

Yazid Tamari

3

Sabbat. Black Hand Seraph: +1 bleed. The blood curse does not affect Yazid.

8

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Doctor Streck

3

Sabbat: When Streck bleeds successfully, the target Methuselah discards one card at random from his or her hand.

8

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Henry Taylor

3

Sabbat: After an action, you may move a combat card Henry played during that action from your ash heap to the top of your library.

6

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Mariano Pomposo

3

Sabbat. Black Hand.

4

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Miguel Santo Domingo

3

Sabbat: Once each action, Miguel can burn 1 blood to give any other Sabbat vampire you control +1 bleed for the current action.

7

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Sela

2

Advanced, Sabbat Archbishop of Rome: Sela gets +1 stealth on (D) actions directed at a Methuselah who controls a ready bishop.

7

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Wah Chun-Yuen

3

Sabbat. Black Hand.

5

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Ezekiel, Lord of Montreal

3

Sabbat. Black Hand.

6

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Jalan-Aajav

3

Sabbat. Black Hand Seraph: Once each round, Jalan may burn 1 blood to treat aggravated damage as normal. He gets 1 optional press each combat.

9

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Jesus Alcalá

3 Sabbat.

Illus. Steve Prescott ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Maria Stone

3 Sabbat.

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Sebastian Goulet

3 Advanced, Sabbat: Sebastian gets +1 stealth when employing a retainer or recruiting an ally. He can steal a retainer or an ally as a +1 stealth (1) action.

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Skryta Zyleta

3 Sabbat, Black Hand.

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Soldat

3 Sabbat, Black Hand: You may burn the Edge to give any Black Hand vampire an optional maneuver.

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Ignazio Giovanni

3 Independent: Ignazio can enter combat with a vampire of capacity less than 7 controlled by your predator or prey as a (1) action. +1 strength.

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Banjoko

3 Sabbat, Black Hand Seraph.

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Henri Lavenant

3 Sabbat, Black Hand: You have +1 hand size while Henri is in combat.

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Hester Reed

3 Sabbat.

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Nahir

Sabbat: If Nahir is ready, you may use a master phase action to burn 1 pool to put a research counter on her. Each research counter she has increases your hand size by one. +1 bleed.

10

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Tabitha Fisk

Sabbat: During your untap phase, an archbishop you control may move 1 blood to Tabitha.

4

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Aristotle de Laurent

Sabbat: While Aristotle is ready, every Methuselah has +1 hand size, +1 stealth.

9

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Artemis

Sabbat:

6

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Boy Toy

Sabbat:

2

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The Colonel

Sabbat: Black Hand.

5

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Dolphin Black

Sabbat:

6

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General Perfidio Dios

Sabbat bishops: 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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Hannibal

Sabbat cardinal: Hannibal may steal up to 2 blood from any Sabbat vampire as a **D** action.

10

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Imogen

2

Sabbat Archbishop of Miami: Imogen may exchange a random card from the hand of your prey or predator with a card from that Methuselah's ash heap as a +1 stealth D action.

8

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Kite

2

Sabbat bishop: +1 intercept.

7

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Korah

2

Sabbat priscus.

7

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Midget

3

Sabbat: Infernal. Animal retainers lose their abilities while Midget is acting or is in combat.

3

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Rodolfo

3

Sabbat bishop: +1 bleed.

8

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Roger Farnsworth

3

Sabbat: Black Hand.

4

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Virgil

2

Sabbat bishop: Virgil may steal a retainer from any minion as a D action. He may steal all of the life from a retainer he has as a +1 stealth action.

8

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Beast, The Leatherface of Detroit

2

Sabbat: Beast cannot play action cards. He cannot have or use equipment or retainers. Beast may enter combat with any ready minion controlled by another Methuselah as a D action. +1 strength.

7

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Cailean

2

Sabbat Archbishop of Detroit: Each round of combat, before range is determined, Cailean can set the range for that round. If he does so, skip the Determino Range step for that round.

10

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Calebos

2

Sabbat bishop: +1 strength.

8

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Christianus Lionel, The Mad Chronicler

2

Sabbat: While Christianus is ready, your hand size is increased by 1.

6

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Dani

2

Sabbat.

2

Illus. Ted Naifeh ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Ingram Frizer

3

Sabbat, Black Hand.

6

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Josef

2

Sabbat.

4

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Kendrick

2

Sabbat priscus: If Kendrick is ready during your master phase, you may look at a card at random from your prey's hand. If it is a political action card, your prey discards it.

7

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Mateusz Gryzbowsky

Sabbat: At long range, Mateusz's strikes inflict 1 less damage, +2 strength.

8

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Olivia

2

Sabbat bishop.

5

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Tarbaby Jack

Sabbat, Black Hand: If Tarbaby is ready, you get one extra transfer during your influence phase.

8

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Teresita, The Godmother

3
Sabbat, Black Hand Seraph: Teresita gets +1 intercept against Camarilla vampires.

7

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Tock

3
Sabbat.

4

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Yong-Sun, Harmonist

2
Advanced, Sabbat cardinal: Yong-Sun gets +X bleed, where X is the number of vampires in the target Methuselah's ash heap.

10

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Olga Friminov

3
Sabbat: Any Black Hand vampire can steal Olga for his or her controller as a (D) action that costs 1 pool.

1

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Zip

3
Sabbat.

2

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Donatien

2
Sabbat cardinal: As a (D) action, Donatien may bleed any Methuselah who has attempted an unsuccessful bleeding action since your last turn. +1 bleed.

9

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Greta Kircher

2
Sabbat: If Greta is ready and you are being bled by an ally or a younger vampire, Greta may burn a blood to reduce the bleed amount by one.

7

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Ian Wallingford

2
Sabbat bishop.

6

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Jessica

2
Sabbat bishop.

7

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Jessica

2

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

Archbishop of Brussels.

8

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Jost Werner

2

Sabbat: +1 stealth.

6

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Lachlan, Noddist

2

Sabbat Archbishop of Chicago.

8

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Lolita

2

Sabbat.

3

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Matteus, Flesh Sculptor

2

Sabbat priscus: Matteus may burn 1 blood to play an action card that requires a cardinal or archbishop. He may burn 1 blood to get +1 intercept against a cardinal or archbishop attempting a political action.

10

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Miller Delmardigan, Teacher of Bahari

2

Sabbat bishops: Cards that require Celerity cost Miller one less blood to play. +1 strength.

8

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Nicholas Chang

3

Sabbat.

