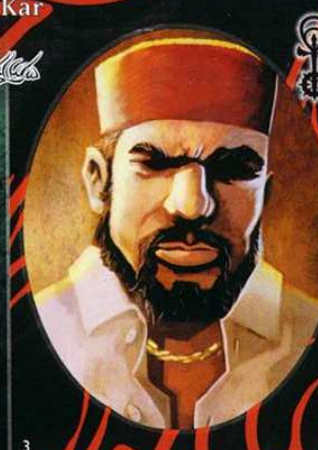



Ali Kar



3
Independent. (Blood Cursed)

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Tegyrius, Vizier



2
Advanced, Camarilla: While Tegyrius is ready, each Camarilla Assamite may burn 1 blood to gain 1 vote once each referendum. (Blood Cursed)
Assamite Justicar.

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Gengis



3
Camarilla: Any Brujah controlled by another Methuselah can take a (D) action to untap Gengis and take control of him until the end of the turn. Gengis cannot block that action.

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Jeremy MacNeil



3
Camarilla.

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Jeremy MacNeil



3
Advanced, Independent: Jeremy can enter combat with a younger vampire controlled by your predator or prey as a (D) action.
Anarch Baron of Los Angeles.

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Juggler



3
Camarilla: Once each combat, if the range is long, Juggler may burn 1 blood to strike, dodge and gain an additional strike. Once each combat, Juggler can burn 1 blood to get one maneuver.

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Pug Jackson



3
Camarilla primogen.

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Steve Booth



3
Camarilla.

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Jeremiah Noble



3
Sabbat.

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Eddie Gaines



3

Camarilla: If Eddie successfully hunts, he does not untap as normal during his next untap phase.

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Hanna Redmonds



3

Camarilla: An older vampire opposing Hanna gets one optional maneuver or press on the first round of combat.

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Lisa Noble



3

Camarilla: Lisa gets -1 strength on the first round of combat.

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Maldavis

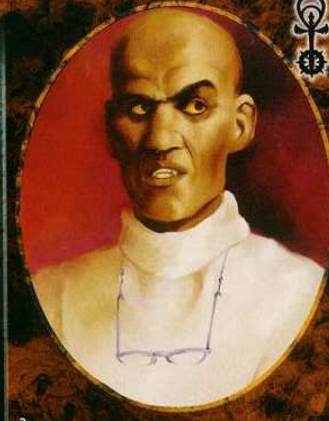


3

Camarilla: Any ready primogen can burn 1 blood from Maldavis as a +1 stealth (D) action. Maldavis gets -1 bleed when bleeding a Methuselah who controls a ready primogen.

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Nedal, The Careless



3

Camarilla: Combat cards Nedal plays are not replaced until your next untap phase.

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Sandra White



3

Camarilla: If Sandra diablerizes an older vampire, the controller of that vampire burns 1 pool.

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Kahina the Sorceress



3

Independent: Kahina has 1 vote. She can call a referendum to inflict 1 damage on each minion who has one of your Corruption: counters as a +1 stealth political action.

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Antonino



3

Independent: Antonino gets +1 stealth on undirected actions.

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Beckett



3

Independent: Beckett can allow you to draw 3 cards from your library as a +1 stealth action. Discard down to your hand size afterward.

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Bobby Lemon



3
Independent.

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Bothwell



3
Independent.

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Brunhilde



3
Independent: Brunhilde gets +1 bleed when bleeding a Methuselah who controls a ready Ventrue +1 strength.

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Chandler Hungerford



2
Camarilla: Chandler gets +1 intercept when attempting to block other Gangrel.

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Danielle Diron



3
Independent: Danielle has 1 vote. During your untap phase, if Danielle is ready and has no blood, move 2 blood from the blood bank to her.

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Dr. Allan Woodstock



3
Independent.

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Faruq



2
Camarilla: Faruq may enter combat with any Assamite *see* controlled by another Methuselah as a **D** action. If this action is successful, Faruq gets +1 strength for the duration of combat.

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Gustavo Morales



3
Independent.

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Horrock



3
Independent: Protean cards cost Horrock 1 less blood to play.

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Iliana



2

Camarilla: Contracts cannot be placed on Iliana.

7

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Ingrid Rossler



2

Camarilla Prince of Geneva: If Ingrid is ready, you get two additional transfers during your influence phase.

9

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Karsh



3

Camarilla: Karsh may enter combat with a tapped non-Camarilla vampire as a D action. Once each round, he can burn 1 blood to treat aggravated damage as normal damage for the current round.

10

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Katarina



2

Camarilla Prince of Glasgow: Katarina gets +1 bleed when bleeding a Methuselah who controls a ready Ravnos.

9

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Lord Ashton



3

Independent: Any other Gangrel can search his or her controller's library for an Animalism, Fortitude or Protean Master Discipline card and move it to himself or herself as a +1 stealth action.

5

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Mirembe Kabbada



2

Camarilla.

5

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Nadima



3

Independent: +1 intercept.

8

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Panagos Levidis



2

Camarilla.

3

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Ramona



2

Camarilla: During your untap phase, you may move 1 blood from any ready Gangrel you control to Ramona.

4

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Ramona



2

Advanced, Camarilla: During your untap phase, you may move 1 blood from Ramona to any ready Gangrel you control.
 11 **During your master phase, you may move 1 blood from Ramona to your pool.**

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Sarah Raines



3

Independent: Sarah gets an optional maneuver and an optional press when in combat with a mage ally.

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Sophia Watson



3

Independent.

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Stanislava




2

Camarilla Inner Circle: Retainers employed by a minion opposing Stanislava lose their abilities until the end of combat; allies cannot block Stanislava. +2 bleed.

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Torvus Bloodbeard



3

Independent: During any Methuselah's minion phase, you may burn the Edge to untap Torvus. +1 strength.

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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.

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Zayyat, The Sandstorm



3

Independent: Zayyat has 2 votes. Zayyat can move up to 3 blood from himself to a younger vampire in your uncontrolled region as a +1 stealth action. Once each turn, he can burn 2 blood to get +2 stealth for the current action.

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Harry Reese



3

Sabbat: Damage-dealing strikes Harry makes against non-mortal allies are at +1 damage.

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Scarlet Carson O'Toole



3

Sabbat.

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Lia Milliner



3
Independent.

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Lucita



Advanced, Sabbat: Once each action Lucita performs, she may burn 2 blood to cancel a reaction card played by a vampire with capacity less than 6 as it is played (no cost is paid).
Archbishop of Aragon.

8

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Marcus Vitel



Advanced, Sabbat: Any Brujah may enter combat with Marcus as a D action.
While he is ready and Sabbat, your Sabbat vampires get +1 bleed against a Methuselah who controls a ready Camarilla vampire.

10

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David Morgan, The Scourge

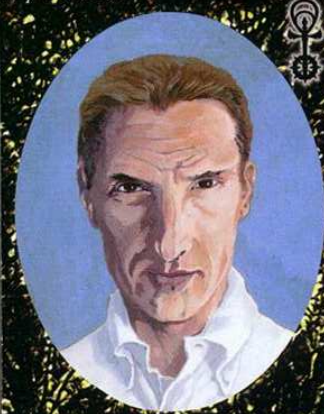


Camarilla: David gets +1 intercept when attempting to block a vampire of capacity less than 6.

