

Allonzo Montoya

3

Independent: Allonzo gets +1 stealth on actions that require Serpents. Allonzo cannot block undirected actions. Scarce. Sterile.

6

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Lorrie Dunsirn

4

Independent: Lorrie cannot play reaction cards, have equipment or retainers, maneuver to long, or press to end. She gets an additional strike each round and a press each combat. Non-hunt actions cost her an additional pool. +1 strength. Scarce. Sterile.

4

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Pariah

2

Independent: During your master phase, discard a master card or tap Pariah. Pariah cannot take undirected actions other than hunting. He can enter combat with any minion as a D action. +1 strength. Scarce. Sterile.

6

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Amaravati

4

Independent: During a political action, Amaravati may burn 2 blood to give each ready Assamite you control an additional vote. Blood Cursed.

8

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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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Basir

4

Independent: Each time you use a master phase action to place a master, Discipline card on Basir, he gains 1 blood from the blood bank. Basir cannot block or play reaction cards. Blood Cursed.

1

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Janni

4

Independent: Janni inflicts an additional damage when striking with a weapon. She may enter combat with a ready follower of Set. A controlled by another Methuselah as a D action. Blood Cursed.

5

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Joe "Boot" Hill

4

Sabbat, Black Hand: Joe can enter combat with a werewolf ally controlled by another Methuselah as a +1 stealth D action. Joe gets an optional maneuver in that combat. +1 strength. (The Blood Curse does not affect Joe).

7

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Michael diCarlo

4

Sabbat: If Michael successfully performs an action to enter combat with another minion, he may set the range in the first round of the resulting combat to long (skip the determine range step). (The Blood Curse does not affect Michael).

5

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Tariq, The Silent



Advanced, Sabbat, Black Hand, Red List: Tariq's capacity is reduced by 4 while he is controlled. He may steal 1 blood as a ranged strike. (The Blood Curse does not affect Tariq.)
Independent: Tariq's capacity is not reduced by his card cost.

2

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Vardar Vardarian



Independent: Followers of Set \blacktriangle get -1 strength in combat with Vardar, Blood Cursed.

4

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Azaneal



Independent: Actions to put vampires in play cost Azaneal 1 less blood or pool. Infernal.

4

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Cybele



Independent: If Cybele is untapped during your master phase, you get an additional master phase action. Cybele may bleed at +2 bleed as a \blacktriangle action that costs 1 blood. Infernal.

4

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Elihu



Independent: Elihu inflicts +2 damage with melee weapons. His strikes with melee weapons cannot be dodged. Infernal.

4

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Maureen, Dark Priestess



Independent: Maureen has 1 vote (titled). Once each turn, when Maureen successfully performs an action requiring Baali or Daimoinon, you gain 1 pool. Infernal.

4

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Petaniqua



Advanced, Independent, Red List: Once each combat, Petaniqua may burn a blood to gain a press. Petaniqua may recruit a werewolf ally as if she meets the requirements of playing that card. +1 strength. Infernal.

4

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Count Germaine



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

4

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Count Germaine



Advanced, Independent, Red List: Germaine gets +2 bleed when bleeding a Methuselah who controls a titled non-Independent vampire.
Anarchy: Germaine gets an optional press each combat.

4

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Gengis



3

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

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Jaroslav Pascek



3

Camarilla Brujah Justicar: Jaroslav inflicts +2 damage with melee weapons. He can inflict 1 damage on each of your prey's Sabbat vampires as a (D) action. +1 intercept.

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Juggler



3

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

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Menele



3

Camarilla: During your untap phase, you may move 2 blood from Menele to a younger vampire in your uncontrolled region. +1 bleed.

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Steve Booth



3

Camarilla.

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Jayne Jonestown



4

Sabbat, Red List: Jayne gets an additional +1 stealth when hunting, but -1 stealth on any other actions. If Jayne is ready during your untap phase and the Society of Leopold is in play, you may move the Society to any ready vampire.

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Ankh-sen-Sutekh



4

Independent: +1 bleed.

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Black Lotus



4

Sabbat.

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Cagliostro, The Grand Copht



4

Independent: If Cagliostro is ready during your discard phase, you get an additional discard phase action. If Cagliostro is blocked and combat occurs, he may place a corruption counter on the blocking minion when that combat ends.

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Kemintiri




Advanced, Independent. Red List: +1 stealth.
Kemintiri has 3 votes (titled). She can play cards that require Camarilla, Ventruue, and/or a Justicar title.

10

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Neferu



Independent: Neferu has 2 votes (titled). Once each referendum, she may burn a blood to change the votes of a vampire with any of your corruption counters to votes of your choice.

9

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Reverend Djoser Jones




Independent.

3

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Sahira Siraj



Independent.

4

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Seren Sukardi



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.

7

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Denette Stensen



Sabbat.

2

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Doyle Fincher



Sabbat: During your discard phase, if any of your prey's ready vampires are not at full capacity, move 1 blood from the blood bank to one of those vampires and 1 blood from the blood bank to Doyle. +1 bleed.

