

Angel 10

Camarilla.

Illus. Dan Smith ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Anvil 10

Camarilla primogen.

Illus. Daniel Gelon ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Appolonius 10

Camarilla primogen: Appolonius gets one optional press each combat +1 bleed.

Illus. Tim Bradstreet & Grant Gobash ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Bianca 10

Camarilla: +1 strength.

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Black Cat 10

Camarilla: Equipping Black Cat costs 1 less pool (but never less than 0 pool).

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Crusher 10

Camarilla primogen: Once each combat, Crusher may dodge as a strike that costs 1 blood, +1 strength.

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Don Cruz, The Idealist 10

Camarilla Brujah Justicar: Once each combat, Don Cruz may burn 1 blood to get one maneuver.

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Dre, Leader of the Cold Dawn 10

Camarilla.

Illus. Lawrence Snelly ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Hector Sosa 10

Camarilla.

Illus. Mark Tedin ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Lupo 10

Camarilla.

Illus. Josh Timbrook ©2004 White Wolf Publishing, Inc. All Rights Reserved.

2

Miranda Sanova 10

Camarilla primogen: Other Brujah get -1 intercept when attempting to block Miranda.

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8

Rake 10

Camarilla Prince of Atlanta: Rake gets +1 strength when in combat with Ventrue.

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Tura Vaughn 10

Camarilla primogen: Tura gets +1 intercept when attempting to block other Brujah.

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8

Uma Hatch 10

Camarilla.

Illus. Anjon Maddocks ©2004 White Wolf Publishing, Inc. All Rights Reserved.

3

Yuri, The Talon 10

Camarilla.

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4

Antoinette DuChamp 10

Camarilla. Action cards and strike cards that require Celerity cost Antoinette an additional blood.

Illus. Max Shade Fellwalker ©2004 White Wolf Publishing, Inc. All Rights Reserved.

2

Franciscus 10

Camarilla: Franciscus is burned (without going into torpor) if he takes more than 3 damage during a single combat.

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1

Hasina Kesi 10

Camarilla: Burn 1 pool each time Hasina goes into torpor.

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1

Igo the Hungry 10

1
Camarilla: Igo does not get the usual +1 stealth when hunting.

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Julius 10

2
Camarilla: If Julius goes into torpor, burn him.

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Magdalena Schaefer 10

2
Camarilla: Strike cards that require Thaumaturgy cost Magdalena an additional blood.

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Navar McClaren 10

1
Camarilla: Navar cannot block older vampires.

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Nik 10

1
Camarilla: Brujah 4s get +1 Intercept when attempting to block Nik.

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Smudge the Ignored 10

1
Camarilla: After Smudge diablerizes an older vampire for the first time, he gets +1 strength.

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Uriah Winter 10

1
Camarilla: If your prey has more pool than you do at the beginning of your untap phase, he or she takes control of Uriah during your untap phase.

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Anastasia Grey 10

1
Camarilla.

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Angus the Unruled 10

1
Camarilla Gangrel Justicar: +1 strength.

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Badger 10

Camarilla.

Illus. Pete Venters ©2004 White Wolf Publishing, Inc. All Rights Reserved. 6

Basilia 10

Camarilla primogen: Damage from Basilia's hand strikes is aggravated.

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Bear Paw 10

Camarilla.

Illus. Robert McNeill ©2004 White Wolf Publishing, Inc. All Rights Reserved. 5

Camille Devereux, The Raven 10

Camarilla.

Illus. L.A. Williams ©2004 White Wolf Publishing, Inc. All Rights Reserved. 5

Gitane St. Claire 10

Camarilla primogen.

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Giuliano Vincenzi 10

Camarilla.

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Gunther, Beast Lord 10

Camarilla: During your discard phase, Gunther may burn 1 blood to untap.

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Quinton McDonnell 10

Camarilla primogen: +1 strength

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Ricki Van Demsi 10

Camarilla.

