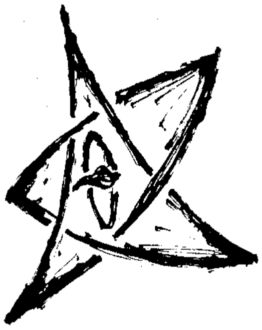
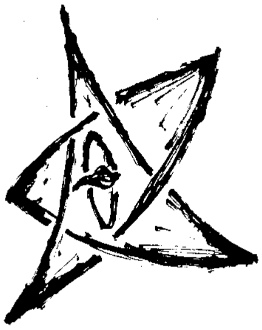
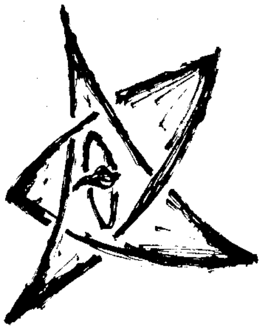
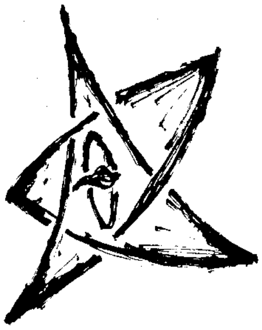
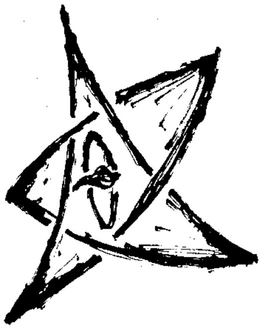
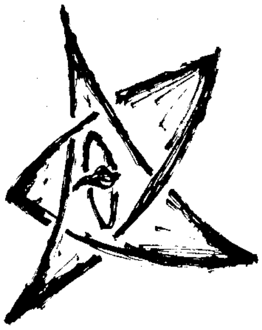
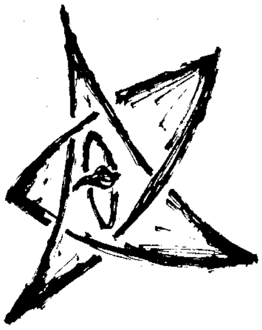
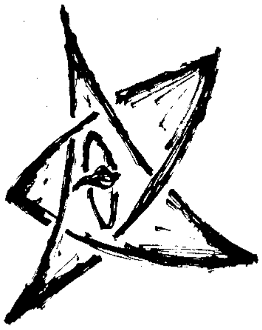









Bad Idea!
KNOW 0 / 1 SAN
Event

OPPOSE one human and one creature.

Azathoth
KNOW 3 / 10 SAN
Unique God

Each price phase while Azazoth is revealed, each player DESTROYS one concealed and one revealed card.

Atlach-Nacha
KNOW 6 / 6 SAN
Unique Great Old One

CONCEAL to CONCEAL all cards.

Adventurer
KNOW 0 / 0 SAN
Human

CONCEAL to REVEAL a card. If that card is a non-human being, DESTROY adventurer.

Binoculars
KNOW 0 / 0 SAN
Item

CONCEAL to prevent a being from becoming CONCEALED after opposition.