3

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Jeremy Talbot



Camarilla: During your untap phase, check your pool total; Jeremy gains 1 blood if your pool total is even and burns 1 blood if your pool total is odd.

4

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Quentin King III



Advanced, Camarilla:
If Quentin is ready, during your untap phase, you may move 1 blood from the blood bank to a ready older vampire. Once each action, Quentin can burn 1 blood to get +1 bleed.

7

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Ruth McGinley



Camarilla primogen: Ruth gets first strike when striking with a gun.

6

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General Perfidio Dios



Sabbat bishop: Perfidio may burn 1 blood to untap and attempt to block a D action that targets a location you control.

5

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Clarissa Steinburgen



Camarilla.

3

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Darva Felispa

3

Camarilla.

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Gerard Rafin

3

Camarilla: During your untap phase, if Gerard is ready, you may look at 1 card at random from your prey's hand.

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Kurt Densch

3

Camarilla: During your untap phase, you may look at the top card of your library and Kurt may burn 1 blood to move that card to the bottom of your library. +1 intercept.

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Sundown

3

Camarilla: During a referendum, Sundown can burn 1 blood to gain 1 vote.

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Tusk, The Talebearer

1

Advanced, Camarilla: When Tusk declares an action, you may burn the top card of your library. If the burned card requires **Obfuscate**, Tusk gets +1 stealth for the current action. Otherwise, Tusk burns 1 blood.

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Smallpox Griet

3

Sabbat: If Smallpox successfully inflicts hand damage in consecutive rounds of a combat, the opponent gets a **pox counter**. A minion with any **pox counters** takes 1 damage during his or her untap phase. Burn all **pox counters** when Smallpox leaves the ready region.

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Alfred Benezri

3

Advanced, Sabbat bishop: If Alfred is ready, he may tap before range is determined to end combat between two other Sabbat vampires. **Archbishop of Montreal.** Once each referendum, he may burn 1 blood to gain 1 vote.

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Feo Ramos

3

Sabbat: During your untap phase, any older Sabbat vampire controlled by another Methuselah can burn 1 blood to tap Feo.

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Etienne Fauberge

3

Independent: **1** actions directed at Etienne cost 1 additional blood. When in combat with **Baali** or **Followers of Set**, Etienne's hand damage is aggravated.

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Christopher Houghton



3

Camarilla: Once each combat, Christopher may burn 1 blood before range is determined to get first strike that round. During your untap, choose a ready minion. Until your next untap, he gets +2 intercept to block that minion.

10

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Ira Rivers



3

Camarilla Prince of Dallas: Ira gets +1 intercept when attempting to block political actions. When Ira plays a card that requires Auspex, you may draw an additional card from your library (discard down to your hand size afterward).

7

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Michael Luther



3

Camarilla: You may tap Michael during a referendum to change the votes of a Camarilla vampire to votes of your choice. When Michael enters combat, you may draw 1 card. Discard down to your hand size afterward.

4

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Suzanne Kadim



3

Camarilla: +1 bleed.

7

Illus. Rebecca Guay

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Cristos Mantigo



3

Sabbat: Cristos can search your library for an equipment card and move it to your hand as a +1 stealth action. Discard down to your hand size and shuffle afterward.

5

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Ardan Lane



3

Camarilla primogen: When stealing blood with a strike that requires Thaumaturgy, Ardan steals an additional blood.

8

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Eugenio Estevez



3

Camarilla.

6

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Lazarus



1

Advanced, Camarilla primogen: Lazarus gets one optional maneuver each combat.

Once each combat, Lazarus may burn 1 blood to get one press, only usable to continue combat.

9

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Martin Franckel



3

Camarilla: Martin gets -1 bleed when bleeding a Methuselah who controls neither a ready Tremere nor a ready Tremere antitribu.

3

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Elena Mendoza Vasquez

3
Sabbat.

6

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Saiz

3
Sabbat.

3

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Elizabeth Westcott

3
Sabbat.

5

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Velya, The Flayer

3
Sabbat Cardinal: Once each combat, you may discard a card that requires Auspex to give Velya a press.

9

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Boss Callihan

3
Camarilla: Callihan cannot rescue other vampires from torpor.

5

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Catherine du Boise

3
Camarilla.

5

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Earl

3
Camarilla.

4

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Hrothulf

3
Camarilla: If you control the Edge, Hrothulf can burn it to enter combat with a ready minion controlled by another Methuselah as an action.

8

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Ilyana Ravidovich

3
Camarilla: You get 2 extra votes in blood hunts called against Ilyana. Once each action, Ilyana may burn 1 blood to get +1 intercept.

5

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Joseph O'Grady



3 **Sabbat:** During a referendum, Joseph may burn 1 blood to gain 1 vote. +1 strength

7

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Aid from Bats



Strike: 1R damage, with an optional maneuver.
 ♦ As above, with an optional press.

*Hanging upside down like rows of disgusting old rags
 And grinning in their sleep. Bats!*
 D.H. Lawrence, "Bat"

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Aire of Elation



You cannot play another action modifier to further increase the bleed for this action.
 ♦ +1 bleed; +2 bleed if acting vampire is Toreador.
 ♦ +2 bleed; +3 bleed if acting vampire is Toreador.

1

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Alacrity



♦ As above, and if this acting vampire is blocked, he or she gets an optional maneuver during the first round of the resulting combat.

+1 stealth.

2

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Amaranth



Only usable by a vampire who can commit diablerie. Only usable when the opposing vampire should go to torpor. Diablerize the opposing vampire instead. Not usable by a vampire going to torpor.

Thou shalt not slay thy sire and drink his heart's blood.
 The Book of Nod

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Ambush



Enter combat with a ready tapped minion controlled by another Methuselah. The acting minion gets an optional maneuver during this combat.

We will strike from the shadows when the time is right, and all will fall before us.
 Cameron, Lasombra

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The Anarch Free Press



Unique master.
Requires a ready anarch.
 Put this card into play. You may tap this card to give an anarch you control +1 intercept for the current action. You may tap this card when an anarch successfully hunts to give that anarch an extra blood from the blood bank.

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Anarchist Uprising



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
 Successful referendum means each Methuselah burns 1 pool for each minion he or she controls.

We are all brothers of oppression, and today, brothers of oppression are identified with each other all over the world.
 Malcolm X

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Anarch Railroad



Master: unique location.
 Tap to give an anarch +1 stealth for the current action.

The Freedom Train will get you back east, at least as far as Staten Island. If you want to cross the bridge when you get there, you'll probably be on your own.
 Almiro Suarez, Tremere anarch

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Anarch Revolt

Master.
Put this card in play. Each Methuselah burns 1 pool during his or her untap phase. Any vampire can call a referendum to burn this card as a +1 stealth political action.

