

👁 Vampire Player Deck 👁



Play during combat to increase a **SERVANT**'s attack or defense value.



Play during combat to increase a **CLERGY**'s attack or defense value.



Play during combat to increase a **NOBLE**'s attack or defense value.



Play during combat to increase a 🧟's or 🧟's attack or defense value.



Play during combat to increase a 🧟's attack or defense value
OR
use this card as a vampire combat card.



Name one of the six types (**NOBLE**, **SERVANT**, **CLERGY**, **SUPPORT**, **HOLY WATER**, **VAMPIRE**). Your opponent must reveal his hand and discard all cards of that type to his moat (including two coloured border cards which include the type you named).



Play only when the castle has at least one revealed vampire. Choose one card from your opponent's cellar, show it, and discard it to your opponent's moat. Then shuffle a revealed vampire from the castle back into the city.



Draw 2 cards from the city. From the 5 visible characters choose 3 to stay in the castle. Put the other 2 back onto the city in whichever order you wish.



Play right after a revealed vampire character has been killed. Shuffle the killed vampire back into the city.



Draw 3 cards from your deck.



Place a +1 (+2 for the Cook) attack or defense marker on a **SERVANT** character in the castle.



Place a +1 (+2 for the Lady) attack or defense marker on a **NOBLE** character in the castle.



Place a +1 (+2 for the Bishop) attack or defense marker on a **CLERGY** character in the castle.



Play during combat as a combat card with value 3 (any profession).



Cancel a holy water to avoid identifying a character.



Play during combat to increase a revealed vampire's attack or defense value
OR
play three vampire combat cards to send a character from the castle to the bottom of the city.

Human Player Deck



Play during combat to increase a **SERVANT**'s attack or defense value.



Play during combat to increase a **CLERGY**'s attack or defense value.



Play during combat to increase a **NOBLE**'s attack or defense value.



Play during combat to increase a **CLERGY**'s or **NOBLE**'s attack or defense value.



Play during combat to increase a **CLERGY**'s attack or defense value
OR
use this card as holy water.



Place this card next to the city. Choose any character from the castle and place it on top of this card. This character will reappear in the castle when there are no cards left in the city.



Play any time during combat to immediately end the combat. The attacking and defending characters stay in the castle. All played cards go to players' moats.



Choose any 3 combat cards from your moat, show them to your opponent and shuffle them back into your deck.



Play right after a human character has been killed. Shuffle the killed human back into the city.



Choose any card from your opponent's cellar, show it, and add it to your hand.



Place a +1 (+2 for the Butler) attack or defense marker on a **SERVANT** character in the castle.



Place a +1 (+2 for the Officer) attack or defense marker on a **NOBLE** character in the castle.



Place a +1 (+2 for the Nun) attack or defense marker on a **CLERGY** character in the castle.



Play during combat as a combat card with value 3 (any profession).



Play to cancel the effect of any card just played by your opponent.



Play during combat to increase the attack or defense value versus a revealed vampire
OR
play two holy water cards to ask about the identity of a character.