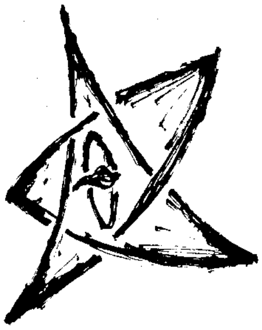
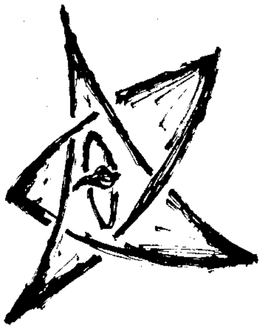
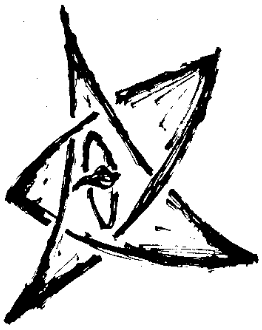
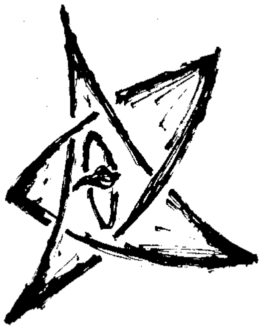
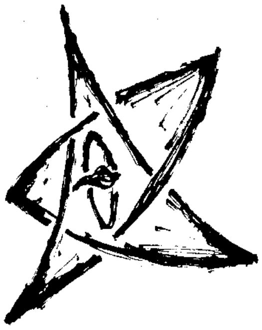
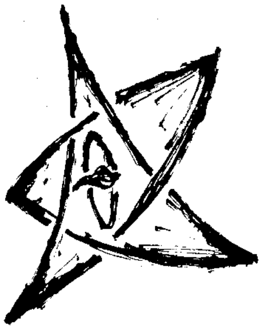
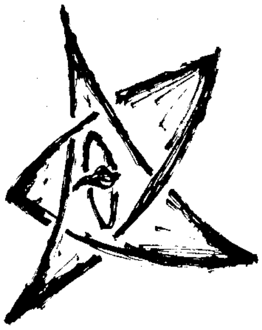
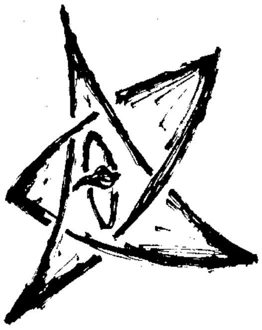









Magician
KNOW 2 / 0 SAN
Human

CONCEAL to CONCEAL a creature.

Look! Look!
KNOW 0 / 1 SAN
Event

CONCEAL a human to REVEAL another card.

Library Search
KNOW 4 / 0 SAN
Event

REVEAL one card and draw one card.

Insect of Shaggai
KNOW 3 / 2 SAN
Creature

If insect attacks and is not OPPOSED, attacked player loses 3 SAN during the controller's price phase while insect remains revealed.

Man's Best Friend
KNOW 0 / 0 SAN
Dog

Whenever a human is REVEALED, gain 1 SAN. treat as a human for opposition.

