

Greater Vessel

Storyline
2014

Master: trifle.

Put this card on a vampire, and you can burn a Blood Doll in play (if any). During this vampire's controller's untap phase, he or she can move up to 2 blood from this vampire to his or her pool or from his or her pool to this vampire.



NOT FOR LEGAL PLAY

Illus:

Greater Vessel

Storyline
2014

Master: trifle.

Put this card on a vampire, and you can burn a Blood Doll in play (if any). During this vampire's controller's untap phase, he or she can move up to 2 blood from this vampire to his or her pool or from his or her pool to this vampire.



NOT FOR LEGAL PLAY

Illus:

Greater Villein

Storyline
2014

Master: trifle.

Put this card on a vampire you control and move 1 or more blood from that vampire to your pool. Greater Villein costs 1 additional pool to play on this vampire.

NOT FOR LEGAL PLAY

Illus:

Greater Villein

Storyline
2014

Master: trifle.

Put this card on a vampire you control and move 1 or more blood from that vampire to your pool. Greater Villein costs 1 additional pool to play on this vampire.

NOT FOR LEGAL PLAY

Illus:

Greater Haven Uncovered

Storyline
2014

Master.

Put this card on a ready vampire. Any minion can enter combat with this vampire as a +1 stealth Ⓢ action. This vampire can burn this card with two +1 stealth Ⓢ actions.

NOT FOR LEGAL PLAY

Illus:

Greater Perfectionist

Storyline
2014

Master: archetype.

Put this card on a vampire you control. Once per turn, when this vampire successfully performs an action and no reaction cards are played, he or she gains 2 blood after the action is resolved. A vampire can have only one archetype.

NOT FOR LEGAL PLAY

Illus:

Greater Giant's Blood

Storyline
2014

Master.

Restore a vampire to full capacity with blood from the blood bank.

NOT FOR LEGAL PLAY

Illus:

Greater Monster

Storyline
2014

Master: archetype.

Put this card on a ready vampire you control. Once each turn when combat involving this vampire ends and the opposing minion is not ready, this vampire can untap. A vampire can have only one archetype.

NOT FOR LEGAL PLAY

Illus:

Greater Guardian Angel

Storyline
2014

Master.

Put this card on a ready vampire you control. This vampire gets +1 intercept. This vampire can prevent 1 damage each combat. Burn this card if this vampire goes to torpor.

NOT FOR LEGAL PLAY

Illus:



Greater Spawning Pool

Storyline
2014

Master: unique location.
During your untap phase, you can move 1 blood from a ready Nosferatu you control to this card. If a minion you control blocks a bleed against you, you can tap this card during strike resolution to inflict X unpreventable damage on the acting minion, where X is the number of blood on the Spawning Pool.

NOT FOR LEGAL PLAY

Illus:

Greater Nosferatu Bestial

Storyline
2014

+1 stealth action. Unique.
Put this card in play. This card represents a unique Nosferatu with 3-capacity and superior Animalism. The Bestial cannot act except to hunt, cannot cast votes or ballots and cannot have equipment. During your untap phase, this Bestial may employ a retainer from your hand that requires Animalism (requirements and cost apply as normal). This is not an action and cannot be blocked.

NOT FOR LEGAL PLAY

Illus:

Greater Destructive Secrets

Storyline
2014

+1 stealth action. Unique.
Choose any minion and untap this Nosferatu; the chosen minion cannot block Nosferatu until the end of the turn.

NOT FOR LEGAL PLAY

Illus:

Greater Deep song

Storyline
2014

Bleed at +2 bleed.
Frenzy. Enter combat with and tap any vampire. In that combat, that vampire is considered the acting minion, and this vampire gains an optional press, only usable to continue combat.

NOT FOR LEGAL PLAY

Illus:

Greater Deep song

Storyline
2014

Bleed at +2 bleed.
Frenzy. Enter combat with and tap any vampire. In that combat, that vampire is considered the acting minion, and this vampire gains an optional press, only usable to continue combat.

NOT FOR LEGAL PLAY

Illus:

Greater Deep song

Storyline
2014

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Frenzy. Enter combat with and tap any vampire. In that combat, that vampire is considered the acting minion, and this vampire gains an optional press, only usable to continue combat.

NOT FOR LEGAL PLAY

Illus:

Greater Deep song

Storyline
2014

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Frenzy. Enter combat with and tap any vampire. In that combat, that vampire is considered the acting minion, and this vampire gains an optional press, only usable to continue combat.

