

### Absolution



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# Invisible Army

AGENDA

Illus.: Harvey Bunda

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# Ritual Master **AGENDA**

Illus.: Marco Primo

Paradox Interactive AB (publ)

### 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.

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





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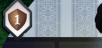




+1 for each different Ongoing Tradition you control.













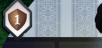


A REACTION

+1 for each different Ongoing Tradition you control.















A REACTION

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Characters in your Haven have +1 Secrecy.

-Leader Ability-

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

Illus.: Marco Primo



### 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



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### 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.

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# Raising the Stakes

### AGENDA

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



### Giselle della Scala LASOMBRAVAMPIRE













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



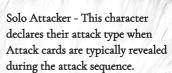












### Disheveled Shelves



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.

Illus.: Felipe Gaona

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### The Shakedown



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.

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









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





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.



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



### Sucker Punch









ATTACK

### Targeted

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



### Sucker Punch









ATTACK

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



### Sucker Punch









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 the City Deck discard pile into the City Deck. If you reach 13 to, you win!



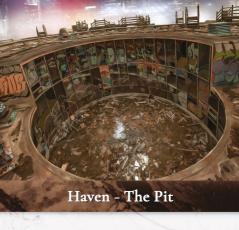
### Haven - The Madhouse

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.



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 instead, (+2 instead) for each other face-up Hoard the Herd in the game), you win!



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.