

BLOODLINES THE VEIL

SEASON IV



THE
BLOODBORNE

.....2



CURSED BY
NIGHT

.....3



PARIAH'S OF
PENANCE

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JUSTICE

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THE
CLOCKWORK
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THE BLOODBORNE

STARTING DECKS

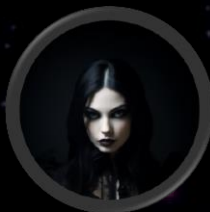
VAMPIRE

Notoriety	x1
Bite	x1
Ghoul	x1
Mausoleum	x1
Villagers	x4



DHAMPIR

Notoriety	x1
Vampirism	x1
Empower	x1
Prowl	x5



SANGUINE

Dispel	x1
Shapeshift	x1
Vampirism	x1
Syphon	x1
Hematurgy	x2
Sigil of Blood	x2



NOSFERATU

Notorious	x1
Mausoleum	x3
Crypt	x2
Stalk in Shadows	x2



FATE DECK

Bite	x2
Drain Blood	x3
Touch of Death	x1
Celerity	x2
Insatiable Thirst	x1
Ghoul	x2
Govern Mind	x2
Retainer	x2
Presence	x2
Restoration	x1
Shapeshift	x1
Coffin	x2
Mausoleum	x2
Stalk in Shadows	x2
Harvest of Souls	x1
Council of the Damned	x1
Bat Form	x1
Mist Form	x1
Blood Form	x1
Vampirism	x1
Villagers	x4
Angry Mob	x1



CURSED BY NIGHT

STARTING DECKS

LYCANTHROPE

Notoriety	x1
Feral Strike	x1
Shapeshift	x1
Lycanthropy	x5



DARACH

Dispel	x1
Shapeshift	x1
Stone Totem	x1
Void Totem	x1
Spirit Break	x4



MIMIC

Notoriety	x1
Hasten	x1
Shapeshift	x1
Metamorph	x5



SKINWALKER

Greater Dispel	x1
Gemstone Totem	x1
Whirlwind Totem	x1
Tempt Fate	x1
Mutate	x1
Dark Pact	x3



FATE DECK

Heart of the Wild	x1
Lava Totem	x1
Zombie Bear	x2
Cyclone	x2
Ravage	x1
Killer Instinct	x1
Volcano	x1
Ravens	x3
Ice Totem	x1
Hailstorm	x2
Dreamcatcher	x1
Mutate	x1
Deep Freeze	x1
Moon Ritual	x2
Wolves	x2
Necrotic Totem	x1
Remorse	x2
Night Curse	x1
Varcolac	x1
Werewolf	x1
Werebear	x1
Werecat	x1
Werehare	x1
Wereowl	x1
Wererat	x1



PARIAH'S OF PENANCE

STARTING DECKS

PLAGUE DOCTOR

Notoriety	x1
Leeches	x5
Plague Rats	x2



SIN EATER

Dispel	x1
Shun	x1
Expel	x1
Absolving Meal	x5



PARDONER

Dispel	x1
Debt Collector	x1
Offering Plate	x1
False Relics	x2
Indulgences	x3



DUNGEON KEEPER

Notorious	x1
Imprison	x1
Humiliation	x1
Prison Guard	x2
Royal Funding	x3



FATE DECK

Rats	x2
Iron Maiden	x1
The Rack	x1
Breaking Wheel	x1
Sin Tax	x2
Original Sin	x1
Repudiation	x2
Purgatory	x1
Cursed Rats	x2
Blackmail	x2
Prison Guard	x2
Expiation	x3
Reverse Curse	x2
Sin Harvest	x1
Plague Rats	x2
Potter's Field	x2
Plague Walker	x3
Pestilence	x2
Absolution	x2
Plague Spirit	x1



CRUCIBLES OF JUSTICE

STARTING DECKS

MONSTER HUNTER

Notoriety	x1
Bow	x1
Pistol	x1
Smoke Bomb	x1
Decoy	x4



CRUSADER

Greater Dispel	x1
White Knight	x1
Black Knight	x1
Crusade	x1
Righteous Anger	x4



DEMON SLAYER

Exhaustion	x1
Shapeshift	x1
Cleave	x1
Apprentice	x1
Burglar	x1
Healer	x1
Champion	x1
Damsel	x1



JUDGE

Jurisdiction	x1
Pierce the Veil	x1
Gallows	x2
Adjudicate	x2
Bailiff	x2



FATE DECK

Silver Bullets	x2
Crossbow	x2
Burn at the Stake	x2
Renegades	x2
Jaegers	x2
Desperate Times	x1
Holy Water	x2
Wooden Stake	x2
Witch Swimming	x2
Pirates	x2
Holy Knights	x2
Desperate Measures	x1
Shapeshift	x1
Gallows	x2
Crucifix	x2
Storehouse	x2
Sentry	x2
Alchemist	x1
Higher Purpose	x1
Hunters Mark	x1
Frenzy Armor	x1
The Sun	x1



THE CLOCKWORK COALITION

STARTING DECKS

TINKERER

Notoriety	x1
Mech	x1
Arm (left)	x1
Arm (right)	x1
Tool Kit	x4



ENGINEER

Notoriety	x1
War Engine	x2
Design	x5



ARTIFICER

Dispel	x1
Energy Spark	x1
Energy Shield	x2
Codex	x1
Fabricate	x3



WAR MACHINE

Greater Dispel	x1
Reassemble	x1
Transform	x2
Gatling Gun	x1
Harpoon Gun	x1
Mech Shield	x1
Magnetic Arm	x1



FATE DECK

Detonate	x2
Arm (left)	x3
Flamethrower	x3
Lightning Gun	x3
Missile Launcher	x1
Schematics	x3
Mech	x3
Ornithopter	x3
Locomotive	x2
Airship	x1
Mech Shield	x3
Revisions	x2
Inspiration	x2
Generator	x2
Phase Cannon	x2
Disruptor	x1