2

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Rosa Martinez

3

Sabbat bishops: During your uncap phase, if another ready vampire you control is a regent, Rosa gains 1 blood. +1 bleed.

9

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Sabrina

3

Sabbat.

4

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Venere Carboni

3

Sabbat priscus: If Venere is in corpore during your untap phase, he may burn 1 blood to move to your ready region.

8

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Yitzak

3

Sabbat: Yitzak may tap a younger vampire as a **(D)** action. If successful, that vampire does not untap as normal during his or her next untap phase.

7

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Goratrix

2

Advanced, Camarilla: Goratrix can burn a Tremere *antitribu* as a **(D)** action. Once each action, Goratrix may burn 1 blood to get an additional +1 bleed.

10

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Ayelea, The Manipulator

2

Sabbat cardinal: Ayelea may give you control of a Tremere *antitribu* until the end of your next turn as a **(D)** action.

10

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Brooke

2

Sabbat.

3

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Bryan Van Duesen

2

Sabbat: +1 bleed.

7

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Ember Wright

3

Sabbat.

3

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Heinrick Schlempt

2

Sabbat.

2

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Ian Forestal

2

Sabbat: Ian may play cards that require a Discipline as though he has the basic level of that Discipline. Each Master: Discipline card placed on him gives him the superior level of that Discipline.

8

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Kij Dansky

2
Sabbat priscus.

8

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Kurt Strauss

2
Sabbat.

5

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Marino Reymundo Vásquez

3
Sabbat Archbishop of Barcelona: +1 bleed.

9

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Reverend Blackwood

2
Sabbat bishop; Damaging strikes made by Reverend Blackwood that require Thaumaturgy inflict +1 damage.

6

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Selena

3
Sabbat. Black Hand: Damage inflicted on Selena by a werewolf is aggravated.

6

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Terrell Harding

3
Sabbat; Terrell can steal 1 blood from a younger vampire as a +1 stealth action.

7

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Thelonius

2
Sabbat.

4

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Yasmin the Black

3
Sabbat. Black Hand.

6

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Ana Rita Montaña

3
Sabbat.

5

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Kazimir Savostin




3

Sabbat, Black Hand Seraph: When Kazimir blocks, he gets one optional press in the resulting combat.

7

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Piotr Andreikov



3

Sabbat, Black Hand.

2

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Szechenyi Jolan, Mother of Horrors



3

Sabbat bishop: When Jolan successfully performs an employ retainer or recruit ally action, she untaps at the end of the turn.

9

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Blackhorse Tanner



3

Sabbat, Black Hand: Once each turn, when you draw a card from your library, you may place that card on the bottom of your library and draw a new card.

7

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Charice Fontaine



3

Sabbat.

6

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Dominique



2

Advanced, Sabbat: During your untap phase, you may burn a location you control to gain X pool, where X is the cost of that location.

Independent Anarch Baron of Paris.

7

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Katherine Stoddard



3

Sabbat, Black Hand: Once during your turn, if Katherine is ready, you may discard a card that requires Auspex from your hand. Draw back up to your hand size afterward.

4

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Owain Evans, The Wanderer



3

Sabbat: During any Methuselah's untap phase, if Owain is ready, you may move a blood from the blood bank to a vampire that Methuselah controls.

8

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Sister Evelyn



3

Sabbat.

3

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Abyssal Hunter

Demon with 4 life, 3 strength, 0 bleed.
 Hunter can inflict 1 damage on any minion as a **1** action. During your untap phase, a ready vampire you control takes 1 damage. Burn the hunter if any ranged aggravated damage is done to him, even if it is prevented.

2

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Acrobatics

1

1 Additional strike.
1 Strike: dodge, with an additional strike.

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The Admonitions

Unique master.
 Put this card in play. Tap to discard one card if you control a ready Sabbat vampire. Tap to draw two cards if you control a ready Black Hand vampire. During your discard phase, control of The Admonitions passes counter-clockwise until it is controlled by a Methuselah who controls a ready Sabbat vampire (or is burned if there are none).

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Alpha Glint

1

1 Not usable in combat with an ally or an older vampire.
1 Strike: combat ends.
1 Only usable before range is determined. Combat ends.

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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

1 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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Animal Magnetism

1 Only usable during a referendum.
1 This vampire gains 1 vote.
1 This vampire gains 3 votes.

I am no orator, as Brutus is; But, as you know me all, a plain blunt man, Shakespeare, Julius Ceasar, act III, scene 2

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Apportation

1 Press, only usable to continue combat.
1 Maneuver.

The gun flew from my hands like God himself chose to intervene.
 Jacob Bragg, Brujah antitribu


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The Art of Memory

1 Requires a Black Hand vampire. Only usable when the action is announced. Remove this card from the game when it is played. If the action is successful, move one card played by this vampire during this action from your ash heap to your hand. Discard down to your hand size.

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Art Scam



+1 stealth action.
Gain 2 pool.

It's clever, but is it Art?
Kipling, "The Conundrum of the Workshops"

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Aura Reading



Only usable before range is chosen.

- ☑ The opposing minion's controller plays with an open hand for the remainder of combat.
- ◆ Your hand size is increased by 2 cards for the remainder of this combat. Discard down to your hand size at the end of combat. A vampire can play only 1 Aura Reading at superior each combat.

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Babble



☑ Give another ready minion +1 intercept.

◆ Tap this vampire to untap another ready minion. Not usable by a blocking minion.

Half of what he said meant something else, and the other half didn't mean anything at all.
Tom Stoppard, *Rosencrantz and Guildenstern are Dead*

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Behind You!



Only usable on the first round of combat.

- Maneuver.
- ◆ Strike: dodge.

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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, "Unattired"

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Black Gloves



Unique melee weapon.
Strength+1 aggravated damage each strike. Bearer takes 1 damage during strike resolution when this weapon is used, but only once each combat.

We know more about war than we know about peace, more about killing than we know about living.
Gen. Omar Bradley, 1948 speech

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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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Blood Feast



+1 stealth action. Requires a ready archbishop, priscus or cardinal.
Each ready Sabbat vampire you control gains 1 blood from the blood bank.

*Fear and suffering
Have fled to the heavens
And an unhealthy thirst
Darkens my veins.*
Rimbaud, "Song of the Highest Tower"

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Blood Fury



Only usable at close range.

- ☑ Strike: make a hand strike at +1 damage. This damage cannot be prevented by cards that require Fortitude. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.
- ◆ As above, but for strength+2 damage.

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Bleeding



+1 stealth action. Requires a ready Sabbat vampire.
Put this card on the acting vampire and move one blood from the blood bank to this vampire. This Sabbat vampire is Black Hand. A vampire can have only one Bleeding.