The Vertrue are working with us on this? Those anarchists must be more annoying than I thought.
Brujah, Rome 2002 Winter Storyline

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Anarch Salon

Political Card — Worth 1 Vote.
Called by any anarch at +1 stealth. Successful referendum means each ready anarch gains 1 blood from the blood bank, and each Methuselah who controls at least one anarch gains 1 pool from the blood bank.

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Anarch Troublemaker

Unique master.
During your untap phase, you may tap up to 2 vampires your prey controls or burn a piece of equipment on one of your prey's minions. If you do so, your prey takes control of the Anarch Troublemaker.

I am the accuser and avenger of blood... William Blake, "The Ghost of Abel"

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Aranthebes, The Immortal

+1 stealth action. Unique.
Put this card into play. You may tap Aranthebes to give a minion controlled by your predator -1 stealth for the current action. While Aranthebes is untapped, vampires with a capacity less than 5 get -1 bleed when bleeding you. Any vampire with a capacity above 4 can move Aranthebes to your library as a Ⓛ action. Shuffle afterward.

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Army of Rats

+1 stealth action.
Put this card in play. During your untap phase, your prey burns 1 pool. You may only burn 1 pool each turn with Army of Rats cards. Any minion can burn the Army of Rats as a Ⓛ action.

We could endure their constant obstructions for only so long. The rats were the last straw.
Ventrue antitribu, Dublin 2002 Winter Storyline

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Backways

Master: unique location.
Tap to give a Gangrel you control +1 stealth for the current action.

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Banshee Ironwail

Unique melee weapon. Cold iron.
Strength +2 damage each strike. Bearer gets -1 stealth on each action. If bearer blocks an action, the acting minion burns 1 blood or life (before combat begins, if any).

For punishment, the Bean-Sidhe was arbound to the blade itself, and it has howled in its twice-damned existence ever since.
Michah Naught, Seelie slugh grump

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Bear-Baiting

Requires a ready anarch. Only usable when an older non-anarch vampire successfully blocks.
Compare the capacities of the top vampires in your crypt and the blocker's crypt and shuffle both. If yours is younger, this anarch takes 1 unpreventable damage (and combat occurs as normal). Otherwise, cancel the combat and place this card on the acting anarch. This anarch gets +2 bleed when bleeding the blocking vampire's controller.

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Bewitching Oration

Only usable during a referendum.
This acting vampire gains 2 votes.
This acting vampire gains 4 votes.

...things have changed. I won't concur and won't betray my sorrow save I'll always dress in black and rave.
Christine de Pisan, "Untitled"

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Bleeding the Vine

Unique master.
Put this card into play. During your untap phase, tap this card or burn 1 pool. You may tap this card to cancel a non-out-of-turn master card played by another Methuselah as that card is played. That card has no effect (no cost is paid), and that Methuselah gains another master phase action.

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Blood Doll

Master.
Put this card on a vampire you control. During his or her master phase, this vampire's controller may move 1 blood from this vampire to his or her pool or from his or her pool to this vampire.

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Blow Torch

Weapon.
1 aggravated damage each strike.
*Doused with fluid/Blow torch flaming
It's time to die/Roasted alive
Death... burning flesh/Corpse... ashes left
Mortician, "Charred Corpses"*

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Body Bag

Equipment. Haven.
Only usable by an anarch. If the anarch with this card is ready, he or she can burn 2 blood to cause an action directed at him or her to fail. A minion may have only one haven.
I ran down into the water as deep as I could and zipped myself up in the bag with the cinder blocks.
Eddie Gaines, Caitiff anarch

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Bone Spur

For the remainder of this round, this vampire's hand damage is aggravated.
As above, but for the remainder of this combat.
It may not be decorative, but it's very functional.
Horatio, Tzimisce

1

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Border Skirmish

+1 stealth action. Requires a ready anarch.
Each other Methuselah discards one card at random from his or her hand, and this anarch untaps at the end of the turn.
The anarchs' general disregard for the Masquerade could ruin all our plans.
LeQuarte, Tremere

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Boxed In

Do not replace until after combat.
Press.
Nay, he is even more prisoner than the slave of the galley, than the madman in his cell.
Bram Stoker, Dracula

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Bribes

Only usable during a referendum before votes are cast.
Gain 1 pool. Any other Methuselah who votes in favor of and does not vote against the referendum gains 1 pool when the results of the referendum are tallied.
If you cannot raise yourself to victory, help a strong ally secure victory so you can seal a position of honor.
Lasombra, Minneapolis 2002 Winter Storyline

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Brinksmanship

Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
If this referendum is successful, put this card in play. Any Methuselah who has exhausted his or her library and begins his or her untap phase with less than a full hand must attempt to withdraw. On that Methuselah's next untap phase, if the withdrawal fails, that Methuselah is ousted. If any Methuselah successfully withdraws, you are ousted.

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Bum's Rush

Do not replace until the end of this action.

① Enter combat with a ready minion controlled by another Methuselah. The acting minion gets an optional maneuver during this combat.

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Canine Horde

⚡ Strike: 1R damage.
 ♦ Strike: ranged; destroy equipment with first strike.

Cry "Havoc!" and let slip the dogs of war, Shakespeare, Julius Caesar, act III, scene I

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Car Bomb

Requires a ready anarchy.

Only usable before any block attempts are made. Tap this reacting minion. If the acting minion has a vehicle, the action ends (unsuccessfully), the vehicle is burned, and the acting minion takes 2 damage (not preventable). Otherwise, the action gets -1 stealth.

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Carnivale

Unique master.
 Put this card on a ready Toreador. You may burn this card to give this Toreador +1 stealth for the current action.

Most of the material in the costume was in the mask. Feathers make strong armor in that crowd. Danielle Beach, Toreador

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Carrion Crows

Only usable before range is chosen.

⚡ Opposing minion takes 1R damage each round of combat during strike resolution. A vampire can only play 1 Carrion Crows each combat.

♦ As above, but with 2R damage.

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Cats' Guidance

⚡ Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.

♦ +1 intercept.

Your cat, now, linked to learning and to love. Exhibits a taste for silences and gloom — Would make a splendid messenger of doom if his fierce pride would condescend to serve. Baudelaire, "Cats"

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Celerity

Master: Discipline.
 Put this card on a vampire. This vampire gains 1 level of Celerity. Capacity increases by 1; the vampire is one generation older. Cannot be placed on a vampire with superior Celerity.

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Change of Target

Only usable when this acting minion is blocked (play before combat, if any). Untap the acting minion, do not tap the blocking minion, and end the current action (it is not successful). This minion cannot perform the same action again this turn.

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Chiram's Hold

Requires a ready vampire in combat with an acting minion. Only usable before range is determined.

Give this card to the controller of the acting minion and move a combat card from that Methuselah's ash heap to this card. The chosen combat card costs that Methuselah's vampires an additional blood. That Methuselah may burn this card by discarding a copy of the chosen combat card during his or her discard phase. A Methuselah can have only 1 Chiram's Hold.

