

Shub-Niggurath Embrace



Reduce the next damage you suffer by ②. Then place ②.



Remove the next evocation that attacks you. Then inflict ③ to its owner.



Shub-Niggurath Embrace

Azathoth Chasm



Inflict ② to all models in the room and place ②.

You may move up to ② from an adjacent room into the target room.





Move all models from adjacent rooms into the target one, then inflict ① to all models in that room. Place ① for model hit by the spell (Max ④)







Azathoth Chasm

Abyss



When a mage is defeated: select an adjacent room, inflict  to all models and place  in that room.

When a mage is defeated: place  in that mage's room, then count the  of the defeated mage; your  from that room counts as extra  you have inflicted.





Abyss



Nightmare Absinthe



Until your next spell or **Physical Action** you cannot be the target of any spell. Gain .

Until the end of the turn, every time the target mage casts a spell you place a  into the room where he/she is.



Nightmare Absinthe

Eldritch Tentacle



Inflict **3** to all models in the target room, then **✓** that room.

Move one of your evocations into the target room.

Inflict **1** to all models in that room (including your evocation).

Then, your evocation can **✱**.




Eldritch Tentacle

Rite of Haglur



Choose 2 rooms in the Lodge. You may either place ① or ① in both rooms.




One of your **demons** can act immediately.
At the end of its , place ①.






Rite of Haglur



Faceless' Power



You may solve one of your  if you remove from the target room:

-  for a I Moon quest
-  for a II Moon quest
-  for a III Moon quest



Remove  from the target room to gain .



Faceless' Power

Consume the Void



Remove a **Demon** and gain 1.

Summon a **Dragon** in the target room.
You may remove 1 from that room
to make it act immediately.




Consume the Void



Legacy of the Void



Until the end of the turn, any room with a **Demon** is considered adjacent for you. Gain .





Summon a **Dragon** in the target room..




Legacy of the Void

Echo of the Void



Remove one of your **Demons**;
you may look at the first 2  of the
current moon, 1.



Summon a **Dragon** in the target room.
All your **demons** may 1.



Echo of the Void

Controlled Madness



Remove ③ of your color from the target room to cast a spell from your hand.




Pay ① to cast one of the first 3 cards from your memories.











Controlled Madness




Oneiric Step



Until the end of the turn,
every time you  you may shift
anywhere in the Lodge.

Ignore  with target , , ,
, , . You may now .



Until the end of the turn,
you cannot be target of  and
cannot . Gain .



Oneiric Step