Illus. Quinton Hoover ©2004 White Wolf Publishing, Inc. All Rights Reserved. 3

Roman Alexander 10

Camarilla.

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Vliam Andor 10

Camarilla.

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Wynn 10

Camarilla primogen: Wynn may enter combat with a vampire controlled by your predator or prey as a +1 stealth D action.

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Zack North 10

Camarilla: +1 strength.

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Genevieve 10

Sabbat priscus: Genevieve gets one additional vote (in the main referendum) during each political action.

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Leon 10

Sabbat: Gangrel *antitribu* get -1 intercept when attempting to block Leon.

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Monique 10

Sabbat.

Illus. Max Shade Fellwalker ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Pieter 10

Sabbat.

Illus. Pete Venters ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Shane Grimald 10

Sabbat.

Illus. Zina Saunders ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Cristoforo Giovanni 10

2

Independent.

3

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Patrizia Giovanni, Collector of Secrets 10

2

Independent: Patrizia can employ a retainer from your ash heap as an action. The cost of that action is increased by 1 bleed.

5

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Rafaele Giovanni 10

2

Independent: Rafaele may bleed your predator as a D action. +1 bleed.

6

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Aleph 10

Camarilla.

4

Illus. Liana MacDougal ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Brazil 10

Camarilla.

2

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Dancin' Dana 10

Camarilla. +1 strength.

6

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Didi Meyers 10

Camarilla.

5

Illus. Tom Williams ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Dollface 10

Camarilla.

3

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Dr. Jest 10

Camarilla. primum: If Dr. Jest is untagged at the start of your turn, then during your untag phase, you may make your prey discard one card at random from his or her hand (and draw back up to his or her hand size afterward).

8

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Gilbert Duane 10

Camarilla Prince of Miami.

7

Artist: Peter Meneses

Lucian 10

Camarilla Malkavian Justicar: Lucian may steal equipment as a strike.

10

Artist: Brian Stiller

Mariel, Lady Thunder 10

Camarilla: Before range is chosen in a combat that does not involve Mariel, she may tap to end that combat and inflict 1 unpreventable damage on each combatant and any remaining they have after combat ends.

7

Artist: Anne Peddecks

Normal 10

Camarilla.

2

Artist: Tim Straczynski & Grant Cozzoli

Ozmo 10

Camarilla: +1 bleed.

6

Artist: John Van Deelen

Roland Bishop 10

Camarilla.

4

Artist: Tony DeSard, Jr.

Roxanne, Rectrix of the 13th Floor 10

Camarilla primogen: Roxanne may enter combat with a vampire of capacity below 4 controlled by your predator or prey as a +1 stealth action.

9

Artist: Mark Pick

Sylvester Simms 10

Camarilla primogen: If Sylvester goes into torpor, each Metiselah burns 1 pool.

8

Artist: Richard Stone Ferguson

Zebulon 10

Camarilla.

5

Artist: Reed Pierce, Jr.

Quira, The Bitch Queen 10

Sabbat: +1 bleed.

6

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Agrippina 10

Camarilla.

4

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Chester DuBois 10

Camarilla primogen.

7

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Dimple 10

Camarilla.

2

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Duck 10

Camarilla.

3

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Ebanezer Roush 10

Camarilla: Ebanezer may enter combat with a vampire of capacity below 4 controlled by your predator or prey as a +2 stealth of action.

8

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Grendel the Worm-Eaten 10

Camarilla: While Grendel is ready, you may look at the top card of your crypt.

5

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KoKo 10

Camarilla.

2

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Lucretia, Cess Queen 10

Camarilla primogen: +1 stealth.

10

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Marty Lechtansi 10

Camarilla primogen: Once each combat, Marty may burn 1 blood to get one press.

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Sammy 10

Camarilla.

Illus. Pete Venters ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Sebastian Marley 10

Camarilla: +1 strength.

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Selma the Repugnant 10

Camarilla Prince of Cleveland: Selma gets +1 intercept when attempting to block a Nosferatu vampire.

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Sheldon, Lord of the Clog 10

Camarilla Nosferatu Juristic.

