

Antara



4

**Independent:** Antara gets +1 intercept when attempting to block a Sabbat vampire. He burns 1 blood when any Methuselah plays a Gehenna card. (Blood Cursed)

8

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Reza Fatir, The Dark Angel



4

**Sabbat, Black Hand:** The Blood Curse does not affect Reza.

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Count Germaine



4

**Camarilla:** Minions opposing Germaine in combat cannot use weapons. He can enter combat with any Toreador controlled by another Methuselah as a **D** action.

8

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Hezekiah Rutledge



4

**Camarilla.**

5

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Theo Bell



2

**Advanced, Independent:** +1 strength. If there are any Gehenna cards in play, any justicar or Inner Circle member can call a referendum to burn Theo as a +1, stealth political action. If that referendum is canceled or fails, the acting vampire goes to torpor.

7

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Marcel de Breau



3

**Sabbat Archbishop of Paris:** If you have the Edge, you gain a pool when any Methuselah plays a Gehenna card. +1 bleed.

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Shawnda Dorrit




4

**Sabbat priscus.**

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Afifa, The Herald



4

**Camarilla:** When you put a Gehenna card in play, your prey burns 1 pool. If you do not put a Gehenna card in play during your discard phase, a ready vampire you control other than Afifa burns 1 blood, or you burn 1 pool.

1

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Mukhtar Bey



4

**Camarilla, Prince of Cairo:** Mukhtar cannot use presses to continue combat. If there are five Gehenna cards in play during your untap phase, burn Mukhtar.

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Amenophobis

4

**Camarilla primogen:** When an action requiring Serpentis is successful, you may draw a card from your library. Discard down to your hand size afterward. Amenophobis gets +1 bleed when bleeding the Methuselah who has the Edge.

7

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Seren Sukardi

4

**Independent:** At close range, Seren may send the opposing vampire to torpor as a strike if the range in the previous round was long. Not usable if any damage was successfully inflicted on Seren in the previous round.

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Beckett

3

**Advanced, Independent:** While Beckett is ready, you have +X hand size, where X is the number of Gehenna cards in play. If Beckett leaves the ready region, discard your hand.

8

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Jezebel

4

**Camarilla:** If you don't control a ready prince, Jezebel gets an additional vote in any referendum to declare a prince called by another vampire.

4

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Ryder

4

**Independent:** When Ryder is in combat, before range is chosen on the first round, you may look at the opposing minion's controller's hand. Ryder gets +1 intercept when blocking actions.

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Celeste Lamontagne

4

**Sabbat:** Céleste can strike to end combat against a werewolf opponent. She gets +1 intercept when attempting to block a Camarilla vampire whose controller has at least one Gehenna card in play.

5

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Hartmut Stover

3

**Sabbat Archbishop of Berlin:** Any vampire voting against a referendum called by Hartmut burns 1 blood when the results are tallied. You may burn the Edge during your discard phase to gain 1 pool.

10

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Spider

4

**Sabbat:** Spider can steal a weapon as a strike. If Spider is blocked and the blocking minion is still ready at the end of the action, Spider burns 1 blood.

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Una

3

**Sabbat Archbishop of Dublin:** Cards that require Fortitude cost Una 1 less blood to play.

9

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Ferox, The Rock Lord



2

Advanced, Independent: Minions opposing Ferox in combat cannot play cards that require Necromancy or Thaumaturgy. He cannot commit diablerie. Fight. He gets +1 intercept against actions.

7

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Baldesar Rossellini



4

Independent: Once each turn, if Baldesar is ready, he can reduce the cost of a location or of an equipment you play by 1 pool or blood. +1 strength.

8

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Donatello Giovanni



4

Independent: During your prey's untap phase, choose a vampire controlled by a Methuselah other than your predator. If the chosen vampire attempts to bleed before your next untap phase, he or she moves 1 blood to Donatello.

5

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Dr. Julius Sutphen



5

Sabbat bishop: Younger vampires must burn 1 blood to attempt to block Julius.

5

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Giorgaleazzo, The Traitor




8

Camarilla Prince of Milan: Any Lasombra controlled by another Methuselah can enter combat with Giorgaleazzo as a 0 action. During your discard phase, if there are any Gehenna cards in play, Giorgaleazzo can burn a blood to untap.

8

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Assad Salhoum




5

Camarilla: When Assad successfully blocks, he gains 1 blood from the blood bank (before combat begins, if any).

5

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Lazarus James




4

Camarilla: +1 bleed.

8

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Alicia Barrows



4

Sabbat Archbishop of Mexico City: If you control the Edge during your untap phase, you may look at the hand of another Methuselah and discard up to two Gehenna cards from it.

9

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Marie Faucigny



3

Sabbat Archbishop of Geneva: Once each combat, Marie can burn 1 blood to dodge as a strike. Non-weapon equipment cards cost her 1 less blood or pool to equip.

7

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Petra

4

**Camarilla:** Damage Petra inflicts on Baali is aggravated. A vampire burns an additional blood whenever he or she uses a press to continue combat with Petra.

5

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Shahid

4

**Camarilla:** You may tap Shahid during any other Methuselah's untap phase to increase your hand size by X for the remainder of the turn, where X is the number of ready minions that Methuselah controls.

