

Angel

Illus. © 1994 Dan Smith

2

Anvil

Primogen

Illus. © 1994 Daniel Gelon

6

Appolonius

Primogen +1 bleed. Appolonius gets 1 optional press each combat.

Illus. © 1994 Tim Bradstreet & Grant Goleash

10

Bianca

2 hand damage.

Illus. © 1994 Mark Poole

6

Black Cat

Equip actions with Black Cat cost 1 less pool (not less than 0).

Illus. © 1994 Heather Hudson

5

Crusher

Primogen 2 hand damage. Crusher can pay 1 blood for 1 dodge once per combat.

Illus. © 1994 Pete Venters

9

Don Cruetz – The Idealist

Brujah Justicar Don Cruetz can pay 1 blood to get 1 maneuver each combat.

Illus. © 1994 Mark Poole

10

Dre – Leader of the Cold Dawn

Illus. © 1994 Lawrence Schnell

3

Hector Sosa

Illus. © 1994 Mark Tedin

4

Lupo

Illus. © 1994 Josh Timbrook

2

Miranda Sanová

Primogen Brujah attempting to block Miranda have -1 intercept.

Illus. © 1994 Ken Meyer, Jr.

8

Rake

Prince of Atlanta Rake has +1 hand damage when in combat with a Ventrue.

Illus. © 1994 Mark Tedin

6

Tura Vaughn

Primogen Tura has +1 intercept when blocking Brujah.

Illus. © 1994 Melissa Benson

8

Uma Hatch

Illus. © 1994 Anson Maddocks

3

Yuri - The Talon

Illus. © 1994 Richard Kane Ferguson

4

Hasina Kesi

You must pay 1 pool each time Hasina goes to torpor.

Illus. © 1994 Susan Van Camp

1

Igo - The Hungry

Igo doesn't get the usual +1 stealth for hunting.

Illus. © 1994 Edward Beard, Jr.

1

Navar McClaren

Navar can't block an older vampire.

Illus. © 1994 Melissa Benson

1

Nik

All Brujah get +1 intercept when blocking Nik.

Illus. © 1994 Dan Smith

Smudge – The Ignored

Smudge gets 2 hand damage for the remainder of the game if he diablerizes an older vampire.

Illus. © 1994 Lawrence Schnell

Uriah Winter

During your untap, if your prey has more blood than you, he or she will take control of Uriah.

Illus. © 1994 Doug Gregory

Anastasia Grey

Illus. © 1994 Douglas Shuler

Angus – The Unruled

Gangrel Justicar
2 hand damage.

Illus. © 1994 Richard Kane-Ferguson

Badger

Illus. © 1994 Pete Venters

Basilia

Primogen Hand damage from Basilia is aggravated.

Illus. © 1994 Richard Thomas

Bear Paw

Illus. © 1994 Robert McNeill

Camille Devereux

Illus. © 1994 L. A. Williams

Gitane St. Claire

Primogen

Illus. © 1994 Quinton Hoover

7

Giuliano Vincenzi

Illus. © 1994 John Bridges

2

Gunther – Beast Lord

Gunther can pay 1 blood to untap at the end of your turn.

Illus. © 1994 Ron Spencer

7

Quinton McDonnell

Primogen
2 hand damage.

Illus. © 1994 Melissa Benson

8

Ricki Van Demsy

Illus. © 1994 Quinton Hoover

3

Roman Alexander

Illus. © 1994 Melissa Benson

4

Vliam Andor

Illus. © 1994 Ken Meyer, Jr.

2

Wynn

Primogen Wynn may attack a vampire of your predator or prey. This is a +1 stealth (D) action.

Illus. © 1994 Susan Van Camp

10

Zack North

2 hand damage.

Illus. © 1994 Quinton Hoover

6

Aleph

Illus. © 1994 Larry MacDougall

4

Brazil

Illus. © 1994 Drew Tucker

2

Dancin' Dana

2 hand damage.

Illus. © 1994 Melissa Benson

6

Didi Meyers

Illus. © 1994 Tony Harris

5

Dollface

Illus. © 1994 Daniel Gelon

3

Dr. Jest

Primogen If Dr. Jest is untapped at the start of your turn, your prey must discard 1 card at random. The card is immediately replaced.

Illus. © 1994 Daniel Gelon

8

Gilbert Duane

Prince of Miami

Illus. © 1994 Pete Venters

7

Lucian

Malkavian Justicar Lucian can steal equipment as a strike.

Illus. © 1994 Drew Tucker

10

Mariel - Lady Thunder

Tap Mariel before range is chosen to end any combat that does not involve her. All participating minions and retainers suffer 1 damage.

Illus. © 1994 Anson Maddocks

7

Normal

Illus. © 1994 Tim Bradstreet & Grant Goleash

2

Ozmo

+1 bleed.

Illus. © 1994 John Bridges

6

Roland Bishop

Illus. © 1994 Edward Beard, Jr.

4

Roxanne - Rectrix of the 13th floor

Primogen Roxanne may attack a vampire of your predator or prey, providing that vampire's capacity is no greater than 3. This is a +1 stealth Ⓞ action.

Illus. © 1994 Mark Poole

9

Sylvester Simms

Primogen If Sylvester goes to torpor, all Methuselahs lose 1 blood from their pools.

Illus. © 1994 Richard Kane-Ferguson

8

Zebulon

Illus. © 1994 Ken Meyer, Jr.

5

Agrippina

Illus. © 1994 Brian Snoddy

4

Chester DuBois

Primogen

Illus. © 1994 Daniel Gelon

7

Dimple

Illus. © 1994 Anson Maddocks

2

Duck

Illus. © 1994 Tony Harris

3

Ebenezer Roush

Illus. © 1994 Daniel Gelon

Ebenezer may attack a vampire of your predator or prey, providing that vampire's blood capacity is no greater than 3. This is a +2 stealth **D** action.

8

Grendel – The Worm Eaten

Illus. © 1994 Richard Kane-Ferguson

You can look at the top card of your crypt while Grendel is ready.

5

KoKo

Illus. © 1994 L. A. Williams

2

Lucretia – Cess Queen

Illus. © 1994 Anson Maddocks

Primogen Lucretia gets +1 stealth on each of her actions.

10

Marty Lechtansi

Illus. © 1994 Quinton Hoover

Primogen Marty can pay 1 blood to get 1 press once each combat.

9

Sammy

Illus. © 1994 Pete Venters

4

Sebastian Marley

Illus. © 1994 Scott Kirschner

2 hand damage.

7

Selma – The Repugnant

Illus. © 1994 Richard Kane-Ferguson

Prince of Cleveland Selma has +1 intercept against Nosferatu.

8

Sheldon – Lord of the Clog



Nosferatu Justicar 9

Illus. © 1994 Ron Spencer

Tiberius – Scandalmonger



You can look at the top card of your prey's library during your untap if Tiberius is ready.

5

Illus. © 1994 Quinton Hoover

Tusk – Talebearer



You can look at the top card of your library while Tusk is ready.

6

Illus. © 1994 Steve Casper

Adrianne



+1 bleed.

6

Illus. © 1994 Scott Kirschner

Andreas – Bard of Crete



Primogen Andreas can pay 1 blood for +1 intercept each turn.

9

Illus. © 1994 Pete Venters

Anneke



Toreador Justicar +1 bleed. Anneke may attempt block of any vampire after others have declined or failed.

10

Illus. © 1994 Lawrence Schnell

Anson




Prince of Seattle While Anson is ready, you can play 2 master cards a turn.

8

Illus. © 1994 Mark Tedin

Colin Flynn



3

Illus. © 1994 Steve Casper

Delilah Easton



2

Illus. © 1994 Harold McNeill

Demetrious Slater

Illus. © 1994 John Bridges

4

Dieter Kleist

Illus. © 1994 Douglas Shuler

2

Dorian Strack

Illus. © 1994 Randy Gallegos

4

Elliott Sinclair – Virtuoso Thespian

Primogen
2 hand damage.

Illus. © 1994 Douglas Shuler

7

Felicia Mostrom

Illus. © 1994 Margaret Organ-Kean

5

Kallista – Master Sculptor

Illus. © 1994 Dan Smith

6

Masika

Primogen +1 bleed. Masika can untap between Methuselahs' turns.

Illus. © 1994 Mark Poole

10

Ramiel Dupré

Illus. © 1994 Richard Kane-Ferguson

5

Tatiana Romanov

Prince of Houston
+1 bleed.

Illus. © 1994 Sandra Everingham

7

Astrid Thomas



Primogen If Astrid votes, all other Tremere can and must change their votes to agree with Astrid.

Illus. © 1994 Ken Meyer, Jr.

7

Cardano



Prince of Boston

Illus. © 1994 Richard Kane-Ferguson

9

Cassandra – Magus Prime



Primogen While Cassandra is ready, your hand size is 1 larger. 2 hand damage.

Illus. © 1994 Rob Alexander

10

Dr. John Casey



Illus. © 1994 Richard Thomas

3

Ignatius



Illus. © 1994 Harold McNeill

4

Jing Wei



Illus. © 1994 Margaret Organ-Kean

3

Justine – Elder of Dallas



Primogen Justine is not tapped when blocking vampires of capacity no greater than 3.

Illus. © 1994 Sandra Everingham

8

Lazarus



Primogen Lazarus can do 1R damage.

Illus. © 1994 Edward Beard, Jr.

9

Lydia Van Cuelen



+1 bleed.

Illus. © 1994 Christopher Rush

6

Merrill Molitor

Merrill can change 1 damage each combat he is in from aggravated to normal. **5**

Illus. © 1994 Douglas Shuler

Roreca Quaid

Illus. © 1994 Pete Venters **2**

Sabine Lafitte

During untap you may transfer 1 blood from Sabine to any other Tremere in the game. **5**

Illus. © 1994 Josh Timbrook

Sarah Cobbler

Illus. © 1994 Daniel Gelon **4**

Thomas Thorne

Illus. © 1994 Robert McNeill **6**

Ulugh Beg – The Watcher

Tremere Justicar You can discard 1 additional card at the end of your turn if Ulugh is ready. **10**

Illus. © 1994 Mark Poole

Courtland Leighton

Illus. © 1994 Dan Smith **4**

Democritus

Ventrue Justicar +1 bleed. While Democritus is ready, all Methuselahs contesting cards with you must pay 1 extra blood to avoid yielding. **10**

Illus. © 1994 Josh Timbrook

Emerson Bridges

Prince of Washington, D.C. **8**

Illus. © 1994 John Bridges

Gideon Fontaine

Illus. © 1994 Heather Hudson

3

Heather Florent – The Opportunist

Blood you gain from the Edge can be put on Heather.

Illus. © 1994 Jeff Menges

6

Helena Casimir

Primogen +1 bleed.

Illus. © 1994 Ken Meyer, Jr.

9

Jazz Wentworth

If the Edge is not controlled by a Methuselah, Jazz can take it for you as an action at +1 stealth.

Illus. © 1994 Sandra Everingham

5

Lucia Pacciola

2 hand damage.

Illus. © 1994 Larry MacDougall

6

Melissa Barton

Melissa gains 1 blood whenever the Edge is exchanged for a vote by any Methuselah.

