

**Fatima al-Faqadi**

**Independent.** Once per combat, before range is determined, Fatima may equip with a weapon from your hand. Pay the cost to equip as normal. Fatima cannot commit diablerie.

8

Illus. John Van Fleet

**Yazid Tamari**

**Sabbat. Black Hand:** Yazid gets +1 stealth on **D** actions.

**Independent. Anarch.**

8

Illus. James Stone

**Barbaro Luchese**

**Independent:** Barbaro may place a tint counter on a minion as a +1 stealth **D** action. If a minion has 2 tint counters, burn those counters to make the minion infernal. Barbaro may change his clan to Inferno or Anarch as +1 stealth action. Infernal.

5

Illus. Ken Meyer, Jr.

**Nergal**

**Independent:** Once each turn, Nergal may reduce the cost of a card he plays by one blood. +2 bleed. Infernal.

10

Illus. Mark Poole

**Nergal**

**Independent:** Reaction cards cost an additional blood when Nergal is acting. Once each action, Nergal may burn 1 blood to get +1 stealth. Infernal.

10

Illus. Ron Lemon

**Angelo**

**Independent. Red List:** All Blood Brothers may play cards that require Sanguis as if Angelo were a member of any circle. Angelo can burn a location as a **D** action. He cannot have or use retainers. Sterile.

7

Illus. Ken Meyer, Jr.

**New Blood**

Group: ANY  
Blood Brother

**Sabbat:** As New Blood enters play during your influence phase, choose any circle and draw 1 card from your crypt. New Blood belongs to the chosen circle. Sterile.

2

Illus. Grant Goleash

**Menele**

**Independent:** If Helena is ready, minion cards cost Menele 1 less blood. Menele may steal 2 blood as a strike.

10

Illus. Vince Locke

**Dan Murdock**

Dan may take an action to allow you to go through your library, find Giant's Blood, and take it into your hand. Reshuffle afterwards and discard to your maximum hand size.

3

Illus. Tim Bradstreet & Grant Goleash

**Reverend Adams**

4

**Independent:** Reverend Adams gets -1 stealth on political actions. Older vampires do not tap for successfully blocking Reverend Adams.

3

Illus. John Van Fleet

**Hesha Ruhadze**

6

**Independent:** When hunting, Hesha gets an additional +1 stealth and gains an additional blood if successful.

Illus. John Van Fleet

**Karsh**

3

**Camarilla:** Karsh may play a Blood Hunt card from your hand or ash heap as a prince. He gets 3 additional votes in blood hunt referendums. He cannot block infernal vampires.

**Imperator (3 votes):** +1 intercept.

10

Illus. Chad Michael Ward

**Xaviar**

3

**Independent:** Xaviar has 2 votes. He can prevent 1 damage each combat. Once each combat, before range is determined, he may burn 2 blood to get +2 strength for the remainder of combat.

10

Illus. Kieran Yanner

**The Capuchin**

11

**ANY**

**Independent:** If the Capuchin is burned move him to your uncontrolled region and gain 3 transfers during your next influence phase. +2 hand size. +1 bleed. +1 intercept.

NOT FOR LEGAL PLAY

Illus. Gines Quinero

**Winterlich**

Group 6  
Klasyd

7

**Sabbat:** Winterlich can recruit a changeling ally as if he met the requirements of playing that card. While he is ready, changelings cost you 1 fewer pool.

**Lucita**

8

**Independent:** Sabbat vampires younger than Lucita get -1 intercept when attempting to block Lucita.

Illus. John Van Fleet

**Montano**

11

**ANY**

**Independent. 2 votes (titled):** Montano pays 1 less for cards requiring Obtenebration. During an action he may burn 1 blood to give the acting minion +1 stealth. +1 bleed. +1 stealth.

NOT FOR LEGAL PLAY

Illus. Gines Quinero

**Hannibal**

2

**Advanced, Sabbat cardinal:** Once during each Methuselah's minion phase, Hannibal may burn 2 blood to untap.

10

Illus. Steve Prestcott

**White Lily**

**Sabbat, Black Hand:** Once per combat, before range is determined, White Lily may equip with a weapon from your hand. (Pay cost as normal.)

8

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**Baba Yaga, The Iron Hag**

**ANY**  
**Independent:** Once each turn Baba Yaga may untap after successfully performing a recruit ally or employ retainer action. Once each round she may burn 1 blood to make the damage from her hand strikes aggravated for that round. +1 bleed.