He who has died need not fear death; for him it is the arms of his father welcoming him home.
The Admonitions

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Bloodwork



Requires a ready Black Hand vampire.
① Bleed at +1 bleed. If more than 2 pool is bled with this action, ignore the excess. If the Methuselah you are bleeding controls a ready Sabbat vampire, this action is at +1 stealth.

His shrieks were confined to the repetition of a single, mad word of all too obvious source.
H.P. Lovecraft, *At the Mountains of Madness*

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Blur



Additional strike.
Two additional strikes.

In skating over thin ice, our safety is in our speed.
Ralph Waldo Emerson, "Prudence"

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Bonding



After playing this card, you cannot play another action modifier to further increase the bleed for this action. (Only usable during a bleed action.)

① +1 bleed.
② +1 stealth and +1 bleed.

*In every voice, in every ban,
The mind-forg'd manacles I hear.*
William Blake, "London"

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Brick Laying



① Burn a haven on an ally or younger vampire, or tap an ally or younger vampire.
② As above, and inflict 1 damage on that minion.

She spoke with the cold-blooded complacency of the aged throwing earth into the grave of young hopes.
Edith Wharton, *The Age of Innocence*

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Burst of Sunlight



Strike: 1R aggravated damage. This striking vampire also takes 1 aggravated damage.
Strike: 2R aggravated damage. This striking vampire also takes 2 aggravated damage.

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Camarilla Threat



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.

If this referendum is successful, put this card in play. Each Methuselah must pay an additional pool to use a discard phase action to discard a card. Any vampire may call a referendum to burn this card as a +1 stealth political action.

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Capitalist



Master: archetype.
Put this card on a Sabbat vampire you control. Once per turn, when this vampire successfully bleeds his or her prey, he or she gains 1 blood from the blood bank. A vampire can have only one archetype.

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Cardinal Sin: Insubordination



Requires a ready archbishop, priscus or cardinal.
Only usable after a combat involving this vampire and a non-titled Sabbat vampire; only usable if the opposing vampire is ready. Usable by a tapped vampire. The opposing vampire goes into torpor.

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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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Celestial Harmony



+1 stealth action.
 Choose a Methuselah. That Methuselah selects all but one of the cards in his or her hand and shows them to you.
 As above, but all Methuselahs are chosen.

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Chalice of Kinship



Unique equipment. Requires a ready priscus or cardinal.
 The priscus or cardinal with this equipment can give each other ready Sabbat vampire you control 1 blood from the blood bank as a +1 stealth action.

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Chill of Oblivion



+1 stealth action.
 Put this card on a ready vampire. vampire may burn this card in combat to treat aggravated damage as normal for the remainder of combat. A vampire can have only one Chill of Oblivion.
 As above, and this acting vampire untaps during your next discard phase.

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Chronicle of the Lost Tribe



+1 stealth action. Requires a ready Black Hand vampire. Unique.
 Put this card in play. You get +1 hand size. Any vampire with a capacity above 4 may steal this card for his or her controller as a action.

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Circumspect Revelation



Requires a Black Hand vampire. Only usable when a Sabbat vampire attempts to block. The block attempt fails, and that Sabbat vampire cannot attempt to block this action again.
 All Sabbat shall support the Black Hand. The Code of Milan

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Cloak the Gathering



+1 stealth.
 Usable by a ready vampire other than the acting minion you control. The acting minion gets +1 stealth.

*The shadow cloak'd from head to foot...
Lord Tennyson, "In Memoriam"*

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Coma



Strike: opposing vampire goes into torpor.
 As above, and that vampire does not untap as normal during his or her controller's next untap phase.

3
*To sleep: perchance to dream: ay, there's the rub;
For in that sleep of death what dreams may come...
Shakespeare, Hamlet, act III, scene I*

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Communal Haven: Cathedral 




Master: location.
You may tap this card during your master phase to transfer equipment and/or move blood between any two ready Sabbat vampires you control.

 **1**


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Communal Haven: Temple 



Master: location.
Each Sabbat vampire you control gets +1 intercept when attempting to block  actions directed against Sabbat vampires you control. A Methuselah may have only one Communal Haven: Temple in play.

*No sooner is a temple built to God,
but the Devil builds a chapel hard by.*
George Herbert

 **1**

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Concealed Weapon 



 **1**

Equip this minion with a non-unique weapon card from your hand at the beginning of a round. Pay weapon's equip cost, as normal. The weapon cannot cost more than 2 pool or inflict (with a regular strike) aggravated damage or more than 3 damage.

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Consanguineous Boon 



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
Choose a clan. Successful referendum means each Methuselah gains 1 pool for each member of that clan he or she controls.

*When you deal with your brother, be pleasant,
but get a witness.*
Hesiod, Works and Days

 **1**

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Consignment to Duat 



  Steal 1 blood or life from a ready minion.

  Put this card on a ready minion. During this minion's untap phase, he or she burns 1 blood or life. If this vampire cannot burn a blood, he or she goes to torpor. Burn this card if this acting vampire enters combat or leaves the ready region. A minion can have only one Consignment to Duat.

 **1**

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Corporal Reservoir 



Master: trifle.
Put this card on any Black Hand vampire. This vampire may tap this card to prevent 1 point of damage in combat or to gain a blood. This card doesn't untap as normal. This vampire may burn a blood to untap this card during his or her untap phase.

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Corpse Balloon 



Ghoul with 1 life.
 If the minion with this retainer blocks a  action, he or she gets an optional maneuver on the first round of the resulting combat.
 As above, and this minion gets +1 intercept against  actions.

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Council of Seraphim 



Requires a Seraph.
Only usable when a minion is attempting to block. If a Sabbat vampire is attempting to block, that block attempt fails (do not tap that vampire). That vampire cannot block this action. Otherwise, the blocking minion gets -1 intercept.

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Courier 



Mortal with 1 life. 0 strength, 1 bleed.
Courier gets -1 intercept when attempting to block a vampire. When a minion you control successfully bleeds (for 1 or more), you may look at the top card of the library of the Methuselah being bled, and you may tap the Courier to discard that card.

 **2**

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Creep Show



Master: archetype, Trifle.
Put this card on a Sabbat vampire you control. Once per turn, when a minion opposing this vampire in combat dodges or ends combat as a strike, this vampire gains 1 blood from the blood bank. A vampire can have only one archetype.