Love Interest
KNOW 0 / 0 SAN
Human

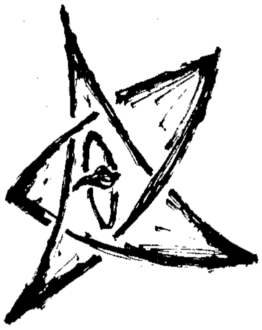
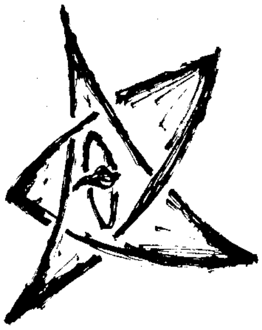
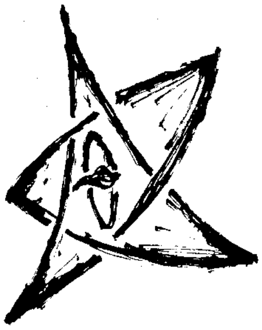
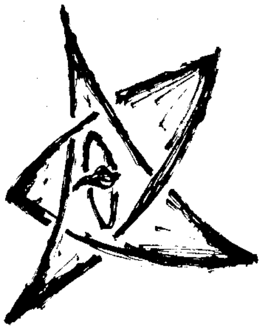
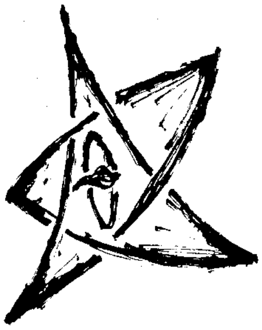
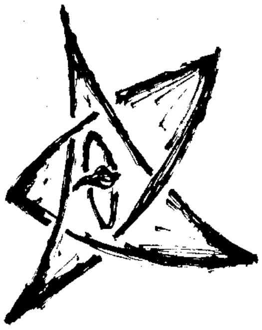
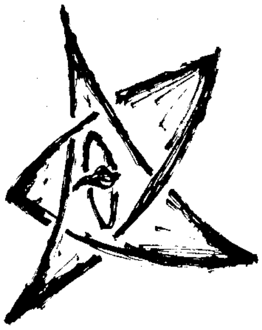
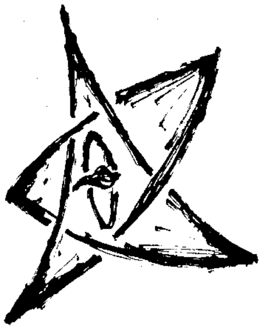
When REVEALED, gain 2 SAN. Gain 2 SAN during your price phase. Lose 7 SAN if love interest is DESTROYED.

Lightning Bolt
KNOW 0 / 0 SAN
Event

REVEAL all cards. Spells, Events, and Rituals have no effect. Then CONCEAL all cards.

Innsmouth Look
KNOW 2 / 2 SAN
Ritual

All humans are treated as deep ones (KNOW 1/1 SAN, no special abilities). CONCEAL during your price phase for 2 KNOW.

Mi-Go
KNOW 2 / 2 SAN
Creature

"The Fungus from Yuggoth." For each Mi-Go revealed, all Mi-go gain +0/+1. If one Mi-Go is CONCEALED, all are CONCEALED.

Mi-Go
KNOW 2 / 2 SAN
Creature

"The Fungus from Yuggoth." For each Mi-Go revealed, all Mi-go gain +0/+1. If one Mi-Go is CONCEALED, all are CONCEALED.

Mi-Go
KNOW 2 / 2 SAN
Creature

"The Fungus from Yuggoth." For each Mi-Go revealed, all Mi-go gain +0/+1. If one Mi-Go is CONCEALED, all are CONCEALED.

Martyr
KNOW 0 / 0 SAN
Human

DESTROY to prevent one SAN loss.

Mindreading
KNOW 1 / 2 SAN
Spell

Look at an opponent's hand.

Mi-Go
KNOW 2 / 2 SAN
Creature

"The Fungus from Yuggoth." For each Mi-Go revealed, all Mi-go gain +0/+1. If one Mi-Go is CONCEALED, all are CONCEALED.

Mi-Go
KNOW 2 / 2 SAN
Creature

"The Fungus from Yuggoth." For each Mi-Go revealed, all Mi-go gain +0/+1. If one Mi-Go is CONCEALED, all are CONCEALED.