7

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Aeron

3

**Sabbat Archbishop of London:** Minions opposing Aeron in combat take an additional point of damage during strike resolution if the range is close. Once each combat, Aeron may burn a blood for a press.

9

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Skidmark

4

**Sabbat:** When Skidmark is acting, you do not replace any cards you play until the end of the action.

5

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Matthew Romans

4

**Sabbat:** During your untap phase, Matthew can burn a blood to tap a younger non-independent vampire controlled by your prey.

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Gharston Roland

4

**Sabbat:** Gharston cannot act if any minion has already attempted an action this turn.

4

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Hazimel

4

**Independent:** Hazimel has 2 votes (titled). Non-Ravnos vampires must burn 2 blood to attempt a U action that targets Hazimel or a card or counter on him. +1 bleed.

11

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Fahd al-Zawba'a

4

**Camarilla:**

4

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Muhandis

4

**Camarilla:** Muhandis must burn 1 blood to attempt to block a vampire. +1 bleed.

8

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Guillermo Arsuaga

4

Sabbat: A haven played on or by Guillermo costs 1 less blood or pool.

6

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Marthe Dizier

3

Sabbat: Black Hand: When a combat involving Marthe ends, she can burn a blood to move a card she played during that combat to your hand. +1 bleed.

10

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Hector Trelane

4

Independent: Hector can play strikes that require Thaumaturgy that are not usable on the first round during the first round of combat. If Hector is sent to torpor or burned in combat, he is burned, and the controller of the opposing minion gains 4 pool.

5

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Muhsin Samir

4

Camarilla.

6

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Jacob, The Glitch

3

Sabbat: Jacob's capacity is increased by 4 while he is controlled. Your predator can use a master phase action to discard a master card to force you to discard your hand. Draw back up to your hand size afterward.

2

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Ladislav Toth, The Torch

3

Sabbat Archbishop of Frankfurt.

7

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Cyscek

4

Sabbat: When any Methuselah plays a Gehenna card while Cyscek is ready, that Methuselah burns 1 pool, and you gain the Edge. +1 stealth.

10

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John Paleologus

3

Sabbat Archbishop of Istanbul: During your untap phase, if John is ready, he may burn 2 blood to cause your prey to burn 1 pool.

9

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Sascha Vykos, The Angel of Caine

2

Advanced, Sabbat Archbishop of Washington, D.C.: If Sascha is ready, you may draw a card from your library whenever another Methuselah plays a master card.

Sabbat cardinal.

8

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Jan Pieterzoon



Advanced, Independent: Jan may burn 3 blood to cancel a Gehenna card as it is played. If Jan is Independent and there are any Gehenna cards in play, Jan gets 3 additional votes in each referendum.

2

7

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Mustafa, The Heir



Camarilla Prince of Istanbul: Once each political action, any older Toreador controlled by another Methuselah can move 1 blood to Mustafa to force him to cast his votes as that Toreador's controller chooses.

4

6

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Robin Withers



Camarilla.

4

4

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Bruce de Guy



Sabbat cardinal: Bruce may burn a blood when he announces a political action to prevent Camarilla vampires from casting votes in the resulting referendum. +1 bleed.

4

10

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Jesse Menks



Sabbat Archbishop of Amsterdam: If you play a Gehenna card and Jesse is ready, he untaps.

3

8

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Absimiliard's Army



Gehenna. Do not replace until a Methuselah is ousted. Requires at least one other Gehenna card in play. During each Methuselah's untap phase, he or she may put the top card of his or her library in play. That card represents a ghoulish ally with 2 life, 2 strength and 1 bleed. If the ally is burned, it is removed from the game. When a Methuselah is ousted, burn this card. Remove all such allies from the game when this card leaves play.

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Ahriman's Demesne



Not usable the first round of combat. Only usable at long range. Strike: 1R aggravated damage. As above, and if the opposing minion is a vampire and would go to torpor during the resolution of this strike, he or she is burned instead. This is not considered diablerie.

2

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Alastor



Political Card - Worth 1 Vote. Called by any justicar or Inner Circle member at +1 stealth. Choose a ready Camarilla vampire. If this referendum is successful, search your library for an equipment card and place this card and the equipment on the chosen vampire. Pay half the cost (round down) of the equipment. This vampire may enter combat with any vampire controlled by another Methuselah as a +1 stealth action. This vampire cannot commit diablerie. A vampire may have only one Alastor.

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Alia, God's Messenger



Unique dhampir with 2 life, 1 strength, 0 bleed. Requires at least two Gehenna cards in play. Alia can play cards that require basic Auspex or Obeah as a vampire. She may move a vampire in your torpor region to your ready region as a +1 stealth action. D actions directed at her cost an additional pool.

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**Approximation of Loyalty**



Requires a vampire with capacity above 6.

Only usable when the action is announced. Choose a vampire with capacity below 7 or an ally. That minion cannot block this action.

Cancel a reaction card played by a vampire with capacity below 7 or an ally as it is played (no cost is paid). No more action modifiers can be played on this action.

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**Aura of Invincibility**



Only usable during a referendum, before any votes are cast.

If this referendum passes, put this card on the acting vampire and put a counter on this card. This vampire gets an additional vote for each counter on this card in referendums he or she calls. Add a counter to this card when a referendum called by this vampire passes. If a referendum called by this vampire fails, burn this card and send this vampire to torpor. A vampire can have only one Aura of Invincibility.

1

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**Becoming of Ennoia**



**Gehenna. Do not replace until your next discard phase.**

Requires at least two other Gehenna cards controlled by other Methuselahs in play. During each Methuselah's untap phase, he or she chooses a ready vampire he or she controls. The chosen vampire takes 1 unpreventable damage. Playing Earth Meld costs 2 additional blood.

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**Black Hand Ritual**



+1 stealth action. Requires a ready Black Hand vampire.

Untap a younger Black Hand vampire or burn any Gehenna card in play.

Any "Do not replace until" directive on that card is ended (and the controller draws to replace it, if it hadn't been replaced yet).

*The Dragon rises. You must stop it.*  
Cyscek, Tzimisce

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**Blood Trade**



**Gehenna.**

Burn all boons in play. No more boons may be put in play. During each Methuselah's untap phase, that Methuselah may move a blood from a vampire he or she controls to a vampire controlled by another Methuselah.

*Yes, well, we all get angry or scared or hungry sometimes. That can make us forget our promises.*  
Stuart Eberhardt, Caitiff

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**Blood Weakens**



**Gehenna. Do not replace until a vampire commits diablerie.**

Cards that require any Disciplines to play are not replaced until the end of the current action or until any Methuselah's hand is empty (whichever comes first). Any vampire who commits diablerie is immune to this effect until the next Gehenna card is played.

*Regain the power that is yours!  
Feel the blood flow through you, as it should!*  
Karen Suadela, Brujah prince

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**Bravo**




**Master: archetype.**

Put this card on a vampire you control. Once per turn, when this vampire successfully performs an action to enter combat with another, he or she gains 1 blood from the blood bank when the combat ends, if he or she is still ready. A vampire can have only one archetype.

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**Carver's Meat Packing and Storage**



**Master: unique location.**

When a vampire of capacity below 4 goes to torpor, put a hostage counter on him. Hostages cannot be moved to the ready region or be diablerized. During your master phase, you may tap this card to move X blood from the blood bank to a ready vampire you control where X is the number of hostages in torpor. Any ready vampire may burn 2 blood to burn any vampire's hostage counter during any untap phase. Burn all hostage counters if this card leaves play.

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**Caseless Rounds**



**Ammo.**

Only usable before resolution of a gun's strike. For the remainder of combat, once each round when the bearer strikes with this gun, the bearer gets an optional additional strike, only usable to strike with this gun. No more than one ammo card can be used on a gun card each combat.

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Centralized Background Check



**Master: unique location.**  
Weapons cost an additional pool.

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Chain of Command



**+1 stealth action.**  
Put X younger vampires from your uncontrolled region in play with 1 blood from the blood bank each (in addition to any blood they already have). You cannot choose any unique vampires already in play. Those vampires must bleed. When one of them bleeds successfully, or when all that can bleed have, move them all to the bottom of your crypt.  
As above, but move X+1 younger vampires.

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Church of the Order of St. Blasius



**Master: unique location.**  
**Requires a ready Sabbat vampire.**  
Tap this card to add one counter to a location you control that uses counters.

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Contract



**Master: archetype.**  
Put this card on a vampire you control. If your prey loses pool when it is neither your turn nor your prey's turn, you may tap this card to move 1 blood from the blood bank to this vampire. A vampire can have only one archetype.  
*It's all about being charming. We do a little lobbying, you know. It's in our mutual interest, a win-win situation, this sort of crap.*  
Rake, Brujah

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Conquest of Humanity



**Gehenna. Do not replace until your next discard phase.**  
Requires at least two other Gehenna cards in play. During each Methuselah's untap phase, he or she may choose a location controlled by his or her prey. The chosen location is burned unless its controller burns 2 pool.  
*More bombs? More fire? More accidents?  
What of the Masquerade?*  
Federico di Padua, Nosferatu archon

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Crocodile's Tongue



Only usable when an ally or a younger vampire attempts to block. That block is canceled (the minion is not tapped). The blocking minion's controller cannot attempt to block this action again. The blocking minion can cancel this card by burning a blood or life.  
As above, but canceling this card requires an additional blood or life.

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Crusade: Amsterdam



**Political Card - Worth 1 Vote.**  
Called by any Sabbat vampire at +1 stealth.  
Successful referendum means the acting vampire is declared Archbishop of Amsterdam. This could lead to a contested title. If this vampire is *Ventruu antitribu*, he or she untaps during your next discard phase.

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Crusade: Berlin



**Political Card - Worth 1 Vote.**  
Called by any Sabbat vampire at +1 stealth.  
Successful referendum means the acting vampire is declared Archbishop of Berlin. This could lead to a contested title. If this vampire is *Lasombra*, he or she untaps during your next discard phase.

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Crusade: Dublin




**Political Card - Worth 1 Vote.**  
Called by any Sabbat vampire at +1 stealth.  
Successful referendum means the acting vampire is declared Archbishop of Dublin. This could lead to a contested title. If this vampire is *Gangrel antitribu*, he or she untaps during your next discard phase.

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Crusade: Frankfurt



Political Card - Worth 1 Vote.  
Called by any Sabbat vampire at +1 stealth.  
Successful referendum means the acting vampire is declared Archbishop of Frankfurt. This could lead to a contested title.

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Crusade: Geneva



Political Card - Worth 1 Vote.  
Called by any Sabbat vampire at +1 stealth.  
Successful referendum means the acting vampire is declared Archbishop of Geneva. This could lead to a contested title. If this vampire is Malkavian *antitribu* ☉, he or she untaps during your next discard phase.

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Crusade: Istanbul



Political Card - Worth 1 Vote.  
Called by any Sabbat vampire at +1 stealth.  
Successful referendum means the acting vampire is declared Archbishop of Istanbul. This could lead to a contested title. If this vampire is Tzimisce ☾, he or she untaps during your next discard phase.

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Crusade: London



Political Card - Worth 1 Vote.  
Called by any Sabbat vampire at +1 stealth.  
Successful referendum means the acting vampire is declared Archbishop of London. This could lead to a contested title. If this vampire is Nosferatu *antitribu* ♁, he or she untaps during your next discard phase.

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Crusade: Paris



Political Card - Worth 1 Vote.  
Called by any Sabbat vampire at +1 stealth.  
Successful referendum means the acting vampire is declared Archbishop of Paris. This could lead to a contested title.

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Crusade: Washington, D.C.



Political Card - Worth 1 Vote.  
Called by any Sabbat vampire at +1 stealth.  
Successful referendum means the acting vampire is declared Archbishop of Washington, D.C. This could lead to a contested title. If this vampire is Ventrue *antitribu* ♁, he or she untaps during your next discard phase.

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Curmudgeon



Master: archetype: Trifle.  
Put this card on a vampire you control. During your prey's untap phase, you may choose a minion controlled by your prey. If that minion is blocked this turn, you may tap this card to move 1 blood from the blood bank to this vampire. A vampire can have only one archetype.

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Descent into Darkness



+1 stealth action.  
☛ Turn the acting vampire and any cards on him or her face down, out of play (breaking any temporary control effects). Put this card on him or her (in play). During your influence phase, move 2 blood to this face-down vampire from the blood bank, and you can choose to burn this card to return the vampire to play, tapped.  
♠ As above, but the vampire is untapped when he or she returns to play.

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Desert Eagle



Weapon: gun.  
2R damage each strike.  
Mike raised a pistol that, from Beckett's angle, appeared to be roughly the size of a howitzer.

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**The Diamond Thunderbolt** 



**Master: out-of-turn.**  
Only usable when control of a vampire you control is about to change or when a vampire you control is about to enter combat. Control of that vampire does not change, and that vampire gains 1 blood.

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**Dive into Madness** 



**+1 stealth action.**  
 This vampire gains superior Dementation until the end of the turn and untaps.  
 Put this card on the acting vampire. The vampire with this card gets +1 bleed. Any older vampire can burn this card as a  action. A vampire can have no more than two Dive into Madness cards.

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**Diversity** 



**Political Card - Worth 1 Vote.**  
Called by any vampire at +1 stealth. Successful referendum means each Methuselah gains X pool, where X is the number of different clans to which his or her ready vampires belong.

*We must learn not just to accept differences between ourselves and our ideas, but to enthusiastically welcome and enjoy them.*  
Gene Roddenberry

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**Divine Sign** 



**+1 stealth action.**  
  Choose a minion. Put this card on this acting minion and untap the acting minion. This minion gets +2 intercept when attempting to block the chosen minion. That minion may burn this card as an action. A minion may have only one Divine Sign.  
 As above, and the chosen minion's controller plays with an open hand in the resulting combat if this minion successfully blocks that minion.

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**Dragonbound** 




**Gehenna. Do not replace as long as this card is in play.**  
During each Methuselah's discard phase, he or she burns X pool, where X is the number of vampires in torpor he or she controls.

*Is this what it's like at the very end?  
Maybe I'll just stay.*  
Ramona, Gangrel

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**Elysium: Strozeseo Castle** 



**Master: unique location.**  
When a vampire you control blocks a Camarilla vampire, you may tap this card instead of tapping the blocking vampire.

*Don't invite people you don't want to attend.*

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**Emergency Powers** 




**+1 stealth action. Requires a ready Seraph. Unique.**  
Put this card on the acting Seraph. During each political action, this Seraph gets X additional votes, where X is the number of Gehenna cards in play. If there are no Gehenna cards in play, burn this card.

*It is said that the Black Hand had to remove several Sabbat elders for the good of the sect.*  
Fatima al-Faqadi, Assamite

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**Emergency Preparations** 



**Master: out-of-turn.**  
Burn 1 pool to cancel a Gehenna card as it is played. Alternatively, if there are at least two Gehenna cards in play, you may play this card during your minion phase to untap a vampire with a capacity above 7.

*The duty of the living is to live. Nothing more, even for those of us whose lives are somewhat unnatural. I cannot speak to the duties of the dead.*  
Eugenio Estevez, Tremere

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**Entrenching** 




**+1 stealth action.**  
If this vampire has 4 or more blood, he or she gains 4 blood.

*Rather than a time of peace, it was truly a time of preparation; it was peaceful only because the sword had grown dull and the lance was broken. Once reforged, it would begin again.*  
Anonymous Malkavian,  
Das Buch von der Grabkrieg

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**Esgrima** (7)




**Master: unique trifle.**  
Put this card in play. Tap during a political action to give 3 additional votes to a vampire with a capacity above 6. During your discard phase, your predator takes control of Esgrima.

*Regular social interaction also serves a more fundamental function: survival. Whether a Kindred likes it or not, he is eventually drawn into the games of more experienced Kindred, and rarely is that a good thing.*  
Nicholas Cardiff, ghoul

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**Fall of the Camarilla** (4)



**Gehenna. Do not replace as long as this card is in play.**  
Requires at least three other Gehenna cards in play. There is no Camarilla. Any Camarilla vampire is considered Independent instead.

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**Fall of the Sabbat** (4)



**Gehenna. Do not replace as long as this card is in play.**  
Requires at least three other Gehenna cards in play. Not playable if any ready vampire is Black Hand. There is no Sabbat. Any Sabbat vampire is considered Independent instead.

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**Finding the Path** (7)



**Political Card - Worth 1 Vote.**  
**Called by any vampire at +1 stealth.**  
Choose at least half of the Methuselahs in the game. Successful referendum means each chosen Methuselah burns 1 pool and each of the other Methuselahs gains 1 pool.

*Without understanding, Kapaneus, everything else is so much ash and empty sound.*  
Beckett, Gangrel

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**Flash Grenade** (7)



**Weapon.**  
Strike: combat ends. If the opposing minion is a vampire, he or she is tapped and does not untap as normal on his or her next untap phase. If the bearer is a vampire and the grenade is used at close range, the bearer is also tapped and does not untap as normal on his or her next untap phase. Burn this weapon after use.

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**Flurry of Action** (7)




**Bleed.** If the bleed is successful, draw two cards. Discard down to your hand size afterward.

**Bleed.** If the bleed is successful, this vampire untaps.

*Jenna Cross and her damn funkies have killed two more of my citizens and taken another nine neighborhoods in the past three months!*  
Tara, Brujah prince

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**Fortschritt Library** (7)



**Master.**  
Search your library for a Gehenna event card. Show it to all players and add it to your hand. Discard down to your hand size afterward. Only one Fortschritt Library may be played per game.

*Our diviners find signs and portents everywhere they look. The Red Star burns.*  
Etrius' journal

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**Friend of Mine** (7)



**Requires a ready anarchy.**  
☑ Reduce a bleed against you by 2. ☑ +1 intercept.  
☑ Only usable when a vampire successfully bleeds you. The acting vampire burns 2 blood.

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**Fueled by Heart's Blood** (7)



**Gehenna. Do not replace until a vampire commits diablerie.**  
Put 10 counters on this card. Remove one counter each time another Gehenna card is put in play. A blood hunt cannot be called on a vampire whose capacity is greater than the number of counters on this card when he or she diablerizes a younger vampire. I'm starting to hear whispers of warehouses and old office buildings converted to internment centers - and buffets.  
Okulos, Nosferatu

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### Games of Instinct



**Requires a ready Sabbat vampire.**  
 ◊ Enter combat with an older vampire controlled by another Methuselah. At the end of that combat, if only one combatant is ready, that ready vampire gains blood equal to the opposing vampire's capacity from the blood bank.

*Is this why you arranged for us to be alone together? So you could try to 'talk sense' into me? Or were you just feeling suicidal?*  
 Tara, Brujah prince

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### Gear Up



**+1 stealth action. Requires a ready anarch. If successful, untap this anarch.**  
 ◊ Move a card from your ash heap to your hand. Discard down to your hand size afterward.  
 ✖ This anarch gets +1 stealth for the remainder of this turn.  
 ☑ This anarch gets +1 strength until your next untap phase.

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### Instinctive Reaction



**Only usable when your predator is acting.**  
 ◊ +1 intercept.  
 ✖ As above, with an optional maneuver during the resulting combat if the block succeeds.

*Beckett had long since learned to trust his instincts. Sharp as they were, augmented by his undead abilities, they often warned him of dangers that even his night-vision and heightened senses were unable to detect.*

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### Jack of Both Sides



**+2 stealth action. Requires a ready vampire.**  
 Equip or employ an equipment or a retainer from your hand. The cost of that card is reduced by 1 pool or by up to 2 blood.

*Which are the bad bars, the ones you'd only go to in order to make a score?*  
 Theo Bell, Brujah

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### Kaymakli Nightmares



**Master.**  
 All Methuselahs move any crypt cards in their uncontrolled regions to their crypts. Any blood counters on them are moved to the Methuselah's pool, and any cards on them are burned. Each Methuselah shuffles his or her crypt and then moves as many cards from his or her crypt to his or her uncontrolled region as he or she shuffled in. Only one Kaymakli Nightmares may be played per game.