*Beware
Of entrance to a quarrel; but being in,
Beor't that the opposed may beware of thee.
Shakespeare, Hamlet, act 1, scene 3*

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Crusade: Barcelona



Political Card — Worth 1 Vote.
Called by any Sabbat vampire at +1 stealth.

Successful referendum means the acting vampire is declared Archbishop of Barcelona. This could lead to a contested title. If this vampire is Tremere *antitribu* ☉, he or she untaps during your next discard phase.

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Crusade: Brussels



Political Card — Worth 1 Vote.
Called by any Sabbat vampire at +1 stealth.

Successful referendum means the acting vampire is declared Archbishop of Brussels. This could lead to a contested title. If this vampire is Toreador *antitribu* ☽, he or she untaps during your next discard phase.

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Crusade: Chicago



Political Card — Worth 1 Vote.
Called by any Sabbat vampire at +1 stealth.

Successful referendum means the acting vampire is declared Archbishop of Chicago. This could lead to a contested title.

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Crusade: Miami



Political Card — Worth 1 Vote.
Called by any Sabbat vampire at +1 stealth.

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

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Crusade: Rome



Political Card — Worth 1 Vote.
Called by any Sabbat vampire at +1 stealth.

Successful referendum means the acting vampire is declared Archbishop of Rome. This could lead to a contested title. If this vampire is Brujah *antitribu* ☿, he or she untaps during your next discard phase.

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Cryptic Mission



+1 stealth action.

☉ ☽ Burn 1 blood on a vampire, or do 1 unpreventable damage to any ally or retainer.

☾ As above, and the acting vampire gains 1 blood from the blood bank.

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Deed the Heart's Desire



Only usable as the action is announced.

☐ Choose a younger vampire. He or she cannot block this action.

☾ As above, and the chosen vampire cannot play reaction cards during this action.

*I'll pick up your hand and slowly blow your little mind
When you've made your mind up forever to be mine.
Donovan, "Sunshine Superman"*

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Deep Cover Agent



+1 stealth action. Requires a ready Seraph. Unique.

☽ Put this card on a younger ready vampire. You still control this card. During your untap phase, you may look at this vampire's controller's hand. This vampire can burn this card as a ☽ action.

*Treason doth never prosper: what's the reason?
Why, if it prosper, none dare call it treason.
Sir John Harrington*

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Deflection






Only usable when you are being bled. Tap this reacting vampire. Choose another Methuselah other than the controller of the acting minion. The acting minion is bleeding that Methuselah.

As above, but do not tap this vampire.

 1

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Deny







This card can be played as an action modifier or a combat card.

Press.
 +1 stealth.

What we believe is, in the end, of little consequence. The only consequence is what we do.
 John Ruskin

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Deploy the Hand






Political Card — Worth 1 Vote.
Called by any archbishop or cardinal at +1 stealth.

Choose one or more Methuselaha who do not have a target counter. Successful referendum means each chosen Methuselah gets a target counter. During his or her untap phase, a Methuselah with a target counter chooses one of his or her ready minions, who takes 2 unpreventable damage. A Methuselah may burn the Edge to burn his or her target counter.

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Día de los Muertos



Master.
 The first referendum a Sabbat vampire you control calls on this turn automatically passes. Only one Día de los Muertos may be played in a game.



We play very dangerous games with life and no one knows our rules.
 Parke Goodwin

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Disarm






Only usable at the end of a round of combat in which this vampire successfully inflicted more damage at close range than the opposing vampire; not usable by a vampire going into torpor. Put this card on the opposing vampire and send that vampire to torpor. The vampire with this card has -1 strength; he or she may burn this card by burning 3 blood. A vampire can have only 1 Disarm.

As above, but the vampire with this card has -2 strength.

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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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Dominion



Master.
 Put this card on a Black Hand vampire. Vampires must burn 1 blood to attempt to block this Black Hand vampire. A vampire can have only one Dominion.

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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.
Samuel Taylor Coleridge, "Kubla Khan"*

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Eagle's Sight






 This reacting vampire gets +1 intercept.
 This reacting vampire attempts to block the current action, ignoring the normal prey, predator or target restrictions for blocking actions.

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Ebony Fox Hunt





Master: out-of-turn.
 Cancel a blood hunt called on a Black Hand vampire you control. You may play this card during your turn.



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Elder Impersonation






 +1 stealth.
 Only usable when a minion attempts to block. That minion's blocking attempt fails (do not tap that minion). That minion cannot attempt to block this action again.



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Eldritch Glimmer








 Strike: 2R damage, and this vampire can burn X blood to get +X (ranged) damage. Not usable on the first round of combat.
 As above, but for 4R + X ranged damage.





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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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Escaped Mental Patient








Mortal with 1 life, 1 strength, 0 bleed.
 Escaped Mental Patient can enter combat with any minion controlled by another Methuselah as a (D) action. The Patient can make a hand strike at +1 damage, aggravated. Burn him at the end of combat if he does so.



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Extremis Boon





Master: out-of-turn.
 Only usable when you are being ousted. Other Methuselahs may bid pool to keep you in the game. If one does, put this card in play. As a master phase action, the high bidder may steal up to 2 pool from you. You may burn this card by giving that Methuselah 6 pool during your master phase.

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Eyes of Chaos






After playing this card, you cannot play another action modifier to further increase the bleed for this action.
 +1 bleed.
 +2 bleed.

*We live in a rainbow of chaos.
Paul Cézanne*

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Faceless Night



◊ +1 stealth, and any minion who attempts to block this action and fails becomes tapped when the action is resolved (before resolving the action).

You are eternity's hostage, a captive of time.
Boris Pasternak, *Night*

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Fame



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

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Far Mastery



◊ +1 stealth action.
 ◊ ① The acting vampire takes control of a retainer controlled by another vampire.
 ◊ ① Take control of an ally controlled by another Methuselah.

1

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Fast Reaction



Only usable after a combat between a blocking minion you control other than this vampire and the acting minion.
 Tap this vampire. This vampire enters combat with the acting minion. The first round of this new combat, the acting minion cannot strike.
 ◊ As above, with an optional press.

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Fetish Club 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.

2

*Our torments may also in length of time
Become our elements.*
John Milton, *Paradise Lost*

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Flaming Candle



Equipment.
The vampire with this equipment may burn 1 blood when he or she declares an action. If he or she does so, vampires cannot block this action, and the candle is burned. Only one Flaming Candle can be played in a game.

*My candle burns at both ends;
It will not last the night;
But oh, my foes, and oh, my friends —
It gives a lovely light!*
Edna St. Vincent Millay, "First Fig"

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Forced Awakening



Only usable by a tapped vampire.
 This reacting vampire can attempt to block and play reaction cards as though untapped. If he or she does not successfully block this action, he or she burrs an additional blood.