NOT FOR LEGAL PLAY

Illus:

Greater Deep song

Storyline
2014

Bleed at +2 bleed.
Frenzy. Enter combat with and tap any vampire. In that combat, that vampire is considered the acting minion, and this vampire gains an optional press, only usable to continue combat.

NOT FOR LEGAL PLAY

Illus:

Greater Deep song

Storyline
2014

Bleed at +2 bleed.
Frenzy. Enter combat with and tap any vampire. In that combat, that vampire is considered the acting minion, and this vampire gains an optional press, only usable to continue combat.

NOT FOR LEGAL PLAY

Illus:

Greater Deep song

Storyline
2014



⊗ ⊙ Bleed at +2 bleed.
◆ **Frenzy.** ⊙ Enter combat with and tap any vampire. In that combat, that vampire is considered the acting minion, and this vampire gains an optional press, only usable to continue combat.

NOT FOR LEGAL PLAY

Illus:

Greater Army of Rats

Storyline
2014



+1 stealth action.
⊗ Put this card in play. During your untap phase, your prey burns 2 pool. You can only burn 2 pool each turn with Greater Army of Rats cards. Any minion can burn this card as a ⊙ action.

NOT FOR LEGAL PLAY

Illus:

Greater Raven Spy

Storyline
2014



Animal with 2 life.
⊗ This minion gets +2 intercept.
◆ **As above, but the Raven Spy has 3 life.**



NOT FOR LEGAL PLAY

Illus:

Greater Raven Spy

Storyline
2014



Animal with 2 life.
⊗ This minion gets +2 intercept.
◆ **As above, but the Raven Spy has 3 life.**



NOT FOR LEGAL PLAY

Illus:

Greater Guard Dogs

Storyline
2014



Only usable by a tapped vampire.
⊗ Untap this vampire.
◆ **As above, with an optional maneuver during the resulting combat if this vampire successfully blocks this bleed and combat occurs.**

NOT FOR LEGAL PLAY

Illus:

Greater Guard Dogs

Storyline
2014



Only usable by a tapped vampire.
⊗ Untap this vampire.
◆ **As above, with an optional maneuver during the resulting combat if this vampire successfully blocks this bleed and combat occurs.**

NOT FOR LEGAL PLAY

Illus:

Greater Guard Dogs

Storyline
2014



Only usable by a tapped vampire.
⊗ Untap this vampire.
◆ **As above, with an optional maneuver during the resulting combat if this vampire successfully blocks this bleed and combat occurs.**

NOT FOR LEGAL PLAY

Illus:

Greater Guard Dogs

Storyline
2014



Only usable by a tapped vampire, during a bleed action against you.
⊗ Untap this vampire.
◆ **As above, with an optional maneuver during the resulting combat if this vampire successfully blocks this bleed and combat occurs.**

NOT FOR LEGAL PLAY

Illus:

Greater Cat's Guidance

Storyline
2014



⊗ **Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.**
◆ **+2 intercept.**

NOT FOR LEGAL PLAY

Illus:

Greater Cat's Guidance



Storyline
2014

☞ Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.
◆ +2 intercept.

NOT FOR LEGAL PLAY

Illus:

Greater Cat's Guidance



Storyline
2014

☞ Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.
◆ +2 intercept.

NOT FOR LEGAL PLAY

Illus:

Greater Cat's Guidance



Storyline
2014

☞ Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.
◆ +2 intercept.

NOT FOR LEGAL PLAY

Illus:

Greater Resist the Earth's Grasp



Storyline
2014

⚡ Press, or maneuver with an optional press.
◆ +1 stealth.

NOT FOR LEGAL PLAY

Illus:

Greater Resist the Earth's Grasp



Storyline
2014

⚡ Press, or maneuver with an optional press.
◆ +1 stealth.

NOT FOR LEGAL PLAY

Illus:

Greater Resist the Earth's Grasp



Storyline
2014

⚡ Press, or maneuver with an optional press.
◆ +1 stealth.

NOT FOR LEGAL PLAY

Illus:

Greater Sideslip



Storyline
2014

⚡ Dodge
◆ Prevent 2 damage. A vampire can play only one Sideslip at superior each round.

NOT FOR LEGAL PLAY

Illus:

Greater Sideslip



Storyline
2014

⚡ Dodge
◆ Prevent 2 damage. A vampire can play only one Sideslip at superior each round.

NOT FOR LEGAL PLAY

Illus:

Greater Sideslip



Storyline
2014

⚡ Dodge
◆ Prevent 2 damage. A vampire can play only one Sideslip at superior each round.

NOT FOR LEGAL PLAY

Illus:

Greater Pursuit



Storyline
2014

- ⚡ Maneuver, with an additional strike.
- ⚡ Two additional strikes.