NOT FOR LEGAL PLAY

11

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**Echo**

**Camarilla:** Echo gets +1 strength in combat with a Red List minion.

7

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**Yong-Sun, Harmonist**

**Sabbat cardinal:** Yong-Sun may burn the top card of your prey's crypt as a **U** action.

10

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**Kisha Bhimji**

**Laibon magaji:** Kisha gets -1 stealth on non-hunt actions.

5

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**The Baron**

**Independent:** The Baron has two votes. During your untap phase, if The Baron is ready, you may look at the hand of each Methuselah who controls a ready Giovanni **G**. +1 bleed.

9

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**Genina, The Red Poet**

**Independent, Red List:** If a blood hunt is successfully called on Genina, she goes to torpor instead of being burned. Genina gets +1 stealth on dablerie actions and on undirected actions.

8

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**Helena**

**Advanced, Independent:** Helena pays no blood cost for reaction cards that require Auspex **A** or Dominate **D** Infernal.  
 Helena is immune to damage from demons and gains 1 level of Daimonion **D** and Ootenebration **T**.

10

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**Mariana Gilbert**

4

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**Masika** Group 1 Toreador

**Camarilla primogen:** Once each action, Masika can discard a political action card to give a minion you control +1 intercept.

Prince of Lisbon.

10



**Jessica**

2

**Advanced, Sabbat bishop:** Jessica gets +1 stealth on political actions.

Archbishop of Brussels.

8



**Claudio Severino**

5

**Camarilla:** Combat cards cost an opposing vampire an additional blood. During your untap phase, burn 1 pool if there are no Gehenna cards in play.

9



**Claudio Severino** Group 5 Tremere

**Camarilla:** If Claudio is ready, you can use a discard phase action to discard a card requiring Thaumaturgy to gain 1 pool.

Claudio can burn 1 blood to get +1 stealth.

9



**Tremere**

ANY

**Camarilla:** Cards that require Thaumaturgy cost him 1 less blood. During your minion phase you may tap or untap another ready Tremere or Tremere *antitribu*. +2 bleed. +1 intercept.

NOT FOR LEGAL PLAY

11



**Selena**

3

**Sabbat, Black Hand:** Damage inflicted on Selena by a werewolf is aggravated.

6



**The Dracon**

ANY

**Independent:** Cards requiring Vicissitude cost The Dracon 1 less blood. Each of his ranged strikes inflicts +1 damage or steals 1 additional blood. +2 strength. +1 bleed.

NOT FOR LEGAL PLAY

11



**Duality**

4

**Sabbat:** When Duality plays a card that requires Vicissitude, you may draw an additional card.

6



**Lambach**

2

**Advanced, Independent:** Lambach has 2 votes. He can equip with an Eye of Hazimel at no cost from your library as a +1 stealth action (shuffle afterward). He untaps when he successfully performs an action to put a vampire in play.

10

**Sascha Vykos, The Angel of Caine** 



**Sabbat Priscus:** When a vampire opposing Sascha in combat goes to torpor, you may choose to increase your hand size by 2 for the remainder of the turn. This ability can be used only once per turn.

8

Illus: John Van Fleet

**Vlad Tepes, Dracula**



**ANY**

**Independent:** Vlad can play cards as if he were a member of any sect. You get +1 hand size for each Victory Point you have.

NOT FOR LEGAL PLAY

10

Illus: Gines Quironero

**Alan Sovereign**



**3**

**Advanced, Camarilla:** While Alan is ready, you may pay some or all of the pool cost of equipping from any investment cards you control.

**1** During your master phase, if Alan is ready, you may move a counter from any investment card to your pool.

6

Illus: Leif Jones



**Bulscu**

Group 5  
Ventrue

**Camarilla:** Bulscu gets +1 stealth on  actions against a location or an equipment. +1 strength.

 Prince of Budapest.

8

Illus: Gines Quironero

**Marcus Vitel**



**3**

**Camarilla Prince of Washington, D.C.:** Marcus can burn a retainer as a +1 stealth  action. While Marcus is ready and a prince, Sabbat vampires you control get +1 bleed when bleeding a Methuselah who controls a ready Camarilla vampire.

10

Illus: Dave Leri

**Mithras**



**ANY**

**Camarilla:** If Mithras has no title and is Camarilla, he can steal a title from a Camarilla vampire as a +1 stealth  action. During a referendum, he can burn 1 blood to get +2 votes, +1 strength, +2 bleed.

NOT FOR LEGAL PLAY

11

Illus: Gines Quironero

**Victor Pelletier**




**4**

**Camarilla:** When Victor enters play, you may pay 1 pool to make him a primogen, 2 pool to make him Prince of Paris, or 3 pool to make him Ventrue Justicar. If Victor's title would be contested, he immediately yields instead of contesting.


5

Illus: Matt Mitchell

**Kestrelle Hayes**



Group 5  
Ventrue antitribu

**Sabbat:** Kestrelle gets +1 stealth on  actions against a Methuselah who does not control a ready Sabbat vampire. **Black Hand.**

6

Illus: Katie Weckert

**Abactor**



**+1 stealth hunt action.**

Gain 5 blood. After successful resolution, a referendum is called to call a blood hunt on this vampire (independent of the action, just as if he or she had committed diablerie).

Illus: Juan Calle

### Anthelios, the Red Star



**Gehenna.**  
Once each master phase, a Methuselah can use a master phase action to exchange a master card in his or her hand for one in his or her ash heap.

*The Red Star shines brightly—more so, I am told, to those with the gift of superior sight, but it is obvious even to me. Can you truly not see that Gehenna is upon us?*  
Prince Giangaleazzo, Lasombra antitribu

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### Argent Baton



**Unique melee weapon.**  
Strike: strength+1 damage. If the opposing minion is a werewolf, the bearer can make a ranged strike to burn 4 life from that werewolf.

*The power only serves under moonlight. Well, and only at night, to be precise.*  
Count Vladimir Rustovich, Tzimisce

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### Botched Move



**Only usable as the opposing minion plays a card that requires a Discipline.**  
The opposing minion's controller reveals the top two cards of his or her library (before drawing to replace). If another copy of the same combat card is revealed, the played card is canceled (cost is still paid), the opposing minion takes 1 unpreventable damage, and all revealed copies are burned. A minion may play only one Botched Move each combat.

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### Call the Wild Hunt



**Only usable before range is determined.**  
For the remainder of combat, this vampire is immune to frenzy cards. A vampire may play only one Call the Wild Hunt each combat.

As above, and during the initial strike resolution phase of this round, you may burn X animals from your hand to inflict X ranged damage on the opposing minion.

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### Cloak of the Abalone



**Unique equipment.**  
Toreador and Toreador antitribu cannot block this minion.

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### Codex of the Edenic Groundskeepers




**Unique equipment.**  
This minion gets -2 stealth when bleeding. This minion may bleed as a action that costs 1 blood; this action gets +3 bleed if the target Methuselah doesn't control a ready untapped minion.

1

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### Convergence



**Master.**  
Move 1 blood from each ready Pander you control to a Pander in your uncontrolled region.

*I'm sifting through the ashes of what I have become. Nine Inch Nails, "Now I'm Nothing"*

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### Crematorium



**Master: unique location.**  
Tap during your untap phase to burn a vampire in torpor with no blood.

1

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### Crusade: Aragon



**Requires a Sabbat vampire. Title.**  
If this referendum passes, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Aragon. If Lucita is in play and is Sabbat, put this card on her instead.

*And between the dead, there will always be a tongue to tell that Zaragoza does not surrender.*  
Benito Pérez Galdós

1 Vote

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### Ensemble




**After playing this card, you cannot play another action modifier to further increase the bleed for this action.**  
 +X bleed, where X is the number of ready untapped Daughters of Cacophony you control. Tap all ready Daughters of Cacophony you control.

1

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### The Ercyves Fragments



**Unique master.**  
 Put this card in play. Tap this card to move a library card from your prey's ash heap to this card, face down. You may look at that card at any time. You may play the card from the Fragments as if playing it from your hand (requirements and cost, if any, apply as normal). When that card is burned, remove it from the game instead. Only 1 card can be on this card at a time. Any vampire with a capacity above 4 can steal the Fragments (and any card on it) for his or her controller as a  $\diamond$  action.

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### Eye of Hazimel



**Unique equipment.**  
 The minion with this equipment gets +1 bleed and +1 strength. This minion may enter combat with any minion controlled by another Methuselah as a  $\diamond$  action. If this minion is a vampire, he or she has superior Chimerstry  $\diamond$  and superior Potence  $\diamond$ , and combat cards cost this vampire 1 less blood to play. While the bearer is ready, this equipment cannot be transferred, moved or stolen. If this equipment is burned, this minion takes 5 unpreventable damage. During your untap phase, burn 1 pool or burn this equipment.

3

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### Flames of Insurrection



**Unique master. Requires a ready anarchy.**  
 When a minion opposing an anarchy in combat leaves the ready region, the controller of that anarchy may move a counter from the bank to a vampire in his or her uncontrolled region. Any vampire may call a referendum to burn this card as a +1 stealth political action.

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### The Fourth Cycle



**Event.**  
 Requires at least two Gehenna cards in play. When this card is played, burn all Gehenna cards and conviction  $\blacktriangleright$  cards, and send all vampires with capacity 3 or less to torpor. No Gehenna cards may be played while this card remains in play.

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### Gran Madre di Dio, Italy



**In play, this is a unique location and does not count as equipment.**  
 When your predator or prey puts a minion in play in any phase except the untap phase, that minion is tapped. If that minion is a younger vampire, he or she burns 1 blood.  
*The church is the anchor of the white side of the city—allot it a wide margin.*  
 Barbara Lucchese, Baali

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### Guide and Mentor



**Master.**  
 Put this card in play. A vampire you control may search your library for a master: archetype and move 1 blood from the bank and that card to himself or herself as a +1 stealth action that costs X pool where X is the number of copies of that card on minions you control (requirements and cost apply as normal).

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### House of Sorrow



**Master: unique location.**  
 Tap to untap any card that is not a minion. If you do so, neither that card nor this location untap as normal on your next untap phase.

1

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### Imperator



**1 Vote**

Choose a Camarilla vampire with capacity 8 or more. If this referendum is successful, put this card on the chosen vampire to represent the unique Camarilla title of Imperator (worth 3 votes). This vampire may play a Blood Hunt card from your hand or ash heap as a prince. This vampire gets 3 additional votes in blood hunt referendums.

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**Inceptor**



**Unique master.**  
Put this card on a vampire of capacity 1, and put three cards from your hand, ash heap or library on this card, face up but out of play. This vampire may play other copies of these cards as if he or she had the Discipline required (if any) at superior.

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**Infamous Insurgent**



**Unique master.**  
Put this card on a Red List anarch vampire. This vampire is infernal, Bahari, and gets 2 additional votes. During this vampire's minion phase, his or her controller may untap a ready anarch he or she controls.

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**Kaymakli Fragment**



**Unique equipment.**  
This Sabbat vampire may allow you to draw 5 cards from your library as an action (discard afterward). This infernal minion may move 3 blood from the bank to a vampire in your uncontrolled region as a +1 stealth action. Any minion may steal this equipment as a strike.

*The last time I saw such prophecies, Constantinople burned, but its ashes gave us the Sabbat. As then, many will burn.*  
Sascha Vykos, The Angel of Cain

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**Lay Low**



**Requires an anarch.**  
Only usable when a blood hunt referendum passes and would burn this anarch. Move this anarch to the uncontrolled region (breaking any temporary control effects). Any cards and counters on this vampire remain with him or her (but are out of play as long as the vampire remains uncontrolled).

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**Legion**



**Requires a ready vampire with capacity above 7. +1 stealth action.**  
Put this card on this acting vampire. This non-sterile vampire can put a Master: Discipline card from your hand or ash heap in play to represent a fledgling with 1 level of that Discipline and discard the rest of your hand as a +2 stealth action. The fledgling is a 1-capacity, non-unique vampire of the same clan as this vampire. The fledgling cannot act or block or play cards if this vampire is not ready.

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**Lilith's Blessing**



**Master.**  
Put this card in play. As a master phase action, you may tap this card to search your library for a master: Discipline card and choose a ready non-Bahari vampire you control who has no blood. That vampire gains the Discipline card (if any) and 3 blood and becomes Bahari.

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**The Marrakesh Codex**



**Unique master.**  
Tap to look at and reorder the top 4 cards of your library. Any vampire may steal this card for his or her controller as a  $\text{Ⓢ}$  action.

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**Meddling of Semsith**



**Political Action – Worth 1 Vote.**  
Called by any vampire at +1 stealth. Choose another Methuselah. If this referendum is successful, put this card in play. Your hand size is one card smaller. The chosen Methuselah doesn't draw to replace cards during any Methuselah's minion phase. After each minion phase, he or she draws back up to his or her hand size. Any vampire may call a referendum to burn this card as a +1 stealth political action.

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**Path of the Void**



**Unique master. Path.**  
Put this card on a vampire you control. This vampire gets +1 stealth, -1 bleed, and can inflict 1 damage on any minion as a  $\text{Ⓢ}$  action. During this vampire's untap phase, his or her controller must discard a master card or tap this vampire. Burn this card if this vampire commits diablerie. A vampire can have only one path.

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### Port Authority



**Government.**  
When a Methuselah uses a discard phase action to discard a card, he or she doesn't draw to replace that card until his or her next untap phase.

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### Prophecies of Gehenna



**Unique master.**  
Put this card in play. During your master phase, you may tap this card to look at your prey's hand. If you do so, your prey takes control of the Prophecies of Gehenna. Any Methuselah may burn this card during his or her untap phase by revealing his or her hand to all players.

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### Public Enemy



**+1 stealth action. Requires a non-Red List, non-anarch vampire.**  
① Choose a non-titled, non-Red List minion who either has successfully bled for 3 or more pool since your last turn or is infernal or anarch. The chosen minion becomes Red List.

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### Reliquary: Shango Remains



**Equipment.**  
Choose an Assamite in your ash heap or burn 1 pool to choose an Assamite in your uncontrolled region. Remove that Assamite from the game or burn this reliquary. Once per turn, if this Assamite is ready, he or she may burn 1 blood to give you +2 hand size for the remainder of the turn; this ability cannot be used during combat.

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### Retribution



**Master.**  
Choose a minion who successfully bled you for more than 1 pool since your last turn. The chosen minion takes 3 unpreventable damage. A Methuselah can play only one Retribution in a game.  
*Atrocities committed by any one of us strengthens the fear that we all use as weapons. Kemintiri, Follower of Set.*

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### Rise of the Fallen



**Unique. Requires an infernal minion. +1 stealth action.**  
Put this card in play. Your prey burns 1 pool at the end of each action in which you have burned corruption counters. Any Methuselah can burn a vampire he or she controls with corruption counters during his or her unlock phase to burn this card.

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### Rogue



**Master: trifle.**  
Play on a vampire who has committed diablerie since your last turn. Any vampire can enter combat with this vampire as a ① action. Vampires with Auspex ② get +1 stealth on that action.

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### Rubicon



**+1 stealth action. Requires a titled vampire.**  
① Burn a younger non-titled vampire who has burned one of your non-Red List vampires since your last turn.

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### Salt of Thoth



**Usable by a tapped Tremere. Cause a ① action targeting a location you control to fail and put this card on that location. You may burn this card to cause a ① action targeting this location to fail.**

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**SchreckNET**

**+1 stealth action. Unique.** If this Nosferatu's capacity is 6 or more, he or she untaps. Put this card in play. Whenever a referendum succeeds, you may tap this card to look at any Methuselah's hand.

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**Sound of a Breaking Oath**

**+1 stealth action.** Put this card on a minion you control. If an action to steal the minion with this card is successful, this minion is burned instead and the acting minion takes 1 unpreventable damage.  
**As above, but play when an action to steal a minion you control is successful.**

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**Spontaneous Power**

**Unique master.** Put this card on a vampire and choose a Discipline. This vampire gains one level of the chosen Discipline. While in play, this card counts as a master: Discipline card.

**2**

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**Subdued by the Blood**

**Master: out-of-turn. Trifle.** Play when a vampire diablerizes a vampire of more than twice his or her capacity (before the blood hunt referendum, if any). Usable on your own turn. Move the victim from the ash heap to his or her owner's ready region, and move all blood from the diablerist to him or her. Remove the diablerist from the game.

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**Treaty of Laibach**

**Unique master. Requires both Follower of Set and Tremere.** Put this card in play. Each Follower of Set is considered to have a level of Thaumaturgy equal to his or her level of Serpents. Each Tremere is considered to have a level of Serpents equal to his or her level of Thaumaturgy.

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**Two Wrongs**

**Master: out-of-turn. Trifle.** Play when a minion controlled by a Methuselah other than your predator is bleeding you. That minion is now bleeding his or her prey. The next card that would change the target of this bleed is canceled as it is played.

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**Walks With Might**

**Unique werewolf with 4 life, 0 bleed, 3 strength.** Master cards cost you an additional pool. Walks-With-Might gets +1 intercept against Followers of Set. Each strike or damaging effect made against him inflicts 1 less damage on him.

**2**

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**Wall Street Night, Financial Newspaper**

**Master: unique location.** Tap during an undirected action to give a minion you control +1 intercept for the current action. Tap to select a minion you control. Once this turn, the chosen minion may move a counter from an investment card controlled by any Methuselah to your pool as a +1 stealth action.

**1**

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**Waxen Poetica**

**Unique weapon.** Strike: 2R aggravated damage. Not usable against a vampire with Celerity, an ally, or a retainer. Burn after use.


**1**


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## Wind Dance



 Strike: dodge.

 Strike: dodge with an additional  
strike: dodge this round.