Illus. © 1994 Melissa Benson

5

Natasha Volfchek

Primogen +1 bleed. Natasha has +1 stealth on political actions.

Illus. © 1994 Heather Hudson

9

Roland Loussarian

Illus. © 1994 Melissa Benson


3

Rufina Soledad

Illus. © 1994 Nicola Leonard

2

Sir Walter Nash



Prince of Chicago

Illus. © 1994 Dan Frazier

Timothy Crowley



Prince of Dallas

Illus. © 1994 Pete Venters

Violette Prentiss



Illus. © 1994 Steve Casper

.44 Magnum



Weapon, Gun.

2R each strike, with an optional maneuver each combat.

Illus. © 1994 Né Né Thomas

Aaron's Feeding Razor



Unique equipment.

Vampire gains 1 extra blood when hunting.

These are my friends. See how they glisten. Look at this one, how he smiles in the light.

Stephen Sondheim, Sweeney Todd

Illus. © 1994 Christopher Rush

Academic Hunting Ground



Master: unique location.

During your untap phase, a ready vampire you control gains 1 blood from the blood bank. Only 1 blood can be given to a vampire by Hunting Ground cards each turn.

Illus. © 1994 Michael Weaver

Aching Beauty



Master.

Put this card on a Toreador. In the future, if the Toreador is blocked, the blocking Methuselah loses 1 pool.

Your memory, like monstrosity, brings me light.

Baudelaire, Memory

Illus. © 1994 Dave Roach

Acrobatics



Additional strike.

Strike: dodge with an additional strike.

Illus. © 1994 Douglas Shuler

Aid from Bats



Strike: 1R with an optional maneuver.

As above, with an optional press.

Illus. © 1994 Melissa Benson

Al's Army Apparatus

Master: unique location.
Tap to go through your library and find a weapon. Reshuffle, and discard down to your maximum hand size.

Illus. © 1994 Robert McNeill

Amaranth

Allows vampire to diablerize a vampire rather than let the vampire go to torpor. Not usable by a vampire that is going to torpor. *Thou shalt not slay thy Sire and drink his heart's blood. . . .*
The Book of Nod

Illus. © 1994 Jeff Menges

Anarch Revolt

Master.
Each Methuselah loses 1 pool each turn during his or her untap phase. Any vampire can burn this card by calling a vote as a political action, which would be at +1 stealth. *Who makes the rules? Someone else! Oingo Boingo. No Spill Blood*

Illus. © 1994 Pete Venters

Anarch Troublemaker

Unique master.
You may tap two vampires your prey controls or burn a piece of your prey's equipment. If this is done, your prey gets control of the Troublemaker. Troublemaker is burned when the controller is ousted from the game. *Kill us, my brothers and sisters, the war is on!*
Anne Rice. The Vampire Lestat

Illus. © 1994 Bryon Wackwitz

Ancient Influence

+1 stealth. All Kindred POLITICAL CARD - WORTH 1 VOTE.
Successful vote means each Methuselah chooses a ready vampire he or she controls, if any, and gains X pool from the blood bank, where X is that vampire's blood capacity. Each Methuselah also loses 5 pool. Only one Ancient Influence can be played in a game.

Illus. © 1994 Pete Venters

Ancilla Empowerment

+1 stealth. All Kindred. POLITICAL CARD - WORTH 1 VOTE.
Successful vote means all Methuselahs lose 1 pool for each minion they control.

Illus. © 1994 William O'Connor

Animalism

Master: skill.
Play on a vampire. The vampire has Animalism and 1 greater blood capacity. If the vampire already had Animalism, it now has superior Animalism. This makes the vampire one generation older. Cannot be played on a vampire with superior Animalism.

Illus. © 1994 Melissa Benson

Arcane Library

Master: unique location.
Tap to add 1 blood from the blood bank to an uncontrolled Tremere of yours during your influence phase. *Doth thy name appear in the book of lies?*
Christian Death. Book of Lies

Illus. © 1994 Mark Tedin

Archon

+1 stealth. Prince/Justicar POLITICAL CARD - WORTH 1 VOTE.
Choose a vampire. Successful vote means this vampire acquires the ability to attack other vampires as a **D** action with +1 stealth. Blocking this vampire costs 1 pool. Additionally the vampire may commit diablerie without the bloodhunt vote. These abilities can be removed with a vote called by an action, which would be at +1 stealth.

Illus. © 1994 Heather Hudson

Arms Dealer



Ally: 1 life, 1 damage, 0 bleed.
Arms Dealer may take an action, which would be +1 stealth, to allow you to go through your library to find a weapon. Reshuffle afterwards and discard to your maximum hand size.

Illus. © 1994 William O'Connor

Army of Rats



+1 stealth.
If successful, the Army of Rats is in play. During your untap each round, your prey loses 1 pool. Any minion can burn an Army of Rats with a **D** action.
That was the shadow of the rat crossing into power, never to be buried...
Ted Hughes, *Song of the Rat*

Illus. © 1994 Daniel Gelon

Arson



Do not replace until after combat.
D Burn a location. Can be directed at any Methuselah. *I left that basement burning, and I never went back.*
The Cure, *Torture*

Illus. © 1994 Daniel Gelon

Art Museum



Master: unique location.
Tap to add 1 blood from the blood bank to an uncontrolled Toreador of yours during your influence phase.

Illus. © 1994 Douglas Shuler

Ascendance



Master.
Gain 1 pool.

Illus. © 1994 Sandra Everingham

Assault Rifle



Weapon, Gun.
4R each strike with an optional maneuver each combat.

Illus. © 1994 L. A. Williams

Asylum Hunting Ground



Master: unique location.
During your untap phase, a ready vampire you control gains 1 blood from the blood bank. Only 1 blood can be given to a vampire by Hunting Ground cards each turn.

Illus. © 1994 Scott Kirschner

Aura Reading



Only usable before range is chosen. All Methuselahs may look at your opponent's hand for the remainder of combat.
Your hand size is 9 for the remainder of combat. Discard back to your maximum hand size at the end of combat.

Illus. © 1994 Harold McNeill

Auspex



Master: skill.
Play on a vampire. The vampire has Auspex and 1 greater blood capacity. If the vampire already had Auspex, it now has superior Auspex. This makes the vampire one generation older. Cannot be played on a vampire with superior Auspex.

Illus. © 1994 Richard Thomas

Autarkis Persecution



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.
 Successful vote means all Methuselahs gain 1 pool from the blood bank for each minion they control.

Illus. © 1994 Mike Raabe

Backways



Master: unique location.
 Tap to give a Gangrel you control +1 stealth.

2

Illus. © 1994 Nicola Leonard

The Barrens



Master: unique location.
 Tap to discard a card from your hand and draw a card from your library.

Illus. © 1994 Heather Hudson

Bastard Sword



Melee Weapon.
 2 damage each strike.

1

Illus. © 1994 Rob Alexander

Behind You



Maneuver, only usable on the first round of combat.
Strike: dodge, only usable on the first round of combat.

Illus. © 1994 Pete Venters

Betrayer



Master.
 Play Betrayer if you have an uncontrolled vampire that another Methuselah controls. At the start of the other Methuselah's turn, he or she loses 1 pool. The controller can pay an additional pool to guess who the betrayer is among your uncontrolled vampires. If the guess is correct, Betrayer is burned.

Illus. © 1994 William O'Connor

Bewitching Oration



Only usable during a political action.
 Gain 2 votes.
As above, but gain 4 votes.
Voice of the serpent clothed in diamonds. . .
Christian Death, Hour of the Wolf

Illus. © 1994 Edward Beard, Jr.

Blood Bond



+1 stealth. All Kindred.
 Choose a vampire. That vampire cannot block the acting vampire for the remainder of the game.
First and last and always, till the end of time:
first and last and always: mine.
Sisters of Mercy, First, Last and Always

2

Illus. © 1994 Harold McNeill

Blood Doll



Master.
 Place this card on a vampire you control. You may move 1 blood from this vampire to your blood pool or from your blood pool to this vampire during each of your master phases for the remainder of the game.
I surrender heart and soul, sacrificed to a higher goal.
Depeche Mode, Higher Love

Illus. © 1994 Anson Maddocks

Blood Fury



Strike: 2 damage. Cannot be prevented by cards that require Fortitude. If victim attempts to strike with a weapon this round, victim does no damage. Only usable at close range.
As above, but 3 damage.

Illus. © 1994 Daniel Gelon

Bloodhunt



+1 stealth. **Prince or Justicar.** Put this card on a vampire that is not a Prince or a Justicar. Any vampire can attack this vampire with a **D** action, which would be at +1 stealth. *Here I am a target in the flesh, one more time for you to call out the dogs.*
Gary Numan, *Call Out the Dogs*

Illus. © 1994 Pete Venters

Blood Puppy



Unique master. Put 3 blood from the blood bank on the Blood Puppy. During your untap phase you can take a blood from the Puppy to your blood pool, add a blood to the Puppy from the blood bank, or burn the Puppy and get all its blood. Any other Methuselah's minion can burn the Puppy as a **D** action, which will cause all its blood to be lost.

Illus. © 1994 Drew Tucker

Blood Rage



Strike: 1 damage. Cannot be prevented by cards that require Fortitude. If victim attempts to strike with a weapon this round, victim does no damage. Only usable at close range.
As above, but 2 damage.

Illus. © 1994 Scott Kirschner

Blur



Additional strike. **2 additional strikes.** *When my energies first surged through me, I discovered how to move like lightning. . . .*
The Book of Nod

Illus. © 1994 Harold McNeill

Body of Sun



Strike: 3 aggravated damage if at close range, 1 aggravated damage if at long range, to both combatants and all retainers in combat (including yours).
As above, but the vampire using this card suffers no damage from this card, though its retainers still do.

Illus. © 1994 Mark Tedin

Bomb



Weapon. Bearer may take a **D** action to burn a location. Alternatively, use as a strike in combat to do 5R, but bearer suffers 5 damage as well. Burn after either use.

Illus. © 1994 Amy Weber

Bonding



+1 bleed. **+1 bleed and +1 stealth.** No more than 1 of Bonding, Conditioning, or Threats can be played in a single action. *In every voice, in every ban, the mind-forged manacles I hear.*
William Blake, *London*

Illus. © 1994 Douglas Shuler

Boxed In



Do not replace until after combat. Press.

I'm in the room without a light, the room without a view.
The Cure, *Torture*

Illus. © 1994 William O'Connor

Brainwash



Master.
Put on an uncontrolled vampire of your prey. No more transfers can be made to this vampire. Any minion may burn this card as an action, which would be at +1 stealth.

Illus. © 1994 Edward Beard, Jr.

Bribes



Only usable during a political action before votes are cast. Each Methuseleh voting in your favor gains 1 pool from the blood bank, including you. Voting in your favor means not casting any votes against and casting at least one for.

Illus. © 1994 Mark Poole

Brujah Frenzy



Master: out-of-turn.
Play this card when a Brujah another Methuseleh controls takes an action that remains unblocked. The Brujah's action is blocked and the Brujah must enter combat with a minion of your choice. The minion becomes tapped. The minion and the Brujah may not have the same controller.