Banishing
KNOW 2 / 1 SAN
Spell

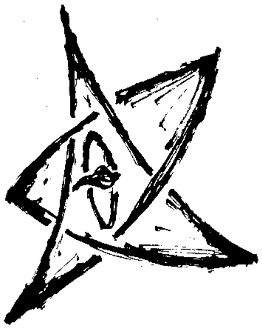
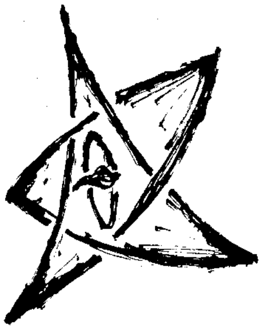
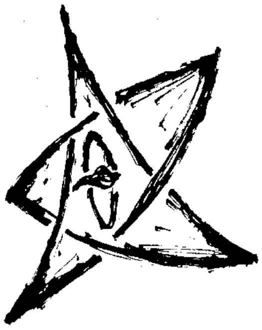
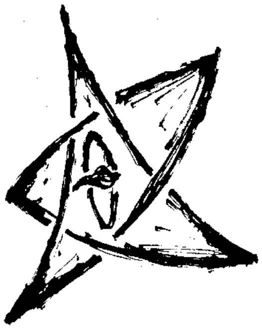
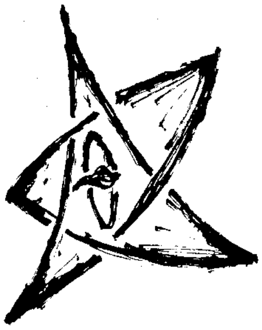
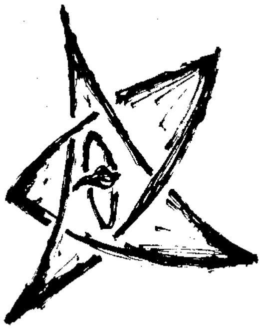
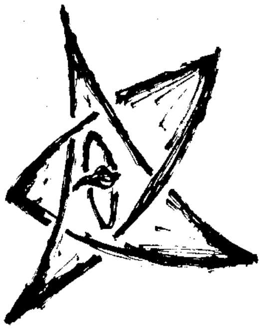
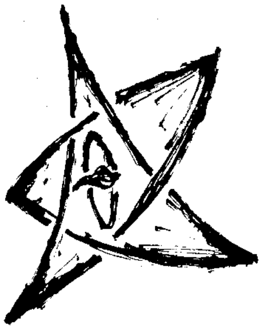
REVEAL a card. If it is a creature or god, DESTROY it.

Augury
KNOW 1 / 0 SAN
Spell

Look at a concealed card, but do not REVEAL it.

Amnesia
KNOW 0 / 0 SAN
Event

Lose 2 KNOW, then move 2 KNOW to SAN.

Committed
KNOW 0 / 1 SAN
Event

Choose a player and flip a coin. Heads: player moves 3 KNOW to SAN. Tails: player loses 3 SAN.

Color out of Space
KNOW 3 / 3 SAN
Creature

CONCEAL to REVEAL 2 cards. If either REVEALED card is a human, DESTROY it.

Brain Box
KNOW 4 / 2 SAN
Item

When REVEALED, place any human on top of the brain box. Treat box as an item with the powers of that human. If brain box is CONCEALED or DESTROYED, DESTROY the human.

Blindfold
KNOW 0 / 0 SAN
Item

CONCEAL to avoid one SAN loss. Opponents may then rearrange your cards.

Confusing Rite
KNOW 2 / 3 SAN
Spell

Rearrange up to 5 of an opponent's cards.