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Claws of the Dead






U For the remainder of this round, this vampire's hand damage is aggravated.
U **Maneuver.**
...the jaws that bite, the claws that catch!
 Lewis Carroll, "Jabberwocky"



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Cold Amber's Hold





U Give this card to another Methuselah and move an action card from that Methuselah's ash heap to this card. The chosen action costs that Methuselah's vampires an additional blood. Any vampire can move up to 4 blood to this card as a +1 stealth action. Burn this card when it has 4 blood counters. A Methuselah can have only 1 Cold Amber's Hold.



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Conservative Agitation






Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
 Allocate X points between 2 or more Methuselahs, where X is the number of Methuselahs in the game. Successful referendum means each Methuselah burns 1 pool for each point assigned.

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Cooler






Equipment.
 Put 4 blood counters on this card. During your untap phase, if the vampire with this equipment is ready, you may move 1 blood from this card to this vampire. Burn this card when it has no counters.

Get yourself a cooler, lay yourself low
 Coincidental murder, with nothing to show
 Aerosmith, "Same Old Song and Dance"



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The Coven





Unique master. Trifle.
 Put this card into play. Tap to move 2 blood from the blood bank to a ready vampire you control. At the end of your turn, your predator takes control of The Coven.

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Cry Wolf






Unique werewolf with 3 life. 2 strength, 0 bleed. Requires a ready anarch.
 If the action to recruit this ally is blocked, the acting anarch goes to torpor. This werewolf must enter combat with any minion controlled by another Methuselah as a **U** action. He gets one optional press each combat. This werewolf does not untap as normal during your untap phase. If he is tapped during your untap phase, burn him.

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Dawn Operation








U If this action is blocked, all damage inflicted to all vampires in the resulting combat is aggravated. Any vampire attempting to block may now choose not to block.
U As above, but vampires attempting to block cannot back out.

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Dead-End Alley







Press, only usable to continue combat.

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Delivery Truck



Vehicle.
 During your master phase, you may show a non-location equipment card from your hand to the other players and place it face down on the Delivery Truck if it doesn't already have one. You may look at the card at any time. Any minion you control who meets the requirements of playing that card may equip the card as a +1 stealth action (pay cost to equip as normal), turning the card face up if successful. A minion may have only one vehicle.

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Disputed Territory

Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
Choose a location and a Methuselah.
Successful referendum means the chosen Methuselah takes control of the chosen location.

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Diversion

Requires a ready anarchy.
 Gain one additional strike.
 Prevent up to 2 damage.
 Strike: ranged. Steal 1 blood with an optional maneuver.

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Dodge

Do not replace until after combat.
Strike: dodge.

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Dog Pack

Animal with 1 life.
Minions opposing the minion with this retainer cannot end combat as a strike.

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Domain Challenge

Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
Successful referendum means each Methuselah burns 1 pool for each tapped minion he or she controls.

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Dramatic Upheaval

Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
Choose another Methuselah. Successful referendum means you switch places with that Methuselah.

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Drawing Out the Beast

Only usable before range is determined on the first round.
 During this combat, opposing vampire gets +1 strength, but he or she cannot use maneuvers to maneuver to long range, cannot use presses to end combat and cannot use equipment. A vampire may play only 1 Drawing Out the Beast each combat.
 As above, and the opposing vampire takes 1 damage during the press step each round. This damage cannot be prevented.

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Dread Gaze

Only usable during a referendum.
 This reacting vampire gains 2 votes.
 This reacting vampire gains 4 votes.
And close your eyes with holy dread.
 Coleridge, "Kubla Khan"

Illus. Hannibal King ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Drum of Xipe Totec

Unique Equipment.
The vampire with this equipment has superior Celerity . This vampire gets one optional maneuver each combat.

He leaps, each leap drawing more celerity from the power of the drum. He flies along the walls, he twists, he turns, he is a whirlwind, a tempest.
Nezahualcoyotl, Aztec poet

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Dummy Corporation



Master: unique location.
Put this card into play. You may burn this card when you are being bled to reduce the bleed amount by 2.

Cardinal Networks guarantees client confidentiality and customer satisfaction in all transactions.
Willa Gebenstaler, Caitiff

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Earth Control



U +1 stealth.
D +2 stealth.

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Earth Meld



U Strike: combat ends.
D As above, and this vampire untaps before combat ends.

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

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Ecoterrorists



Master: unique location.
During your influence phase, tap to move 1 blood from the blood bank to a Gangrel in your uncontrolled region.

*...today you can murder land for private profit.
You can leave the corpse for all to see,
and nobody calls the cops.*
Paul Brooks, *The Pursuit of Wilderness*

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Ecstatic Agony



+1 stealth action.
U Put this card on this acting vampire. Each round of combat, this vampire gets +X strength, where X is the amount of damage successfully inflicted on this vampire in the previous round of this combat.
D As above, and once per combat, this vampire may press to continue combat if any damage has been successfully inflicted on him or her in the current round.

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Elder Intervention



Do not replace until the end of this action.
Only usable during a bleed against you. This reacting vampire gets +2 intercept. A vampire cannot play both Pack Tactics and Elder Intervention during the same action.

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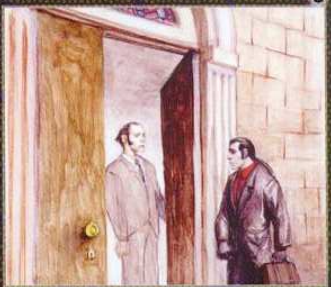
Elder Michaelis's Hold



Tap this reacting vampire. Give this card to the controller of the acting minion and move an action modifier from that Methuselah's ash heap to this card. The chosen action modifier costs that Methuselah's vampires an additional blood. That Methuselah may burn this card by discarding a copy of the chosen action modifier card during his or her discard phase. A Methuselah can have only 1 Elder Michaelis's Hold.

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Emissary



Requires a ready baron. Only usable during a referendum before votes are cast.
Choose a ready untapped anarch you control. Tap the chosen anarch. That anarch gains 3 votes. Any Camarilla vampire older than that anarch can tap to cancel that anarch's votes.

But we can think new thoughts, dream of new forms of rule. It is time to turn the tables, to teach the old to be young again.
Salvador Garcia, Brujah anarch

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Enchant Kindred



B **D** Bleed with +1 bleed.
D +1 stealth action. Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.

*I saw pale kings, and princes too,
Pale warriors, death-pale were they all;
They cried, "La belle dame sans merci
Thee hath in thrall!"*
Keats, "La Belle Dame Sans Merci"

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Enhanced Senses



⚔ +1 intercept.
⚔ +2 intercept.

Perhaps to our senses things offer only their rejections. Perfume is what the flowers throw away.
Paul Valéry

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Fake Out



Do not replace until after combat.
Maneuver.

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Fame



Unique master.
Put this card on a ready vampire. If this vampire goes into torpor, his or her controller burns 3 pool. Each Methuselah burns 1 pool during his or her untap phase if this vampire is in torpor.

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Fast Hands



⚔ Strike: steal weapon.
⚔ Strike: steal weapon with first strike.