Mi-Go
KNOW 2 / 2 SAN
Creature

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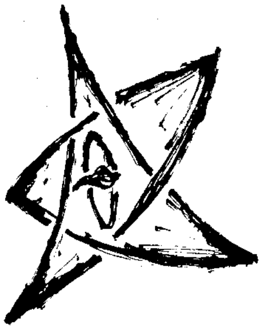
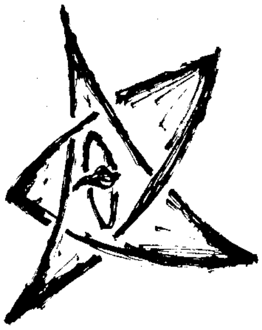
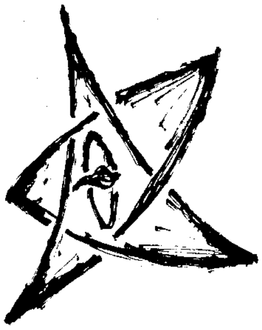
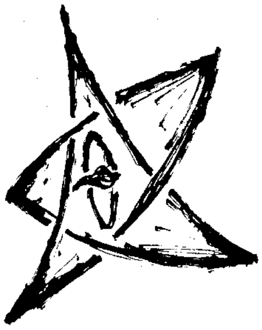
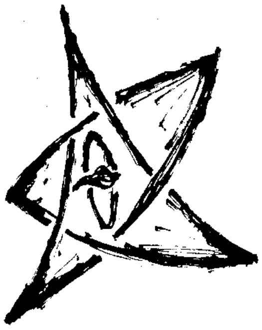
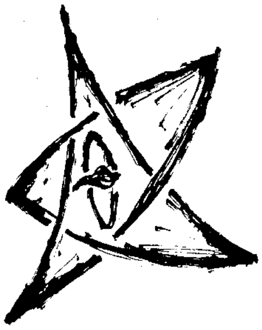
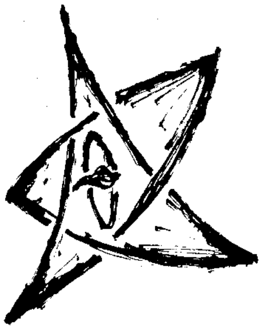
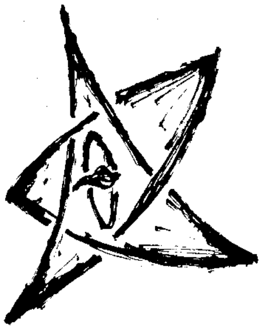









Necronomicon
KNOW 0 / 10 SAN
Item

"In the original Arabic. " CONCEAL to draw 4 cards.

Naptime
KNOW 0 / 0 SAN
Event

Any player may forego the next turn to gain 5 SAN.

Mysterious Cults
KNOW 0 / 2 SAN
Item

Gain 1 KNOW when Mysterious Cults is REVEALED. DESTROY to gain 1 SAN.

Moon Beast
KNOW 1 / 2 SAN
Creature

CONCEAL to take control of a human.

New Age Texts
KNOW 0 / 0 SAN
Item

When REVEALED, all players lose 1 KNOW.

Necronomicon
KNOW 0 / 6 SAN
Item

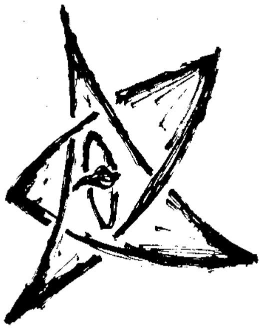
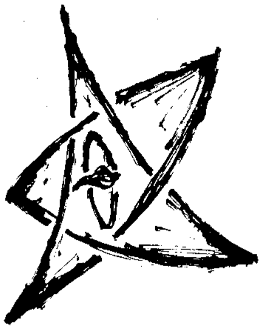
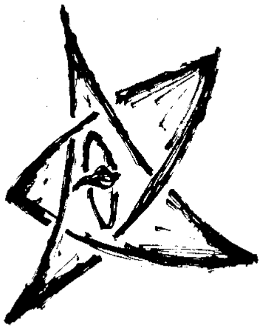
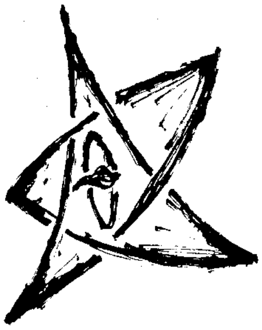
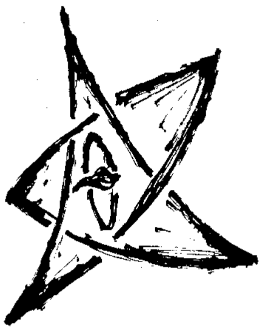
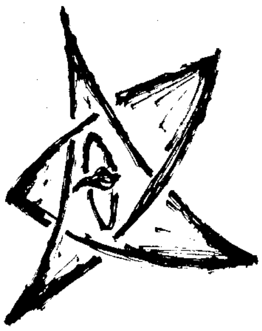
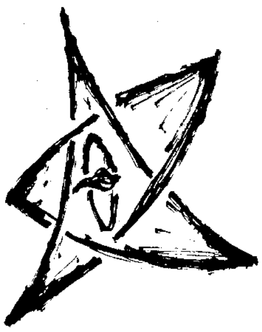
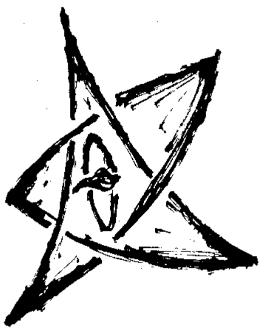
When necronomicon is REVEALED, you must REVEAL another card you control.

