






Builders



of

R'lyeh



 CTHULHU	Ascend: Add a floor card on top of existing pyramids, if you can; and place a new pyramid on top of it, if you do. 2d6: 2-3 d12: 1
 UTCHAT	Arrange: Adjust up to three pyramids by changing their orientation or position on their current surface (tabletop or card). Stacks may not be reoriented, but a stack of up to three may be repositioned together. Then add a card on top of at least one of the adjusted pyramids. Then, if possible, move a pyramid already in play onto the newly-played floor card. 2d6: 4 d12: 2
 YELLOW SIGN	Spire: Add a new pyramid oriented <u>upright</u> , either sitting on its square base, or stacked on another upright pyramid. 2d6: 5-7 d12: 3-7
 TENTACLE	Brick: Add a new pyramid oriented <u>flat</u> , resting on one of its triangular sides. 2d6: 8-10 d12: 8-11
 ELDER SIGN	Skew: Add a new pyramid oriented <u>weird</u> —neither upright nor flat. 2d6: 11-12 d12: 12

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