Color out of Space
KNOW 3 / 3 SAN
Creature

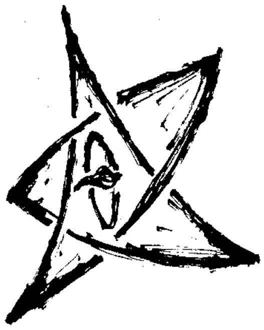
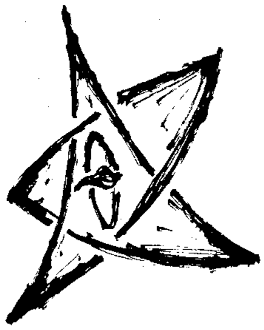
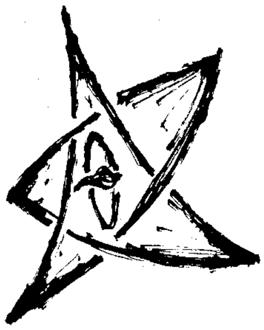
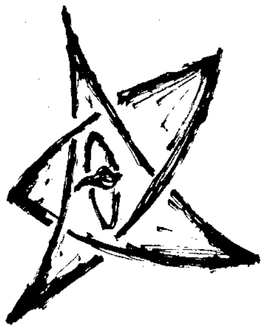
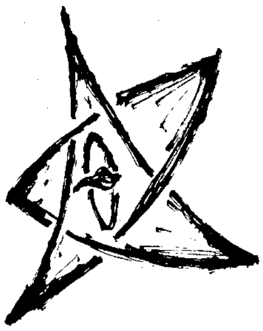
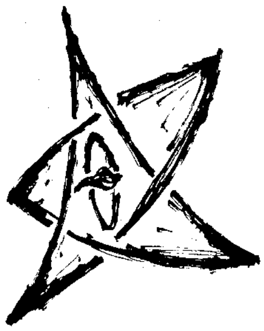
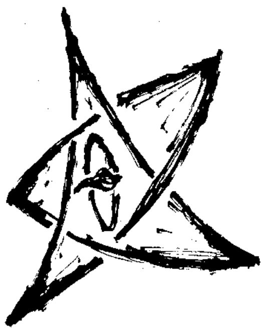
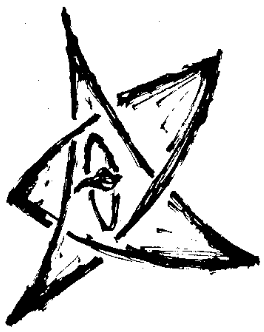
CONCEAL to REVEAL 2 cards. If either REVEALED card is a human, DESTROY it.

Chalk Circle
KNOW 1 / 0 SAN
Ritual

CONCEAL chalk circle to prevent 2 points of SAN loss from a being.

Boo!
KNOW 0 / 0 SAN
Event

You and opponent who just summoned a creature take its SAN loss. Creature is CONCEALED.

Cthuga
KNOW 9 / 3 SAN
Unique Great Old One

CONCEAL Cthuga to DESTROY a creature or human.

Cultist
KNOW 1 / 1 SAN
Human

If not opposed, must REVEAL one of opponent's cards.

Cultist
KNOW 1 / 1 SAN
Human

If not opposed, must REVEAL one of opponent's cards.

Countermagic
KNOW 3 / 2 SAN
Spell

DESTROY a ritual.

Cthulhu
KNOW 6 / 9 SAN
Unique Great Old One

CONCEAL to DESTROY up to 4 humans.

Cultist
KNOW 1 / 1 SAN
Human

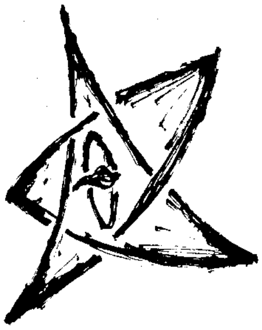
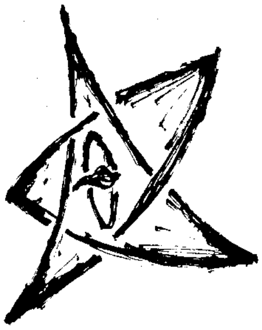
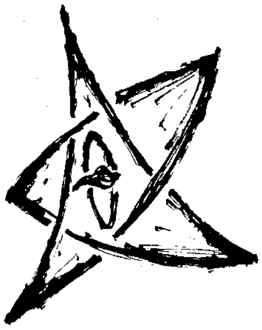
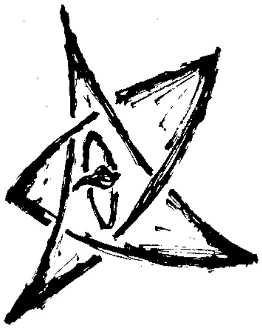
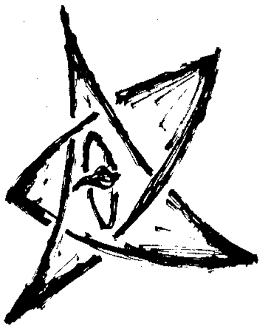
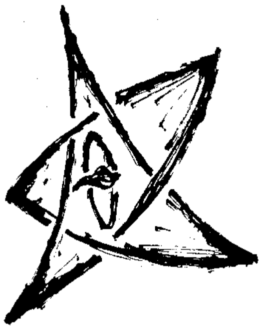
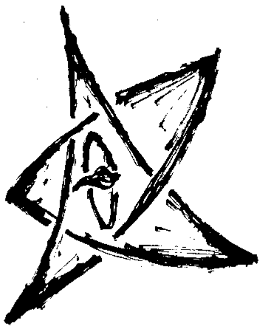
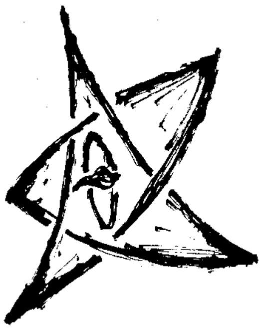
If not opposed, must REVEAL one of opponent's cards.