NOT FOR LEGAL PLAY

Illus:

Greater Pursuit



Storyline
2014

- ⚡ Maneuver, with an additional strike.
- ⚡ Two additional strikes.



NOT FOR LEGAL PLAY

Illus:

Greater Pursuit



Storyline
2014

- ⚡ Maneuver, with an additional strike.
- ⚡ Two additional strikes.



NOT FOR LEGAL PLAY

Illus:

Greater Freak Drive



Storyline
2014

- ⚡ Only usable at the end of a successful action (after resolving the action). Untap this vampire.
- ⚡ As above, but usable even if the action is blocked (play after combat, if any).

NOT FOR LEGAL PLAY

Illus:

Greater Freak Drive



Storyline
2014

- ⚡ Only usable at the end of a successful action (after resolving the action). Untap this vampire.
- ⚡ As above, but usable even if the action is blocked (play after combat, if any).

NOT FOR LEGAL PLAY

Illus:

Greater Freak Drive



Storyline
2014

- ⚡ Only usable at the end of a successful action (after resolving the action). Untap this vampire.
- ⚡ As above, but usable even if the action is blocked (play after combat, if any).

NOT FOR LEGAL PLAY

Illus:

Greater Freak Drive



Storyline
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- ⚡ Only usable at the end of a successful action (after resolving the action). Untap this vampire.
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NOT FOR LEGAL PLAY

Illus:

Greater Freak Drive



Storyline
2014

- ⚡ Only usable at the end of a successful action (after resolving the action). Untap this vampire.
- ⚡ As above, but usable even if the action is blocked (play after combat, if any).

NOT FOR LEGAL PLAY

Illus:

Greater Freak Drive



Storyline
2014

- ⚡ Only usable at the end of a successful action (after resolving the action). Untap this vampire.
- ⚡ As above, but usable even if the action is blocked (play after combat, if any).

NOT FOR LEGAL PLAY

Illus:

Greater Freak Drive

Storyline
2014

- ☑ Only usable at the end of a successful action (after resolving the action). Untap this vampire.
- ◆ As above, but usable even if the action is blocked (play after combat, if any).

NOT FOR LEGAL PLAY

Illus:

Greater Skin of Rock

Storyline
2014

- ☑ Prevent 2 damage.
- ◆ Prevent 3 damage.

NOT FOR LEGAL PLAY

Illus:

Greater Skin of Rock

Storyline
2014

- ☑ Prevent 2 damage.
- ◆ Prevent 3 damage.

NOT FOR LEGAL PLAY

Illus:

Greater Skin of Rock

Storyline
2014

- ☑ Prevent 2 damage.
- ◆ Prevent 3 damage.

NOT FOR LEGAL PLAY

Illus:

Greater Restoration

Storyline
2014

- +1 stealth action.
- ☑ The acting vampire gains 4 blood from the blood bank. (Remove excess blood.)
- ◆ As above, but the acting vampire gains 5 blood from the blood bank.

NOT FOR LEGAL PLAY

Illus:

Greater Swallowed by the Night

Storyline
2014

- +2 stealth.
- ◆ Maneuver, with an optional press.

NOT FOR LEGAL PLAY

Illus:

Greater Swallowed by the Night

Storyline
2014

- +2 stealth.
- ◆ Maneuver, with an optional press.

NOT FOR LEGAL PLAY

Illus:

Greater Swallowed by the Night

Storyline
2014

- +2 stealth.
- ◆ Maneuver, with an optional press.

NOT FOR LEGAL PLAY

Illus:

Greater Faceless Night

Storyline
2014

- +1 stealth.
- ◆ +2 stealth, and any vampire who attempts to block this action taps if its controller declines to block or if this action is blocked.

NOT FOR LEGAL PLAY

Illus:

Greater Faceless Night



Storyline
2014



■ +1 stealth.
◆ +2 stealth, and any vampire who attempts to block this action taps if its controller declines to block or if this action is blocked.

NOT FOR LEGAL PLAY

Illus:

Greater Faceless Night



Storyline
2014



■ +1 stealth.
◆ +2 stealth, and any vampire who attempts to block this action taps if its controller declines to block or if this action is blocked.

NOT FOR LEGAL PLAY

Illus:

Greater Confusion of the Eye



Storyline
2014



■ Reduce a younger vampire's or an ally's bleed against you by 2.
◆ Only usable during a referendum before votes or ballots are cast. Not usable on a referendum that is automatically passing. The referendum fails.

