



Dreams (Action: Cost 2)

Choose an Area containing an enemy's Acolyte Cultist. Your enemy must Eliminate one of his Acolyte Cultists from that Area and replace it with one from your Pool.

Submerge (Action: Cost 1)

If Cthulhu is in an ocean or sea Area, remove him from the Map and place him on your Faction Card, along with any or all of your Units in the Area. Later, as a 0-cost Action, you may place Cthulhu, plus all accompanying Units, into any Area.

Hierophants (Ongoing)

Whenever you earn a Faction Spellbook (including this one), place a High Priest at one of your Gates. If there are no High Priests in your Pool, instead advance Ubbo-Sathla's Growth counter by 1. When this Spellbook is first taken, if you are using the High Priests expansion, then all Factions place a High Priest at one of their Gates.

Tablets of the Gods (Doom Phase)

When you perform a Ritual of Annihilation, you also receive 1 additional Elder Sign for each Gate at which you have any High Priests. Then, Eliminate all your High Priests. This is not optional.