Cultist
KNOW 1 / 1 SAN
Human

If not opposed, must REVEAL one of opponent's cards.

Coward
KNOW 0 / 0 SAN
Human

Coward may neither OPPOSE nor be OPPOSED.

Deep One
KNOW 1 / 1 SAN
Creature

"A hideous fish-frog."

Dark Young
KNOW 3 / 4 SAN
Creature

"The Dark Young of Shub-Niggurath."

Dagon
KNOW 5 / 5 SAN
Unique Great Old One

While Dagon is revealed, all deep ones gain KNOW -1/+1 SAN.

Cthulhu
KNOW 2 / 4 SAN
Unique Great Old One

"Just a tentacle or two." CONCEAL to DESTROY a human and draw a card.

Deep One
KNOW 1 / 1 SAN
Creature

"A hideous fish-frog."

Darkness
KNOW 0 / 0 SAN
Event

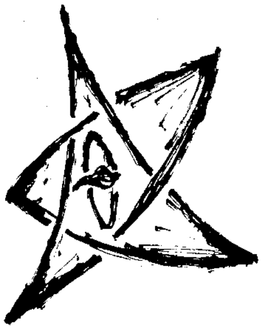
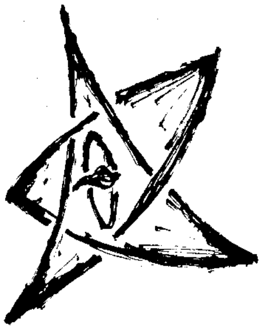
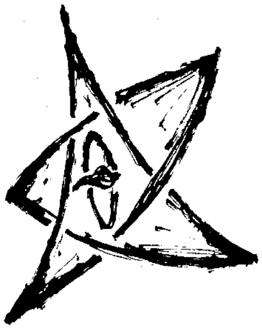
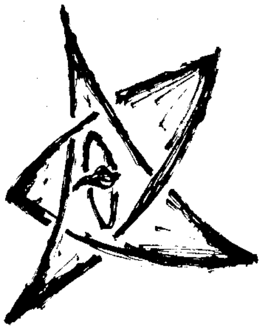
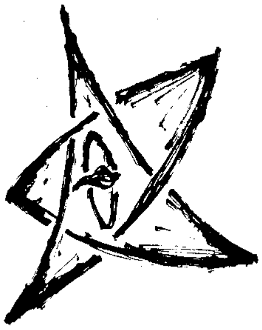
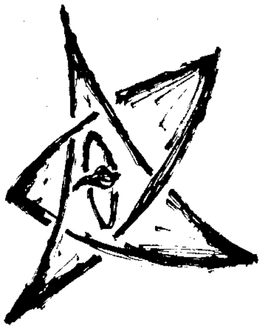
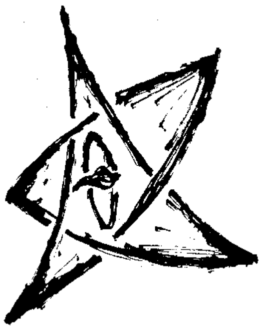
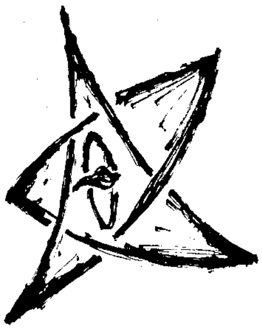
CONCEAL all cards.