Mysterious Cults
KNOW 1 / 2 SAN
Item

"The German Edition" Gain 2 KNOW when Mysterious Cults is REVEALED. DESTROY to gain 1 SAN.

Mother Hydra
KNOW 5 / 5 SAN
Unique Great Old One

Deep Ones get KNOW +0/+2 SAN.

Nyarlathotep
KNOW 2 / 0 SAN
Unique God

"The Black Man." When Nyarlathotep becomes CONCEALED, opponent must REVEAL one of your cards.

Nyarlathotep
KNOW 5 / 9 SAN
Unique God

"With one blood-red tentacle it howls at the moon."

Nodens
KNOW 7 / 2 SAN
Unique God

"The Old Man." CONCEAL to CONCEAL a god or great old one.

Nightgaunts
KNOW 0 / 1 SAN
Creature

May not OPPOSE or be OPPOSED. CONCEAL nightgaunts after it attacks.

Nyarlathotep
KNOW 7 / 9 SAN
Unique God

"In the form with the tri-lobed eye that cannot withstand light." CONCEAL all cards when Nyarlathotep is REVEALED.

Nyarlathotep
KNOW 7 / 5 SAN
Unique God

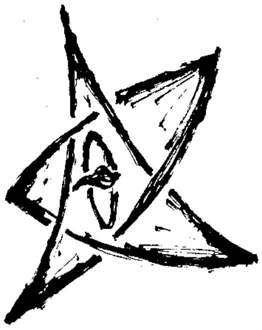
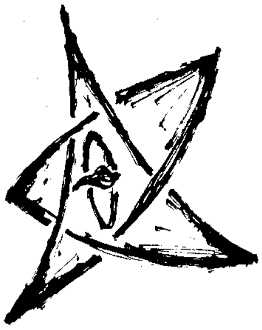
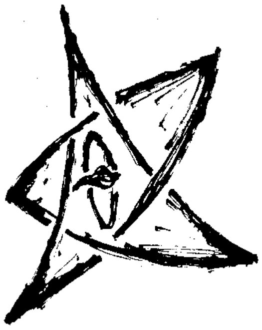
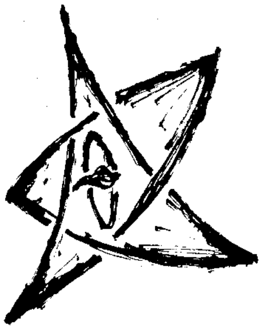
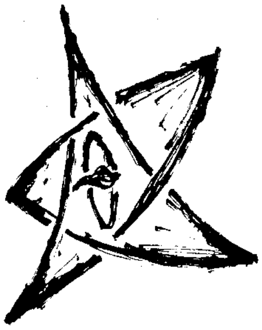
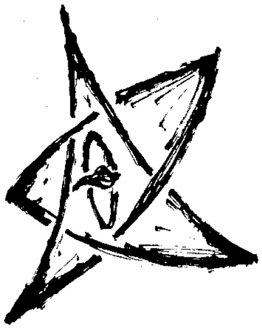
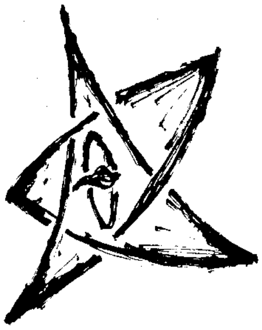
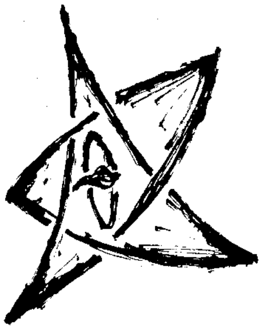
"The messenger and soul of the outer gods." CONCEAL to search through the deck, bringing the first god you find into your hand. Shuffle the deck afterwards.

