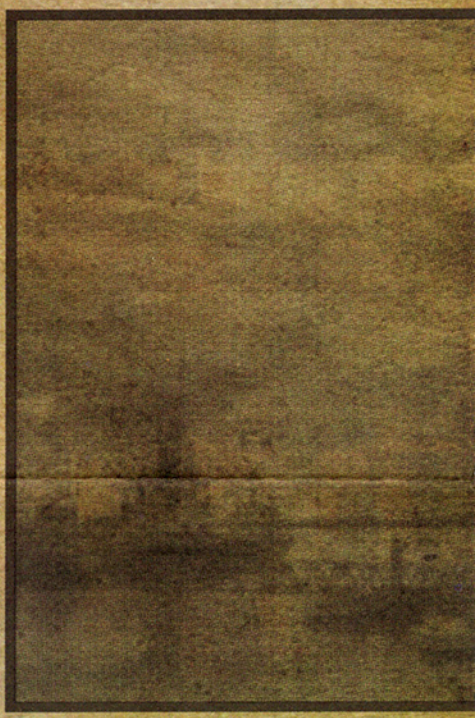


MISKAT
DREDGING DI

The Dock Worker's Union



CREDITS:

Artistic Renderings: Son Duong
Historical Curator: Sean Epperson
Illustrative Efforts: Kris Quistorff & Darrin Michelson
Madness Translation: Sarah Sharp

To all those who were privy to the unearthing of this inhuman artifact, we thank you and pray that such minds (forever lost to insanity) will one day find peace.

PLAYTEST NORTHWEST
BUILDING BETTER GAMES

OFFICE OF THE SPECIAL DEFENSE INITIATIVE
UNITED STATES

PROJECT WICKERWELD

FIELD OBSERVATION REPORT

COMPILED BY DR. JUNE LASSITER



History Thus Far

Cultists have moved into the enigmatic city of Arkham. They are attempting to collect artifacts that will let them take control of the city, summon the **Elder Gods**, and bring about the end of the world.

A team of **investigators** must try to stop them, by gaining control of these artifacts for themselves, in the hopes that humanity may yet be saved from such **madness.**

Will you take on the role of investigator to save the world, or will you lead the cultists to its **demise?**



Setup:

Give each player the matching Influence Markers and following cards from their faction, investigators or cultists:



- Gate
- Gate Closure
- Journal
- Necronomicon
- Potion
- Chosen Elder God †

†**Shoggoth** is recommended for a player's first game.
See **pg. 13** for Elder God descriptions.

Each player will take all 6 of their cards into their hand, and **guard** them cautiously.

The player who last encountered a nightmarish horror that left them **gibbering** and unable to form a thought will go first, or may be chosen randomly. That player will take the **Active Player** marker.

The game ends after each player has taken **5** turns.

Game Play Outline

Each card in a player's hand represents half of an **artifact**, or **Elder God** which they have the potential to control. Each half of the artifact has a given amount of **influence** and **control** value.

By bidding forces and artifacts to their opponent, players can gain control over cards to complete artifacts. Completed artifacts have special **powers** to be used by the player that controls them. The player at the end of the game with the most control points will control Arkham, either saving the world or ending it, and win the game!



How To Play

The player with the Active Player marker will choose a card from their hand and place it FACE-DOWN on the table between themselves and their opponent. The active player will then set a number of Influence markers next to the card. This is the active player's Influence bid to gain control over the FACE-DOWN card. Each marker represents 1 Influence.

Note: You may bid 0 (none), at the risk of letting your opponent control the bidding. This can be a viable strategy.

The opponent then decides on one of two options:

- Take the influence bid, give up the card.
  - They take the active player's Influence bid and add them to their own Influence markers. The active player then takes the FACE-DOWN card and places it FACE-UP in front of themselves. The active player now has "control" over that card.

- Place their own influence bid.
  - They must bid at least 1 more Influence than what the active player bid. The active player then decides to either take the entire Influence bid, and give up the FACE-DOWN card, or increase their Influence bid to be at least 1 more than what their opponent just bid. This continues back and forth until one player decides to take the Influence or they are unable to bid higher than the other player.