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Forgotten Labyrinth




◊ +2 stealth.
 ◊ +3 stealth.

*I fled Him down the nights and down the days
I fled Him down the arches of the years,
I fled Him down the labyrinthine ways...*
Francis Thompson, "The Hound of Heaven"

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Foundation Exhibit



Master: unique location.
Each non-titled Toreador *antitribu* you control gets 1 additional vote. Any vampire may burn this card as a ① action that costs 1 blood.

It's like a kind of torture to have to watch the show.
Waldorf, Toreador *antitribu*

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Gemini's Mirror






Strike: dodge with an optional maneuver.
Only usable before range is determined. When resolving each strike against this vampire, flip a coin. If it's tails, the strike has no effect on this vampire. This lasts until heads is flipped or combat ends. A vampire can play only one Gemini's Mirror at superior each combat.



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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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Guru





Master: archetype.
 Put this card on a Sabbat vampire you control. Once per turn, when this vampire calls a referendum and it passes, he or she gains 1 blood from the blood bank. A vampire can have only one archetype.

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Hand Intervention



Political Card — Worth 1 Vote. Called by any titled Sabbat vampire at +1 stealth.
 Choose a Methuselah. If this referendum is successful, put this card in play. The chosen Methuselah has -1 hand size. That Methuselah may burn this card by burning the Edge. A Methuselah may be chosen for only one Hand Intervention at a time.

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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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The Haunting






 Put this card on any minion. The minion with this card burns 1 blood or life during his or her untap phase. Any minion can burn this card as an action. A minion can have only 1 The Haunting.
As above, but this action is at +1 stealth.

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Increased Strength






Only usable before range is determined.
 For the remainder of combat, all damaging strikes that require Potence made by this vampire inflict +1 damage.
As above, but those strikes inflict +2 damage.

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Infernal Pact





Unique master.
 Put this card on a Tremere *antitribu* you control and choose a Discipline. The vampire with this card can play cards that require that Discipline as though he or she has the superior version of that Discipline.



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Information Network





Unique master.
 Tap to give a Nosferatu *antitribu* you control +1 intercept.
Knowledge is of two kinds: we know a subject ourselves, or we know where we can find information upon it.
 Samuel Johnson, in James Boswell's *The Life of Samuel Johnson, L.L.D.*



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Inscription



Equipment.

- Put this equipment on a ready vampire and put a card that requires Thaumaturgy from your hand on it (this acting vampire pays the cost of that card). The vampire with this equipment can burn this equipment to use the basic Thaumaturgy ability of that card.
- As above, but the vampire can use the superior Thaumaturgy ability of the card.

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Institution 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.

Chasing an errant swarm of bees is nothing to following a naked lunatic when the fit of escaping is upon him.
Bram Stoker, *Dracula*

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IR Goggles



Equipment.

The minion with this equipment gets an 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"

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Iron Glare



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

- +2 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

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Kaymakli Barrier



Requires a ready vampire. Unique.

- Put this card on a younger ready vampire. You still control this card. This vampire cannot block undirected actions. Actions cost this vampire an additional blood.

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Kindred Spirits



- Bleed any Methuselah. Gain 1 pool if bleed is successful (for 1 or more).
- As above, with +1 bleed.

Like kindred drops, been mingled into one.
William Cowper, "The Timepiece"

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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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Laptop Computer



Equipment.

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

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Last Stand



Unique master.

Put this card in play. When any other Methuselah is ousted, the current turn ends, and this card is burned. The predator of the ousted Methuselah (if more than one was ousted, go clockwise from the left of the Methuselah whose turn just ended) takes the next turn.

There may come a day when I'll dance on your grave Unable to dance I'll still crawl across it
The Grateful Dead, "Hell in a Bucket."

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Leather Jacket



Equipment.
If the action to equip with the Leather Jacket is successful, untap the acting minion at the end of the turn. Bearer may burn Leather Jacket to prevent all the damage from the opposing minion's strike. A minion can have only 1 Leather Jacket.

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Legal Manipulations



Equipment.
 ◆ **Ⓛ** Bleed with +2 bleed.
 ◆ **Ⓛ** As above, and gain 1 pool if the bleed is successful (for 1 or more).

Believe me... if there's one thing I cannot abide, it's deceitfulness.
Christopher Hampton,
Dangerous Liaisons, act I, scene 5

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Legwork



Equipment.
Do not replace until your next untap phase.
+1 intercept. Not usable by a vampire with more than 0 intercept.

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Lessons in the Steel



Equipment.
 ◆ **Ⓛ** Only usable when damage is successfully inflicted on this vampire. Look at the opposing minion's controller's hand, and this vampire gets an optional press this round. A vampire can play only one Lessons in the Steel each round.
 ◆ **Ⓛ** As above, and that Methuselah discards a card of your choice.

*Knowledge by suffering entereth,
And life is perfected by death.*
Elizabeth Barrett Browning, *A Vision of Poets*. Conclusion.

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Local IIII



Equipment.
Requires a ready Sabbat vampire. This equipment card represents a unique location and does not count as equipment while in play.
The Sabbat vampire with this location may move 2 blood from the blood bank to any other ready Sabbat vampire as a +1 stealth action.

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Lost in Crowds



Equipment.
 ◆ **Ⓛ** +1 stealth.
 ◆ **Ⓛ** +2 stealth.

...he knows a frightful fiend doth close behind him tread.
Samuel Taylor Coleridge, "The Rime of the Ancient Mariner"

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Loyalist



Equipment.
Only usable during a referendum. Usable by a tapped vampire.
This vampire gains 3 votes against the referendum. If the acting vampire is Sabbat and the referendum fails, move up to 2 blood from the acting vampire to this vampire.

Old-fashioned Loyalists don't last all that long, even when they've got your potential for power.
Andrew Emory, *Lasombra* bishop

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Malkavian Game



Equipment.
Master.
Play Rock-Paper-Scissors with any other Methuselah. The winner gets 2 pool from the loser. Each time you tie, play again, but for an additional pool.

*Though this be madness,
yet there is method in't.*
Shakespeare, *Hamlet*, act II, scene 2

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Marijaya Thuggee



Equipment.
Ghoul with 3 life. 1 strength, 1 bleed. Requires a ready Black Hand vampire.
The thuggee can play cards requiring basic Obfuscate, **Ⓛ** as a vampire. He can inflict 1 damage on a ready vampire as a **Ⓛ** action. During your untap phase, if the number of thuggees you control is greater than the number of Black Hand vampires you control, tap all the thuggees you control.