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Tiberius, The Scandalmonger 10

Camarilla: If Tiberius is ready during your untap phase, you may look at the top card in your prey's library.

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Tusk, The Talebearer 10

Camarilla: While Tusk is ready, you may look at the top card in your library.

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Christine Boscacci 10

Sabbat: Christine gets -1 intercept when attempting to block a bleed action.

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Gillian Krader 10

Sabbat: Gillian cannot attempt political actions.

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Jimmy Dunn 10



2

Sabbat: Jimmy Dunn cannot be contested. If a second Jimmy comes into play, burn the first Jimmy in play instead of contesting him.

4

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Lena Rowe 10



2

Sabbat: Lena cannot attempt actions that would give her a title and cannot be chosen as the recipient of a title.

3

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Rex, The Necronomist 10



2

Sabbat: Combat cards cost Rex an additional blood to play.

3

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Royce 10



2

Sabbat: Royce gets -1 stealth when bleeding.

1

Illus. Darryl Elliot ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Andrei Puxton 10



2

Independent.

5

Illus. Cliff Neilson ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Petru Sipos 10



2

Independent: Petru can steal 1 blood from a vampire in torpor as a 0 action.

7

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Tereza Rostas 10



2

Independent: Tereza may steal the Edge from another Methuselah as a 0 action that costs 2 blood.

8

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Adrienne 10



1

Camarilla: +1 bleed.

6

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Andreas, The Bard of Crete 10



1

Camarilla primogen: Once each turn, Andreas may burn 1 blood to get +1 intercept for the current action.

9

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Anneke 10

Camarilla Toreador Justicar: Anneke may attempt to block a vampire controlled by another *Marduselah*, ignoring the normal prey, predator or target restrictions for blocking actions. +1 bleed.

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Anson 10

Camarilla Prince of Seattle: If Anson is ready during your master phase, you get two master phase actions (instead of one).

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Colin Flynn 10

Camarilla.

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Delilah Easton 10

Camarilla.

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Demetrius Slater 10

Camarilla.

Illus. John Bridges ©2004 White Wolf Publishing, Inc. All Rights Reserved. 4

Dieter Kleist 10

Camarilla.

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Dorian Strack 10

Camarilla.

Illus. Randy Gallegos ©2004 White Wolf Publishing, Inc. All Rights Reserved. 4

Elliott Sinclair, Virtuoso Thespian 10

Camarilla primogeni: +1 strength.

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Felicia Mostrom 10

Camarilla.

Illus. Margaret Organ-Kean ©2004 White Wolf Publishing, Inc. All Rights Reserved. 5

Jing Wei 10

Camarilla.

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Justine, Elder of Dallas 10

Camarilla primogen: Justine does not tap when blocking a vampire with a capacity below 4.

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Lazarus 10

Camarilla primogen: Lazarus may inflict 1R damage as a strike.

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Lydia Van Cuelen 10

Camarilla: +1 bleed.

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Merrill Molitor 10

Camarilla: Once each combat, Merrill may change 1 aggravated damage inflicted on him to normal damage.

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Roreca Quaid 10

Camarilla.

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Sabine Lafitte 10

Camarilla: During your untap phase, you may move 1 blood from Sabine to any controlled Tremere.

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Sarah Cobbler 10

Camarilla.

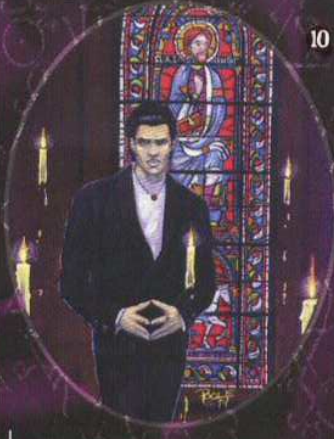
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Thomas Thorne 10

Camarilla.

Illus. Robert McNeill ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Ulugh Beg, The Watcher 10



1

Camarilla Tremere Justicar: If Ulugh is ready during your discard phase, you get an additional discard phase action.