Nyarlathotep
KNOW 7 / 10 SAN
Unique God

CONCEAL to force an opponent to REVEAL all cards.

Nodens
KNOW 7 / 2 SAN
Unique God

CONCEAL to rearrange all of an opponent's cards.

Psychiatrist
KNOW 1 / 0 SAN
Human

CONCEAL to move 2 KNOW to SAN. "Tell me about your mother."

Phone Home
KNOW 0 / 0 SAN
Event

"Mommy, it's scary out here!" Gain 2 SAN.

Party All Night!
KNOW 0 / 0 SAN
Event

CONCEAL all humans. All players gain 3 SAN.

Opening the Gates
KNOW X / 2 SAN
Spell

Draw X/2 cards into your hand, round down. Draw X/4 cards concealed, round up.

Psychiatrist
KNOW 1 / 0 SAN
Human

CONCEAL to move 2 KNOW to SAN. "Tell me about your mother."

Priest
KNOW 0 / 0 SAN
human

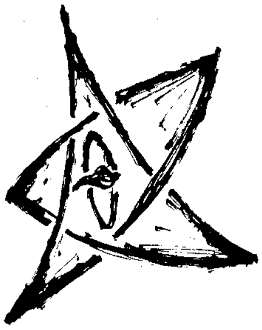
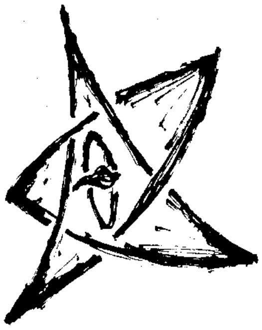
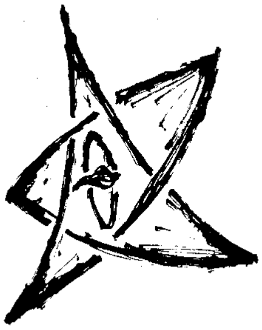
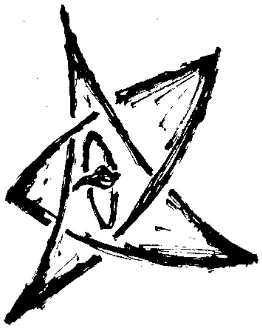
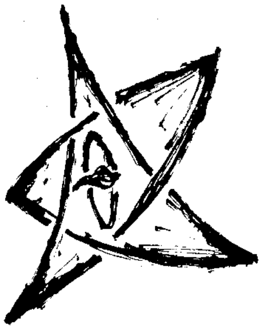
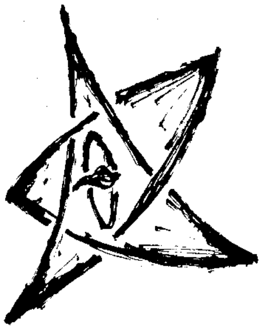
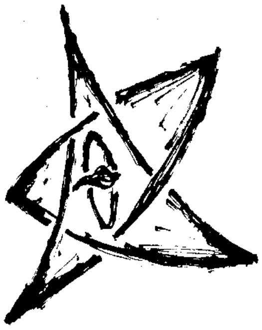
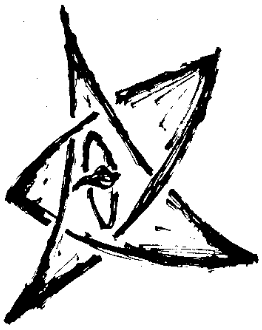
DESTROY to prevent a human from being DESTROYED.