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Martial Ritus



+1 stealth action. Requires a Sabbat vampire.
Put this card on a younger Sabbat vampire and untap this acting vampire. The Sabbat vampire with this card gets +1 strength. During your next untap phase, burn this card.

Sometimes, just saying that you hate something, and having someone agree with you, can make you feel better about a terrible situation.
Lemony Snicket, *The Bad Beginning*

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Mask Empathy



Strike: ranged. Burn a retainer employed by the opposing minion (usable at close range).

Play before range is determined. This vampire burns 1 blood to burn a retainer employed by the opposing minion.

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Masque of Judas



A vampire may play only one Masque of Judas each combat. Only usable against an ally or a younger vampire.

- Maneuver with an optional press.
- Only usable before range is determined. The opposing minion's controller discards 2 cards at random. Those cards are not replaced until after combat.

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Mayaparisatya



Weapons possessed by the opposing minion inflict no damage on this vampire for the duration of combat.

Strike: 1R aggravated damage. This damage cannot be prevented. Only usable at long range.

One should always be a little improbable. Nothing that actually occurs is of the smallest importance.
Tom Stoppard, *The Invention of Love*

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Meat Cleaver



Melee weapon.
Strength+1 damage each strike.

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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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Memory's Fading Glimpse



Move a vampire from your prey's uncontrolled region to the bottom of his or her crypt. Move all of the blood on that vampire to your prey's blood pool.

As above, but move one blood from the uncontrolled vampire to the acting vampire.

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Mesmerize



+1 stealth action.

- Steal equipment from an ally.
- Steal equipment from a younger vampire.

*He holds him with a glittering eye —
The Wedding-Guest stood still,
And listens like a three years' child:
The mariner hath his will.*
Samuel Taylor Coleridge,
"The Rime of the Ancient Mariner"

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Mighty Grapple



Press, only usable to continue combat.

Strike: make a hand or melee weapon strike at +1 damage, with an optional press only usable to continue combat.

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Ministry

Requires a ready Black Hand vampire. Do not replace until the end of this action.

This vampire gets +2 intercept. If the acting vampire is Sabbat, this vampire gets an additional +1 intercept. If this vampire does not successfully block this action, he or she is tapped after action resolution.

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Mistrust

Master:

Burn a scarce vampire in torpor or move a ready scarce vampire to his or her controller's uncontrolled region, with all cards and counters on him or her (which are out of play as long as the vampire remains out of play).

1

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Nosferatu Kingdom

Master: unique location.

During your influence phase, tap to move 1 blood from the blood bank to a Nosferatu antitribu in your uncontrolled region.

When the eye fails to find beauty... it commands the body to create it or, failing that, adjusts itself to perceive virtue in ugliness.
Joseph Watermark Brodsky

2

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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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Palla Grande

Unique master.

Put this card in play; put 3 debauchery counters on this card. Each Toreador antitribu gets +1 bleed. Remove a debauchery counter from this card at the end of each of your turns. Burn this card when you remove the last debauchery counter.

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Path of Death and the Soul

Unique master.

Put this card in play. When a minion controlled by another Methuselah is burned, you may tap this card to search your library (shuffle afterward), ash heap or hand for a Master: Discipline card. Move 1 blood from the blood bank and that card to a ready vampire you control.

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Path of Evil Revelations

Unique master.

Put this card in play. During your master phase, you may burn 1 pool to untap all infernal minions you control. Any minion may burn this card as a (D) action; if that minion is a vampire, he or she takes one damage (damage not preventable) when this card is burned.

The devil can cite Scripture for his purpose.
Shakespeare, *The Merchant of Venice*, act 1, scene 3

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Patronage

+1 stealth action.

You may play only one Patronage per turn. Untap a younger Toreador antitribu and this acting vampire.

1

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Poker

Melee weapon. Cold iron.
Strength+1 damage each strike.
If all of the damage done by this strike is prevented by a card or cards that require Fortitude , burn this weapon after strike resolution.

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Powerbase: Madrid

Master: unique location.
During your untap phase, add one counter to this card from the blood bank if it has less than 4 counters. Tap to give a titled Sabbat vampire X additional votes during a referendum, where X is the number of counters on this card. Any vampire controlled by another Methuselah can take a  action to burn all the counters on this card.

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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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Propaganda

  Bleed with +1 bleed. Vampires with titles cannot block this action.
 As above, and the Methuselah you are bleeding taps one of his or her ready untapped minions when the action resolves.

It is the absolute right of the State to supervise the formation of public opinion. Paul Joseph Goebbels

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Quicken Sight

 +1 intercept, with an optional maneuver in the resulting combat if this vampire successfully blocks.
 As above, but with +2 intercept.

So scented the grim Feature, and upturn'd His nostril wide into the murky air, Sagacious of his quarry from so far, John Milton, Paradise Lost

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Random Patterns

  +1 intercept.
 Only usable when a minion is attempting to block this acting vampire. The blocking minion gets -1 intercept.

Knowledge is more than equivalent to force. Samuel Johnson, Rasselas

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Raven Spy

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

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Recure of the Homeland

+1 stealth action. Requires a Tremere antitribu in torpor. Usable by a tapped vampire.
The acting vampire leaves torpor. If this action is blocked, there is no combat. If the blocking minion is a vampire who can commit diablerie, that vampire may diablerize the acting vampire.

Earth helped him with the cry of blood. Sir John Beaumont, "Battle of Bosworth Field"

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Remover

Master.
Put this card on a Black Hand vampire. This vampire can tap any card (including a minion) as a +1 stealth  action. A vampire can have only one Remover.

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Resilient Mind



+1 stealth action.

Put this card on the acting vampire. When another minion plays an action or combat card that requires Dementation, Dominate, Obeah, or Serpents, this vampire can burn 1 blood to be immune to the effects of that card.

As above, and this vampire untaps at the end of this action.

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Reunion Kamut



+1 stealth action. Requires a Black Hand vampire.

Move 2 blood from the blood bank to a Black Hand vampire in your uncontrolled region.

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Revelations



+1 stealth action.

Look at your prey's hand. He or she discards a card of your choice.

Put this card in play. Your prey plays with an open hand. Any minion may burn this card as a **1** action.

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Rooftop Shadow



+1 intercept. Not usable if the acting minion has Celerity.

+1 intercept. Not usable if the acting minion has superior Celerity.

