

Clan Samedi Thanatosis Cards

Card Name	Type	Cost	Text
Bone Blades	Combat	1 blood	Only usable during strike resolution and if you successfully inflict damage at close range. The opposing minion takes 1 additional damage. Only one Bone Blades may be played per round. As above but the minion takes 2 damage.
Withering	Combat		Only usable at close range after the first round. Burn X+1 blood. Opposing vampire removes x blood for the remainder of the combat. When combat ends, put x blood from the blood bank back onto the opposing vampire. As above but put x-1 blood back.
Curse of the Samedi	Combat	1 blood	Not usable on a Nosferatu, Nosferatu antitribu, or Samedi. Strike 1 damage. Put this card on the opposing vampire. The vampire retains any title it has and may not call nor cast votes. The vampire may burn this card as a +1 stealth (D) action. As above but the action to burn this card is at 0 stealth.
Decay	Combat	1 blood	Strike: Dodge Only usable at close range before strikes are chosen. No minion may use further additional strike cards this round. Any additional strike card that was in effect before this card was played is still in effect.
Hag's Wrinkles	Action Modifier / Combat	1 blood	+1 stealth. Only usable before range is determined and if you have a weapon card in your hand. Equip this vampire with a weapon and pay cost as normal. The weapon cannot cost more than 2 pool or inflict more than 2 damage.
Rigor Mortis	Combat	3 blood	Only usable after the first round. Strike: 2 aggravated damage. Put this card on the opposing vampire. The vampire must burn an extra blood to untap. This card may be burnt by any minion with a D action. As above and the vampire with this card cannot untap.
Removable Limbs	Action	3 blood	0 stealth. Put this card on the acting vampire. Beginning your next turn, if this vampire is tapped at the end of your minion phase, it may take an action either to hunt or bleed. If blocked while using this ability, burn this card and take 1 damage unpreventable. This vampire now has -1 hand damage and cannot use melee weapons. A vampire may only have one Removable Limbs. As above but the vampire need not be tapped.
Compress	Combat	2 blood	Strike: 1 damage. If this strike is successful and another round of combat occurs, the opposing minion takes 2 damage during the strike resolution. As above but the 2 damage is aggravated.
Ashes to Ashes	Action	2 blood	0 stealth. Burn all cards and blood on this vampire. Beginning your next minion phase, this vampire may return to play in torpor, tapped, as a +1 stealth action with 1 blood. If this action is blocked, burn the acting vampire. As above but return the vampire to the active region instead.

Clan Samedi Clan Cards

Card Name	Type	Cost	Text
Guard Undead	Action		+1 stealth. Put this card on a minion you control. If that minion is blocked; before combat occurs you may burn this card and tap the vampire that played this card to enter combat with the blocking minion instead. The blocked minion remains tapped.
The Bayou, New Orleans	Unique Master Location	1 pool	Tap to give a Samedi you control +1 intercept against a bleed declared against you. If you control Baron Samedi, you may tap this card to give a Samedi you control +1 intercept.

Mausoleum Hunting Ground	Unique Master Location	2 pool	Master: Unique Location During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.
Samedi Spirit Guide	Unique Ally	2 pool	1 life, 0 hand damage + 1 bleed. Spirit Guide may place a Voodoo counter on a vampire controlled by another Methuselah as a D action at +1 stealth. If the counters on a vampire equal or exceed the capacity of that vampire, you may burn a Spirit Guide to take control of that vampire.
Infect	Combat	1 blood	Only usable at close range when you inflict aggravated damage. Put this card on the opposing vampire. The infected vampire may not block the vampire playing this card for the remainder of the game.
Poison Craft	Reaction		Tap this vampire. Only usable when a vampire is diablerized. The diablerizing vampire gains no blood.
Candomble Lyu	Unique Master	2 pool	Burn a location you control instead of losing pool after a successful bleed against you to prevent the loss of that pool. The pool cost of the chosen location must equal or exceed the bleed. If the location has no cost you may burn it to prevent a bleed of one. The bleed is still considered successful.

Clan Samedi Vampire Cards

Vampire	Age	Skills	Text
Juice	2	thn	
Jose Santiago	3	obf / for	
Dr. Samuel	4	thn / FOR	Dr. Samuel may not dodge as a strike.
Jorge de la Muerte	4	thn / obf / aus	
Miss Vicki	5	THN / obf / for	
Isaltina	6	thn / nec / obf / SER	Once during your untap phase, if Isaltina is ready, you may look at one card in your predator's hand. If the card is a minion card, Isaltina has +1 intercept until the beginning of your next turn.
Juan, Keymaster	7	THN / OBF / cel	If Juan is ready, you may tap Juan and burn 2 blood to give a minion you control + 1 stealth for the current action.
Brigitte Samedi	8	THN / obf / for / nec / ani	Brigitte Samedi may attempt to inflict 4 aggravated damage as a strike. If she does so, burn her.
Genina Samedi	8	THN / obf / FOR / nec / qui	When Genina Samedi enters play, burn all hunting grounds. All other Methuselaha burn 1 pool during the untap phase. A vampire controlled by another Methuselah may attack Genina as a D action.
Baron Samedi	9	THN / OBF / for / NEC / ser / ani	1 vote. Baron Samedi may burn 2 blood from the opposing vampire as a strike once each combat.