NOT FOR LEGAL PLAY

Illus:

Greater Confusion of the Eye



Storyline
2014



■ Reduce a younger vampire's or an ally's bleed against you by 2.
◆ Only usable during a referendum before votes or ballots are cast. Not usable on a referendum that is automatically passing. The referendum fails.

NOT FOR LEGAL PLAY

Illus:

Greater Conceal



Storyline
2014



+1 stealth action.
■ Ⓞ Burn an equipment.
◆ Ⓞ Burn a location.

NOT FOR LEGAL PLAY

Illus:

Greater Preternatural Strength



Storyline
2014



+2 stealth action.
■ Put this card on this vampire. This vampire gets +1 strength. He or she cannot play Torn Signpost. A vampire can have only one Greater Preternatural Strength.
◆ As above, but this vampire gets +2 strength.

NOT FOR LEGAL PLAY

Illus:

Greater Immortal Grapple



Storyline
2014



Only usable at close range before strikes are chosen. Grapple.
■ Strikes that are not hand strikes cannot be used this round (by either combatant), and this vampire's hand strikes get +1 strength. A vampire can play only one Immortal Grapple each round.
◆ As above, with an optional press. If another round of combat occurs, that round is at close range; skip the determine range step for that round.

NOT FOR LEGAL PLAY

Illus:

Greater Immortal Grapple



Storyline
2014



Only usable at close range before strikes are chosen. Grapple.
■ Strikes that are not hand strikes cannot be used this round (by either combatant), and this vampire's hand strikes get +1 strength. A vampire can play only one Immortal Grapple each round.
◆ As above, with an optional press. If another round of combat occurs, that round is at close range; skip the determine range step for that round.

NOT FOR LEGAL PLAY

Illus:

Greater Immortal Grapple



Storyline
2014



Only usable at close range before strikes are chosen. Grapple.
■ Strikes that are not hand strikes cannot be used this round (by either combatant), and this vampire's hand strikes get +1 strength. A vampire can play only one Immortal Grapple each round.
◆ As above, with an optional press. If another round of combat occurs, that round is at close range; skip the determine range step for that round.

NOT FOR LEGAL PLAY

Illus:

Greater Disarm



Storyline
2014



Only usable at close range at the end of a round of combat in which this vampire successfully inflicted more damage than the opposing vampire. Not usable by a vampire being burned or going into torpor. Put this card on the opposing vampire and send that vampire to torpor. This vampire gets -1 strength. He or she can burn this card by burning 3 blood. A vampire can have only one Greater Disarm.
☞ Strike: burn the opposing ally.

NOT FOR LEGAL PLAY

Illus:

Greater Taste of Vitae



Storyline
2014

Only usable at the end of a round of combat. Not usable by a vampire being burned or going to torpor. This vampire gains an amount of blood equal to the amount of blood or life lost by the opposing minion to damage during this round. A vampire can play only one Greater Taste of Vitae each round.

NOT FOR LEGAL PLAY

Illus:

Greater Taste of Vitae



Storyline
2014

Only usable at the end of a round of combat. Not usable by a vampire being burned or going to torpor. This vampire gains an amount of blood equal to the amount of blood or life lost by the opposing minion to damage during this round. A vampire can play only one Greater Taste of Vitae each round.

NOT FOR LEGAL PLAY

Illus:

Greater Taste of Vitae



Storyline
2014

Only usable at the end of a round of combat. Not usable by a vampire being burned or going to torpor. This vampire gains an amount of blood equal to the amount of blood or life lost by the opposing minion to damage during this round. A vampire can play only one Greater Taste of Vitae each round.

NOT FOR LEGAL PLAY

Illus:

Greater Lost in Translation



Storyline
2014



Only usable when an ally or younger vampire is bleeding you, after blocks are declined. Choose another Methuselah other than the acting minion's controller. The acting minion is now bleeding the chosen Methuselah. Only one Greater Lost in Translation can be played each action.

NOT FOR LEGAL PLAY

Illus:

Greater Lost in Translation



Storyline
2014



Only usable when an ally or younger vampire is bleeding you, after blocks are declined. Choose another Methuselah other than the acting minion's controller. The acting minion is now bleeding the chosen Methuselah. Only one Greater Lost in Translation can be played each action.

NOT FOR LEGAL PLAY

Illus:

Greater Lost in Translation



Storyline
2014



Only usable when an ally or younger vampire is bleeding you, after blocks are declined. Choose another Methuselah other than the acting minion's controller. The acting minion is now bleeding the chosen Methuselah. Only one Greater Lost in Translation can be played each action.

NOT FOR LEGAL PLAY

Illus: