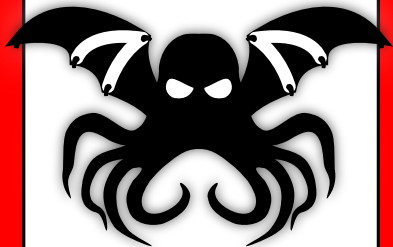


PLAY IMMEDIATELY

ALL HAIL!

Win immediately if you are
Cthulhu.



If you are not Cthulhu, take a
Confirmed Not Cthulhu card



PLAY IMMEDIATELY

REJUVENATE

**Shuffle the *discard pile* and
draw deck together to form a
new draw deck.**

This **MAY NOT** be played when the Leader
and Preacher are performing the Rites.



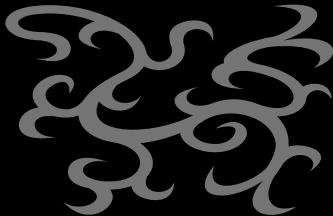


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This **MAY NOT** be played when the Leader
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PLAY IMMEDIATELY

DIVULGE

**Reveal your loyalty to a
player of your choice.**

This **MAY NOT** be played if any other player
has seen your loyalty card.





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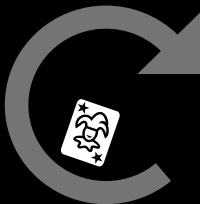


PLAY IMMEDIATELY

RELINQUISH

Each player passes their Chaos Card to the player on their left.

Players with no cards pass nothing; they may receive a card from another player.



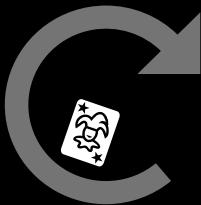


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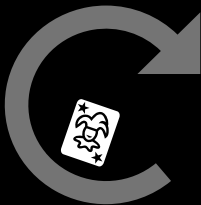


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PLAY IMMEDIATELY

CONFUSION

Pick two players. They must swap their Chaos Cards.

You must choose players with a card to swap.
If there are none, discard this card with no effect.





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PLAY IMMEDIATELY

MAELSTROM

Collect Chaos cards from all players.

Shuffle these cards.

**Deal one to each player that
previously held a card.**





PLAY IMMEDIATELY

MAELSTROM

Collect Chaos cards from all players.

Shuffle these cards.

**Deal one to each player that
previously held a card.**





RUMMAGE

View the top card of the discard pile, then return it and shuffle the discards.



This MAY NOT be played when the Leader and Preacher are performing the Rites.

PLAY ANY TIME

You must complete the current action before resolving this card



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PLAY ANY TIME

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PROPHECY

View the top card of the draw pile, then return the card to the top of the deck.

Be careful ... the draw pile might be shuffled when you aren't expecting it!



This **MAY NOT** be played when the Leader and Preacher are performing the Rites.

PLAY ANY TIME

You must complete the current action before resolving this card



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View the top card of the draw pile, then return the card to the top of the deck.

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POWER GRAB

Become Nominated Leader.



Nominated Leader returns to its current position after your nomination is resolved.

PLAY ANY TIME

You must complete the current action before resolving this card



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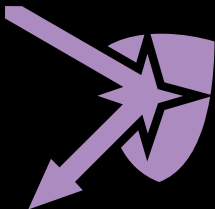
DEFLECTED

YOU MAY

PLAY WHEN

you are chosen to be sent to the
Void of Damnation

The Current Leader must
choose a different player.





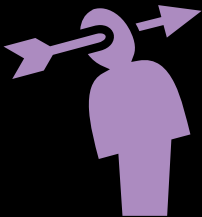
BACKFIRE

YOU MAY

PLAY WHEN

you are chosen to be sent to the
Void of Damnation

The effect is reversed.
The Current Leader is sent in
your place.





SELF SACRIFICE

YOU MAY

PLAY WHEN

another player is chosen to be sent to the Void of Damnation

You take their place.

You are sent to the Void of Damnation.





CONCEALMENT

YOU MAY
PLAY WHEN
another player attempts to
view your loyalty

The investigation is blocked.

You may be investigated later in the game.





DISTRACTION

YOU MAY

PLAY WHEN

**another player is about to have
their loyalty investigated**

The investigation is blocked.

They may be investigated later in the game.





CORROBORATE

YOU MAY
PLAY WHEN
another player is confirmed
not to be Cthulhu.

Investigate that player.

Normal investigation restrictions still apply.
You may not investigate dead players.





RECAST

YOU MAY

PLAY WHEN

**you are the elected Cult Leader
and have drawn Rites cards**

Discard your Rites cards
then draw three new ones.

Immediately shuffle the Rites discard pile.
No player may view the discard pile before
the shuffle.





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