Illus. © 1994 Dan Frazier

Brujah Justicar



+1 stealth. All Kindred.
POLITICAL CARD - WORTH 1 VOTE.
Select a ready Brujah. Successful vote means he or she is declared Brujah Justicar. In this vote, each Brujah is worth 1 extra vote. This could lead to a contested title.
It's much more fun I must confess when lives are on the line.
Danny Elfman, Dogie Boogie's Song

Illus. © 1994 Heather Hudson

Bum's Rush



Do not replace until after combat.
D Attack an opponent's minion. You have an optional maneuver usable during this combat.

Illus. © 1994 Bryon Wackwitz


Burst of Sunlight



Strike: 1R, aggravated, to all vampires in combat.
Strike: 2R, aggravated, to all vampires in combat.
The body crumpled as it were wrought of ashes.
Clark Ashton Smith, Rendezvous In Averaigne

Illus. © 1994 Heather Hudson

Business Pressure



Only usable during a political action. Any Methuseleh can spend pool to the blood bank. For every 1 pool spent, a Methuseleh gains 2 votes.
As above, but spending your pool gains you 3 votes.
A tendency for secretness persists, and a silent sympathy for it.
Rilke, The Pavillion

Illus. © 1994 Né Né Thomas

Camarilla Exemplary



+1 stealth. All Kindred.
POLITICAL CARD - WORTH 1 VOTE.
Choose a vampire. Successful vote means any blocker will have to pay 1 blood to attempt to block this vampire for the remainder of the game.

Illus. © 1994 Douglas Shuler

Canine Horde



Strike: 1R.
Strike: ranged. Destroy equipment with First Strike.
... four lean hounds crouched low and smiling my heart fell dead before.
e. e. cummings, all in green my love went riding

Illus. © 1994 Anson Maddocks

Cat Burglary



+1 stealth.

D Bleed, but if more than 1 pool is bled with this action, ignore the excess.

D Bleed any Methuselah, but if more than 1 pool is bled with this action, ignore the excess.

Illus. © 1994 Dave Roach and Pete Burges

Cat's Guidance



Untap this vampire. Only usable immediately after this vampire blocks.

+1 Intercept.

I think he loves the lady night and feels akin to her whose footsteps are as still as his, whose touch is in his fur
Lois Weasley McKay, *Night*

Illus. © 1994 Margaret Organ-Kean

Cauldron of Blood



Strike: 3 damage, not usable first round.

Strike: 5 damage, not usable first round.

Kindle low, furnace of souls, so as to serve a torch upturned.
Will, *Father Forgive*

Illus. © 1994 Sandra Everingham

Celerity



Master: skill.

Play on a vampire. The vampire has Celerity and 1 greater blood capacity. If the vampire already had Celerity, it now has superior Celerity. This makes the vampire one generation older. Cannot be played on a vampire with superior Celerity.

+1

Illus. © 1994 Nicola Leonard

Chainsaw




Weapon.

3 damage. Usable only once per combat.

2

Illus. © 1994 Mark Poole

Change of Target



Only usable when minion is blocked. Untap the acting minion and cancel the current action and combat. If you do a second action with this minion this turn, it can't be the same action. The blocker is not tapped.

Illus. © 1994 Dan Frazier

Chantry



Master: unique location.

A Tremere leaves torpor during your master phase. This costs 1 pool or 1 blood from any of your ready Tremere.

In books that are as altars where we kneel to consecrate the flicker, not the flame.
Edward Arlington Robinson,
George Crabbe

Illus. © 1994 Dan Smith

Charming Lobby



+1 stealth.

Call a vote. If it passes, then the next vote passes automatically.

As above, and gain two votes.

Illus. © 1994 Heather Hudson

Charnas the Imp



Unique retainer: 1 life.

Place retainer on any minion of your choice. Charnas the Imp inflicts one damage to the minion each time the minion untaps. If the minion is burned, its controller can place Charnas on any minion. Charnas cannot be damaged by the minion he is placed on.

Illus. © 1994 Dave Roach and Pete Burges

Claws of the Dead



For the remainder of the round, this vampire's hand damage is aggravated.

Maneuver.

Let me see you stripped down to the bone.

Depeche Mode, Stripped

Illus. © 1994 Ron Spencer

Cloak the Gathering



+1 Stealth.

Only usable by a vampire other than an acting minion you control to give that minion +1 stealth. Does not tap the playing vampire.

Illus. © 1994 Randy Gallegos

Computer Hacking



D Bleed at +1.

Illus. © 1994 Brian Snoddy

Concealed Weapon



Equip this minion with a weapon card from your hand at the beginning of a round. Pay weapon's equip cost from blood pool, as normal. The weapon cannot cost more than 2 pool or do more than 4 damage.

Illus. © 1994 Jeff Menges

Conditioning



+2 bleed.
+3 bleed.

No more than 1 of Bonding, Conditioning, or Threats can be played in a single action.

Illus. © 1994 Mike Raabe

Conquer the Beast



Only usable at the beginning of combat. You get 1 press each round, only usable to continue combat. You may not use equipment. This continues until 3 rounds of combat pass with no cards played by any Methuselah.
As above, but the press is optional.

Illus. © 1994 Melissa Benson

Consanguineous Boon



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.
Choose a clan. Successful vote means each Methuselah gains 1 blood from the blood bank per member of that clan he or she controls.
"We are one, my love: one blood, one clan." — Helena Casimir, Clan Ventrue

Illus. © 1994 L. A. Williams

Consanguineous Condemnation



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.
Choose a clan. Successful vote taps all vampires of that clan.
"There are those not of our blood who would seek to harm us. Such cretins must be punished!" — Helena Casimir, Clan Ventrue

Illus. © 1994 L. A. Williams

Conservative Agitation



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.
Divide up X points among at least two Methuselahs. X is the number of Methuselahs in the game. Successful vote means each point represents loss of 1 pool.

Illus. © 1994 Mark Poole

Cryptic Mission



+1 stealth.

D Remove 1 blood from any vampire or do 1 damage to any ally or retainer.

D As above, but acting vampire gains 1 blood from the blood bank.

Illus. © 1994 Anson Maddocks

Cryptic Rider



All Kindred.

Only usable after a political action is successful. The next vote you call this turn passes automatically.

Illus. © 1994 Douglas Shuler

Cultivated Blood Shortage



Master

All controlled Ventrue lose 1 blood during their controllers' untap phase. If a Ventrue does not have 1 blood to lose, tap it. Any vampire can burn this card by taking a **D** action, which would be at +1 stealth.

Illus. © 1994 Anson Maddocks

Cunctator Motion



+1 stealth. All Kindred. POLITICAL CARD - WORTH 1 VOTE.

Only usable if playing for ante. Rearrange the remaining ante cards among the surviving Methuselahs. Successful vote means each Methuselah is now anteing the card you have put in front of him or her.

Illus. © 1994 Michael Weaver

Curse of Nitocris



Unique master.

Give this card to a Methuselah. Each of his or her untap phases he or she loses 1 pool. Each time a new Methuselah takes control of the Edge, the Curse of Nitocris is passed to a new Methuselah by the Methuselah currently holding it.

Illus. © 1994 L. A. Williams

Dawn Operation




If blocked, all damage dealt to all vampires in the resulting combat is aggravated. Any vampire attempting to block can now choose not to block.

As above, but vampires attempting to block cannot back out.

Illus. © 1994 Christopher Rush

Day Operation




Action cannot be blocked. Only usable as the action is announced. The acting vampire goes to torpor after the action takes place.

As above, but usable in response to an attempt to block.

Illus. © 1994 L. A. Williams

Dead-end Alley



Press, only usable to continue combat.

Illus. © 1994 L. A. Williams

Deal with the Devil



Master.

Discard your hand and draw a new one.

What if I gave you the keys to the doors of your design, lit the corridors of desire? . . . Sisters of Mercy, Torch

Illus. © 1994 Jeff Menges

Deer Rifle



Weapon, Gun.
1R each strike with 2 optional maneuvers each combat.

Illus. © 1994 Bryon Wackwitz

Deflection



A minion bleeding you is now bleeding a Methuselah of your choice, other than that minion's Methuselah. The Methuselah you chose can attempt to block. Tap the reacting vampire.
As above, but doesn't tap the reacting vampire.

Illus. © 1994 Larry MacDougall


Delaying Tactics



All Kindred.
Only usable during a political action. The political action is canceled, and the acting Methuselah takes the political card, if any, back into his or her hand. The acting Methuselah may not take the same political action this turn. Untap the acting vampire.

Illus. © 1994 Quinton Hoover

Disarming Presence



Only usable during a political action, before any votes are cast. All vampires that cast votes are tapped.
As above, but your vampires need not tap to vote.
*Hypnotized by you if I should linger. . . .
The Police, Wrapped Around Your Finger*

Illus. © 1994 Mike Raabe

Disguised Weapon



Equip this vampire with a weapon card from your hand. Only usable at the beginning of a round. Pay weapon's cost from blood pool as normal.
As above, but usable when choosing a strike.

Illus. © 1994 Anson Maddocks

Disputed Territory



+1 stealth. All Kindred. POLITICAL CARD – WORTH 1 VOTE.
Choose a location and a Methuselah. Successful vote means the chosen Methuselah gets control of the chosen location.

Illus. © 1994 L. A. Williams

Distraction



+1 stealth.
Replace this card, then draw 5 cards and discard down to your maximum hand size.
① Tap a minion of your prey or predator.

Illus. © 1994 Mark Poole

Dodge



Do not replace until after combat.
Strike: dodge.

Illus. © 1994 L. A. Williams

Domain Challenge



+1 stealth. All Kindred. POLITICAL CARD – WORTH 1 VOTE.
Successful vote means all Methuselahs lose 1 pool for each tapped minion they control immediately after the vote is completed.

Illus. © 1994 Douglas Shuler

Dominate



Master: skill.
 Play on a vampire. The vampire has Dominance and 1 greater blood capacity. If the vampire already had Dominance, it now has superior Dominance. This makes the vampire one generation older. Cannot be played on a vampire with superior Dominance.

Illus. © 1994 Douglas Shuler

Kine Dominance



D Bleed at +1 with +1 stealth.
D The acting vampire's Methuselah gains control of a location from any Methuselah.
Human beings are dangerous; they call me in the dark.
 Joy Division, At A Later Date

Illus. © 1994 Mark Poole


Dragon breath Rounds



Adds 2 aggravated damage to a gun's damage. This burns the gun after it is used. Only usable as damage is being resolved. This is an ammo card. No more than one ammo card can be used on a gun per combat.

Illus. © 1994 Quinton Hoover

Drain Essence



Strike: ranged. Steal 2 blood. Not usable first round.
 Strike: ranged. Steal 4 blood. Not usable first round.
*Thou would'st wish thy own heart dry of blood
 so in my veins red life might stream again.*
 John Keats, The Living Hand

Illus. © 1994 Anson Maddocks

Dramatic Upheaval



+1 stealth. All Kindred POLITICAL CARD – WORTH 1 VOTE.
 Choose a Methuselah. Successful vote means you switch places with the Methuselah.

Illus. © 1994 Heather Hudson


Drawing Out the Beast



Only usable before range is determined on the first round. Opposing vampire can only use maneuvers to cancel maneuvers, can only use presses to continue combat, and cannot use equipment. However, its hand damage is +1.
 As above. Additionally, opposing vampire suffers 1 damage after each round, which cannot be prevented.

Illus. © 1994 Bryon Wackwitz

Dread Gaze



Gain 2 votes. Only usable during a political action.
As above, but gain 4 votes.
*Just like a car crash,
 just like a knife,
 my favorite weapon is the look in your eyes.*
 Ministry, Stigmata

Illus. © 1994 John Bridges

Eagle's Sight



+1 intercept.
This vampire may attempt to block any action of any minion.
It was as if I had only just been able to see colors and shapes for the first time.
 Anne Rice, Interview with the Vampire

Illus. © 1994 Larry MacDougall

Earth Control



+1 stealth.
+2 stealth.

Illus. © 1994 Jeff Menges

Earth Meld



Strike: combat ends.
Strike: combat ends.
Untap this vampire.

Down into the denseness of soil and rock, down into the dust you have left behind.
Baudelaire, *The Unforeseen*

Illus. © 1994 Ron Spencer

Eco Terrorists



Master: unique location.
Tap to add 1 blood from the blood bank to an uncontrolled Gangrel of yours during your influence phase.
The river is swollen up with dirty, rusty cans, and the trees are burning in your promised land.
Leonard Cohen, *Untitled*

Illus. © 1994 Dan Smith

Effective management



Master.
Bring a vampire from your crypt to your inactive region.

Illus. © 1994 Né Né Thomas


Elder Kindred Network



Only usable during a political action before any votes are cast. Successful vote means there is no effect. If the vote fails, the Methuselah calling the vote loses 1 pool in the case of a tie, and 1 extra for each vote difference. *Fear the lords who are secret among us.*
Jim Morrison, *The Lords and New Creatures*

Illus. © 1994 Dan Frazier

Elder Library



Master: unique location.
Library increases your hand size by 1.
I have heard the whispered tales of immortality, the deepest mystery.
From an ancient book I took a clue.
Rush, *Xanadu*

Illus. © 1994 Mark Poole

Elysium: The Arboretum



Master: unique location.
Tap to end a combat. Only usable before range is determined. Any vampire can burn this card by calling a vote as a political action, which would be at +1 stealth.
"Go to Elysium to rinse yourself of the filth of war."
Sebastian Marley, *Clan Nosferatu*

Illus. © 1994 Margaret Organ-Kean

The Embrace



+1 stealth. All Kindred.
This card will act as a 1 capacity vampire. You may go through your library, ash heap or hand to get a skill card for the vampire. It receives a blood capacity of two with the skill but no blood. It is not considered unique. On the round brought into play it can only hunt. If you cannot find a skill card, the vampire remains at 1 capacity.

Illus. © 1994 Pete Venters


Enchant Kindred



Bleed at +1.
Add 2 blood from the blood bank to a younger, uncontrolled vampire.
"I have bound you," she said, "by sorcery. Shall I let you go?"
Tanith Lee, *Death's Master*

Illus. © 1994 Harold McNeill

Enhanced Senses



+1 intercept.
+2 intercept.
Stepping out of the page into the sensual world. . . .
Kate Bush, *The Sensual World*

Illus. © 1994 Amy Weber

Entrancement



D Bleed at +1.
D +1 stealth. The acting vampire's Methuselah gains control of an ally from any Methuselah.
Agony is born of desire; that's what you get for wanting.
Moey, Wanting

Illus. © 1994 Margaret Organ-Kean

Faceless Night



+1 stealth.
+1 stealth.
A vampire that attempts to block this action is tapped, whether or not the block is successful.
What is it that stands before me, this figure in black that points at me?
Ozzy Osbourne, Black Sabbath

Illus. © 1994 Harold McNeill

Fake Out



Do not replace until after combat.
Maneuver.

Illus. © 1994 Mark Poole

Fame



Master.
Put this card on a ready vampire. If the vampire goes to torpor, the prey of the vampire loses 3 pool. Each Methuselah loses 1 pool during his or her untap phase as long as the vampire is in torpor.
What mortal could withstand this indulgence, this worship?
Anne Rice, The Vampire Lestat

Illus. © 1994 Kaja Foglio

Far Mastery



+1 stealth.
D The acting vampire gains control of a retainer from any vampire.
D The acting vampire's Methuselah gains control of an ally from any Methuselah.

Illus. © 1994 Dan Smith

Fast Hands



Strike: steal weapon.
Strike: steal weapon with First Strike.

Illus. © 1994 Harold McNeill

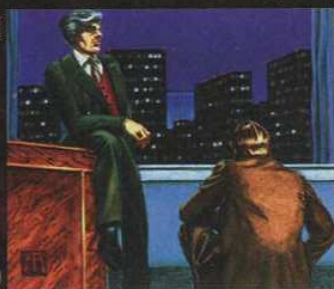
Fast Reaction



Only usable after a blocking minion that you control other than this vampire has just completed combat. This vampire now enters combat with the acting minion. This vampire is tapped. The first round of this combat the acting minion cannot use any strikes.
As above, with an optional press.

Illus. © 1994 Mike Raabe


The Fifth Tradition: Hospitality



+1 stealth. **Prince or Justicar.**
A vampire controlled by any Methuselah gains enough blood from the blood bank to bring it to full capacity.

Illus. © 1994 Melissa Benson

The First Tradition: The Masquerade



+1 stealth. **Prince or Justicar.**
POLITICAL CARD - COUNTS AS 1 VOTE.
Successful vote means each Methuselah must skip his or her turn or pay a 2 pool penalty. This card is burned when you have either skipped 3 turns or paid 6 pool in cumulative penalties.

Illus. © 1994 Pete Venters

Fists of Death



+1 hand damage for the remainder of combat. Only usable at the beginning of a round. As above, but with +2 hand damage.

Illus. © 1994 L. A. Williams

Flak Jacket



Equipment. Prevents 1 damage each combat.

Illus. © 1994 Mike Raabe

Flame Thrower



Weapon. 2R, aggravated, each strike.

Illus. © 1994 Brian Snoddy

Flash



Maneuver or press. **Maneuver with an optional press. Only usable when choosing range.**

Illus. © 1994 Harold McNeill

Flesh of Marble



Only usable at the beginning of a round. If the vampire takes more than 1 damage in a round, then the total is reduced to 1. Aggravated damage cannot be prevented. This lasts the duration of combat. As above, but aggravated damage can be prevented.

Illus. © 1994 Pete Venters

Form of Mist



Strike: dodge. Strike: combat ends. This vampire can continue with action at +1 stealth as if unblocked. This action can still be blocked. ... and yet I am, and live, like vapours tossed. John Claire, I Am

Illus. © 1994 Rob Alexander

Form of the Ghost



Maneuver. Press. *Nobody knows where I was, and now I am no longer there. Gwendolyn Brooks, Boy Breaking Glass*

Illus. © 1994 Bryon Wackwitz

Fortitude



Master: skill. Play on a vampire. The vampire has Fortitude and 1 greater blood capacity. If the vampire already had Fortitude, it now has superior Fortitude. This makes the vampire one generation older. Cannot be played on a vampire with superior Fortitude.

Illus. © 1994 Richard Thomas

The Fourth Tradition: The Accounting



+1 stealth. Prince or Justicar. Add up to 3 blood from the blood bank to a younger uncontrolled vampire.

Illus. © 1994 Mark Poole

Fragment of the Book of Nod



Unique master.
Tap to draw two cards. Discard down to your maximum hand size. Other vampires can attempt to gain control of the fragment of the Book of Nod as a **D** action.
I have etched the scrolls into my skin.
Christian Death, *In Absentia*

Illus. © 1994 Rob Alexander

Freak Drive



Untap this vampire. Only usable immediately after this vampire performs a successful action.
As above, but usable even if the action is blocked.

Illus. © 1994 Daniel Gelon

Frenzy



Master: out of turn.
Before range is chosen in a round of combat, choose a vampire in combat. In this combat round this vampire may not use equipment and may not use presses to end combat. This round has a press only usable to continue combat.

Illus. © 1994 Pete Venters

Game of Malkav



Master.
Each Methuselah holds a hand out with between 1 and 5 blood in it; you may hold out between 1 and 6. Open hands simultaneously. Each adds the amount in his or her hand to his or her blood pool unless another Methuselah chose exactly one less than he or she did, in which case it is the amount he or she loses.

Illus. © 1994 John Bridges

Gangrel De-evolution



Master.
Reduce a Gangrel's bleed by 1 for the remainder of the game.

Illus. © 1994 Pete Venters

Gangrel Justicar



+1 stealth. All Kindred. POLITICAL CARD – WORTH 1 VOTE.
Select a ready Gangrel. Successful vote means he or she is declared Gangrel Justicar. In this vote each Gangrel is worth 1 extra vote. This could lead to a contested title.

Illus. © 1994 Steve Casper


Ghoul Escort



All Kindred. 4 life.
When blocked, the vampire can choose to burn the ghoul and untap instead of entering combat. This does not untap the blocker.

Illus. © 1994 Jeff Rebner

Ghoul Retainer



2 life.
Ghoul can use hands for 1 damage, or a weapon of the employing minion that the minion is not presently using, each round of combat.

Illus. © 1994 L. A. Williams

Giant's Blood



Master.
If this is the first time Giant's Blood is being played in the game, restore a vampire to full capacity from the blood bank. If this is not the first time, then Giant's Blood is burned with no effect.

Illus. © 1994 Edward Beard, Jr.

Gird Minions



Master.
Move as much blood as you want from your blood pool to one or more of the vampires you control.

Illus. © 1994 Mike Raabe

Glaser Rounds



Adds 2 to a gun's damage for the remainder of combat. Only usable as damage is being resolved. Not usable the first time the gun is used in a combat. This is an ammo card. No more than one ammo card can be used on a gun per combat.

Illus. © 1994 Né Né Thomas

Gleam of Red Eyes



Press. Maneuver.
The glance of a serpent could not have produced a greater effect.
James Malcolm Rhymor, Varney the Vampyre

Illus. © 1994 Harold McNeill


Golconda - Inner Peace



Master.
Only playable on a vampire of capacity 8 or more. The vampire is burned; this is not considered diablerie. Its controller gains the vampire's capacity in blood to his or her blood pool. Its controller can cancel this card by paying 2 pool.

Illus. © 1994 Kaja Follo

Govern the Unaligned



D Bleed at +2.
+1 stealth. Add up to 3 blood from the blood bank to a younger uncontrolled vampire.

Illus. © 1994 Mark Poole

Grave Robbing



D Take a vampire from any torpor to your own torpor. You now control the vampire.
D As above, but by paying 2 blood from the acting vampire, you can take the vampire into your controlled region.

Illus. © 1994 Edward Beard, Jr.

Grenade



Weapon.
3R. Burn after use. If used at close range, bearer suffers 1 damage.

Illus. © 1994 Mark Poole


Growing Fury



Strike: use your hand or melee weapon at +2 damage. Not usable first round.
Strike: as above, but with +3 damage.

Illus. © 1994 Heather Hudson

Gypsies



Unique ally: 1 life. 1 damage. 1 bleed. Gypsies get +1 stealth on each of their actions.
... the gradations of the dark were like an underworld of death, but for the spark in the Gypsy boy's black eyes.
Edward Thomas, *The Gypsy*

Illus. © 1994 Pete Venters

Haven Uncovered



Master.
Put this card on any ready vampire. This vampire can be attacked by any minion as a **D** action, which would be at +1 stealth. This vampire can burn this card with an action, which also would be at +1 stealth.
Come burrow through my ruins, shed not a tear.
Baudelaire, *The Gladly Dead*

Illus. © 1994 Pete Venters


Hawg



Vehicle.
1 press each turn.
A minion can only have 1 vehicle at a time.

Illus. © 1994 Tom Wänerstrand


Hell Hound



2 life.
1 damage, 0 bleed.
Hell hound can take no actions, only block. If hell hound has only one life during untap, it gets a second life from the blood bank.
As I started across the broad empty field, I heard the first howling.
Anne Rice, *The Vampire Lestat*

Illus. © 1994 Daniel Gelon

Hidden Lurker



Only usable after an acting minion that you control other than this vampire has just completed combat. This vampire now enters combat with the blocking minion. The first round of this combat, the blocking minion cannot use any strikes.
As above with an optional press.

Illus. © 1994 Steve Casper

High Stakes



+1 stealth.
POLITICAL CARD - WORTH 1 VOTE.
Only usable if playing for ante. Successful vote means each Methuselah must decide whether to ante an additional card from the top of his or her library, or to be ousted from play. Decisions should be made simultaneously. Hold out your fist. A blood in it indicates that you choose not to be ousted.

Illus. © 1994 Stuart Beel

Homunculus



1 life.
The vampire may pay 1 blood to untap during any Methuselah's untap phase.
As above, but with 2 life.
A pile of bones in a skin bag, a deflated balloon, a hideous bundle.
R. Chetwynn Hayes, *Looking For Something To Suck*

Illus. © 1994 Bryon Wackwitz

Hostile Takeover



Master.
Select a vampire. All Methuselahs bid pool for control of the vampire. The highest bid goes to the vampire's controller, and the bidder then takes control of the vampire. If the controller wins, then half the winning bid (rounded up) goes to the bank.

Illus. © 1994 Mike Kaabe

Illegal Search and Seizure



Master.
Burn any one weapon that costs more than 2 pool, or that does more than 3 damage. The bearer of the weapon suffers 1 damage, which cannot be prevented.

Illus. © 1994 Mark Poole

Immortal Grapple



Only usable at close range, before strikes are chosen. Only hand strikes can be made against or by the vampire using Immortal Grapple.
As above, with an optional press, and if another round of combat happens don't choose range, that round of combat is at close range.

Illus. © 1994 L. A. Williams

Indomitability



Prevent 1 damage.
Press, or prevent 1 damage with an optional press.
*When my energies first surged through me,
 I discovered . . . how to be as stone . . .*
The Book of Nod

Illus. © 1994 Dan Smith

Infernal Pursuit



Press.
For the remainder of the combat, each time you replace a card draw an additional card; then discard one card for each additional card drawn.
Hunt, hunt again; if you do not find it, you will die.
Robert Penn Warren, Treasure Hunt

Illus. © 1994 Ron Spencer

Information Highway



Master: unique location.
 Allows two extra transfers each turn.

Illus. © 1994 William O'Connor

IR Goggles



1 optional maneuver each combat.
*To see as a god sees, and take the depth
 Of things as nimbly as the outward eye.*
John Keats, The Fall of Hyperion

Illus. © 1994 Anson Maddocks

Ivory Bow



Unique weapon.
 1R, aggravated, each strike.

Illus. © 1994 Tom Wänerstrand

J.S. Simmons Esq.



Unique retainer: 1 life.
 +1 bleed.

Illus. © 1994 Chris McLoughlin

Jackie Therman



All Kindred.
Unique retainer: 1 life.
 One optional maneuver each combat.

Illus. © 1994 Melissa Benson

Kindred Intelligence



+1 stealth.
 Move a vampire from your crypt into your uncontrolled area.

Illus. © 1994 Michael Weaver

Kindred Restructure



+1 stealth. Prince/Justicar
POLITICAL CARD - WORTH 1 VOTE
 Choose a new seating order. Successful vote means each Methuselah takes his or her new seat.

Illus. © 1994 Quinton Hoover

Kindred Segregation



+1 stealth. **All Kindred**
POLITICAL CARD -
WORTH 1 VOTE
Successful vote means all allies are burnt. A Methuselah can retain his or her allies by repaying their cost to put into play.

Illus. © 1994 Né Né Thomas


Kindred Society Games



Master.
Put Society Games on any ready vampire. Any vampire this card is on must pay 1 blood to untap as normal during the untap phase, or may choose to not untap, and instead put Society Games on a younger tapped vampire. If there is no younger tapped vampire, Society Games is burnt.

Illus. © 1994 Mark Poole

Kine Resources Contested



+1 stealth. **All Kindred.**
POLITICAL CARD -
WORTH 1 VOTE.
Divide 4 points among at least 2 Methuselahs. Successful vote means each point represents the loss of 1 pool.

Illus. © 1994 Heather Hudson

The Knights



Unique ally: 2 life.
2 damage, 0 bleed.
You don't get what you deserve, you get what you take.
Sisters of Mercy. More

Illus. © 1994 L. A. Williams

KRCG News Radio



Master: unique location.
Tap to give +1 intercept to a minion you control.
Tap and pay 1 pool to give +1 intercept to a minion another Methuselah controls.

Illus. © 1994 William O'Connor


The Labyrinth



Master: unique location.
Tap to give a Nosferatu you control +1 stealth.

Illus. © 1994 Pete Venters

Laptop Computer



Equipment.
+1 bleed. A minion may have no more than 1 Laptop Computer at a time.

Illus. © 1994 Brian Snoddy

Legal Manipulations



D Bleed at +2.
D As above, gain 1 pool if bleed is successful.
You can try and pull us down with your pinstripe weasel stuff, but word travels fast in this town.
Duran Duran. To Whom It May Concern

Illus. © 1994 Stuart Beel

Letter from Vienna



Master.
Tap all ready Tremere.
The hierarchy of the Tremere clan, the Council of Seven, reside and rule from their chantry in Vienna. All Tremere obey the decrees of the Council of Seven without query.

Illus. © 1994 Amy Weber

Lextalionis



+1 stealth. All Kindred POLITICAL CARD – WORTH 1 VOTE.
Name a Methuseiah who has received a victory point since your last turn. Successful vote means his or her minions are immediately tapped and cannot untap on his or her following turn.

Illus. © 1994 Pete Venters

Life Boon



Master: out-of-turn.
Give blood from your blood pool to a Methuseiah with no blood to keep him or her in the game. Henceforth, during your untap phase you may collect 1 blood from his or her blood pool. The first victory point (and ante) that the Methuseiah wins is given to you (even if by then you are ousted), at which point this boon is burnt.

Illus. © 1994 Kaja Foglio

Lost in Crowds



+1 stealth. +2 stealth.
Somewhere in the city, somewhere in the crowd. . . . Clan of Xymox, Somewhere in the City

Illus. © 1994 Doug Gregory

Loyal Street Gang



2 life. 1 damage, 0 bleed.
Blood brother lay down your life for me. Mission U.K., Blood Brothers

Illus. © 1994 Bryon Wackwitz

Lucky Blow



Do not replace until after combat.
Strike: use your hand or melee weapon at +1 damage.

Illus. © 1994 Pete Venters

Madness Network



Unique master.
After any Methuseiah has finished with actions during his or her turn, any untapped Malkavian can take an action. Any minion can burn this card with an action that any untapped Malkavian can attempt to block. Go clockwise from the acting Methuseiah if two or more Malkavians attempt to take actions or block at the same time.

Illus. © 1994 Anson Maddocks

Magic of the Smith



+1 stealth.
Go through your library and find a piece of equipment to put on the acting vampire. Reshuffle the library afterwards. The equip cost must be paid as normal. **As above, but with +3 stealth.**

Illus. © 1994 Jeff Menges

Majesty



Strike: combat ends. As above, and this vampire may pay 1 blood to untap.
Bow down before the one you serve. Nine Inch Nails, Head Like A Hole

Illus. © 1994 Brian Snoddy

Major Boon



Master: out-of-turn.
Play this card to take another Methuseiah's blood pool loss due to a bleed (must be at least 1 blood). Modifiers to the bleed can be played after you play this card. In the future you can force the rescued Methuseiah to take a loss due to a bleed against you. This boon is then burnt.

Illus. © 1994 Kaja Foglio

Malkavian Dementia



Master.
 You control a ready Malkavian that another Methuselah controls until your next untap phase.
... but why will you say that I am mad? The disease had sharpened my senses — not destroyed — not dulled them. Edgar Allan Poe, The Tell-Tale Heart

Illus. © 1994 Anson Maddocks

Malkavian Justicar



+1 stealth. All Kindred.
POLITICAL CARD - WORTH 1 VOTE.
 Select a ready Malkavian. Successful vote means he or she is declared Malkavian Justicar. In this vote each Malkavian is worth 1 extra vote. This could lead to a contested title.
I can't forget. I can't forget. I can't forget. . . I don't remember what. Leonard Cohen, I Can't Forget

Illus. © 1994 Ken Meyer, Jr.

Malkavian Prank



Master.
 All other Methuselahs hold between 1 and 4 blood in their hands. You guess how much is in each Methuselah's hand individually. For each one you guess correctly, you gain that much pool from his or her blood pool. If you guess incorrectly, he or she gains that much pool from the blood bank.

Illus. © 1994 Dan Frazier

Malkavian Time Auction



Master.
 Select a card you control. Starting to your left and proceeding clockwise, Methuselahs bid pool for control of that card. Highest bidder takes control of the card, but you collect bids from the last two bidders.

Illus. © 1994 Amy Weber


Manstopper Rounds



Add one to a gun's damage for the remainder of the combat. Only usable as damage is being resolved. This is an ammo card. No more than one ammo card can be used on a gun per combat.

Illus. © 1994 Né' Né' Thomas

Mask of 1,000 Faces



Only usable by an untapped vampire other than an acting minion you control. Untap the acting minion and tap this vampire. Now the newly tapped vampire is the acting minion and the action resumes where it left off.
As above, with +1 stealth.

Illus. © 1994 Jeff Menges

Masquerade Endangered



Master: out-of-turn.
 Play when a vampire hunts. The vampire doesn't gain a blood, but is still tapped. Put the Masquerade Endangered card on the vampire. During the vampire's next untap phase, burn this card instead of untapping the vampire.

Illus. © 1994 William O'Connor

Masquerade Enforcement



+1 stealth. Prince/Justicar
POLITICAL CARD - WORTH 1 VOTE.
 Successful vote means that when a Methuselah moves a vampire from uncontrolled to controlled, he or she must pay 1 pool to the blood bank. This card can be burned by a vote called with an action, which would be at +1 stealth.

Illus. © 1994 Mark Poole

Metro Underground



Master: unique location.
 Tap and pay 1 pool to untap one vampire at the end of your turn.

Illus. © 1994 Randy Gallegos

Mighty Grapple



Press, only usable to continue combat.
Strike: use your hand or melee weapon at +1 damage with an optional press, only usable to continue combat.

Illus. © 1994 William O'Connor

Millicent Smith – Puritan Vampire Hunter



Unique master.
 At the end of your turn, control of Millicent passes to the Methuselah to your right. If a Methuselah controlling Millicent has any of his or her acting vampire's actions blocked, then the acting vampire and Millicent are burned without combat.

Illus. © 1994 Heather Hudson

Minion Tap



Master.
 Move as much blood as you want from one of the vampires you control to your blood pool.

Illus. © 1994 Bryon Wackwitz

Minor Boon



Master: out-of-turn.
 When a vampire another Methuselah controls goes to torpor, put this card on the vampire and prevent the vampire from going to torpor. In return the vampire can't bleed you until it rescues a vampire you control from torpor, at which time the Minor Boon is burned.

Illus. © 1994 Kaja Foglio

Misdirection



Master.
 Tap X minions.

Illus. © 1994 Mark Poole

Mob Connections



Unique Master.
 Tap for a press, only usable to continue combat. Any minion may take a **D** action to burn this card.
"The Mafia is an invaluable asset, make no mistake. Their asinine belief that they wield the true power in the city amuses me."
 Roman Alexander, Clan Gangrel

Illus. © 1994 William O'Connor

Monocle of Clarity



Unique equipment.
 During your untap phase, if bearer is ready, you can ask any Methuselah a yes or no question. He or she must answer truthfully. If the question pertains to the future, he or she must abide by the answer if possible. Using the monocle is not an action.

Illus. © 1994 Margaret Organ-Kean

Movement of the Mind



Press, only usable to end combat.
Maneuver.

Illus. © 1994 Edward Beard, Jr.

Movement of the Slow Body



+2 stealth.
 Only usable by a tapped vampire in torpor. The acting vampire can untap. If this action is blocked, there is no combat; the blocker gets the opportunity to commit diablerie.
As above, but this vampire also gains 1 blood from the blood bank.

Illus. © 1994 Jeff Menges

Mr. Winthrop



Unique retainer: 1 life.
+1 intercept.

Illus. © 1994 Pete Venters

Muddled Vampire Hunter



Unique Ally: 1 life.
4 damage, 0 bleed.
Hunter always strikes with First Strike. As a **D** action, Muddled Vampire Hunter can attack any ready vampire. *And catching sight of us, he bit himself, like one whom fury devastates within.*
Dante, *The Inferno*

Illus. © 1994 Anson Maddocks

Murder of Crows



1 life.
Does 1R each round of combat.
As above, with 2 life.
The crow laughs under a streetlight, the voodoo smile of one who lived, and died, and yet still lives.
J. O'Barr, *The Crow*

Illus. © 1994 Richard Thomas

Night Moves



D Bleed your predator or prey at +3 stealth. If more than 1 pool is bled with this action, ignore the excess.
D As above, but at +6 stealth.
I don't exist when you don't see me.
Sisters of Mercy, *When You Don't See Me*

Illus. © 1994 Jeff Menges

Nimble Feet



Press.
Additional strike.

Illus. © 1994 Nicola Leonard

Nosferatu Justicar



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.
Select a ready Nosferatu. Successful vote means he or she is declared Nosferatu Justicar. In this vote each Nosferatu is worth 1 extra vote. This could lead to a contested title.

Illus. © 1994 Mark Tedin

Nosferatu Putrescence



Put this card on a Nosferatu in combat. Can be played even if you have no minions in combat. The afflicted Nosferatu gets -1 hand damage for the remainder of the game.
There is no more infection, simply the mark.
Jewelle Gomez, *Louisiana: 1850*

Illus. © 1994 Dave Roach & Pete Burges

Obedience



Only usable when about to enter combat with an acting younger vampire. Instead of entering combat, leave this vampire untapped, and untap the acting vampire. The acting vampire's action is blocked and it cannot perform the same action this turn.
As above, but the acting vampire is tapped.

Illus. © 1994 Ron Spencer

Obfuscate



Master: skill.
Play on a vampire. The vampire has Obfuscate and 1 greater blood capacity. If the vampire already had Obfuscate, it now has superior Obfuscate. This makes the vampire one generation older. Cannot be played on a vampire with superior Obfuscate.

Illus. © 1994 John Bridges

Open Gate



Press, only usable to end combat.

Illus. © 1994 Dan Frazier

Outcast Mage



2 life.
2R, 1 bleed, 1 optional maneuver each combat.
Priests in black gowns were making their rounds and binding with briars my joys and desires.
William Blake, Garden of Love

Illus. © 1994 Susan Van Camp

Owl Companion



Retainer: 1 life.
 When in combat with this retainer, all Methuselahs may look at opponent's hand.
As above, but with 2 life.
The owls are not what they seem.
Special Agent Dale Cooper, Twin Peaks

Illus. © 1994 L. A. Williams

Parity Shift



+1 stealth. Prince or Justicar
POLITICAL CARD - COUNTS AS 1 VOTE
 Select a Methuselah who has more blood in his or her pool than you. Divide up to # of that blood among the Methuselahs' blood pools as you see fit. # is the number of Methuselahs currently in the game. Successful vote means the blood is apportioned as you announced.

Illus. © 1994 L. A. Williams

Patagia - Flaps Allowing Limited Flight



+1 stealth.
 The acting Nosferatu gets one optional maneuver each combat for the remainder of the game.
Demon or bird! (Said the boy's soul)
Wait Whitman, Out of the Cradle Endlessly Rocking

Illus. © 1994 Anson Maddocks

Peace Treaty



+1 stealth. All Kindred
POLITICAL CARD - WORTH 1 VOTE.
 Successful vote means all weapons are burned. Each Methuselah can retain any of his or her weapons by repaying their cost to equip.

Illus. © 1994 Amy Weber

Police Department



Master: unique location.
 Tap to gain press, only usable to end combat.

Illus. © 1994 William O'Connor

Political Ally



Unique Ally: 1 life.
0 damage, 3 bleed.

Illus. © 1994 Kaja Foglio

Political Backlash



Usable only when a vote fails. The Methuselah calling the failed vote loses 2 pool.

Illus. © 1994 Julian Jackson

Political Flux



+1 stealth. All Kindred. POLITICAL CARD – WORTH 1 VOTE.
Pick a number from 1 to 12. If vote is successful, this is the amount of blood the next predator to earn blood from the ousting of his or her prey will earn, rather than the normal six.

Illus. © 1994 Né Né Thomas

Potence



Master: skill.
Play on a vampire. The vampire has Potence and 1 greater blood capacity. If the vampire already had Potence, it now has superior Potence. This makes the vampire one generation older. Cannot be played on a vampire with superior Potence.

Illus. © 1994 L. A. Williams

Powerbase: Chicago



Master: unique location.
During your untap phase put 1 blood on the Powerbase from the blood bank or take all blood from the Powerbase to your blood pool. Any vampire controlled by another Methuselah can steal all the blood on this Powerbase to its Methuselah's blood pool as a **D** action.

Illus. © 1994 Ken Meyer, Jr.

Powerbase: Washington, D.C.



Master: unique location.
During your untap phase you can either take one blood from this Powerbase or put up to 3 blood on it from your blood pool, which is matched by the blood bank. Any vampire controlled by another Methuselah can steal all the blood on this Powerbase to its Methuselah's blood pool as a **D** action.

Illus. © 1994 Michael Weaver

Praxis Seizure: Atlanta



+1 stealth. All Kindred. POLITICAL CARD – WORTH 1 VOTE.
Successful vote means the acting vampire is declared Prince of Atlanta. This could lead to a contested title.

Illus. © 1994 Josh Timbrook

Praxis Seizure: Boston



+1 stealth. All Kindred. POLITICAL CARD – WORTH 1 VOTE.
Successful vote means the acting vampire is declared Prince of Boston. This could lead to a contested title.

Illus. © 1994 Edward Beard, Jr.

Praxis Seizure: Chicago



+1 stealth. All Kindred. POLITICAL CARD – WORTH 1 VOTE.
Successful vote means the acting vampire is declared Prince of Chicago. This could lead to a contested title.

Illus. © 1994 Robert McNeill

Praxis Seizure: Cleveland



+1 stealth. All Kindred. POLITICAL CARD – WORTH 1 VOTE.
Successful vote means the acting vampire is declared Prince of Cleveland. This could lead to a contested title.

Illus. © 1994 Né Né Thomas

Praxis Seizure: Dallas



+1 stealth. All Kindred. POLITICAL CARD – WORTH 1 VOTE.
Successful vote means the acting vampire is declared Prince of Dallas. This could lead to a contested title.

Illus. © 1994 Richard Thomas

Praxis Seizure: Houston



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.

Successful vote means the acting vampire is declared Prince of Houston. This could lead to a contested title.

Illus. © 1994 Kaja Foglio

Praxis Seizure: Miami



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.

Successful vote means the acting vampire is declared Prince of Miami. This could lead to a contested title.

Illus. © 1994 Richard Thomas

Praxis Seizure: Seattle



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.

Successful vote means the acting vampire is declared Prince of Seattle. This could lead to a contested title.

Illus. © 1994 Nicola Leonard

Praxis Seizure: Washington D.C.



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.

Successful vote means the acting vampire is declared Prince of Washington, D.C. This could lead to a contested title.

Illus. © 1994 John Bridges

Praxis: Solomon



+1 stealth. All Kindred
POLITICAL CARD – WORTH 1 VOTE

Choose who among those with contested cards in play should get each card. Successful vote means all other Methuselahs must immediately burn the contested cards.

Illus. © 1994 L. A. Williams

Presence



Master: skill.

Play on a vampire. The vampire has Presence and 1 greater blood capacity. If the vampire already had Presence, it now has superior Presence. This makes the vampire one generation older. Cannot be played on a vampire with superior Presence.

+1

Illus. © 1994 Richard Thomas

Protean



Master: skill.

Play on a vampire. The vampire has Protean and 1 greater blood capacity. If the vampire already had Protean, it now has superior Protean. This makes the vampire one generation older. Cannot be played on a vampire with superior Protean.

+1

Illus. © 1994 Mark Tedin

Protracted Investment



Master.

Put 6 blood on this card from the blood bank. Instead of playing a master card each turn, you can take 1 blood from the Protracted Investment and add it to your blood pool. Burn this card when all blood has been removed.

3

Illus. © 1994 Brian Snoddy

Psyche



Press.

Only usable at the end of a combat where both combatants are still ready. Combat starts again. This is considered an entirely new combat, so weapons can contribute their maneuvers for a second time, and so forth.

Illus. © 1994 Jeff Menges

Psychic Projection



+1 stealth.
A minion you control has +2 Intercept until your next untap phase.
All minions you control have +1 Intercept until your next untap phase.
In crystalline light we ride without bodies.
Dance or Die, Archimedes

Illus. © 1994 Amy Weber

Psychic Veil



+1 stealth to all vampires' actions this turn.
+1 stealth to all minions' actions this turn.
Look and they can't be found, playing their presence down.
Daniella Dax, Inky Bloaters

Illus. © 1994 Heather Hudson


Pulled Fangs



Usable by a minion who inflicts more damage at close range than the victim vampire. Pulled Fangs inflicts 1 aggravated damage, and the victim cannot hunt. Any vampire may burn this card by taking two actions, which would be at +1 stealth. If the victim must hunt, it instead goes to torpor. Not usable by a vampire going to torpor or by a dying ally.

Illus. © 1994 Edward Beard, Jr.

Pulling Strings



Only usable during a political action. A younger vampire of your choice must abstain from voting. This can cancel the younger vampire's votes.
As above, but the vampire need not be younger.
Here we stand in the shadow of the master plan.
Duran Duran, UMF

Illus. © 1994 Dan Smith

Pulse of the Canaille



+1 stealth.
Look at all Methuselahs' hands for the remainder of your turn.
The acting vampire has 3 bleed for the remainder of the game.

Illus. © 1994 Anson Maddocks

The Rack



Master: unique location.
When The Rack is brought into play, or the controller of The Rack changes, the controller of The Rack chooses a vampire he or she controls. That vampire gains up to 2 blood from the blood bank during each of its Methuselah's untap phases. A vampire controlled by another Methuselah can steal the rack for its Methuselah as a **D** action.

Illus. © 1994 Quinton Hoover

Rampage



D Burn any location. This action is at +1 stealth if you choose a location you control.
No flesh shall be spared.
Mark 13

Illus. © 1994 Robert McNeill

Rapid Healing



+1 stealth.
Only usable by a vampire in torpor. Acting vampire leaves torpor. If blocked, there is no combat; the blocker has the opportunity to commit diablerie. As above, and this vampire gains 1 blood from the blood bank.

Illus. © 1994 Ron Spencer

Rat's Warning



Usable by a tapped vampire. Untap this vampire. Only usable after a bleed against you is declared.
As above, with optional press if vampire successfully blocks this bleed.

Illus. © 1994 Pete Venters

Raven Spy



1 life.
+1 intercept.
As above, but with 2 life.
*The circling of ravens,
our blackened souls.
Will, Triumph*

Illus. © 1994 Dan Frazier

Read Intentions



Press, only usable to end combat.
Dodge.
*Mephistopheles is not your name.
I know what you're up to just
the same.
The Police,
Wrapped Around Your Finger*

Illus. © 1994 Susan Van Camp

Regaining the Upper Hand



+1 stealth. All Kindred.
POLITICAL CARD –
WORTH 1 VOTE.
Name a Methuselah.
Successful vote means that
Methuselah gets the Edge.

Illus. © 1994 Stuart Beel


Renegade Garou



3 life.
2 damage, 0 bleed, 1 optional
maneuver per combat.
Garou gets 1 additional strike each
round. Garou can attack a minion as
a **D** action, which would be at +1
stealth. During your untap phase, if
Garou has less than 3 lives, add one
from the blood bank.

Illus. © 1994 Daniel Gelon

Resplendent Protector



1 life.
Protector prevents up to 1
damage each combat.
*You always were the one
to show me how.
Back then I couldn't do the
things I can do now.
Nine Inch Nails, Something I Can
Never Have*

Illus. © 1994 Michael Weaver

Restoration



+1 stealth.
Vampire gains 2 blood
from the blood bank.
**Vampire gains 3 blood
from the blood bank.**

Illus. © 1994 Susan Van Camp

Reversal of Fortunes



+1 stealth. All Kindred
POLITICAL CARD –
WORTH 1 VOTE.
Successful vote means direc-
tion of play is reversed. Prey
is still to the left, however.

Illus. © 1994 Margaret Organ-Kean


Ritual Challenge



+1 stealth.
The acting Gangrel has 2
hand damage for the
remainder of the game.
*It's only theater of pain.
Christian Death,
Theater of Pain*

Illus. © 1994 L. A. Williams

Ritual of the Bitter Rose



All your ready vampires gain the
amount of blood from the blood
bank that is on a vampire you are
destroying by diablerie. Usable in
combat if an enemy is burned.
Bloodhilt may only be called on
the vampire who committed
the diablerie.

Illus. © 1994 Drew Tucker

Rötschreck



Master: out-of-turn.
 Play when a minion attempts to use aggravated damage against a vampire, whether successfully or not. Combat ends before damage is resolved. That vampire is put in torpor, tapped, with this card on it. During the vampire's next untap phase, burn this card instead of untapping the vampire.

Illus. © 1994 John Bridges

Rowan Ring



Unique melee weapon.
 Paralyzes as a strike. When used successfully, the ring is given to the victim.

Illus. © 1994 Anson Maddocks

RPG Launcher



Weapon.
 6R, each strike. Only usable after the first round of combat, and only at long range.

Illus. © 1994 Brian Snoddy

Rumors of Gehenna



+1 stealth. All Kindred. POLITICAL CARD - WORTH 1 VOTE.
 Name a set of Methuselahs in the game. Successful vote means each named Methuselah can play two master cards on his or her turn. Any vampire may burn this card by calling a vote as a political action, which would be at +1 stealth.

Illus. © 1994 Né Né Thomas

Sabbat Threat



+1 stealth. Prince/Justicar. POLITICAL CARD - WORTH 1 VOTE.
 Name some or all of the Methuselahs. Successful vote means each named Methuselah gets 1 threat counter. A Methuselah loses 1 pool for each threat counter he or she has during his or her untap. A Methuselah can never have more than 2 threat counters. A Methuselah can spend the Edge to lose all threat counters he or she has.

Illus. © 1994 Quinton Hoover

Saturday Night Special



Weapon, Gun.
 1R each strike with an optional maneuver each combat.

Illus. © 1994 Tom Wänerstrand

Sawed-off Shotgun



Weapon, Gun.
 3R, only usable once per combat.

Illus. © 1994 Mark Tedin

Scorn of Adonis



Any player casting at least one vote against the acting vampire loses 1 pool.

Illus. © 1994 Chris McLoughlin

The Second Tradition: Domain



Prince or Justicar.
 +2 intercept. Usable by a tapped vampire that untaps and attempts to block. *Thou shalt honor each other's house. . . The Book of Nod*

Illus. © 1994 L. A. Williams

Seduction



Name a younger vampire. This vampire cannot attempt to block the acting vampire. Only usable as the action is announced.
As above, but name any vampire.
Letting go is the secret; giving up to me is the greatest pleasure of all. . . .
Robbi Sammers, Lilit

Illus. © 1994 Harold McNeill

Sengir Dagger



Unique melee weapon.
 1 aggravated damage each strike. If additional damage is given through another card, this too is aggravated.

Illus. © 1994 Margaret Organ-Kean

Shattering Blow



Strike: destroy equipment.
Strike: destroy equipment with First Strike.

Illus. © 1994 Anson Maddocks

Short Term Investment



Master.
 Put 3 blood on this card from the blood bank. Instead of playing a master card each turn, you can take 1 blood from the Short Term Investment and add it to your blood pool. Burn this card when all blood has been removed.

Illus. © 1994 Brian Snoddy

Sideslip



Strike: dodge.
Prevent 1 damage. A minion may only use one Sideslip each round to prevent damage.

Illus. © 1994 Dan Smith

The Sixth Tradition: Destruction



+1 stealth. Prince or Justicar.
 Only usable when a vampire has committed diablerie since your last turn. The diablerizing vampire is burned. This is not considered diablerie.

Illus. © 1994 Kaja Foglio

Skin of Night



Aggravated damage is treated as regular damage for this vampire for remainder of round.
As above, and prevent 1 damage.
The moon came uninvited, sallow and grim.
Daniella Dax, Sleep Has No Property

Illus. © 1994 Anson Maddocks

Skin of Rock



Prevent 1 damage.
Prevent 2 damage.
The word turned to flesh, the flesh turned to stone. . . .
Will, Kingdom Come

Illus. © 1994 Christopher Rush

Skin of Steel



Prevent all damage from a strike.
Prevent all damage from opponent's strikes this round.
The blade of the knife had buckled and broken as if on a wall of steel.
Tanith Lee, Death's Master

Illus. © 1994 Douglas Schuler

The Slashers



Unique ally: 3 life.
1R, 0 bleed.

I've got the image of Jesus imbedded in my chest. I can't leave home without my bulletproof vest.
Christian Death, Spiritual Cramp

Illus. © 1994 L. A. Williams

Slum Hunting Ground



Master: unique location. During your untap phase, a ready vampire you control gains 1 blood from the blood bank. Only 1 blood can be given to a vampire by Hunting Ground cards each turn.

Illus. © 1994 L. A. Williams

Smiling Jack the Anarch



Unique master. Put 1 blood from your blood pool on Jack during your untap phase. Each other Methuselah during his or her untap phase must lose 1 pool or 1 blood from a vampire he or she controls for each blood on Jack. Any vampire can burn Jack as a D action.

Illus. © 1994 Drew Tucker

Social Charm




Bleed at +1.

D Bleed at +1. Gain 1 pool from the blood bank if bleed is successful.

With torn and bleeding hearts we smile and mouth with myriad subtleties.
Paul Lawrence Dunbar, We Wear The Mask

Illus. © 1994 Douglas Shuler

Society Hunting Ground



Master: unique location. During your untap phase, a ready vampire you control gains 1 blood from the blood bank. Only 1 blood can be given to a vampire by Hunting Ground cards each turn.

The Toreador are imprisoned by their lust for the night life. Like a siren, it beckons them with promises of forbidden pleasures.

Illus. © 1994 Michael Weaver

Society of Leopold



Unique master. Put the Society on any vampire. During its Methuselah's untap phase that vampire loses 1 blood or is burned—its Methuselah's choice. If the vampire is burned, the Society is burned. The vampire with the Society on it can put in on any other vampire as an action, which would be at +1 stealth.

Illus. © 1994 L. A. Williams

Soul Gem of Etrius



Unique equipment. If bearer is burned, draw the top card of your crypt. If the new vampire is younger, then it comes into play with blood at capacity from the blood bank and inherits the Soul Gem. If the vampire from your crypt is older, it is simply put in your uncontrolled area, and the Soul Gem is burned. If the bearer is being disabled, the vampire committing disable cannot steal the gem.

Illus. © 1994 Dave Roach and Pete Burges

The Spawning Pool



Master: unique location. During your untap phase, you can put 1 blood from a ready Nosferatu onto this card. Whenever you successfully block a bleed against you, if combat goes a second round, tap the Spawning Pool to deal 1 damage for each blood on the Spawning Pool to the acting minion.

Illus. © 1994 Anson Maddocks

The Spirit's Touch




+1 intercept.

+1 intercept, with an optional maneuver if combat occurs.

Best turn your thoughts away, pretend that he's not there.
Daniella Dax, Yummer Yummer Man

Illus. © 1994 Amy Weber

Sport Bike



Vehicle.
+1 intercept.
A minion can only have one vehicle at a time.

1

Illus. © 1994 Tom Wänerstrand

Spying Mission



+1 stealth.
Only usable when bleeding. Instead of removing pool from the Methuselah you are bleeding, put this card on the acting vampire. Next time this vampire bleeds the same Methuselah, burn this card for +2 bleed.
I meet my shadow in the deepening shade. . . .
Theodore Roethke. In a Dark Time

Illus. © 1994 Jeff Menges

Storm Sewers



Master: unique location.
Tap as you declare an action. If blocked, don't choose range during the combat, the combat is at close range.
Is it great fun living in filth and stench such as this?
Anne Rice, *The Vampire Lestat*

Illus. © 1994 Tom Wänerstrand

Submachine Gun



Weapon, Gun.
3R each strike with an optional maneuver each combat.

4

Illus. © 1994 Douglas Shuler

Succubus Club



Master: unique location.
Methuselahs can give you blood from their blood pool and you can give them blood from your pool. You can trade cards from your hand or in play. Any terms can be set, but none are enforced by the rules. These trades cannot result in a Methuselah having fewer cards than his or her hand size. These trades can only happen during your untap phase.

Illus. © 1994 Pete Venters

Sudden Reversal



Master: out-of-turn.
Burn a master card played by another Methuselah. That card has no effect, but any blood spent on the master card is retrieved by the Methuselah who paid it.

Illus. © 1994 L. A. Williams

Surprise Influence



All Kindred.
Only usable during a political action.
Gain 2 votes.

Illus. © 1994 Steve Casper

Talbot's Chainsaw



Unique weapon.
3 damage each strike. 1 press each combat. Prevent up to 1 damage each combat. When ready and untapped, the bearer attacks a minion of any Methuselah as a **Q** action. This action is at +1 stealth. Bearer may not hunt. During your untap phase, if the bearer is ready, you must inflict 3 damage on 1 ready minion you control, which may be the bearer itself.

3

Illus. © 1994 Tom Wänerstrand

Tasha Morgan



All Kindred.
Unique retainer: 1 life.
+1 bleed.

Illus. © 1994 Christopher Rush

Taste of Vitae



This vampire gains all the blood lost during the current round of combat by the opposing vampire. Play after the strike resolution. Not usable by a vampire going to torpor.
... and the blood that was flowing out of the wound touched my parched and cracking lips.
 Anne Rice, *The Vampire Lestat*

Illus. © 1994 Pete Venters

Telepathic Counter



Reduce a bleed against you by 1. Note that bleeds ending up at 0, or less, are not considered successful.
As above, but reduce bleed by 2.

Illus. © 1994 Susan Van Camp

Telepathic Misdirection



+ 1 intercept.
A minion bleeding you is now bleeding a Methuselah of your choice, other than that minion's Methuselah. The Methuselah you choose can attempt to block. Tap this reacting vampire.

Illus. © 1994 Edward Beard, Jr.

Telepathic Vote Counting



Cancel a political action and take the political card, if any, back into your hand.
Force a vampire to abstain from the vote.
Only usable as that vampire casts its votes.

Illus. © 1994 Richard Thomas

Temptation of Greater Power



Master: Justicar.
 Select a vampire. All Methuselahs bid pool for control of the vampire. The highest bid amount goes to the blood bank, and the winner takes control of the vampire. Methuselahs can be credited up to 5 blood on their bids. A Methuselah must pay 1 pool toward his or her debt at the end of each of his or her turns until repaid.

Illus. © 1994 Christopher Rush

Thadius Zho (Mage)



Unique ally: 2 life.
2R, 2 bleed, 1 optional maneuver per combat.
 Thadius can remove 1 blood from any controlled vampire as a ① action, which would be at +1 stealth.

Illus. © 1994 Christopher Rush

Thaumaturgy



Master: skill.
 Play on a vampire. The vampire has Thaumaturgy and 1 greater blood capacity. If the vampire already had Thaumaturgy, it now has superior Thaumaturgy. This makes the vampire one generation older. Cannot be played on a vampire with superior Thaumaturgy.

Illus. © 1994 Anson Maddocks

Theft of Vitae



Strike: ranged. Steal 1 blood.
Strike: ranged. Steal 2 blood.
I've bled all I can; I won't bleed no more.
Sisters of Mercy, This Corrosion

Illus. © 1994 Ron Spencer

The Third Tradition: Progeny



+1 stealth. **Prince or Justicar.**
 This card will act as a 1 capacity vampire. You may go through your library, ash heap or hand to get a skill card for the vampire. Put up to 2 blood on it from the acting vampire. It is not considered unique. It cannot act the round brought into play. If you cannot find a skill card, the vampire remains at 1 capacity.

Illus. © 1994 L. A. Williams

Threats



+1 bleed.
+2 bleed.
 No more than 1 of Bonding, Conditioning, or Threats can be played in a single action.
As others might with tenderness rule your life and your youth, I shall rule you with a fear.
 Baudelaire, *The Ghost*

Illus. © 1994 Mark Tedin

Thrown Gate



Strike: 1R with an optional maneuver.
Strike: 2R with an optional maneuver.

Illus. © 1994 Dan Frazier

Thrown Sewer Lid



Strike: 3R, only usable at long range.
Strike: as above, with an optional press.

Illus. © 1994 Mike Raabe

Toreador Justicar



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.
 Select a ready Toreador. Successful vote means he or she is declared Toreador Justicar. In this vote each Toreador is worth 1 extra vote. This could lead to a contested title.

Illus. © 1994 Heather Hudson

Torn Signpost



Play before range is determined. Vampire does 2 hand damage for remainder of the combat.
As above, but vampire does 3 hand damage for remainder of the combat.

Illus. © 1994 Jeff Menges

Tragic Love Affair



Master.
 Put this card on a Toreador. Tap this Toreador. The Toreador does not untap as normal during its Methuselah's untap phase. The Toreador's Methuselah may pay 1 pool during his or her master phase to move this card to another Toreador. A Methuselah can burn this card by giving up the edge.

Illus. © 1994 Susan Van Camp

Trap



Combat automatically has a press, only usable to continue combat each round. This continues until 3 rounds of combat pass with no cards being played by any Methuselah. Only usable before range is determined on the first round.

Illus. © 1994 Jeff Rebner

Tremere Justicar



+1 stealth. All Kindred.
POLITICAL CARD – WORTH 1 VOTE.
 Select a ready Tremere. Successful vote means he or she is declared Tremere Justicar. In this vote each Tremere is worth 1 extra vote. This could lead to a contested title.

Illus. © 1994 Steve Casper

Undead Persistence



Optional press and vampire will not go to torpor until combat ends, or 3 rounds of combat pass with no Methuselahs playing cards. Only usable when the vampire should go to torpor.
Prevent 2 damage.

Illus. © 1994 Scott Kirschner

Undead Strength



Strike: use your hand or melee weapon at +1 damage.
Strike: use your hand or melee weapon at +2 damage.
When my energies first surged through me, I discovered how to borrow the strength of the earth. . . .
The Book of Nod

Illus. © 1994 Anson Maddocks

Unflinching Persistence



Prevent 1 damage.
Maneuver and prevent 1 damage later this round, only usable when choosing range.

Illus. © 1994 Brian Snoddy

Unnatural Disaster



Master.
 Burn any location.

2

Illus. © 1994 Harold McNeill

Uptown Hunting Ground



Master: unique location.
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. Only 1 blood can be given to a vampire by Hunting Ground cards each turn.

2

Illus. © 1994 William O'Connor

Vampiric Disease



Master.
 Pick a vampire to be diseased and put a disease counter on it. Each time a vampire with a disease counter is in combat at close range with another vampire, the second vampire gets a counter as well. While diseased, a vampire gains no blood through hunting. When a diseased vampire untaps, it loses a blood, or if unable, loses the disease counter.

Illus. © 1994 Mark Tedin

Vampiric Speed



Strike: **dodge.**
Strike: dodge with an optional press.

Illus. © 1994 Ron Spencer

Vanish from Mind's Eye



Press, only usable to end combat.
Press.
Night, voluptuous and vast, arises, making hunger tame, hiding all things, even shame.
Baudelaire, The End of the Day

Illus. © 1994 Dan Smith

Vast Wealth



Master.
 Put this card on a ready minion. The minion can now equip with the first piece of equipment you find in your library, working down from the top, as an action, which would be at +1 stealth. Pay equip cost from blood pool, as normal. Reshuffle the library afterwards.

Illus. © 1994 Kaja Foglio

Venture Headquarters




Master: unique location.
 Tap to gain 3 votes.
The Venture clan is organized much like a multi-national corporation. Each major city retains a Venture Board where members of the clan may seek allegiance and obtain information.

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Illus. © 1994 Dan Smith


Venture Justicar



+1 stealth. All Kindred.
POLITICAL CARD - WORTH 1 VOTE.
 Select a ready Tremere.
 Successful vote means he or she is declared Tremere Justicar. In this vote each Tremere is worth 1 extra vote. This could lead to a contested title.

Illus. © 1994 Heather Hudson

Voter Captivation



Play when the acting vampire's vote succeeds. The vampire gains blood from the blood bank equal to the amount the vote passed by.
As above, but up to 2 of the blood can go to your blood pool.

Illus. © 1994 Stuart Beel

Vulnerability



Master.
 Burn a vampire in torpor. This is not considered diablerie. For what turns you on will eventually destroy you.
David J., Ten Little Beauty Queens

Illus. © 1994 Mark Poole

Wake with Evening's Freshness



Do not replace until after combat.
 Usable only by a tapped vampire. This vampire can play reaction cards and attempt to block as though untapped until the current action is concluded.

Illus. © 1994 Randy Gallagos

Walk of Flame



Strike: 1R, aggravated damage. Not usable first round.
 Strike: 2R, aggravated damage. Not usable first round.
Now ye are flames, I'll tell you how to burn, And purge the ether of our enemies.
John Keats, Hyperion

Illus. © 1994 Richard Thomas

Warzone Hunting Ground



Master: unique location.
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. Only 1 blood can be given to a vampire by Hunting Ground cards each turn.

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Weather Control



Only usable at beginning of combat. Both combatants and their retainers suffer 1 damage before range is determined each round, including the first. This damage cannot be prevented.
As above, but the amount of damage dealt increases by one each round.

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Well-aimed Car



Strike: 4R. Only usable at long range. Not usable first round.
Strike: as above, with an optional press.
He stopped on a dime; unfortunately, the dime was in Mr. Rocco's pocket.
Firesign Theater, Nick Danger, Third Eye

Illus. © 1994 William O'Connor

Wolf Claws



For the remainder of the round, this vampire's hand damage is aggravated.
Press.
I hunt, therefore I am. Metallica, Of Wolves And Men

Illus. © 1994 Pete Venters

Wolf Companion



2 life.
Does 1 damage each round of combat during the strike resolution.
As above, but with 3 life.
From deep inside, he sang a song to the wolves' god, the moon.
Bruce Elliot, Wolves Don't Cry

Illus. © 1994 Melissa Benson

Stake



Melee Weapon.
1 damage. If more than one damage is inflicted by the stake in a combat, the victim is paralyzed. If this is the case, the stake is given to the victim.

Illus. © 1994 Dave Roach & Pete Burges

XTC Laced Blood



Master: out-of-turn.
Play when a vampire successfully hunts. Put this card on the vampire. As long as this card is on the vampire it must hunt each round, even if at capacity. Any vampire can burn this card as an action, which would be at +1 stealth. The afflicted vampire must still hunt that turn.

Illus. © 1994 Steve Casper

Zip Gun



Weapon, Gun.
Can only be brought into play before range is chosen.
1R each strike with an optional maneuver each combat. Does 1 damage to bearer when used, but only one for each combat. This card is kept as normal equipment and not discarded after combat.

Illus. © 1994 Kaja Foglio

Zoo Hunting Ground



Master: unique location.
During your untap phase, a ready vampire you control gains 1 blood from the blood bank. Only 1 blood can be given to a vampire by Hunting Ground cards each turn.

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