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Ethan Locke 10



2

Sabbat Archbishop of Toronto: As a Δ action, Ethan may steal a Discipline master card from another vampire if he does not already possess the superior level of that Discipline.

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Richard Tauber, Ayelea's Puppet 10




2

Sabbat: Richard gets -1 intercept when attempting to block Lasombra Δ and Tzimisce Δ .

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Courtland Leighton 10



1

Camarilla.

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Democritus 10



1

Camarilla Ventruë Justicar: If Democritus is ready, any Methuselah contesting a card with you burns 1 extra pool to avoid yielding that card. +1 bleed.

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Emerson Bridges 10




1

Camarilla Prince of Washington, D.C.

Illus. John Bridges ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Gideon Fontaine 10




1

Camarilla.

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Heather Florent, The Opportunist 10



1

Camarilla: If you gain pool from the Edge, you may move it to Heather (instead of putting it in your pool).

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Helena Casimir 10




1

Camarilla primogen: +1 bleed.

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Jazz Wentworth 10



Camarilla: If the Edge is not controlled, Jazz may give you control of it as a +1 stealth action.

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Luccia Paciola 10



Camarilla: +1 strength.

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Melissa Barton 10



Camarilla: If any Methuselah burns the Edge for a vote, Melissa gains 1 blood.

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Natasha Volfchek 10



Camarilla primogen: Natasha gets +1 stealth on political actions; +1 bleed.

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Roland Loussarian 10



Camarilla.

Illus. Melissa Benson ©2004 White Wolf Publishing, Inc. All Rights Reserved.


Rufina Soledad 10



Camarilla.

Illus. Nicola Leonard ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Sir Walter Nash 10



Camarilla Prince of Chicago.

Illus. Don Frazier ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Timothy Crowley 10



Camarilla Prince of Dallas.

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Violette Prentiss 10



Camarilla.

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Samson 10



2

Sabbat.

2

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Anachronism 10



Master.
Put this card on a vampire with capacity above 6. This vampire cannot have or use any ranged weapons except the Ivory Bow. (If he or she currently has any, they are burned.)

1

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Betrayer 10



Master.
Put this card in play and name a Methuselah who controls a vampire who is also in your uncontrolled region. The vampire's controller burns 1 pool during his or her untap phase. He or she can burn an additional pool to attempt to guess the name of the vampire. If the guess is correct, this card is burned.

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Blood Bond 10



+1 stealth action.
Put this card on any vampire. The vampire with this card cannot block this acting vampire.

2

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Bowl of Convergence 10



Unique equipment.
If the bearer is a vampire who has Auspex \heartsuit , the bearer gets +1 intercept. If the bearer has superior Auspex \diamondsuit , he or she can burn 1 blood once during each action to get an additional +1 intercept for the current action.

1

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Brujah Debate 10



Master.
Put this card in play. During each Methuselah's master phase, he or she taps (one of the highest capacity Brujah he or she controls (if any). Each Brujah gets +1 strength and an optional maneuver each combat. Any minion who is not Ventruue \heartsuit may burn this card as a \heartsuit action.

1

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Business Pressure 10



Only usable during a referendum.
Each Methuselah can burn pool to gain votes during the resolution of this card (resolve this card before moving on). A Methuselah gains 2 votes for each pool he or she burns.
 \heartsuit As above, but the Methuselah gains 3 votes for each pool he or she burns.
A tendency for secretness persists, And a silent sympathy for it, Rainer Maria Rilke, "The Pavillion"

1

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Caiaphas Smith 10



Unique mortal with 2 life, 1 strength, 0 bleed.
Caiaphas may strike for 1R damage. Caiaphas gets an optional maneuver each combat. Any vampire blocking Caiaphas is burned after the combat (if any). Caiaphas cannot bleed. If he is untapped at the start of your turn, your predator takes control of him.

1

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Carlton Van Wyk (Hunter) 10



Unique mortal with 2 life, 0 strength, 0 bleed.
Carlton can strike for 1R damage, and he may dodge as a strike once each combat. Carlton has +1 intercept when blocking vampires. During your discard phase, you may burn Carlton to burn a vampire who has committed diablerie since your last turn.

2

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Channel 10 10



NY 0
NYM 12

MANHUNT
Special Report W-OTC

Master: unique location.
Tap to give a minion you control +2 intercept for the current action. Not usable on the first action in a minion phase.

They're only too happy to get a real story to help fill the hour, even from unknown sources. We both win.
Calebros, Nosferatu Prince of New York

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Consecration Rites 10



Requires a ready priscus, cardinal or archbishop. +1 stealth action.
Put this card on a location you control. You may burn this card to cause an action directed at the location to fail.

*A night of memories and of sighs
I consecrate to thee.
Walter Savage Landor, "Rose Aylmer"*

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Covenant of Blood 10



Requires a ready non-Camarilla vampire with a capacity above 7.
Put this card in play. Any non-Camarilla vampire may enter combat with any Camarilla vampire controlled by another Methuselah as a **D** action. Any vampire may burn this card as a **D** action. Camarilla vampires get -1 stealth when attempting that action.

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Curse of Nitocris 10



Unique master.
Choose a Methuselah and put this card in play under the control of the chosen Methuselah. The controller of this card burns 1 pool during each of his or her untap phases. Each time a new Methuselah gets the Edge, the current controller of this card chooses any Methuselah, and that chosen Methuselah takes control of this card.

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Deal with the Devil 10



Master.
Discard your hand and draw a new one. Do not replace this card until after you discard your hand.

*I cut and shuffle; shuffle, cut, again;
But all my cutting, shuffling proves in vain...
Christina Rossetti, "The Queen of Hearts"*

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Dirty Little Secrets 10




Only usable on a successful bleed.
For each pool this Nosferatu *antitribu* bleeds from the target Methuselah, burn one card from the top of that Methuselah's library.

There's something addictive about a secret.
J. Edgar Hoover

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Fire Dance 10



Requires a ready priscus, cardinal or archbishop. +1 stealth action.
Put this card on a Sabbat vampire. Once each combat, the vampire with this card may change 1 aggravated damage inflicted on him or her to normal damage. A vampire may have only one Fire Dance.

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Gangrel Justicar 10



Political Card—Worth 1 Vote. Called by any vampire at +1 stealth.
Choose a ready Camarilla Gangrel. Successful referendum means he or she is declared Gangrel Justicar. In this referendum, each Gangrel gets an extra vote. This could lead to a contested title.

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Ghoul Escort 10



Ghoul with 4 life. Requires a ready vampire.
When this vampire is blocked, he or she may burn this retainer and untap instead of entering combat. (This does not untap the blocker.)

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Giovanni Acceptance 10



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

If this referendum is successful, each Giovanni (G) may choose to be Camarilla. Put this card into play. Whenever a Giovanni enters play, he or she may choose to be Camarilla. The Giovanni clan is a Camarilla clan.

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Hellhound 10



Ghoul with 2 life. 1 strength, 0 bleed.

The Hellhound cannot take actions. If the Hellhound has 1 life during your untap phase, it gains 1 life from the blood bank.

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Homunculus 10



Retainer with 1 life.

During any Methuselah's untap phase, the vampire with this retainer can burn 1 blood to untap.

As above, but Homunculus has 2 life.

A pile of bones in a skin bag, a deflated balloon; a hideous bundle.
R. Chetwynd-Hayes,
"Looking For Something To Suck"

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Incriminating Videotape 10




Equipment.

Choose a minion your prey controls. The chosen minion cannot block the minion with this equipment.

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Insurance Scam 10




Master.

Put this card in play. During your turn, you may tap this card and burn X locations you control to gain X pool.