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Fee Stake: Boston



Requires a ready anarch with capacity above 4. +1 stealth action.
Put this card on the acting anarch. This anarch is declared Baron of Boston. This may lead to a contested title. If this anarch is Toreador or Toreador *antitribu*, he or she gets 1 additional vote in referendums he or she calls. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

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Fee Stake: Corte



Requires a ready anarch with capacity above 4. +1 stealth action.
Put this card on the acting anarch. This anarch is declared Baron of Corte. This may lead to a contested title. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

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Fee Stake: Los Angeles



Requires a ready anarch with capacity above 4. +1 stealth action.
Put this card on the acting anarch. This anarch is declared Baron of Los Angeles. This may lead to a contested title. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

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Fee Stake: New York



Requires a ready anarch with capacity above 4. +1 stealth action.
Put this card on the acting anarch. This anarch is declared Baron of New York. This may lead to a contested title. If this anarch is Brujah or Brujah *antitribu*, he or she gets 1 additional vote in referendums he or she calls. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

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Fee Stake: Perth



Requires a ready anarch with capacity above 4. +1 stealth action.
Put this card on the acting anarch. This anarch is declared Baron of Perth. This may lead to a contested title. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

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Fee Stake: Seattle

Requires a ready anarch with capacity above 4, +1 stealth action.
Put this card on the acting anarch. This anarch is declared Baron of Seattle. This may lead to a contested title. If this anarch is Gangrel or Gangrel *antitribu*, he or she gets 1 additional vote in referendums he or she calls. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

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Fiendish Tongue

Requires a Sabbat vampire.
Bleed at +1 bleed. Anarch vampires get -1 intercept when attempting to block this action. If this acting vampire is Tzimisce and the bleed is successful (for 1 or more), this Tzimisce may burn 1 blood to untap during your discard phase this turn.

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Fileware's Pawn Shop

Master: unique location, Trifle.
Any minion may equip with any non-location equipment card in any Methuselah's ash heap as an undirected +1 stealth equip action (he or she must meet the requirements of the card, if any). That action costs 1 additional pool if the minion chooses a card from his or her controller's ash heap. Otherwise, the action costs 1 less pool or blood (but never less than zero).

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Firebrand

Political Card — Worth 1 Vote.
Called by any anarch as a +1 stealth action.
If this referendum is successful, put this card on the acting anarch. This anarch gets 1 additional vote during a political action.
During your minion phase, this anarch can burn 1 blood to untap a ready younger anarch. Burn this card if this anarch goes to torpor. An anarch may have only 1 Firebrand.

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Flash

Maneuver or press.
Maneuver, with an optional press this round.

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Flesh of Marble

Only usable before range is chosen.
For the duration of the combat, when this vampire suffers a point of damage (heals or is wounded or prevents destruction) in a given round, any additional damage inflicted on this vampire in the same round is automatically prevented. Aggravated damage cannot be prevented in this way.
As above, but aggravated damage is prevented in this way as well.

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Force of Will

Only usable by a tapped vampire.
Bleed with +1 bleed. This vampire takes 2 points of aggravated damage (damage not preventable) even if the action is blocked. Damage occurs after the action or combat is resolved.
As above, but with +2 bleed, and the acting vampire takes only 1 point of aggravated damage (damage not preventable).

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Form of Mist

Strike: dodge.
Strike: combat ends. If this vampire is acting, he or she may burn 1 blood to continue the action at +1 stealth as if unblocked (this action can still be blocked). A vampire may play only 1 Form of Mist at superior each action.
...and yet I am, and live, like vapours tossed.
John Claire, "I Am"

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Form of the Ghost

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

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Fortitude



Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Fortitude. Capacity increases by 1; the vampire is one generation older. Cannot be placed on a vampire with superior Fortitude.

+1

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Freak Drive



Only usable at the end of a successful action (after resolving the action). Untap this vampire.

As above, but usable even if the action is blocked (play after combat, if any).

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Free States Rant



Political Card — Worth 1 Vote. Called by any Independent vampire at +1 stealth. Allocate X points among one or more ready vampires, where X is half the capacity of the acting vampire (rounded up). No more than 3 points can be allocated to a single vampire. Successful referendum means each vampire burns 1 blood for each point assigned. In this referendum, titles are worth 1 less vote each (even in the prisci sub-referendum), and burning the Edge for a vote is worth an additional vote.

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Frenzy



Master: out-of-turn.
Only usable before range is chosen. Choose a vampire in combat. In this round, that vampire cannot use equipment and cannot use presses to end combat. This round has a press, only usable to continue combat.

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Galaric's Legacy




Master: Trifle.
Put this card on a ready non-titled, non-anarch vampire you control. The vampire with this card is considered anarch (and independent). If this vampire changes sects, burn this card.

The neonate childe escaped. So intent on Galaric were the Ventrue that they ignored the childe until he was long gone from their grasp.
Salvador Garcia, Brujah anarch

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Gambit Accepted



Master.
Only usable if you have at least 1 victory point. Lose 1 victory point and put this card in play. During your untap phase, move 1 pool from your prey's pool to your pool. If you are ousted, your predator gains an additional victory point. At the end of the game, if you have not been ousted, you gain an additional victory point.

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Gangrel Revel



Unique master.
Put this card in play. Each Gangrel you control gets +1 strength. This card may be burned by any minion who is not Ravnos as a action.

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Gather



+1 stealth action. Unique.
Put this card in play, tapped, and choose a younger Gangrel in your uncontrolled region. During the influence phase, you may tap this card to move that Gangrel to your ready region, with whatever counters he or she has, unless that Gangrel would contest a vampire in play. Any vampire can burn this card as a action that costs 1 pool.

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Ghouled




Only usable when the action to recruit a mortal ally is announced.
If this action is successful, put this card on that ally and add 1 additional life to the ally from the blood bank. This ally is considered a ghoul and not a mortal. Once each combat, this ally can play a strike card that requires basic Potence as a vampire.

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Gift of Experience



Master.
Choose an untapped vampire you control. Tap that vampire. Search your crypt for an advancement card of that vampire (or the base vampire if an advancement is chosen) and put that card under or over the chosen vampire, as appropriate.

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Go Anarch



+1 stealth action. Requires a ready non-titled, non-anarch vampire.
Put this card on the acting vampire and untap this vampire. This vampire is considered anarch (and independent). If this vampire changes sects, burn this card.

*I don't belong to you or your damn prince —
I'm my own person, free and loving it.
Topaz, anarch*

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Govern the Unaligned



Bleed with +2 bleed.
+1 stealth action. Move 3 blood from the blood bank to a younger vampire in your uncontrolled region.

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Guard Dogs



Only usable by a tapped vampire during a bleed against you.
Untap this reacting vampire.
As above, with an optional maneuver during the resulting combat if this vampire successfully blocks this bleed and combat occurs.

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Harass



Enter combat with a vampire who has less than 4 blood or with any tapped minion. This acting minion gets an optional press, only usable to continue, in that combat.

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Haven Uncovered



Master.
Put this card on a ready vampire. Any minion not controlled by that vampire's controller may enter combat with that vampire as a +1 stealth action. That vampire can burn this card as a +1 stealth action.