Pentagram
KNOW 5 / 1 SAN
Ritual

CONCEAL pentagram to prevent SAN loss from one being. CONCEAL that being.

Panzaism
KNOW 0 / 0 SAN
Event

CONCEAL all non-human beings you control. Gain 5 SAN.

Servitor
KNOW 4 / 2 SAN
Creature

CONCEAL to CONCEAL any God.

Star-Spawn
KNOW 4 / 5 SAN
Creature

"The Star-Spawn of Cthulhu." Gets KNOW -1/+1 SAN if Cthulhu is revealed.

Shambler
KNOW 3 / 3 SAN
Creature

Dimensional Shambler is not CONCEALED after opposition. Instead, it moves to the player counterclockwise of its present controller.

Reshuffle
KNOW 0 / 1 SAN
Mandatory Event

Reshuffle the dead pile into the deck. This event must be played as soon as it is drawn or REVEALED.

Shoggoth
KNOW 4 / 4 SAN
Creature

If shoggoth opposes a creature, that creature is DESTROYED.

Star-Spawn
KNOW 4 / 5 SAN
Creature

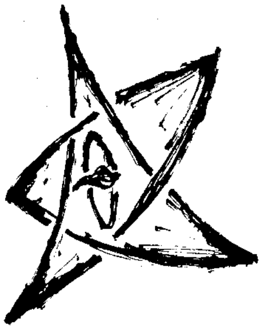
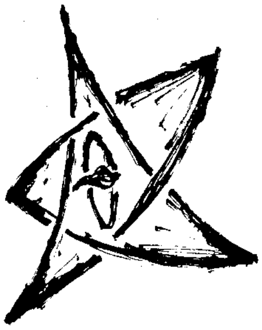
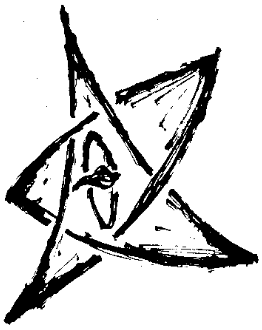
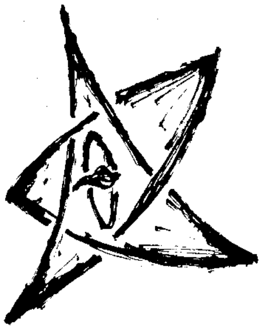
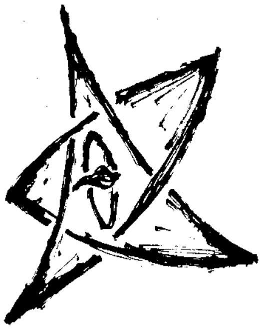
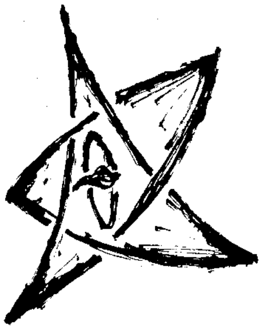
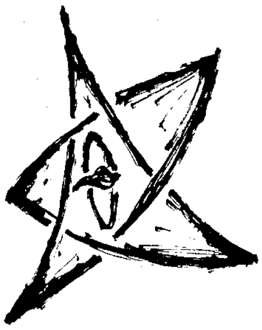
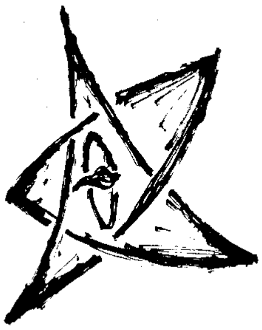
"The Star-Spawn of Cthulhu." Gets KNOW -1/+1 SAN if Cthulhu is revealed.

Star-Spawn
KNOW 4 / 5 SAN
Creature

"The Star-Spawn of Cthulhu." Gets KNOW -1/+1 SAN if Cthulhu is revealed.

Safety in Numbers
KNOW 1 / 0 SAN
Event

Gain 1 SAN per human revealed.

Stiff Drink
KNOW 0 / 0 SAN
Event

Avoid one SAN loss.

Stars are Right
KNOW 0 / 4 SAN
Event

Prevent a Great Old One from being CONCEALED.