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### Leadership Vacuum



**Master: out-of-turn. Unique.**  
 Only usable when a ready titled vampire controlled by another Methuselah is burned or sent to torpor. Usable during your turn. Put this card in play and put X counters on this card where X is the number of votes that vampire has. That Methuselah burns X pool during each of his or her untap phases. During his or her untap phase, if he or she controls a ready vampire with a capacity above 7 or with a title, burn this card.

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### Loner



**Master: archetype.**  
 Put this card on a vampire you control. During your influence phase, if this vampire successfully performed an action this turn and none of your other minions attempted any actions this turn, he or she gains 1 blood from the blood bank, if he or she is ready. A vampire can have only one archetype.

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### Loose Cannon



**Requires an anarch. Only usable as the action is announced. If this action is blocked, apply the following effect (before combat occurs):**  
 ✖ Tap a younger non-blocking vampire controlled by the blocking minion's controller.  
 ☑ Move 2 blood from a non-blocking vampire controlled by the blocking minion's controller to this vampire.  
 ✖ This acting vampire's hand damage is aggravated in the resulting combat.

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### Momentum's Edge



**Unique master. Only playable if you have at least one victory point.**  
 Put this card in play. You may tap this card during your untap phase to gain 1 pool.

*It might have made Rufus feel better to know that he was far from the first Kindred to vanish off the streets of a Camarilla city in recent nights, and that he would be even farther from the last.*

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**Mylan Horseed (Goblin)**



Unique changeling with 1 life, 0 strength, 1 bleed. Mylan can untap a ready non-Camarilla vampire with a capacity above 7 as a +1 stealth action. Once each combat, he may dodge as a strike. Mylan cannot block vampires.

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**Neighborhood Watch Commander (Hunter)**



Mortal with 1 life, 1 strength, 0 bleed. When an action taken by a vampire ends unsuccessfully, you may tap this card at the end of that action to inflict 1 damage on the acting vampire. Only one Neighborhood Watch Commander may tap to inflict damage each action.

Wild Ones will hunt vampires even in their strongest cities. *The Book of Nod*

2

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**The New Inquisition**



Gehenna. Do not replace until a titled vampire goes to torpor. Requires at least one other Gehenna card in play. During each Methuselah's untap phase, he or she may choose a ready vampire controlled by his or her prey. That vampire takes 1 unpreventable damage. Any titled vampire may call a referendum to burn this card as a +1 stealth political action.

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**Nightmares upon Nightmares**



Gehenna. Do not replace until your next discard phase. For each minion a Methuselah controls during his or her untap phase, the Methuselah must burn a card from his or her hand or tap that minion. Cards burned in this way are not replaced until the master phase. Vampires with capacity greater than the number of Gehenna cards in play and mortal allies are not affected by this card.

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**Nod**



Master: trifle. Beginning with you and going clockwise once around the table, each Methuselah can rearrange the equipment on his or her ready minions.

A smart Lick could move merchandise, people, drugs or just about anything else using the club as cover.

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**Occlusion**



Strike: dodge. +1 stealth.

When you suddenly can smell the moonlight (and what a stench moonlight can be), and footsteps become red streaks before your eyes, it can be overwhelming. At least for a time. And a little time goes a long way. *Zlatos, Ravnos*

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**The Path of Tithi**



Unique master. Put this card in play. When a non-Camarilla vampire you control sends an opposing vampire to torpor in combat, you may tap this card to put a torture counter on the opposing vampire. During your untap phase, each Methuselah who controls any vampires with torture counters burns 1 pool. Any minion may burn this card as a 0 action. Burn all torture counters when this card leaves play.

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**Perfectionist**



Master: archetype. Put this card on a vampire you control. Once per turn, when this vampire successfully performs an action and no reaction cards are played, he or she gains 1 blood after the action is resolved. A vampire can have only one archetype.

Tegyrius did not raise his hands to fight against the inevitable. He did not scream.

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**Personal Involvement**

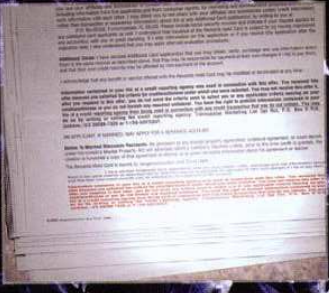


Master. If your prey has more pool than you (after paying the cost of this card), your prey burns 3 pool. Any Methuselah can cancel this card as it is played by burning 2 pool (the cost of this card is not paid in that case).

Whoever has the nerve, the willingness to sacrifice everything and anything, that person is most worthy of the obedience and respect of the others. *Maximilian, Ventruis*

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### Poison Pill



**Only usable during a referendum, before votes are cast.**  
If the referendum passes and the effect of the referendum causes you to lose pool, the controller of the acting vampire loses the same amount of pool (in addition to the effects of the referendum).

*It's your call. You do understand that if this goes sour, I'm going to be the one howling loudest for your head, right?*  
Jenna Cross, thin-blood

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### Powerbase: Barranquilla



**Master: unique location.**  
Put X blood counters on this card when it is played, where X is the capacity of a ready Sabbat vampire you control. During your untap phase, you may move 1 blood from this card to your pool. Any vampire may burn this location as a (1) action. Titled vampires get +1 stealth when attempting that action. Burn this card if it has no counters.