I would rather be ashes than dust! I would rather that my spark should burn out in a brilliant blaze than it should be stifled by dry-rot.
Jack London

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Invitation Accepted 10



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

If this referendum is successful, each Follower of Set (S) may choose to be Camarilla. Put this card into play. Whenever a Follower of Set enters play, he or she may choose to be Camarilla. The Followers of Set clan is a Camarilla clan.

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Khabar: The Community 10



Unique master.

Put this card in play. Each Assamite gets +1 stealth when bleeding. Any minion may burn this card as a (A) action; Tremere (T) get +1 stealth when attempting that action.

The enemy of my enemy is my friend; the friend of my enemy is my enemy.

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Legacy of Power 10



Requires a ready prince, justicar or Inner Circle member.

Only usable when another vampire you control enters combat. Tap this reacting vampire and end combat. Each of the vampires involved in that combat goes to torpor.

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Liquidation 10



Master. Do not replace until your discard phase.

Burn seven cards from the top of your library to gain 3 pool.

How little you know about the age you live in if you think that honey is sweeter than cash in hand.
Ovid

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Might of the Camarilla 10



Political Card—Worth 1 Vote. Called by any justicar or Inner Circle member at +1 stealth.

If this referendum is successful, each Methuselah burns a vampire (of his or her choosing) in his or her uncontrolled region.

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Nephandus (Mage) 10



Mage with 2 life, 0 strength, 1 bleed.

The Nephandus may strike for 1R damage. The Nephandus gets an optional press each combat. Each strike or damaging effect made against the Nephandus by the opposing minion during combat inflicts 1 less damage. The Nephandus may burn a vampire in torpor to gain 1 life as a \odot action.

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Orb of Ulain 10



Unique Equipment

The ally with this equipment cannot be targeted by \odot actions that require Auspex \square , Chimerstry \square , Dominate \square , Presence \square or Serpents \square . Reactions that require any of those Disciplines cost an additional blood while this ally is acting.

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The Peace of Khetamon 10



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

Choose a vampire in torpor. Successful referendum means that vampire is moved to the uncontrolled region (facedown). The vampire's blood counters, master cards and minion cards stay with that vampire, with any counters they have on them (they are out of play as long as the vampire remains uncontrolled).

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Polaris Coach 10




Vehicle. Haven.

During your untap phase, move 1 blood from this vampire to the Polaris Coach or burn the Polaris Coach. While this vampire is acting, he or she may burn one counter from the Polaris Coach to get +1 stealth for the current action. During untargeted actions and actions that are not directed at this vampire, he or she cannot block or play reaction cards. A minion may have only one haven and only one vehicle.

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Powerbase: Los Angeles 10



Master: unique location.

Tap during your discard phase to gain a discard phase action. If you use that discard phase action to discard a card that requires an anarchy or a card that makes a vampire an anarchy, you may untap a ready anarchy. Any anarchy controlled by another Methuselah may steal this location for his or her controller as a \odot action.

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Rapid Thought 10




Maneuver or press.

\diamond Only usable during the choose strike step, and only if this vampire would choose his or her strike first. Instead, the opposing minion chooses his or her strike first.

To know and to act are one and the same.
Samurai maxim

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Rastacourere 10



+1 stealth action.

\odot Put this card on a titled vampire. The vampire's title is worth 1 less vote during referendums, and he or she gets -1 stealth when attempting political actions. This vampire's capacity is reduced by 1. (A vampire's capacity cannot go below 1.) A vampire may have only one Rastacourere.

The fat and the strong I will destroy. I will feed them with justice.
Ezekiel 34:16 (NRSV)

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Ravnos Acceptance 10



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

If this referendum is successful, each Ravnos \dagger may choose to be Camarilla. Put this card into play. Whenever a Ravnos enters play, he or she may choose to be Camarilla. The Ravnos clan is a Camarilla clan.

Sometimes at that moment a wave of light breaks into our darkness... as though a voice says, "You are accepted."

Paul Johannes Tillich, *The Shaking of the Foundations*

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Revelation of the Sire 10



Requires a ready non-sterile vampire who is not Caitiff. Put this card on a younger Caitiff. The vampire with this card is now considered to be a member of the same clan as the acting vampire. He or she is no longer considered Caitiff. His or her capacity increases by 1.

