

LIST OF CARDS

(Sane effects)

8 – NECRONOMICON (1): Lose the round if discarded (in any way).

7 – THE SILVER KEY (1): Must be discarded if you also have a 5 or higher in your hand.

6 – RANDOLPH CARTER (1): Trade hands with another player.

5 – PROF. HENRY ARMITAGE (2): A player (can be you) discards their hand and draws a new card.

4 – ELDER SIGN (2): You cannot be chosen for card effects until your next turn.

3 – GREAT RACE OF YITH (2): Compare hands with another player. Lower number is out.

2 – CATS OF ULTHAR (2): Look at another player's hand.

1 – INVESTIGATORS (5): Guess another player's hand. If you are correct, they are out.

0 – MI-GO BRAINCASE (1): Lose the round. (this card starts out of the deck)

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