*Come burrow through my ruins, shed not a tear.
Baudelaire, "The Gladly Dead"*

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Highway Haven: RV



Vehicle. Haven.
This minion gets an optional press to end combat on the first round of combat. If the bearer is an anarch, any vampire attempting a action targeting this anarch doesn't untap as normal on his or her next untap phase. Any werewolf may burn this equipment and enter combat with this minion as a +1 stealth action. A minion may have only one haven and only one vehicle.
The greatest haven is motion.
Stephen Lenoir, Lasombra antitribu

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Horrific Countenance



Only usable when this vampire is blocked.
Untap the blocking minion. This action is not blocked, and it is now unblockable.

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Hospital Food



Master: unique location. Requires a ready anarch.
Tap when an anarch announces a hunting action. If that action is successful, the anarch gains an additional blood.

*It's easy work. Just eyeball the donor's chart before snacking so you don't get a sour one.
Sandra White, Caitiff anarch*

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Improved Tactics



Requires a ready anarch. Only usable before range is determined on the first round. A minion can play only 1 Improved Tactics each combat.

- During the press step each round, draw one card. Discard down to your hand size afterward.
- At long range, each round, this minion may strike for 2R damage each strike.
- Once each round, this vampire may burn 1 blood to get one maneuver.

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Into the Fire



Master, Trifle.
Choose a ready non-Sabbat vampire you control. That vampire becomes Sabbat. (His or her clan is not affected.)

You're either with me or against me. You really don't want to be against me.
Desiree Traville, Brujah antitribu

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Irregular Protocol



Only usable during a referendum. Tap this reacting vampire to force the acting vampire to abstain from voting (this can cancel that vampire's votes).

The anarchs are a necessary force of evolution, ensuring that only the prince who can hold his kingdom from rebels can stay in power.
Llewellyn, Nosferatu

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Kine Resources Contested



Political Card — Worth 1 Vote. Called by any vampire at +1 stealth. Allocate 4 points between two or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point assigned.

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The Kiss of Ra



Only usable when a vampire who does not have Fortitude attempts to block this acting minion.

- The block attempt is canceled, the blocking vampire burns 2 blood, and the current action is ended (without combat).
- As above, and the blocking vampire goes into torpor.

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Laptop Computer



Equipment. The minion with this equipment gets +1 bleed. A minion may have only 1 Laptop Computer.

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Liberty Club Intrigue



Requires a ready, titled non-anarch vampire. +1 stealth action. Choose up to two anarch vampires with capacity less than 6. Tap the chosen vampires. Each chosen vampire does not untap as normal on his or her next untap phase.

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Life in the City



Master, Trifle.
Move 1 blood from the blood bank to a ready vampire.

I steer clear of paying customers who might be missed, but solos are fair game. The black marketers think I'm doing a little slave trade on the side.
Ingrid Galt, anarch

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Lucky Blow



Do not replace until after combat. Strike: make a hand strike or melee weapon strike at +1 damage.

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Magazine



Only usable before range is determined. Put this card on a gun on this minion and put an ammo card from your hand on this card. When using this gun, you may use the effect of the ammo card as if it were played from your hand.

A little unusual ammo can make all the difference when fighting Donal. Brujah, Castro Valley 2002 Fall Storyline

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Majesty



Strike: combat ends.
As above, and this vampire untaps before combat ends.

All these will I give You, if You fall down and worship me. Matthew 4:9 (NASB)

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Meat Hook



Melee weapon.
 Strength+1 damage each strike, only usable once each round. Once each combat, if this weapon is used to strike at close range and the opponent doesn't dodge the strike, the bearer gets an optional press this round, only usable to continue combat. At close range, any vampire with Potence may destroy this weapon as a strike that is done at first strike and costs a blood.

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Minion Tap



Master.
 Move any amount of blood from one of the vampires you control to your pool.

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Mob Rule



This card can be played as an action modifier card or a reaction card. Only usable during a referendum.
 Each vampire with a capacity above 4 can burn blood to gain votes. A vampire gains 1 vote for each blood he or she burns. A vampire with a capacity above 7 gains an additional vote for each blood he or she burns.

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The Mole



Requires a ready anarchy. Only usable when a non-anarchy minion is acting.
 Only usable by a tapped vampire. This vampire untaps and attempts to block.
 +1 intercept. Not usable if the acting minion has Celerity.
 Only usable when you are being bled by a younger vampire. Tap this vampire to cause the action to fail.

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Molotov Cocktail



Strike: put this card on this minion; it becomes an equipment card: a weapon. Beginning with the next round of this combat, the bearer can strike with this weapon for 2R aggravated damage. Burn this card after use or when combat ends.

*I got a dog eat dog sly smile
 I got a Molotov cocktail with a match to go
 I smoke my cigarette with style
 Guns N' Roses, "Nightrain"*

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Movement of the Slow Body



+2 stealth action. Only usable by a tapped vampire in torpor.
 The acting vampire untaps. If this action is blocked, there is no combat. If the blocking minion is a vampire, he or she gets the opportunity to diablerize this acting vampire.
 As above, and this vampire also gains 1 blood from the blood bank.

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My Enemy's Enemy



+1 intercept.
 Only usable when a minion controlled by your predator is bleeding you. Tap this reacting vampire. The minion is now bleeding your predator's predator.

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Nosferatu Bestial



+1 stealth action. Unique.
Put this card into play. This card represents a unique Nosferatu vampire with 2 capacity and basic Animalism. The Bestial cannot act except to hunt, cannot cast votes and cannot have equipment. During your untap phase, this Bestial may employ a retainer from your hand that requires Animalism (he or she must meet the requirements of the card). Pay the cost as normal. This is not an action and cannot be blocked.

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Out of the Frying Pan



Master: Trifle.
Choose a ready Sabbat vampire you control. That vampire becomes Camarilla. (His or her clan is not affected.)

When you tire of the mask of freedom and realize that the Traditions have served you all along, you take the name for yourself as well, Camarilla.
Anne Bowesley, Ventrue Prince (Queen) of London

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Owl Companion



Animal with 1 life.
When the minion with this retainer is in combat, the controller of the opposing minion plays with an open hand.
As above, but the Owl Companion has 2 life.

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Pack Tactics



Do not replace until the end of this action.
Only usable during a bleed against you. This reacting vampire gets +2 intercept. A vampire cannot play both Pack Tactics and Elder Intervention during the same action.

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Paragon



Unique master.
Put this card on a ready Ventrue who was moved into your ready region during your last influence phase. This vampire gets 1 additional vote in referendums called by younger vampires. A younger vampire who successfully blocks this vampire burns 1 blood (before combat begins, if any).

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Peace Treaty



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth. Successful referendum burns all weapons. A Methuselah may keep any of his or her minions' weapons by repaying their pool cost to equip.

Is there peace between us, or is this just a pause to reload?
Brujah, Los Angeles 2002 Winter Storyline

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Petra Resonance



+1 stealth action. Not usable if any Methuselah's crypt is empty.
Each Methuselah reveals the top card of his or her crypt. If there is a tie for oldest or youngest among the revealed vampires, every Methuselah burns 1 pool. Otherwise, the Methuselah revealing the oldest vampire steals 3 pool from the Methuselah revealing the youngest vampire. Each Methuselah shuffles his or her crypt afterward.

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Potence



Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Potence. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Potence.

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Precognition



+1 intercept.
As above, and this vampire can prevent up to 1 damage during the first round of the resulting combat if this vampire successfully blocks this action.

"It's a poor sort of memory that only works backwards," remarked the Queen.
Lewis Carroll, *Through the Looking Glass*

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Presence



Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Presence. Capacity increases by 1; the vampire is one generation older. Cannot be placed on a vampire with superior Presence.

+1

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Protean



Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Protean. Capacity increases by 1; the vampire is one generation older. Cannot be placed on a vampire with superior Protean.

+1

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Pulled Fangs



Only usable at the end of a round of combat in which this minion inflicted more damage at close range than the opposing vampire. Not usable by a dying ally or a vampire going into torpor. Put this card on the opposing vampire, and this minion inflicts 1 point of damage. The victim cannot hunt until this card is removed. Any vampire(s) may burn this card with two +1 stealth actions. If the victim must hunt and cannot, he or she goes into torpor. A vampire can have only 1 Pulled Fangs.

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Pursuit



Maneuver.
Additional Strike.
What mad pursuit?
What struggle to escape?
John Keats, "Ode on a Grecian Urn"

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Pushing the Limit



Strike: make a hand strike or melee weapon strike at +2 damage.
Strike: make a hand strike or melee weapon strike at +3 damage.
These are our realms, no limits to their sway...
Lord Byron, "The Corsair"

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Rant!



Requires a ready anarchy. Only usable during a referendum before any votes are cast. During this referendum, each ready anarchy may burn 1 blood to gain 1 additional vote. If the referendum fails, this acting vampire takes 2 unpreventable damage.
We are those who do not let others lead for us; we do not let others go where we will not lead ourselves.
Salvador Garcia, Brujah anarchy

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Rapid Healing



+1 stealth action. Only usable by a vampire in torpor.
The acting vampire leaves torpor. If the vampire is blocked, there is no combat. If the blocking minion is a vampire who can commit diablerie, that vampire may diablize the acting vampire.
As above, and the vampire leaving torpor gains 1 blood from the blood bank.

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Rat's Warning



Only usable by a tapped vampire during a bleed against you. Untap this reacting vampire.
As above, with an optional press during the resulting combat if this vampire successfully blocks this bleed and combat occurs.

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Raven Spy



Animal with 1 life.
The minion with this retainer gets +1 intercept when blocking.
As above, but the Raven Spy has 2 life.

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Redline

Master: out-of-turn.
Only usable when a blood hunt referendum passes and would burn a vampire controlled by another Methuselah. That vampire is not burned. Put this card on that vampire and take control of him or her. This vampire is independent. This vampire gets one optional press when in combat with a Camarilla vampire and can enter combat with any Camarilla vampire as a +1 stealth (D) action. Burn this card if the vampire changes sects.

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Regarhagan's Hold

Master: out-of-turn.
Give this card to another Methuselah during his or her untap phase and move a reaction card from that Methuselah's ash heap to this card. The chosen reaction card costs that Methuselah's vampires an additional blood. That Methuselah may move 1 pool to this card as a master phase action. Burn this card when it has 2 pool counters. A Methuselah can have only 1 Regarhagan's Hold.

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Reins of Power

Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth. Successful referendum means each Methuselah may choose a ready vampire he or she controls. Each Methuselah gains 6 pool. Each Methuselah also burns an amount of pool equal to the capacity of his or her predator's chosen vampire. Only one Reins of Power can be played in a game.

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Renegade Garou

Werewolf with 3 life, 2 strength, 0 bleed.
Renegade Garou gets one additional strike each round and one optional maneuver each combat. He may enter combat with any minion controlled by another Methuselah as a +1 stealth (D) action. If Renegade Garou has less than 3 life during your untap phase, he gains 1 life from the blood bank.

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Repo Man

Unique ghoul with 1 life, 0 strength, 0 bleed.
If the action to recruit Repo Man is successful, untap the acting minion at the end of the turn. Repo Man can retrieve the first vehicle you find in your library as a +2 stealth action. You then place the vehicle on any ready minion you control who meets the requirements of the card (pay cost to equip as normal). If none of your ready minions meet the requirements of the card, the card is burned without cost. Shuffle afterward.

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Restoration

+1 stealth action.
 (D) The acting vampire gains 2 blood from the blood bank. (Remove excess blood.)
 (D) The acting vampire gains 3 blood from the blood bank. (Remove excess blood.)

*Drive my dead thoughts over the universe
Like withered leaves to quicken a new birth!
Percy Bysshe Shelley, "Ode to the West Wind"*

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Rötschreck

Master: out-of-turn.
Put this card on a vampire when an opposing minion attempts to inflict aggravated damage on him or her, whether the damage would be successfully inflicted or not. Combat ends. This vampire is tapped and sent to torpor. This vampire does not untap as normal. During this vampire's next untap phase, burn this card.

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Sacrament of Carnage

Strike: 2R damage.
Strike: 3R damage.

The spiritual value of a sacrament is like light — although it passes among the impure, it is not polluted.
Saint Augustine, Works, vol. 3

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Scorpion Sting

Strike: make a hand strike at +1 damage.
 (D) As above, and this strike cannot be dodged.

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Seattle Committee



Unique master.
During your master phase, you may tap this card to put an anarch counter on a ready non-titled, non-anarch vampire you control. A vampire with an anarch counter is considered anarch (and independent) even if this card leaves play. If a vampire with an anarch counter changes sects, burn the counter.

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Secret Horde



Master: Investment.
Move 2X blood from the blood bank to this card. You may use a master phase action to move 1 blood from this card to your pool. Burn this card when the last blood counter on it is removed.

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Secure Haven



Master: unique location. Haven.
Put this card on a minion you control. This minion cannot be affected by (D) actions. Any Methuselah burns an additional pool when playing master cards on (or that target) this minion. Burn this card if this minion enters torpor. A minion can have only one haven.

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Skin of Night



This vampire treats aggravated damage as normal damage for the remainder of this round.
As above, and prevent 1 damage.

*I ask of Thee, beloved Night —
Swift be thine approaching flight.
Percy Bysshe Shelley, "To Night"*

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Skin of Rock



Prevent 1 damage.
Prevent 2 damage.

*Crushers of helpless misery,
Crushing down Justice, honoring Wrong;
If that be feeble, this be strong
Emily Bronte, "Last Lines"*

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Skin of Steel



Prevent all damage from the opponent's strike.
As above, and prevent all damage from the opponent's strikes for the remainder of this round.

