


5

# Absolution

2



ATTACK

Negate all Reactions played by characters with 1+  of your color on them.




5

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2



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5

# Absolution

2



ATTACK


Negate all Reactions played by characters with 1+  of your color on them.





# Invisible Army



## AGENDA

When you defeat a Vagrant, gain 1 .



When you attach a Vagrant to a character in your coterie, gain 1 . When you defeat a character with an attached Vagrant, gain 1 .





# Ritual Master



## AGENDA

At the start of your turn, if there is 3+  on Ongoing cards you control, draw 1 card and gain 1 .


During each player's turn, the first time you remove the last  from a Ritual you control, gain 1 .



# Call to Purpose



## UNHOSTED ACTION - ONGOING


Ongoing - The first time each turn you play a Ritual using only  from characters you do not control, ready 1 character in your coterie **OR** gain 1 Action.



# Call to Purpose



## UNHOSTED ACTION - ONGOING


Ongoing - The first time each turn you play a Ritual using only  from characters you do not control, ready 1 character in your coterie **OR** gain 1 Action.



# Call to Purpose



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Ongoing - The first time each turn you play a Ritual using only  from characters you do not control, ready 1 character in your coterie **OR** gain 1 Action.






2

# Warding Circle

0



REACTION

Each character in this party has +1  for each Ritual you control.




2

# Warding Circle

0



REACTION

Each character in this party has +1  for each Ritual you control.




2

# Warding Circle

0



REACTION

Each character in this party has +1  for each Ritual you control.



3

# Rules Lawyer

1



REACTION

+1  for each different Ongoing Tradition you control.



3

# Rules Lawyer

1



REACTION

+1  for each different Ongoing Tradition you control.



3

# Rules Lawyer

1



REACTION

+1  for each different Ongoing Tradition you control.






## Haven - University Library

Characters in your Haven have +1 Secrecy.

—Leader Ability—

Pay 1 or 2 : Draw that many cards from your Library.

Illus.: Marco Primo

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# Doomed to Roam



## UNHOSTED ACTION - ONGOING

Attach a Haven from your collection to a non-Leader character in your coterie.

**Ongoing - Discard 1 card:** Remove your active Haven from the game and replace it with another Haven you control. Then you may return any of your characters in The Streets to your Haven.





# Doomed to Roam



## UNHOSTED ACTION - ONGOING

Attach a Haven from your collection to a non-Leader character in your coterie.

**Ongoing - Discard 1 card:** Remove your active Haven from the game and replace it with another Haven you control. Then you may return any of your characters in The Streets to your Haven.



# Doomed to Roam



## UNHOSTED ACTION - ONGOING

Attach a Haven from your collection to a non-Leader character in your coterie.


**Ongoing - Discard 1 card:** Remove your active Haven from the game and replace it with another Haven you control. Then you may return any of your characters in The Streets to your Haven.





# Fata Morgana



## ACTION - TRAP

Play this card face down and place 1  on it.  
Resolve any time during an attack.


For every 2  on this card, you may redirect 1   
from this attack to target character in The Streets.





# Fata Morgana



## ACTION - TRAP

Play this card face down and place 1  on it.  
Resolve any time during an attack.


For every 2  on this card, you may redirect 1   
from this attack to target character in The Streets.





# Fata Morgana



## ACTION - TRAP

Play this card face down and place 1  on it.  
Resolve any time during an attack.




For every 2  on this card, you may redirect 1   
from this attack to target character in The Streets.



# Raising the Stakes



## AGENDA

The first time you place 1+  on a card you control that already has 2+ tokens on it during each of your turns, gain 1 . The first time you resolve a face-down card with 4+ tokens on it during each player's turn, gain 2 .

Illus.: Adelijah Ocampo

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# Giselle della Scala

LASOMBRA VAMPIRE



## *The Nightlife*

Attacker - When this character defeats a foe's character in The Streets, move all  on this character to your Agenda card.



# Ekene

GANGREL VAMPIRE



Solo Attacker - This character declares their attack type when Attack cards are typically revealed during the attack sequence.





# Disheveled Shelves



## AGENDA

At the start of your turn, if your Rival's Library has no cards in it, you win the game. If you would cause a foe to discard cards, you may have that foe draw that many cards instead.




# The Shakedown



## ACTION

Name an attack type. Then look at target foe's hand and discard all Attack cards with that type.

If the acting character has the *Sheriff* Title, gain 1  for each card discarded this way.




# The Shakedown



## ACTION

Name an attack type. Then look at target foe's hand and discard all Attack cards with that type.

If the acting character has the *Sheriff* Title, gain 1  for each card discarded this way.




# The Shakedown



## ACTION

Name an attack type. Then look at target foe's hand and discard all Attack cards with that type.

If the acting character has the *Sheriff* Title, gain 1  for each card discarded this way.






# Trinity Voss

GANGREL VAMPIRE



Party - The first attack made by a member of this party each turn against an Antagonist deals +2 .





# Tamaska

## GANGREL VAMPIRE



The first time you attach an Animal to this character during your turn, ready them and gain 1 Unhosted Action.







## Haven - Dragon's Roost

Characters in your Haven have +1 Secrecy.

### —Leader Ability—

If ready, you may move your Leader to The Streets (if they are not already there) to Block a foe's attack (including ). If the attack targeted a character, gain 1 .





# Smoke

BRUJAH VAMPIRE



At the end of your turn,  
ready 1 character in this party.



# Sucker Punch



2

1



ATTACK

**Targeted**

*(You may retarget this attack to any legal target in the opposing party.)*



# Sucker Punch



2

1



ATTACK

**Targeted**

*(You may retarget this attack to any legal target in the opposing party.)*



# Sucker Punch



2

1



ATTACK

**Targeted**




*(You may retarget this attack to any legal target in the opposing party.)*



# Hunt the Hunters



## AGENDA

The first time you defeat a Second Inquisition during each of your turns, gain 1  and 1 , then shuffle it and any cards in the City Deck discard pile into the City Deck. If you reach 13 , you win!





## Haven - The Madhouse

Characters in your Haven have +1 Secrecy.

—Leader Ability—





Discard 1 card: Add 1  from the general supply to a face-down card you control.



# Hoard the Herd



## AGENDA

At the end of your turn, if there are no unattached City Deck Citizens or *Vagrants* in The Streets, gain 1 . If there are no unattached City Deck Mortals, gain 2  instead. If you reach 13 , (+2  for each other face-up *Hoard the Herd* in the game), you win!





## Haven - The Pit

Characters in your Haven have +1 Secrecy.

—Leader Ability—

The first time you recruit a character during each of your turns, gain 1 Unhosted Action.