Dark Young
KNOW 3 / 4 SAN
Creature

"The Dark Young of Shub-Niggurath."

Cthulhu
KNOW 3 / 7 SAN
Unique Great Old One

"Slumbering in Ry'leh" CONCEAL to cause opponent to lose 3 SAN. Pay 3 KNOW to have Cthulhu attack.

Disturbing Insight
KNOW 0 / 0 SAN
Event

Flip a coin. Heads: gain 3 KNOW. Tails: lose 2 SAN.

Dhole
KNOW 7 / 2 SAN
Creature

Dhole is not CONCEALED after opposition.

Deep One
KNOW 1 / 1 SAN
Creature

"A hideous fish-frog."

Deep One
KNOW 1 / 1 SAN
Creature

"A hideous fish-frog."

Dreamquest
KNOW 2 / 1 SAN
Spell

REVEAL 3 cards you control and 1 card an opponent controls.

Dinner Party
KNOW 0 / 0 SAN
Human

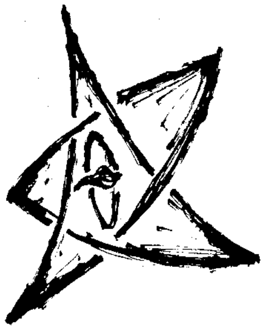
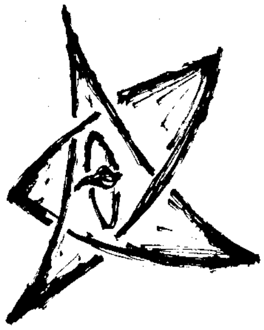
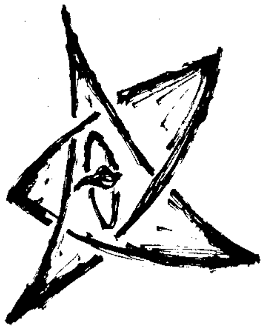
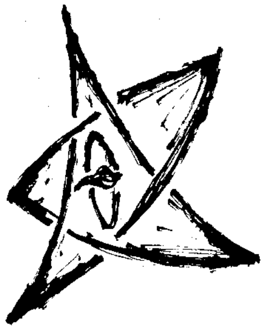
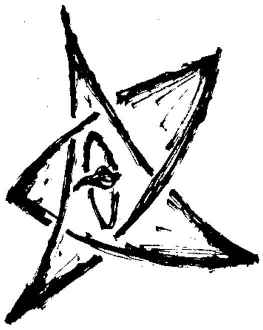
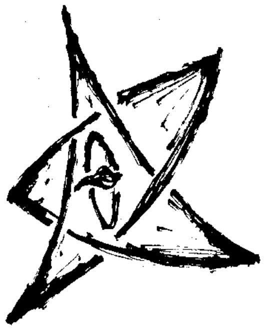
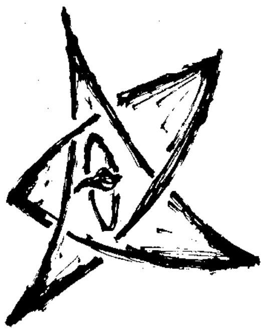
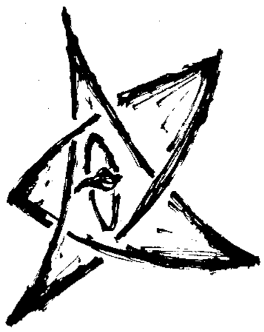
May OPPOSE any number of beings. Lose 5 SAN if DESTROYED.

Deep One
KNOW 1 / 1 SAN
Creature

"A hideous fish-frog."