Bidding with the Influence Value of cards:

Once a player has control of a FACE-UP Artifact or Elder God card, they may choose to use its Influence Value to help win a bid. If so, the FACE-UP card could end up sacrificed, like the Influence Markers, for the sake of gaining control over the FACE-DOWN card in the center of the play area.

Example:

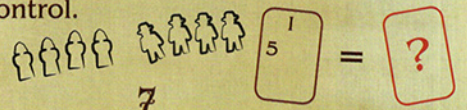
Sean is the active player and has placed a card from his hand FACE-DOWN in the middle of the play area, and bids **2 Influence**.

Based on cards played, Sarah thinks the FACE-DOWN card will **complete** an artifact.

Going all in, she bids **all 4** of her Influence markers.

Sean bids his remaining 2 Influence markers, and pushes forward the FACE-UP **Gate** card for a total of **9 Influence.**

Sarah has nothing left to bid, so she takes the bid **including** the Gate card, which is now in her control. Sean takes the FACE-DOWN Artifact card and places it FACE-UP in front of himself, as now it is under his control.



Completed Artifact Abilities

Each card's ability may ONLY be used if both of the following conditions are met:

1. You must control **both** halves of the card, FACE-UP in front of you. This completes the artifact and allows you to activate the ability.

> **Note:** An exception to this is the **POTION**, which does NOT need to be completed in order to be used. Once it is FACE-UP in front of you, then you may use its ability regardless of which faction the potion came from.

2. The abilities of completed artifacts may ONLY be used by the active player during their turn. Abilities may be used at the START of a turn, during the bidding process, or the END of a turn.

Once a card's ability has been used on a turn, it is "spent" and should be rotated 90 degrees to show that it is no longer accessible.



Typically, abilities may only be used once per turn. **However**, if the artifact is "broken" in some way (part turned FACE-DOWN, or placed back into a player's hand, etc,) and the artifact is re-assembled that turn, the ability may be used again! Very powerful combos can be created through using an artifact, **breaking** it, and reassembling it to re-use the ability. Gaining the other half of a card can give you a large advantage in the game!

Artifact	Ability
Gate	If you control both halves FACE-UP, you may **flip** 1 half FACE-DOWN. If you do, **flip** any other FACE-DOWN card FACE-UP.
Necronomicon	If you control both halves FACE-UP, you may **swap** 1 FACE-DOWN card you control with 1 from your hand.
Potion	You may **flip** this card FACE-DOWN to **flip** another FACE-DOWN card you control FACE-UP.
Journal	If you control both halves FACE-UP, you may **swap** 1 FACE-UP card you control with 1 from your hand.
Gate Closure	If you control both halves FACE-UP, you may **flip** 1 FACE-DOWN. If you do, **flip** any other FACE-UP card FACE-DOWN.

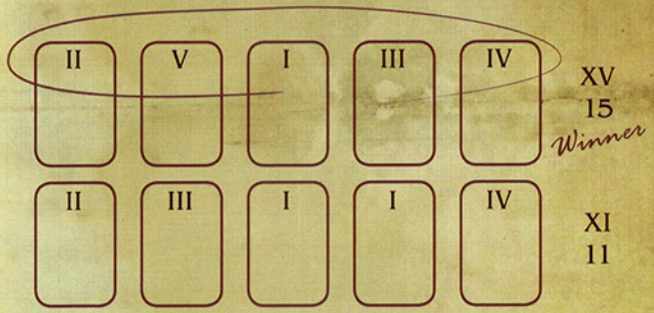
- a Sixth is unseen

End Game and Scoring

Each player takes 5 total turns. That means there will be 1 card left in each player's hand that is unplayed, and thus will not be scored unless otherwise stated by a card effect.

Note: Some Elder God powers and player powers can change how cards are scored or when control values are tallied.

At the end of the 5th round, each player adds up the **Control Value** (the Roman numeral at the top of each card) of all their FACE-UP cards. The player with the highest Control Value is the winner!