Just follow. If you can't see, listen. If you can't hear, feel.
Philip Pullman, *The Amber Spyglass*

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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 rapped 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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Sabbat Priest



Political Card — Worth 1 Vote.

Called by any Sabbat vampire at **+1 stealth**.

Choose a ready Sabbat vampire. Successful referendum means that for the remainder of the game, any vampire attempting to block the chosen vampire burns 1 blood.

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Scouting Mission



+1 bleed with +1 bleed.

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

It's amazing how trusting these Camarilla bastards can be.
Jimmy Dunn, Pander

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Seduction



Only usable when the acting vampire's action is announced.

Choose a younger vampire. He or she cannot block this acting vampire.

As above, but the affected vampire can be the same age or older.

Letting go is the secret; giving up to me is the greatest pleasure of all...
Robbi Sommers, Lilith

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Seraph



Political Card — Worth 1 Vote.

Called by any Black Hand vampire at **+1 stealth**.

Choose a non-Seraph Black Hand vampire with a capacity above 5. If this referendum is successful, put this card on the chosen vampire. That Black Hand vampire gains 2 blood and is a Seraph. Non-Sabbat vampires cannot vote in this referendum.

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Shakar



Master.
Put this card on a Black Hand vampire. This Black Hand vampire can enter combat with any younger non-Black Hand vampire as a (D) action. A vampire can have only one Shakar.

Ar-Rashid said, A true assassin has no ego, which is well, for he receives no glory. The Admonitions

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Shanty Town 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.

The desperate no longer care when death stalks their streets. Some think of it as a blessing. Nigel the Shunned, Nosferatu antitribu

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Shape Mastery



Cancel a combat card that requires Obtenebration, Protean, or Viscisitude as it is played (no cost is paid). The opposing minion cannot play that card again this action.

As above, but cancel an action modifier that requires any of those Disciplines.

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Short-Term Investment



Master: Investment.
Move 3 blood from the blood bank to this card. You may use a master phase action to move 1 blood from this card to your blood pool. Burn this card when the last blood counter on it is removed.

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Sibyl's Tongue



+1 stealth action.
This action costs X blood, where X is the number of Sibyl's Tongues in your ash heap. Choose a card by name. Search your library for a copy of that card, show it to all players, and move it to your hand. Discard down to your hand size and shuffle your library afterward.

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Sideslip



Strike: dodge.
Prevent 1 damage. A vampire can play only 1 Sideslip at superior each round.

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Sire's Index Finger



Unique equipment.
The vampire with this equipment is immune to frenzy cards (including Brujah Frenzy, Drawing Out the Beast, Frenzy, Rotscheck and Terror Frenzy).

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Slaughtering the Herd



Bleed at +2 bleed. Allies cannot block this action.

Put this card on a vampire controlled by your predator. Each time that vampire announces an action, he or she moves 1 blood to this acting vampire. That vampire may burn this card by burning 4 blood during his or her controller's minion phase. Burn this card if this acting vampire is sent to torpor or burned.

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Social Ladder



Master.
Put this card on a ready vampire you control. During your next influence phase, remove this vampire from the game and move all the blood counters from that vampire to an older vampire in your uncontrolled region.

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Sociopath



Master: archetype.
Put this card on a Sabbat vampire you control. Once per turn, when this vampire remains ready and burns a minion in combat or sends a vampire to torpor in combat, he or she gains 1 blood from the blood bank. A vampire can have only one archetype.

When he is best, he is little worse than a man, and when he is worst, he is little better than a beast Shakespeare, The Merchant of Venice, act I, scene 2

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Song in the Dark



☞ Strike: 2 damage.
◆ Strike: 2 aggravated damage.

I heard the most bewitchingly beautiful voice from the shadows that night. Lolita, Tereador antitribu

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Song of Serenity



☞ Opposing minion gets -1 strength for the first round of combat. A vampire can only play 1 Song of Serenity each combat.
◆ As above, but for the duration of combat.

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Specialization



Unique master.
Put this card in play. During your untap phase, you may tap this card and discard two copies of the same card from your hand to gain 1 pool. Draw back up to your hand size afterward.

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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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Stealth Ritus



Requires a ready Sabbat vampire. Only usable as the action is announced.
Choose another ready Sabbat vampire you control. The chosen vampire burns 1 blood, or this card has no effect. This action gets +1 stealth, even if stealth is not yet needed.

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Steam Tunnels



Master: unique location.
Tap this card during your master phase to look at the top three cards in your prey's library.

I told myself that the owners of those voices faced the same obstacles that I did — dangerous footing, complete darkness, terrific heat — but I knew that I was probably deluding myself. William Dear, The Dungeon Master

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Succubus



Demon with 3 life. 1 strength, 0 bleed.
Damage from Succubus's hand strikes is aggravated. As a +1 stealth action, Succubus may burn 1 blood from a vampire or 1 life from an ally to gain 1 life. Once each turn, she may burn 1 life to get +1 bleed for the current action.

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Swallowed by the Night



This card may be used as an action modifier card or a combat card.
◆ +1 stealth.
◆ Maneuver.

To perish rather, swallow'd up and lost In the wide womb of uncreated night? Milton, Paradise Lost

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Talons of the Dead



Unique master.
Put this card on a Gangrel *antribu* you control. Damage from this vampire's hand strikes is aggravated. Ⓛ actions cost this vampire an additional blood. This vampire's controller may use a master phase action to burn this card.

*Their fatal hands
No second stroke intend.
John Milton, Paradise Lost*

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Taste of Vitae



Only usable at the end of a round of combat. Not usable by a vampire going into torpor.
This vampire gains an amount of blood equal to the amount lost by the opposing vampire to damage during this round of combat. A vampire can play only 1 Taste of Vitae each round.

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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 Misdirection



☑ This reacting vampire gets +1 intercept.
◆ Only usable when you are being bled. Tap this reacting vampire. Choose another Methuselah other than the controller of the acting minion. The acting minion is now attempting to bleed that Methuselah.

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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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Templar



Political Card - Worth 1 Vote. Called by any titled Sabbat vampire at +1 stealth.
Choose a Sabbat vampire. If this referendum is successful, put this card on the chosen vampire. This vampire may enter combat with a ready vampire controlled by another Methuselah as a +1 stealth Ⓛ action. Any Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.
*I don't have to kill anyone? Then why call for me?
Talley, The Hound, Lasombra*

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Tenebrous Form



☑ +1 stealth.
◆ As above, and minions without Obtenebration must pay 1 blood to attempt to block.
*Be as a shadow on a dark night; unseen, unheard,
let there be no sign of your coming in or going out.
The Admonitions*

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Theft of Vitae



☑ Strike: ranged. Steal 1 blood.
◆ Strike: ranged. Steal 2 blood.
*The blood is the life!
The blood is the life!
Bram Stoker, Dracula*

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Thin-Blooded Seer



Requires a ready non-sterile vampire of capacity less than 3.
Put this card into play; it becomes a 1 capacity vampire. This vampire is clanless and sterile. This vampire is not considered unique, must hunt this turn and is the same sect as the acting vampire. Cards that cost blood cost this vampire twice as much blood to play. During your untap phase, you may tap this vampire to look at the top two cards of any Methuselah's library.