Deep One
KNOW 1 / 1 SAN
Creature

"A hideous fish-frog."

Fortune Cookie
KNOW 0 / 0 SAN
Item

DESTROY fortune cookie to gain 1 KNOW.

Flying Polyp
KNOW 3 / 4 SAN
Creature

CONCEAL polyp to swap 4 of opponent's cards. These cards may span multiple opponents.

Fire Vampire
KNOW 3 / 1 SAN
Creature

Fire Vampire may not be OPPOSED.

Dynamite
KNOW 3 / 0 SAN
Item

DESTROY dynamite to kill a creature and gain its SAN loss. Or DESTROY dynamite to CONCEAL a unique.

Friend
KNOW 0 / 0 SAN
Human

Gain 1 SAN per friend you control during your price phase. "What are friends for?"

Fortune Cookie
KNOW 0 / 0 SAN
Item

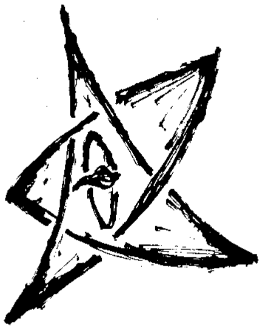
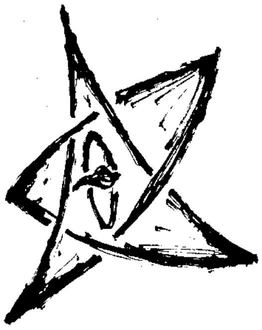
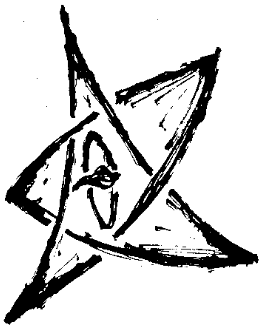
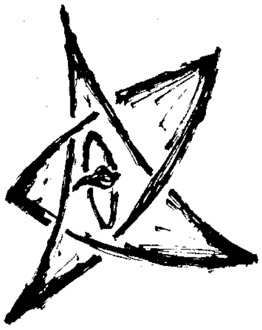
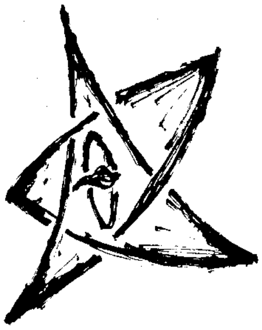
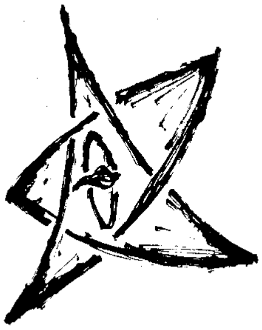
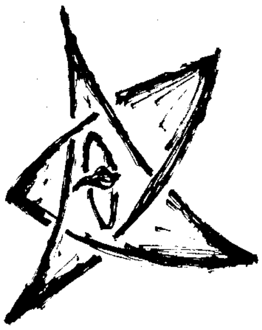
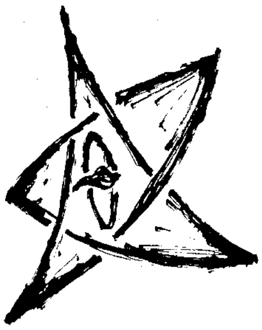
DESTROY fortune cookie to gain 1 KNOW.

Flashbulb
KNOW 0 / 0 SAN
Item

Destroy to REVEAL a card.

Elder Sign
KNOW 10 / 1 SAN
Ritual

CONCEAL elder sign to avoid SAN loss from one being. If that being is a creature, DESTROY it and gain its SAN loss. If that being is a unique, CONCEAL it.

Hound of Tindalos
KNOW 4 / 2 SAN
Creature

The hound of tindalos may not be CONCEALED during any turn in which it has not attacked. May not OPPOSE.