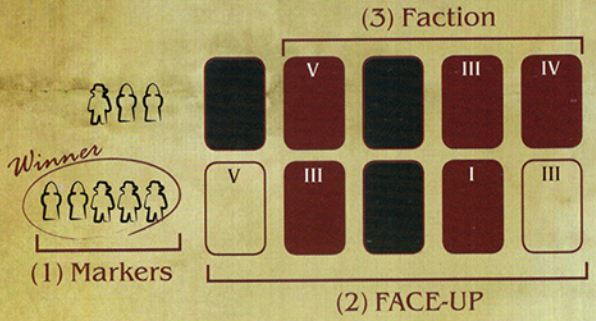


Tie Breaker

If both players have an equal total **Control Value,** the winner is declared by:

1. The player with the most **Influence Markers**; if still tied then...
2. The player with the most **FACE-UP** cards; if still tied then...
3. The player with the most FACE-UP cards of their **faction** (Cultist or Investigator);

If a tie still exists, **BOTH** players lose! The cultist is **devoured** as punishment for their inability to secure the city. The investigator is **fired**, mocked for their inability to put away the cultists. They are left to fade away, penniless, into obscurity and shame.



Game Options

Elder God Cards

There are **7** Elder Gods in the game. After you have learned the basics of game play, we encourage you to try them out. See the following chart for a list of their powers:



Elder God	Power
Shoggoth *Recommended First Play*	If you control both halves FACE-UP, you may **flip** one half FACE-DOWN. Then **flip** one FACE-UP card an opponent controls FACE-DOWN.
Cthulhu	If you control both halves FACE-UP, **flip** all your **non-Cthulhu** cards FACE-DOWN.
Nyarlathotep	If you control both halves FACE-UP, **flip** both halves FACE-DOWN. You only score FACE-DOWN cards at the end of the game.
Yog-Sothoth	If you control both halves FACE-UP, **flip** one half FACE-DOWN. You and your opponent must exchange one card of opponent's choice from your hands.
Shub-Niggurath	If you control both halves FACE-UP, your opponent may look at your hand & chooses the card you will place for bid. If they do, **flip** one half FACE-DOWN.
Azathoth	If you control both halves FACE-UP, you may **flip** them both FACE-DOWN. Score their control values as positive if you have both FACE-DOWN.
Hastur	If you control both halves FACE-UP, destroy one other FACE-UP **non-Hastur** card you control at the end of your turn by placing it back in the box.

Character ID Cards

To add variety to play, players may choose one of the ID cards associated with their faction. These allow players the opportunity to play as different characters with unique character abilities.

During setup, players secretly choose one ID card from their faction, cultist or investigator. These are chosen AFTER an Elder God is chosen.



The abilities on the ID cards give each player a new way to approach the game, new things to do on their turns, and new threats to pose to their opponents. The timing on using these abilities is very important for success.

Abilities are only usable **once** per game. When an ability is used, the ID card is flipped FACE-DOWN to show that it is no longer accessible. The ID card abilities are as listed below.

Investigators

Abie Jones	Once per game, you may force your opponent to turn their bid card FACE-UP.
Gabriel Moretti	Once per game, you may banish a FACE-DOWN card and remove it from the game.
Alex Smyth	If your FACE-UP cards equal exactly 13 CONTROL POINTS, at the end of your turn, you immediately win.
Sohn Kang	At the end of the game, arrest any cultist influencers you control. Gain 2 CONTROL POINTS for 2 influencers & 5 CONTROL POINTS for 4 influencers.

Cultists

Herald of Arrival	Once per game, you may replace a FACE-DOWN card you control with 1 from outside the game. Place this new card FACE-DOWN.
The Golden Dawn	Once per game, you may force an opponent to turn their bid FACE-UP, during the bidding.
Enforcer of Truth	At the end of your turn, you may swap your hand with your opponent. Your opponent always plays first.
Blade In The Mist	At the end of the game, you may sacrifice any of your opponent's influencers that you control. Gain 1 CONTROL POINT for each that you sacrifice.

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OFFICE OF THE SPECIAL DEFENSE INITIATIVE
UNITED STATES

THE SEALS OF CTHULHU

VICTORY

INVESTIGATOR

TAKE A PHOTO WITH THIS CARD AND SHARE YOUR WIN ON SOCIAL MEDIA

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THIS ITEM FALLS UNDER THE PERVIEW OF MYTHOS ACT, 1936

OFFICE OF THE SPECIAL DEFENSE INITIATIVE

UNITED STATES

PROPERTY OF THE GOVERNMENT OF THE UNITED STATES OF AMERICA

THE SEALS OF CTHULHU

VICTORY

CULTIST

TAKE A PHOTO WITH THIS CARD AND SHARE YOUR WIN ON SOCIAL MEDIA

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FILE NAME: DEALER BOX 1 THE SEALS OF CTHULHU

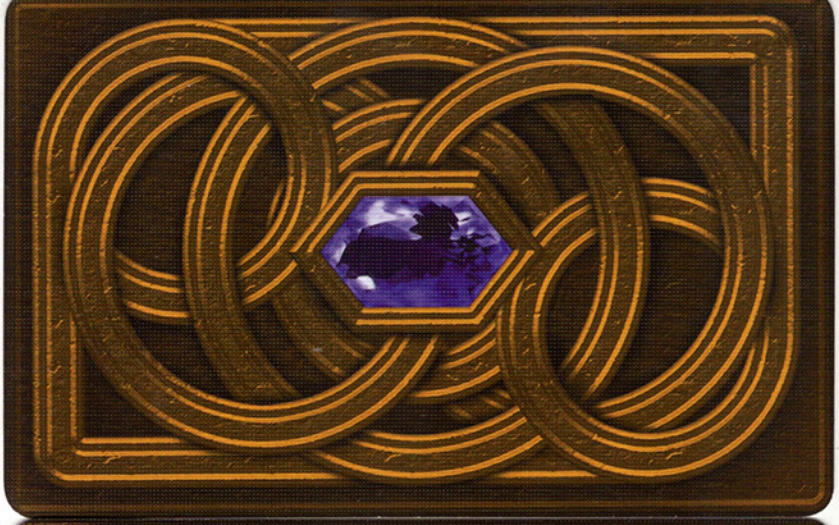
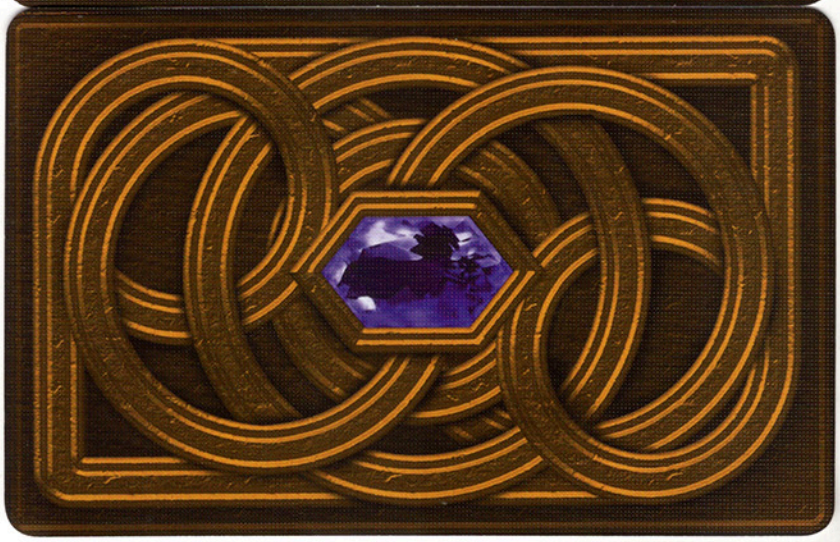
DATE: AUG. 21, 1926

CONTENTS: 1 HOLLOWED BOOK, 32 TAROT CARDS, 2 HUMAN EFFIGIES, 1 ENGRAVED TOKEN

STATUS: SEALED, DESIGNATED "PARAHAZ"

CONTAINMENT: CONTENTS ARE TO REMAIN WITHIN THE BOOK, SEALED, DESIGNATED "PARAHAZ"

ACCESS: CONTENTS ARE TO REMAIN WITHIN THE BOOK. ALL ACCESS REQUESTS DENIED WITHOUT OP4 LEVEL CLEARANCE ARE TO BE DENIED.