Shudde Mell
KNOW 8 / 5 SAN
Unique Great Old One

CONCEAL Shudde Mell to DESTROY an item and REVEAL a card.

Shub-Niggurath
KNOW 8 / 9 SAN
Unique God

CONCEAL Shub-Niggurath to REVEAL 4 cards you control.

Student Guide
KNOW 0 / 1 SAN
Item

"Miscatonic University welcomes its new students." CONCEAL guide to REVEAL a card. If that card is not a human, take its SAN loss and CONCEAL it again.

Steal Thoughts
KNOW 1 / 2 SAN
Spell

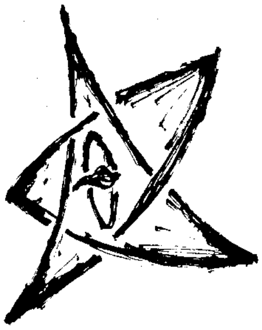
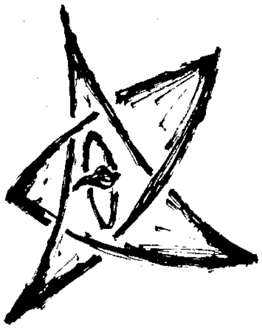
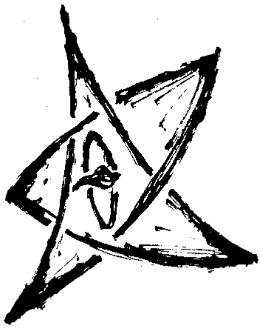
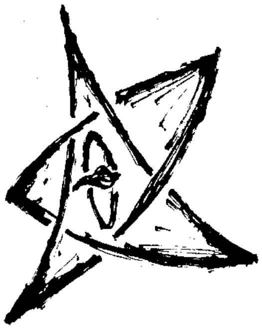
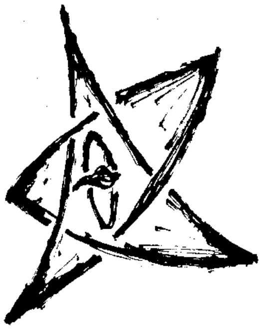
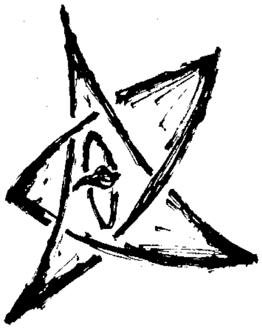
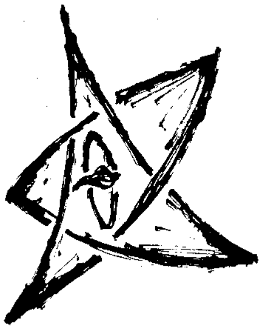
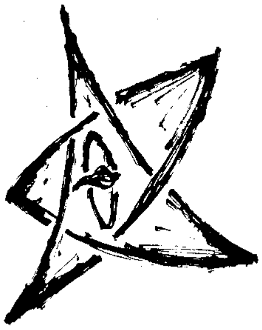
Opponent loses 3 KNOW, you gain 3 KNOW.

Star Vampire
KNOW 2 / 2 SAN
Creature

If CONCEALED as a result of opposition, immediately REVEAL again.

Shub-Niggurath
KNOW 5 / 7 SAN
Unique God

"The Black Goat of the Woods with a Thousand Young." CONCEAL to draw the top ten cards from the deck. DESTROY any of those cards which are not beings.

Vacation
KNOW 0 / 0 SAN
Event

CONCEAL two humans you control to gain 3 SAN.

Tsathoggua
KNOW 7 / 6 SAN
Unique Great Old One

CONCEAL Tsathoggua to make 5 formless spawn, 1 SAN loss creatures which are destroyed if ever concealed.

Thief
KNOW 0 / 0 SAN
Human

CONCEAL to gain control of an item.

Temple Rubbings
KNOW 1 / 3 SAN
Item

When REVEALED, controller may choose to lose 3 SAN and gain 1 KNOW.