Great Race of Yith
KNOW 2 / 3 SAN
Creature

CONCEAL to swap with any human.

Friend
KNOW 0 / 0 SAN
Human

Gain 1 SAN per friend you control during your price phase. "A friend in need..."

Friend
KNOW 0 / 0 SAN
Human

Gain 1 SAN per friend you control during your price phase. "What are friends for?"

Hunger
KNOW 0 / 3 SAN
Event

When two creatures are opposed, choose one to be DESTROYED.

Hastur
KNOW 1 / 7 SAN
Unique Great Old One

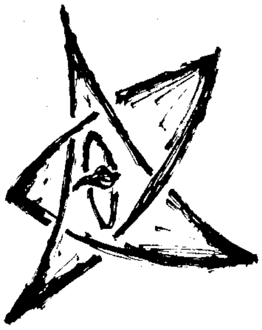
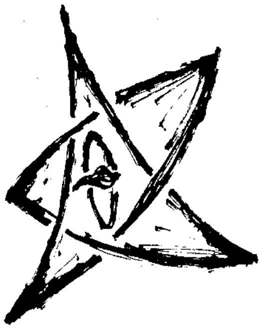
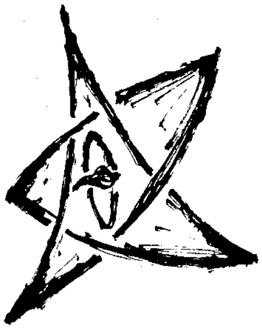
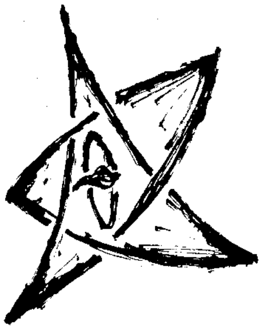
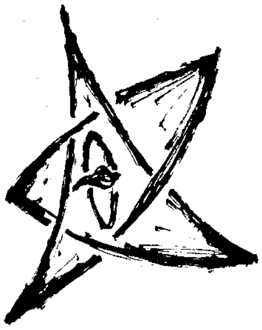
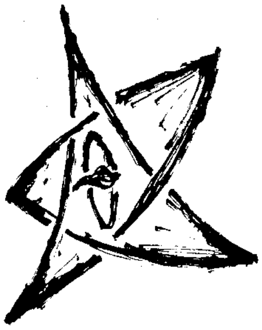
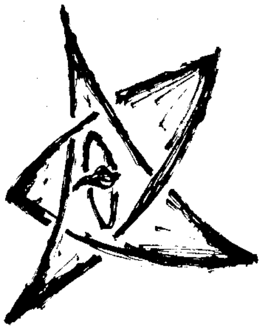
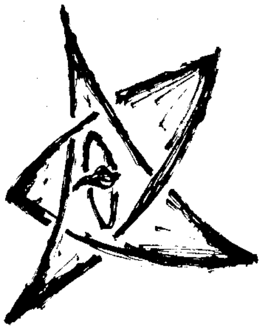
CONCEAL Hastur during your price phase.

Ghoul
KNOW 1 / 1 SAN
Creature

CONCEAL to REVEAL a card. If that card is a human, it is DESTROYED.

Friend
KNOW 0 / 0 SAN
Human

Gain 1 SAN per friend you control during your price phase. "A friend in need..."

It Was Here!

KNOW 0 / 1 SAN

Event

CONCEAL a being.

Hypnos

KNOW 8 / 3 SAN

Unique God

While Hypnos is revealed, all players REVEAL an additional card during the reveal phase.

Hunter

KNOW 0 / 0 SAN

Human

When hunter opposes a creature, both are DESTROYED. Gain the creature's SAN loss.

Hypnotist

KNOW 1 / 0 SAN

Human

CONCEAL hypnotist to switch two of an opponent's cards.

Hunting Horror

KNOW 5 / 4 SAN

Creature

If hunting horror attacks and is opposed, attacked player loses 1 SAN anyway.