*...no sword on earth,
not the truest steel, could touch their assailant;
for by a spell he had dispossessed all
blades of their bite on him.
8th c. epic poem, Beowulf*

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Skullduggery



Requires a ready anarch.
Bleed at +1 stealth, with an optional maneuver in the resulting combat if the action is blocked.
Bleed at +1 bleed.
Bleed at +1 stealth.

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Smash and Grab



Requires a ready anarch.
+1 stealth action. Burn 2 life from an ally or retainer.
Bleed at +1 bleed.
+1 stealth action. Burn a location controlled by your prey or predator.

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Snipe Hunt



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth. If this referendum is successful, put this card in play and tap all vampires with a capacity less than 4. Vampires with a capacity less than 4 do not untap as normal during the untap phase. Burn this card during your next master phase.

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Sowing Dissension



Requires a ready anarch.
Each other Methuselah taps an untapped ready younger vampire he or she controls. If this action is blocked by a non-titled vampire, the acting anarch can burn 1 blood to cancel combat and untap.

Hey, the anarchs rule! They are way cool, and they are gonna rock this city down! I'm joinin' tomorrow man! You wanna come?
Todd, Caitiff

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Spirit's Touch



+1 intercept.
◆ **As above, with an optional maneuver in the resulting combat if this vampire successfully blocks this action.**

We are eternal; and to us, the past is, as the future, present.
Lord Byron, Manfred, act I, scene I

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The Status Perfectus



+1 stealth action. Requires a ready anarch. Unique.
Put this card in play. During your master phase, you may move 1 blood from a ready anarch you control to another ready anarch. When a blocking anarch has just completed combat with an acting minion, you may tap this card and choose a ready untapped anarch you control other than the blocking anarch. This anarch taps and enters combat with the acting minion. The acting minion cannot use any strikes in the first round of that combat.

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Stolen Police Cruiser



Vehicle.
Only usable by an anarch. This anarch gets +1 bleed. Allies and younger vampires get -1 intercept when attempting to block this anarch. Any vampire can burn this card as a (D) action that costs 1 pool. If that action is successful, this anarch is tapped and doesn't untap as normal during his or her next untap phase. A minion may have only one vehicle.

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Sudden Reversal



Master: out-of-turn.
Burn a master card played by another Methuselah as that card is played. That card has no effect (no cost is paid).

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Sunset Strip, Hollywood



Master: unique location.
Tap to give all vampires +1 stealth on hunt actions until your next untap phase. Tap to reduce the cost to recruit a mortal ally or mortal retainer by 1 blood or pool (but never less than 0 blood or pool).

They had no fear of the dark, for here the sun shone so brightly that it lit up their hearts at night.
Salvador Garcia, Brujah anarch

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Superior Mettle



◆ Prevent all damage from the opposing minion's strike.
◆ **As above, and each round of this combat, this vampire may burn 1 blood to prevent all damage from the opposing minion's first strike for that round.**

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Sweeper



Political Card — Worth 1 Vote.
Called by any baron at +1 stealth.
Choose a ready anarch vampire. If this referendum is successful, put this card on the chosen anarch. During your untap phase, if the anarch with this card is ready, you may look at the top card of each Methuselah's library (including your own).

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Sword of Nuln



Unique melee weapon.
Strength damage each strike. Vampires must spend twice the normal amount of blood to heal the damage from this weapon's strikes.

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Sword of Troile

Unique melee weapon. Strength+2 damage each strike. The vampire with this card has superior Potence and superior Presence . Each strike the bearer makes at close range must be with this weapon if possible. Bearer cannot use maneuvers to go to long range.

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Telepathic Counter

Reduce a bleed against you by 1.
 As above, but reduce the bleed by 2.

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Telepathic Vote Counting

Only usable during a referendum.
 Cancel the referendum. If you played a political card to call this referendum, take the card back into your hand (and discard back down to your hand size). Any votes cast are lost.
 Force a vampire to abstain from voting. This can cancel that vampire's votes.

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Thrown Sewer Lid

Only usable at long range.
 Strike: 3R damage.
 As above, with an optional press.

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Tier of Souls

Move 1 blood from a minion controlled by your prey to this vampire.
 As above, and put this card on the acting vampire. This vampire gets +1 bleed when bleeding your prey. A vampire may have only 1 Tier of Souls. Any minion may burn this card as a action.

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Torn Signpost

Only usable before range is determined.
 This vampire has a strength of 2 for the remainder of combat.
 This vampire has a strength of 3 for the remainder of combat.

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Trap

Only usable before range is determined on the first round of combat.
 During the press step, if any Methuselah has played a card earlier in the current round or during the two previous rounds, the Trap automatically provides a press to continue (either combatant can press to end).

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Uncontrollable Rage

Only usable when the acting vampire's action is announced.
 This acting vampire's hand strikes are at +1 damage, and his or her hand damage is aggravated until the end of this action.
 As above, but at +2 damage.

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Undead Persistence

Only usable when this vampire should go into torpor. This vampire gets an optional press and will not go to torpor until combat ends (although he or she is still considered wounded and can be burned as normal). If three rounds of combat pass with no cards played, combat ends. This vampire is sent into torpor after combat.
 Prevent 2 damage.

The cry is still, "They come!"
 Shakespeare, *Macbeth*, act V, scene 5

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Undead Strength



Strike: make a hand strike or melee weapon strike at +1 damage.
 Strike: make a hand strike or melee weapon strike at +2 damage.

*Dead flesh isn't always subject to the mortal laws of physics.
Dodd, Brujah antitribu.*

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Unflinching Persistence



Prevent 1 damage.
 Maneuver, and prevent up to 1 damage later this round. Only usable when choosing range.

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Unlicensed Taxicab



Vehicle. The action to equip with this vehicle is at an additional +1 stealth. The minion with this vehicle gets +1 stealth when hunting, employing a retainer or recruiting an ally. If this minion is blocked by a prince or an archbishop (during any action), burn this vehicle. A minion may have only one vehicle.

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Venture Headquarters



Master: unique location. During a referendum, you may tap this card to gain 3 votes.

The Venture clan is organized much like a multinational corporation. Each major city has a meeting place where Venture may seek allegiance and obtain information.

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Voter Captivation



Only usable after a successful referendum.

The acting vampire gains X blood from the blood bank, where X is the number of votes by which the referendum passed.

As above, but move up to 2 of those blood counters to your pool instead of this vampire.

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Wake with Evening's Freshness



Do not replace until your next untap phase. Only usable by a tapped vampire. This reacting vampire can play reaction cards and attempt to block as though untapped until the current action is concluded.

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Year of Fortune



Political Card — Worth 1 Vote. Called by any vampire at +1 stealth. Choose one or more Methuselahs who are not chosen for any other Year of Fortune in play. If this referendum is successful, put this card into play. Each chosen Methuselah's hand size is increased by one card. Any vampire can call a referendum to burn this card as a +1 stealth political action.

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Zoo Hunting Ground



Master: unique location. Hunting Ground. During your untap phase, you may move 1 blood from the blood bank to a ready vampire you control. A vampire can only gain 1 blood from hunting ground cards each turn.

*They only kill to protect their hunting grounds.
Eddie Holt, Wolfen*

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