





# Randolph Marz

VENTRUE VAMPIRE



Party - Titled attackers in this party deal +1  to the target. If they are Prince of the City, +2  instead.



5

# Power Play

2



ATTACK

+1  for each Title you control.



5

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2



ATTACK

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5

# Power Play

2



ATTACK

+1  for each Title you control.





3

# Know Your Place

2



ATTACK

+1  if the attacker has a Title. If you control the Prince of the City, +2  instead.





3

# Know Your Place

2



ATTACK

+1  if the attacker has a Title. If you control the Prince of the City, +2  instead.





3

# Know Your Place

2



ATTACK




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# Long-Term Investment



## ACTION - ONGOING

Pay 1 to 3 : Add double that amount of  from your general supply to this card.  
Ongoing - At the start of your turn, gain up to 2  from this card.








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# Distraction



## UNHOSTED ACTION - ONGOING

**Ongoing - Relentless, Exhaust:** Redirect 1 Antagonist damage any player would take to another player.



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## UNHOSTED ACTION - ONGOING


**Ongoing - Relentless, Exhaust:** Redirect 1 Antagonist damage any player would take to another player.



# Marked Man



## UNHOSTED ACTION


Put up to 2  from the general supply onto target character, then gain 1 Unhosted Action. (*If a foe of that character defeats them, they gain that Agenda.*)



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3

# Humiliate





1



ATTACK/



REACTION

If this party has 2+ , +2 . If this party has 3+ , put a '-1  on the target as well.



3

# Humiliate





1



ATTACK/



REACTION

If this party has 2+ , +2 . If this party has 3+ , put a '-1  on the target as well.



3

## Humiliate





1



ATTACK/



REACTION

If this party has 2+ , +2 . If this party has 3+ , put a '-1 ' on the target as well.





## Haven - Country Estate

*Start of Game:* Attach a Ghoul from your Library to this. Characters in your Haven have +1 Secrecy.

### —Leader Ability—

The first time your Leader defeats a Citizen or *Vagrant* during each of your turns, you may play the Ghoul attached to this at no Action cost OR if you control a Ghoul, play a card at no Action cost.

