

GOBOGEG



How to Awaken Gobogeg (Cost 0):

- 1) At least one player has 6 Faction Spellbooks.
- 2) Your Controlled Gate is in an Area with your Great Old One.
- 3) Pay 0 Power, and place Gobogeg in the Area containing the Gate.

Combat: Rolls 0 dice, but if Gobogeg is Killed or Pained, all units in the Area are Pained. This is regardless of Faction.

Book of Law: (Ongoing) While Gobogeg is in play, whenever a Great Old One is Awakened, the owner receives 6 Power after the Awakening.

Someone wins the game
(need not be you)

Book of Chaos (Post-Game!)

If the game ends while you control Gobogeg, immediately place this Spellbook and gloat. Then YOU get to pick the Factions, Expansions, Map, Neutral Monsters, and Independent Great Old Ones to be used the next time your group plays Cthulhu Wars.

INDEPENDENT GREAT OLD ONES

Awakening: Take its Loyalty Card and place the figure on the map, under your control. Add its Spellbook and any Tokens to your pool. There is no limit to how many Independents you may control. You may use an Independent to help Awaken another one.

Death: If your Independent is Killed, place its Loyalty Card, figure, unused tokens, and Spellbook back in the general Pool (tokens already on the map remain there). If you had earned its Spellbook, it “falls off” the Loyalty Card, and is no longer in effect. If this Independent is Awakened again, even by the same player, the Spellbook must be earned again.

Spellbook: Each Independent has its own Spellbook to be earned. When the requirements are met, place the Spellbook on the Loyalty Card and reap its benefits so long as you control the Independent. This does not count as one of your “Faction” spellbooks for any purpose (you cannot place it on your Faction card).

Note: For your first game with Independents, we recommend using one fewer Independent than the number of players.