1

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Revocation of Tyre 10



Political Card—Worth 1 Vote. Called by any vampire at +1 stealth. If this referendum is successful, each Assamite may choose to be Camarilla. Put this card into play. Whenever an Assamite enters play, he or she may choose to be Camarilla. The Assamite clan is a Camarilla clan.

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Ritual Challenge 10



+1 stealth action. If this action succeeds, put this card on the acting Gangrel. This vampire gets +1 strength. A vampire may have only one Ritual Challenge card.

The teeth that bite to bitterness are sheathed in truth.
William Everson, "The Poet is Dead"

1

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Sacrifice 10



Political Card—Worth 1 Vote. Called by any Sabbat vampire with capacity above 7 at +1 stealth. Choose a vampire with a capacity below 7 who belongs to the same clan as the acting vampire. Successful referendum means the chosen vampire is burned.

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Shadow Step 10



Maneuver. Only usable before range is determined. This vampire burns 2 blood to set the range for this round. Skip the determine range step for this round.

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Shepherd's Innocence 10



+1 stealth action. Take control of a card in play that requires Animalism. If it is an equipment or retainer card, place it on any vampire you control. Take control of all cards in play that require Animalism. Place the equipment and retainer cards on any vampires you control.

2

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The Signet of King Saul 10



Unique equipment. Vampires with capacity above 7 cannot attempt to block this minion.

1

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Silence of Death 10



Only usable before range is determined. This vampire gets first strike with hand and melee-weapon strikes this round. As above, with an optional maneuver.

1

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Sins of the Cauchemar 10



+1 intercept. Put this card on the acting vampire. You still control this card. This reacting vampire gets +1 intercept when the vampire with this card attempts to bleed you. The vampire with this card can burn this card as a action.

1

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Spiritual Intervention 10







 Strike: dodge.
 Strike: combat ends.

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Spiritual Protector 10




Unique wraith with 1 life.
 Spiritual Protector is immune to damage that is not aggravated. Minions blocking or blocked by the minion with this retainer cannot use equipment in the resulting combat.

 3

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Submachine Gun 10






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

 4

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Tainted Vitae 10






Only usable when a vampire controlled by your predator successfully hunts.
 That vampire gains 2 additional blood. Put this card on that vampire. You still control this card. The vampire must burn an additional blood to attempt to bleed you.

 2

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Talaq, The Immortal 10






Unique mage with 3 life, 0 strength, 0 bleed.
 Talaq may strike for 1R damage. Talaq may play cards that require basic Quietus [3] or basic Thaumaturgy [3] as a vampire with a capacity of 3. Talaq gets an optional maneuver each combat.

 3

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The Treatment 10





Master.
 Put this card on a prince who has successfully bled you since your last turn. Each time this prince untaps, he or she takes 1 point of damage (damage not preventable). This prince may burn this card as a [D] action.

 1

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Vampiric Disease 10



Master.
 Put a disease counter on any vampire. Each time a vampire with a disease counter is in combat at close range with another vampire, the second vampire gets a counter as well. An afflicted vampire cannot gain blood by hunting. When an afflicted vampire untaps, he or she burns a blood or, if unable, burns the disease counter. A vampire can have only one disease counter.

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Vanish from the Mind's Eye 10






 Press, only usable to end combat.
 Press.

*Night, voluptuous and vast,
 Arises, making hunger tame,
 Hiding all things, even shame...*
 Charles Baudelaire, "The End of the Day"

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Veiled Sight 10






Only usable by a blocking minion.
 The acting minion's stealth is set to 0. (He or she gets -X stealth, where X is his or her current stealth.)
 As above, and once during the resulting combat if this vampire successfully blocks, he or she may steal 1 blood as a strike.

 2

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Writ of Acceptance

10



Equipment

The vampire with this equipment is considered a Camarilla vampire.

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