WHAM! WHAM!
KNOW X / 0 SAN
Event

"Hit yourself on the head with a brick." Flip a coin X times. For each head, gain 1 SAN.

Unlucky Bastard
KNOW 0 / 0 SAN
Human

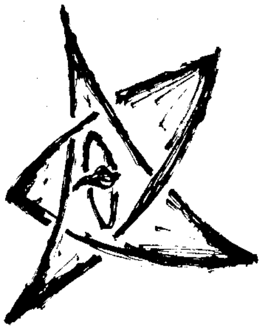
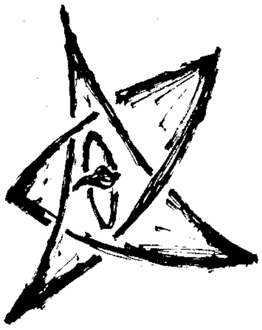
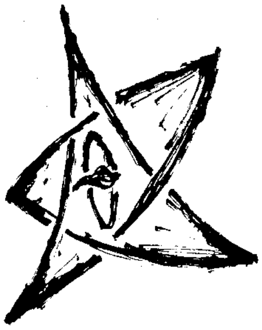
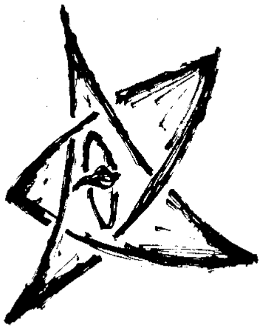
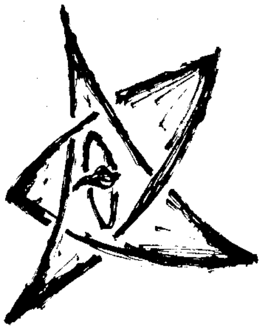
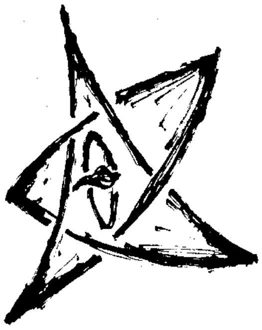
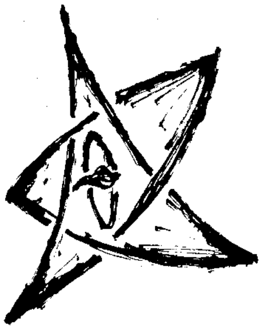
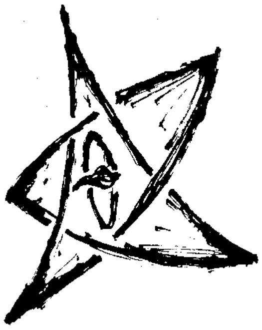
DESTROY unlucky bastard to counter an event.

Total Confusion
KNOW 0 / 2 SAN
Event

Rearrange all opponents' cards. Opponents may REVEAL all of your cards.

The King in Yellow
KNOW 1 / 1 SAN
Item

CONCEAL to cause an opponent to lose 2 SAN. That opponent gains control of The King in Yellow.

Zombie Ritual
KNOW 3 / 2 SAN
Spell

Bring a human from the dead pile into play under your control. That human gets +0/+1 and is DESTROYED if ever concealed.

Zombie
KNOW 0 / 1 SAN
Creature

Zombie acts as a human during opposition.

Yog-Sothoth
KNOW 8 / 7 SAN
Unique God

"Opener of Gates." CONCEAL to draw five cards.

Yellow Sign
KNOW 0 / 0 SAN
Ritual

Every player loses 2 SAN each price phase. Any player may CONCEAL the Yellow Sign for 3 KNOW.

Zombie Powder
KNOW 2 / 2 SAN
Item

DESTROY Zombie Powder to bring a human from the dead pile into play under your control. That human gets +0/+1 and is DESTROYED if ever concealed.

Yog-Sothoth
KNOW 10 / 0 SAN
Unique God

"Covered by the mystic veil." CONCEAL to flip a coin. Heads: draw four cards. Tails: lose 4 SAN.

Yog-Sothoth
KNOW 9 / 10 SAN
Unique God

CONCEAL to look at, but not REVEAL, 5 cards.