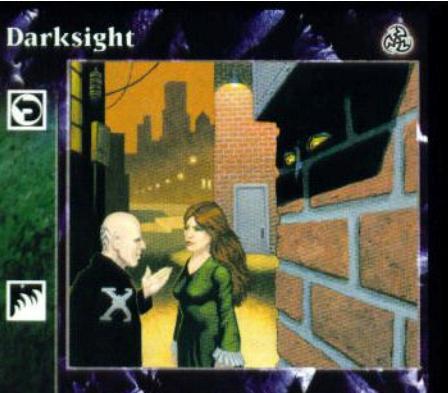


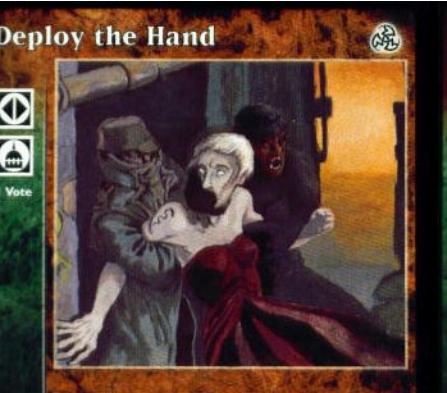




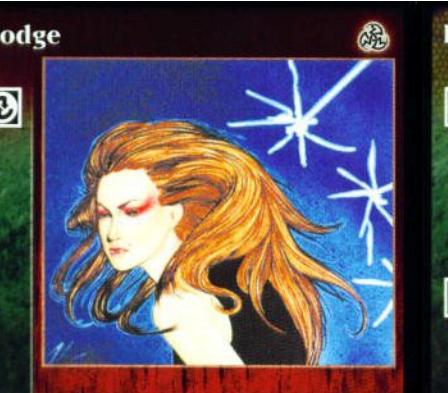
Danse Macabre



Dark Sight



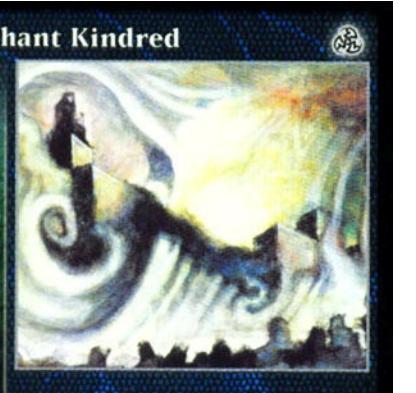
Deploy the Hand



Dodge



Elder Impersonation



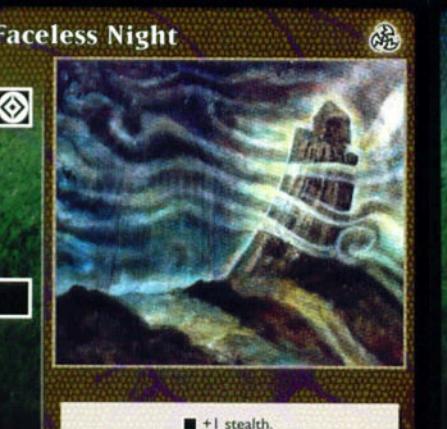
Enchant Kindred



Enhanced Senses



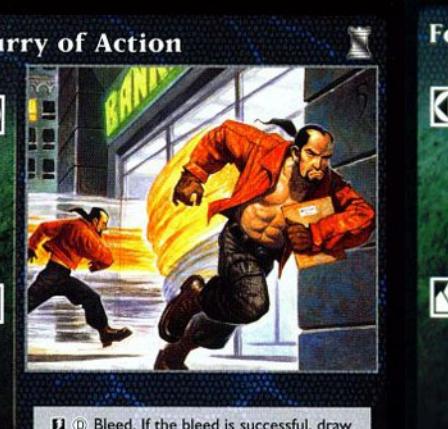
Esbat



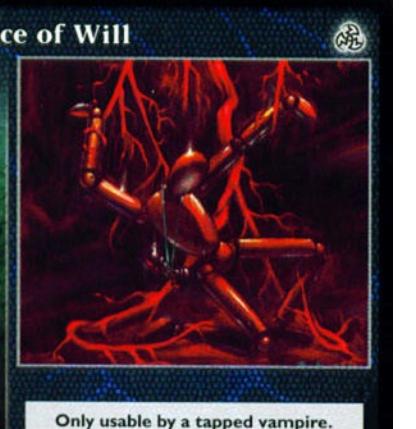
Faceless Night



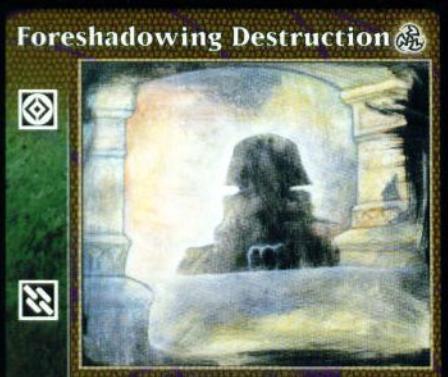
Fiendish Tongue



Flurry of Action



Force of Will



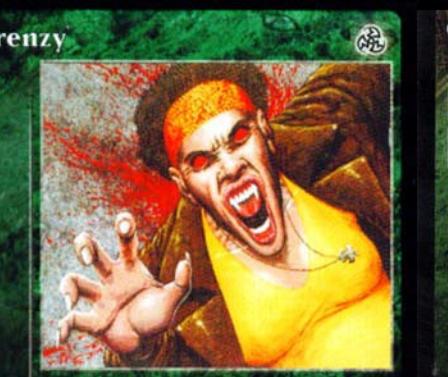
Foreshadowing Destruction



Forgery



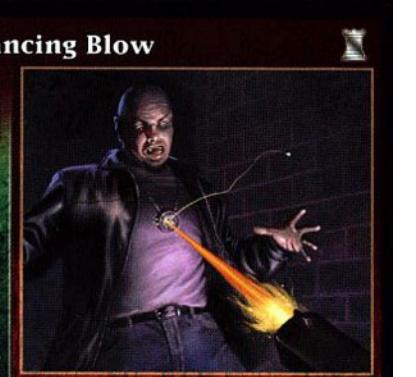
Form of Mist



Frenzy



Garrote

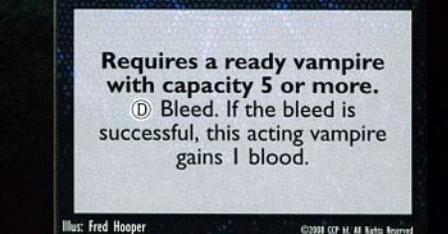


Glancing Blow



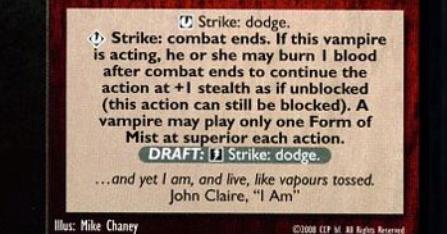
After playing this card, you cannot play another action modifier to further increase the bleed for this action.
 ☦ +1 bleed.
 ☦ +3 bleed if the Methuselah you are bleeding has fewer than 10 pool.
DRAFT: ☦ As ☦ above, but for only +1 bleed.

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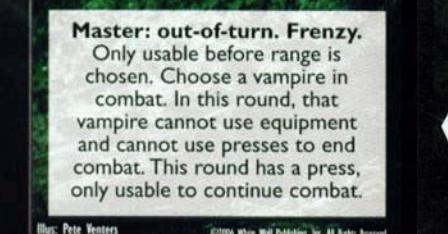
Requires a ready vampire with capacity 5 or more.
 ☦ Bleed. If the bleed is successful, this acting vampire gains 1 blood.
DRAFT: ☦ Strike: dodge.

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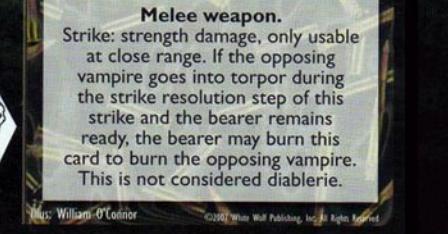
Strike: dodge.
 ☦ Strike: combat ends. If this vampire is acting, he or she may burn 1 blood after combat ends to continue the action at +1 stealth as if unblocked (this action can still be blocked). A vampire may play only one Form of Mist at superior each action.
DRAFT: ☦ Strike: dodge.
 ...and yet I am, and live, like vapours tossed. John Claire, "I Am"

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Master: out-of-turn. Frenzy.
 Only usable before range is chosen. Choose a vampire in combat. In this round, that vampire cannot use equipment and cannot use presses to end combat. This round has a press, only usable to continue combat.

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Melee weapon.
 Strike: strength damage, only usable at close range. If the opposing vampire goes into torpor during the strike resolution step of this strike and the bearer remains ready, the bearer may burn this card to burn the opposing vampire. This is not considered diablerie.

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Do not replace until your next untap phase.
 Prevent 1 damage from the opposing minion's strike.

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