SOHN KANG



Age: 50 **Height: 5'4"**
Honorary: Commissioner
Occupation: Law Enforcement
Skills: Street Smarts, Authority

Street smarts & an iron will drive Sohn to see all cultists imprisoned.

At end of game, arrest any of your opponent's influencers that you control. Gain 2 ***CONTROL POINTS*** for 2 influencers & 5 ***CONTROL POINTS*** for 4 influencers.

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GABRIEL MORETTI



Age: 64 **Height: 5'8"**
Honorary: Archbishop
Occupation: Religious Leader
Skills: Spiritual Control

A lifetime of piety and spiritual education led Gabriel to become the preeminent leader in the rites of exorcism.

Once per game, you may banish a ***FACE-DOWN*** card and remove it from the game.

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ALEX SMYTH



Age: 38 **Height: 6'2"**
Honorary: Spirit Guide
Occupation: Medium
Skills: Occult and Arcane Knowledge

Learning some of the secrets of the cultists has allowed Alex to use their mystic arts to try and save humanity.

If your ***FACE-UP*** cards equal exactly 13 ***CONTROL POINTS***, at the end of your turn, you immediately win.

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ABIE JONES



Age: 47 **Height: 5'11"**
Honorary: Doctor
Occupation: Scientist
Skills: Intelligence, Focus, Drive

Mysticism is the enemy of science, and Abie will stop at nothing to expose the cultists to the light of truth.

Once per game, you may force your opponent to turn their bid card ***FACE-UP***.

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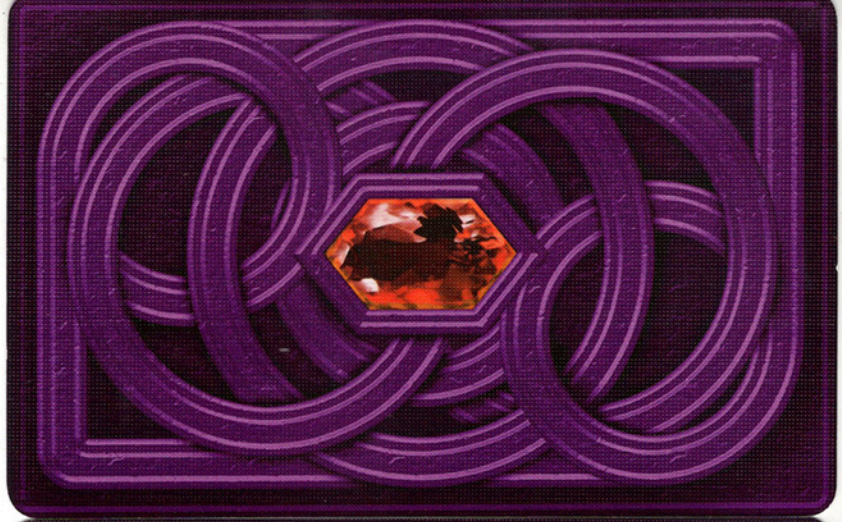
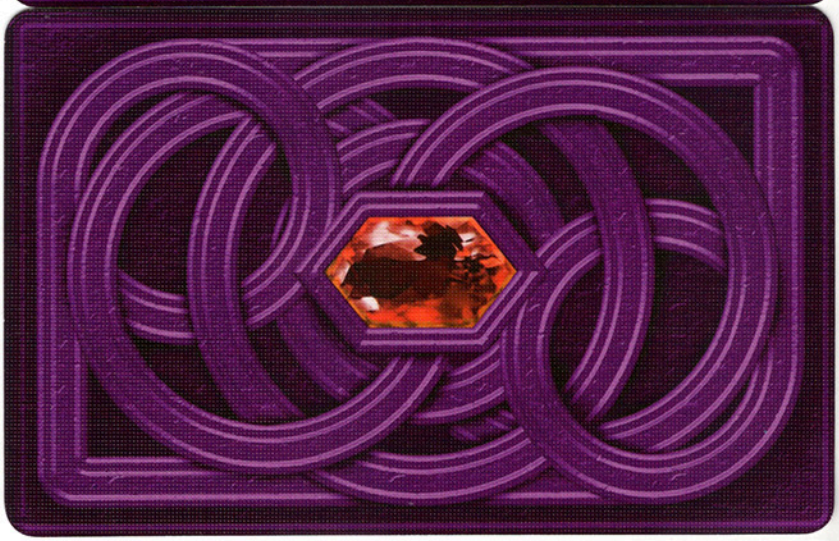





Blade in The Mist

Age: ??? **Height: ???**
Honorary: Grand Ferrum
Occupation: Assassin
Skills: Fear and Terror

The Blade in The Mist strikes terror in the heart of the Investigator team.