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Thrown Gate

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

Just be glad we aren't back in the days when most gates were made out of wood.
 Angela Decker, Pander

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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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Trainer

+1 stealth action.

Steal an animal retainer controlled by another Methuselah.
 Put this card on this acting vampire. When this vampire is acting or in combat, cards that require Animalism cost other vampires an additional blood to play, and animal retainers employed by other minions lose their abilities. A vampire can have only one Trainer.

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Treachery

Only usable during a referendum before any votes are cast.
 If the referendum passes, the controller of the vampire calling the referendum burns 1 pool.
 As above, but any other Methuselahs who vote in favor of the referendum burn 1 pool when the votes are tallied.

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Typhonic Beast

Only usable before range is determined.
 For the remainder of combat, this vampire gets +1 strength.
 As above, and this vampire can prevent 1 damage each round.
 As above, and this vampire gets an optional press this round.

1

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Under the Skin

Only usable during a referendum before votes are cast.
 Choose a younger vampire. That vampire abstains from voting.
 As above, and tap that vampire at the end of the action if the referendum passes.

The brain may devise laws for the blood, but a hot temper leaps o'er a cold decree.
 Shakespeare, *The Merchant of Venice*, act 1, scene 2

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University 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.

2

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Vendetta

Only usable when you are successfully bled for more than 2 pool.
 Put this card on the acting minion. Brujah *antitribu* get +1 strength in combat with the minion with this card. Any ready Brujah *antitribu* may enter combat with this vampire as a action. Burn this card if this minion goes to torpor.

I will feed fat the ancient grudge I bear him.
 Shakespeare, *The Merchant of Venice*, act 1, scene 3

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Vox Domini

Master: out-of-turn.
 Only usable during the referendum of a political action. Not usable on a referendum that is automatically passing. The referendum fails. Each Methuselah may play only one Vox Domini each game.

Are you going to force me to stop? We both know that you can. If you are my master, or speak on his behalf, you can make me do anything you want.
 Lucia Lasonibra

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Vox Senis



Unique master.
Put this card in play. Each Methuselah gets 1 additional vote during each referendum. Alternatively, during a referendum, you may discard this card from your hand as an out-of-turn master to gain 3 votes in that referendum.

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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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Walk of Flame



Not usable on the first round of combat.
☒ Strike: 1R damage, aggravated.
♦ Strike: 2R damage, aggravated.

*Now ye are flames, I'll tell you how to burn
And purge the ether of our enemies.
John Keats, "Hyperion"*

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War Party



+1 stealth action.
Requires an archbishop, priscus, or cardinal.
☐ Put this card on a vampire who is not an archbishop, priscus, or cardinal. Any vampire with a different controller may enter combat with that vampire as a +1 stealth ☐ action.

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Watch Commander



Requires a Black Hand vampire.
Only usable when attempting to block a ☐ action.
+1 intercept.

*One who is prepared and waits for the unprepared will be victorious.
Sun Tzu, The Art of War*

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Watchtower: Chosen are Called



Master: watchtower.
Requires a ready Seraph.
Put this card in play. You may use a master phase action to draw three cards (discard down to your hand size afterward). Burn this card if another watchtower enters play.

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Watchtower: Four Ride Forth



Master: watchtower.
Requires a ready Seraph.
Put this card in play. During your discard phase, you may tap this card to untap any ready Black Hand vampire. Burn this card if another watchtower enters play.

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Watchtower: Greatest Fall



Political Card — Worth 1 Vote.
Called by any Seraph at +1 stealth. Watchtower.
In this referendum, each ready Seraph gets 2 additional votes. If this referendum is successful, put this card in play. Tap this card to move 1 blood from the blood bank to a Sabbat vampire in your ready region or your uncontrolled region (not usable during combat). Burn this card if another watchtower enters play.

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Weather Control



Only usable before range is determined on the first round.
☒ Both combatants and each of their retainers take 1 damage before range is determined each round. This damage cannot be prevented. A vampire can play only 1 Weather Control each combat.
♦ As above, but the amount of damage inflicted increases by 1 in each subsequent round.

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Weeping Stone



Master: unique location.
+1 hand size. During your untap phase, a ready Black Hand vampire you control gains 1 blood. Any Assamite  can burn this card as a  action that costs 1 pool.

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Weirding Stone



Equipment.
During any Methuselah's untap phase, you may look at the top card of that Methuselah's library. If that card is a master card, this vampire may burn 1 blood to burn that card.

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Winchester Mansion



This equipment card represents a unique location and does not count as equipment while in play.
The vampire with this location has superior Dementia . During each of your master phases, if you do not play a master card from your hand, this vampire burns 1 blood.
I am glad that it is old and big, I myself am of an old family, and to live in a new house would kill me.
Bram Stoker, Dracula

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WMRH Talk Radio



Master: unique location.
Tap to give any minion +1 intercept for the current action. If that minion doesn't successfully block the action, burn 1 pool after the action resolves.

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Wooden Stake



Melee weapon.
Strength damage each strike. If more than 1 damage is inflicted on an opposing vampire by this weapon in a given combat, then that vampire is sent into torpor. In that case, this card is transferred to that vampire, and he or she doesn't untap as normal during the untap phase as long as he or she remains in torpor.

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Zillah's Tears



+1 stealth action. Requires a ready Sabbat vampire.
Put this card on this acting vampire and move 1 blood from the blood bank to this vampire. This Sabbat vampire can burn this card any time after this turn ends to untap. A vampire can have only one Zillah's Tears.
Caine's Promise is not intended for everyone, but only for his true childer, Zillah's childer, born of her tears.
Blackhorse Tanner, *Ventrue antitribu*

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Zillah's Valley



Master.
Move 4 blood from the blood bank to a vampire in your uncontrolled region with a capacity above 7.
And each night, for three nights, Zillah drank from her Sire, though she did not know it. And, on the third night, Caine announced he would marry Zillah, his sweetest Childer, and she agreed.
The Book of Nod

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