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### Principia Discordia



**+1 stealth action.**  
**Requires a ready anarchy.**  
 (1) Burn an equipment card.  
 (1) Burn 1 blood on an untapped vampire and tap that vampire.  
 (1) Steal 1 blood from a ready tapped vampire.

*I am chaos. I am alive, and I tell you that you are free.*  
Principia Discordia

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### Rebel



**Master: archetype. Trifle.**  
Put this card on a vampire you control. Once per turn, when this vampire successfully blocks a titled vampire or a political action, he or she gains 1 blood from the blood bank (before the resulting combat, if any). A vampire can have only one archetype.

*She knows I been fighting the Camareatards a long time and know how to do it.*  
Jack Drake, Brujah anarchy

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### Recalled to the Founder



**Gehenna. Do not replace as long as this card is in play.**  
Requires at least two other Gehenna cards in play. During each Methuselah's untap phase, if he or she controls more than two vampires of the same clan, he or she burns one such vampire. If that vampire's capacity is above 5, that Methuselah becomes immune to the effects of this card for the remainder of the game.

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### Reformation



**+1 stealth action.**  
**Requires a ready anarchy.**  
 (1) Steal an equipment card from your predator or prey.  
 (1) Burn 1 blood to steal a hunting ground.  
 (1) Put a corruption counter on any vampire. If the number of your corruption counters on the vampire equals or exceeds his or her capacity, you may burn all of your corruption counters on that vampire to gain control of him or her.

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### Restricted Vitae



**Gehenna. Do not replace until a vampire successfully hunts.**  
Vampires cannot hunt unless forced to hunt. A vampire who must hunt may hunt by stealing a blood from a younger vampire as a (1) action instead of performing the usual hunt action.

*The sword of time will pierce our skins. It doesn't hurt when it begins. But as it works its way on in. The pain grows stronger; watch it grin.*  
Mike Altman and Johnny Mandel, "Suicide is Painless"

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### Revelation of Desire



**After playing this card, you cannot play another action modifier to further increase the bleed for this action.**  
 +1 bleed.  
 Burn one of your corruption counters from a minion controlled by the target Methuselah to get +3 bleed against that Methuselah.

*she thinks love is a cold thing but i've got plans for her to bleed.*  
Stew, "Miss Satan"

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### Rise of the Nephtali



**Gehenna. Do not replace until a vampire becomes a liaison.**  
Requires at least one other Gehenna card in play. Any independent vampire may take an action to become liaison. Liaison is a unique Independent title worth 4 votes. If this title would be contested with a younger vampire, the younger vampire immediately yields instead of contesting.

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Robert Carter



**Unique ghoul with 1 life.**  
During your untap phase, Carter's employer burns 1 blood, or Carter is burned. The vampire with this retainer gets +2 bleed.

1

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Root of Vitality



**+1 stealth action.**  
 Rescue a vampire from torpor (this action costs 2 less blood than the normal rescue action).  
 Move 1 life counter from the blood bank to any ally who has fewer life than his or her starting amount.

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San Lorenzo de El Escorial, Spain



This equipment card represents a unique location and does not count as equipment while in play. The vampire with this location may steal up to 2 blood from a vampire in your predator's uncontrolled region as a +1 stealth (D) action.

1

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Scattershot



**Ammo.**  
Only usable before resolution of a gun's strike. This gun inflicts +2 damage at close range and -2 damage at long range for the remainder of this combat. No more than one ammo card can be used on a gun card each combat.

*Tara fired once, blindly, over the table and into the doorway. Her objective wasn't actually to hit anyone (though she certainly wouldn't mind), but to keep the thin-bloods back for another moment.*

1

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Seal of Veddardtha



**Unique equipment.**  
Only usable by a vampire with capacity above 5. This vampire can bleed at +1 bleed as a (D) action. During each of your untap phases, put a counter on this card if it has fewer than four counters. The first two counters each grant this vampire one level of Dominate (B). The next two each grant this vampire one level of Fortitude (M). Remove all counters from this card if another minion gains control of it.

1

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Serenading the Kami




**Only usable when the action is announced.**  
 The acting vampire gets +1 strength for the duration of this action.  
 As above, but with +2 strength.

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Servitor of Irad



**Master.**  
Put this card on a ready vampire you control. When any Methuselah plays a Gehenna card, you may draw two additional cards from your library if this vampire is ready. Discard down to your hand size afterward. A vampire can have only one Servitor of Irad.

*There will come a time when an Elder Darkness will stir deep below a city which has forgotten and will surprise the Elder, its children. The Book of Nod*

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Siphon



**+1 stealth action.**  
**Requires a ready vampire.**  
Choose one or more younger vampires in torpor. If there are any Gehenna cards in play, the vampires need not be younger. Steal 1 blood from each chosen vampire. If this acting vampire is Giovanni (G), you may also move one card from your ash heap to your hand for each blood stolen. Discard down to your hand size afterward. Only one Siphon can be played each turn.

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Sleep of Reason



(D) Send a younger vampire with less than 2 blood to torpor.  
 As above, but the vampire can be the same age or older.