At the end of the game, you may sacrifice any of your opponent's influencers that you control. Gain 1 ***CONTROL POINT*** for each that you sacrifice.

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Enforcer of Truth

Age: ??? **Height: ???**
Honorary: Grand Khadae
Occupation: Lobbyist
Skills: Deception, Manipulation, Trickery

The Enforcer of Truth is filled with dark talents, crafting their own twisted tales to manipulate the web of society.

At the end of your turn, you may swap your hand with your opponent's.
Your opponent always plays first.

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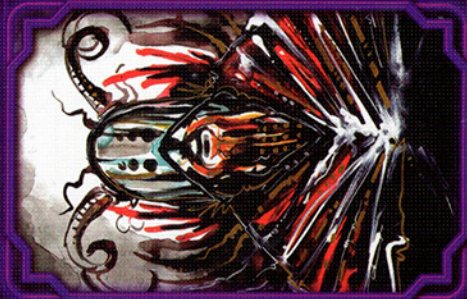
The Golden Dawn

Age: ??? **Height: ???**
Honorary: Ipsissimus
Occupation: Media Mogul
Skills: Wealth, Knowledge Gathering

Using media ties to gather information on others, the Golden Dawn knows what others do NOT want known.

Once per game, you may force an opponent to turn their bid ***FACE-UP***, during the bidding phase.



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Herald of Arrival

Age: ??? **Height: ???**
Honorary: Grand Magus
Occupation: Herald
Skills: Sorcery

The Herald of Arrival is spoken of in whispers, for their ability to summon great power is legendary.

Once per game, you may replace a card you control with 1 card from outside the game. Place this new card FACE-DOWN.



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I



CONTROL 1

5

INFLUENCE 5

GATE

If you control both ***FACE-UP***, you may flip 1 ***FACE-DOWN***. If you do, flip another ***FACE-DOWN*** card ***FACE-UP***.

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II



CONTROL 2

4

INFLUENCE 4

NECRONOMICON

If you control both cards ***FACE-UP***, you may ***SWAP*** 1 ***FACE-DOWN*** card you control with 1 from your hand.

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-II



CONTROL 2

3

INFLUENCE 3

SHUB-NIGGURATH

If you control both ***FACE-UP***, flip 1 ***FACE-DOWN***. Your opponent then looks at your hand & chooses the card you will place for bid.

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-III



CONTROL -3

3

INFLUENCE 3

AZATHOTH

If you control both ***FACE-UP***, you may flip them both ***FACE-DOWN***. Score their control values as positive if you have both ***FACE-DOWN***.

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III



CONTROL 3

3

INFLUENCE 3

HASTUR

If you control both ***FACE-UP***, destroy 1 other ***FACE-UP*** non-Hastur card you control at the end of your turn.

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III



CONTROL 3

3

INFLUENCE 3

POTION

You may flip this card ***FACE-DOWN***, to flip another ***FACE-DOWN*** card you control ***FACE-UP***.

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III



CONTROL 3

3

INFLUENCE 3

SHOGGOTH

If you control both *FACE-UP*, you may flip 1 *FACE-DOWN*. Then flip 1 *FACE-UP* card an opponent controls *FACE-DOWN*.

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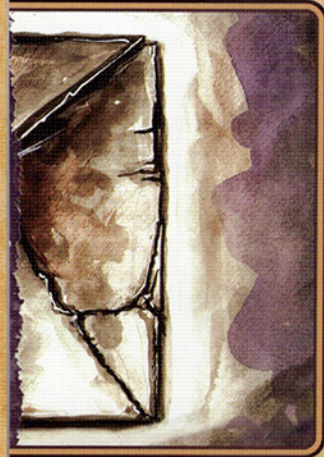
IV



CONTROL 4

2

INFLUENCE 2

JOURNAL

If you control both *FACE-UP*, you may swap 1 *FACE-UP* card you control with 1 from your hand.

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IV



CONTROL 4

2

INFLUENCE 2

NYARLATHOTEP

If you control both *FACE-UP*, flip both *FACE-DOWN*. You only score *FACE-DOWN* cards at the end of the game.

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IV



CONTROL 4

1

INFLUENCE 1

YOG-SOTHOTH

If you control both *FACE-UP*, flip 1 *FACE-DOWN*. You and your opponent must exchange 1 card of opponent's choosing from your hands.

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V



CONTROL 5

1

INFLUENCE 1

GATE CLOSURE

If you control both *FACE-UP*, you may flip 1 *FACE-DOWN*. If you do, flip another *FACE-UP* card *FACE-DOWN*.

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VI



CONTROL 6

1

INFLUENCE 1

CTHULHU

If you control both *FACE-UP*, flip all your non-Cthulhu cards *FACE-DOWN*.

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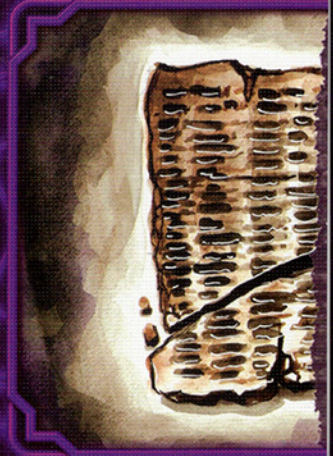
I

CONTROL 1

5

INFLUENCE 5



Gate Closure

If you control both ***FACE-UP***, you may flip 1 ***FACE-DOWN***. If you do, flip another ***FACE-UP*** card ***FACE-DOWN***.

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I

CONTROL 1

4

INFLUENCE 4



Yog-Sothoth

If you control both ***FACE-UP***, flip 1 ***FACE-DOWN***. You and your opponent must exchange 1 card of opponent's choosing from your hands.

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II

CONTROL 2

4

INFLUENCE 4



Journal

If you control both ***FACE-UP***, you may swap 1 ***FACE-UP*** card you control with 1 from your hand.

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II

CONTROL -2

3

INFLUENCE 3



Shub-Niggurath

If you control both ***FACE-UP***, flip 1 ***FACE-DOWN***. Your opponent then looks at your hand & chooses the card you will place for bid.

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III

CONTROL -3

3

INFLUENCE 3



Azathoth

If you control both ***FACE-UP***, you may flip them both FACE-DOWN. Score their control values as positive if you have both FACE-DOWN.

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III

CONTROL 3

3

INFLUENCE 3



Hastur

If you control both ***FACE-UP***, destroy 1 other ***FACE-UP*** non-Hastur card you control at the end of your turn.

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III

CONTROL 3

3

INFLUENCE 3



Potion

You may flip this card *FACE-DOWN*, to flip another *FACE-DOWN* card you control *FACE-UP*.

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III

CONTROL 3

3

INFLUENCE 3



Shoggoth

If you control both *FACE-UP*, you may flip 1 *FACE-DOWN*. Then flip 1 *FACE-UP* card an opponent controls *FACE-DOWN*.

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IV

CONTROL 4

2

INFLUENCE 2



Necronomicon

If you control both cards *FACE-UP*, you may *SWAP* 1 *FACE-DOWN* card you control with 1 from your hand.

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IV

CONTROL 4

2

INFLUENCE 2



Nyarlathotep

If you control both *FACE-UP*, flip both *FACE-DOWN*. You only score *FACE-DOWN* cards at the end of the game.

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V

CONTROL 5

1

INFLUENCE 1



Gate

If you control both *FACE-UP*, you may flip 1 *FACE-DOWN*. If you do, flip another *FACE-DOWN* card *FACE-UP*.

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VI

CONTROL 6

1

INFLUENCE 1



Cthulhu

If you control both *FACE-UP*, flip all your non-Cthulhu cards *FACE-DOWN*.

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