*We're all in our own personal traps. We scratch and claw, but only at the air. Norman Bates in Psycho*

2

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**Sleep Unseen**



Only usable at the end of a successful action. Put this card on this acting vampire. Minions without Auspex cannot direct actions at the vampire with this card. Burn this card during your next untap phase.
   
 As above, but minions without superior Auspex cannot direct actions at this vampire.

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**The Slow Withering**



**Gehenna. Do not replace until a vampire commits diablerie.** Requires at least one other Gehenna card in play. Cards that require any superior Disciplines cost an additional blood to play. Any vampire who commits diablerie is immune to this effect until the next Gehenna card is played.

*It's only a question of time before the withering hits me, and hard.*  
Beckett, Gangrel

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**Smoke and Mirrors**



**Requires an anarchy.**
  
 +1 stealth with an optional maneuver if combat occurs.
   
 +2 stealth. Not usable during a bleed or political action.
   
 The blocking vampire gets -1 intercept.

*If the Truth is dynamic, how will it ever be found?*  
Dan Gorski

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**Soak**



A vampire may play only one Soak each round.
   
 Prevent up to 2 non-aggravated damage.
   
 Prevent up to 4 non-aggravated damage.

*The wounds he'd suffered would definitely have killed a mortal and would have destroyed many a Kindred. Jan had only the blood of Hardestadt and the elders of Clan Venture to thank that he'd survived this long.*

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**Songs of the Distant Vitae**



+1 stealth action.
   
 Send a vampire who has committed diablerie since your last turn to torpor. That vampire also burns 2 blood.
   
 Bleed. This action gets +1 bleed when bleeding a Methuselah who controls a vampire who has hunted since your last turn.

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**Starvation of Marena**



Strike: 2R damage, with an optional press.
   
 As above, but for 3R damage.

*I am the vengeance of the Lord and of the Sword of Cain, and I say unto thee, thou art twice damned!*  
Righteous Endeavor, Tzimisce priest

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**Stunt Cycle**



Only usable at long range.
   
 Strike: 3R damage, and prevent 1 damage from the opposing minion's strike during this strike resolution. If the opposing minion has Celerity, he or she can burn a blood to prevent all damage from this strike.
   
 As above, but for 4R damage and prevent up to 2.

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**Tapestry of Blood**



**Unique equipment.**
  
 The bearer can look at the top three cards of any Methuselah's library and burn up to one of those as a +1 stealth action that costs 1 blood. If that action is successful, the bearer untaps at the end of the turn. The bearer gains 1 blood when a Gehenna event is played.

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**Thirst**



**Gehenna**
  
 After a Methuselah has finished all of his or her minion phase actions, each ready vampire he or she controls with capacity less than the number of Gehenna cards in play who did not hunt in that minion phase burns 1 blood.

*Night after night. Rising, hunting, killing, feeding. Nothing more than ambulatory corpses without the good sense to lie down and be still.*  
Felton, Tremere

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**Torpid Blood** 



**Gehenna. Do not replace until a vampire moves from torpor to the ready region.**  
 Actions taken by vampires in torpor cost an additional blood. Rescuing an older vampire from torpor costs an additional blood.

*There is no after for us, and yet, there is an after if kine survive.*  
 Anonymous Malkavian,  
*Das Buch von der Grabkrieg*

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**Traditionalist** 



**Master: archetype: Trifle.**  
 Put this card on a vampire you control. Once per turn, when this vampire casts his or her votes against a referendum and the referendum fails, he or she gains 1 blood from the blood bank. A vampire can have only one archetype.

*We are stubborn, self-destructive conformists. Any other view of our species is just a self-congratulatory delusion.*  
 Michael Crichton, *The Lost World*

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**The Unmasking** 



**Gehenna. Do not replace until your next discard phase.**  
 Allies get +1 intercept when attempting to block vampires.

*Those in the grip of panic have an unfortunate habit of disregarding our traditions of Masquerade.*  
 Hardestadt, Ventrue


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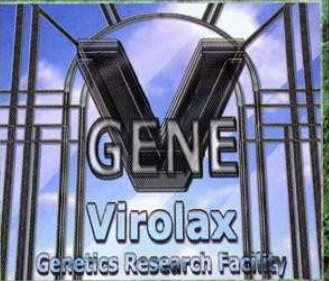
**Veil of Darkness** 



**Gehenna. Do not replace as long as this card is in play.**  
 Each turn, when a vampire plays his or her first card that turn that requires any Disciplines, that vampire's controller reveals the top card of his or her library (before drawing to replace). If it is a master card, the original card has no effect (no cost is paid), and in addition, if the original card required Obtenebration , the vampire burns 2 blood.

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**Virolax Facility** 



**Master: unique location.**  
 When a vampire you control with capacity above 7 is burned, burn this card and search your crypts for a vampire with capacity below 5. Place that vampire in your ready region with 1 blood. That vampire cannot act this turn.

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**Wormwood** 



**Gehenna. Do not replace until your next discard phase.**  
 Requires at least one other Gehenna card in play. Put 10 counters on this card. Burn 1 counter whenever another Gehenna card is put in play. A vampire whose capacity is greater than X is treated as if his or her capacity is X (minimum of 1), where X is the number of counters on this card.

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