7

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Enkidu, The Noah



Sabbat, Red List: Enkidu can enter combat with any minion as a D action. If Enkidu successfully performs an action to employ a retainer, he untaps at the end of the turn. He cannot have or use equipment. +2 strength.

11

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Harry Reese



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

6

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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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Janey Pickman

4

Sabbat: Once each round, Janey can burn 1 blood to make the damage from her hand strikes aggravated for the current round.

6

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Jeffrey Mullins

4

Sabbat.

4

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Jesus Alcalá

3

Sabbat.

2

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Maria Stone

3

Sabbat.

5

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Mitru the Hunter

4

Sabbat: Cards that require Celerity cost Mitru 1 less blood to play.

8

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Phillipe Rigaud

4

Sabbat. Black Hand: Phillipe cannot block undirected actions. When any older vampires are in torpor that Phillipe may diablerize, he must attempt a diablerie action (unless he must hunt).

7

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Scarlet Carson O'Toole

3

Sabbat.

4

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Skryta Zyleta

3

Sabbat. Black Hand.

5

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Almodo Giovanni



4
Independent.

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Ambrogino Giovanni



2
Advanced, Independent, Red List: During your untap phase, Ambrogino may remove seven cards in your ash heap from the game to gain 2 blood, +1 bleed, and +1 stealth.

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Benedict Giovanni, Agent



4
Independent: During your untap phase, any Giovanni older than the oldest ready Giovanni you control can burn 1 blood to take control of Benedict. Benedict cannot block undirected actions.

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Carmine Giovanni



4
Independent: Carmine has 2 votes (titled). Whenever a wraith enters play, that wraith gains 1 additional life from the blood bank. Carmine may tap to give an acting ally +1 stealth.

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Cristobal Ghiberti



4
Independent.

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Don Michael Antonio Giovanni



4
Independent: Michael has 2 votes (titled). He cannot strike to end combat and cannot use presses to end combat. He gets +1 strength on any combat round after the first.

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Raphaela Giovanni



4
Independent.

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Black Wallace



Sabbat.

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Marcus Vitel



2
Advanced, Sabbat: Any Brujah may enter combat with Marcus as a D action. While he is ready and Sabbat, your Sabbat Vampires get +1 bleed against a Medusa-like who controls a ready Camarilla vampire.

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Petaniqua

4

Camarilla Red List: During any round of combat after the first minion opposing Petaniqua takes 7 points of damage before being determined Recruiting allies and employing retainers costs Petaniqua 1 less blood or pool. **41** Blood Internal **9**

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Louhi

4

Sabbat cardinal: Once each turn, if Louhi is ready, she may burn 1 blood to cancel an action card played by a vampire controlled by your predator as it is played (the acting minion doesn't tap). **10**

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Echo

4

Camarilla: Echo gets +1 strength in combat with a Red List minion. **7**

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Rabbat, The Sewer Goddess

4

Independent Red List: Rabbat may send a vampire to torpor or burn an ally as a strike. If she hunts, you may move 1 of the blood she gains to your pool. She cannot take 2 actions of blood actions that are not possessed as her or on a card on her. **7**

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Wolfgang

3

Camarilla: **4**

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Black Annis

4

Sabbat: Black Annis can enter combat with any minion controlled by your predator or prey as a hit action. Other non-hunt actions cost her an additional blood. +1 strength. +1 stealth. **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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Alexis Sorokin

4

Independent Red List: Once each combat, Alexis may dodge as a strike. She may steal an equipment card as a hit action. She gets +1 bleed when bleeding a Methuselah who controls a ready forecreator. **8**

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Callirus

4

Independent: During your untap phase, Callirus can burn 1 blood to burn one card on him. **5**

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Devyn

4

Sabbat.

4

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Marion French

4

Independent.

3

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Mata Hari

4

Independent. Red List: Mata Hari has 2 votes (titled). You and she may play cards that require a sect and/or clan as if she were of that required sect and/or clan.

7

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Paul Forrest, False Prophet

4

Independent: Once each action, Paul can burn a blood to give an acting Ravnos you control +1 bleed.

5

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Tatiana Stepanova, Alastor

4

Camarilla: You and Tatiana may play cards that require Brujah or Gangrel as if Tatiana were a member of the required clan.

7

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Madame Guil

3

Camarilla Toreador Justicar: +1 bleed.

10

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Ransom, The Old Man

4

Camarilla: Ransom gets +1 strength in combat with a Tremere.

6

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L'Epuisette

4

Sabbat: L'Epuisette gets +1 bleed when bleeding a Methuselah who controls a ready Toreador.

4

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Anastasz di Zagreb

3

Camarilla Tremere Justicar: If there are any other justicars ready, Anastasz gets 1 fewer vote from his justicar title. Anastasz may steal 1 blood as a ranged strike.

8

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Ardan Lane

3

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

8

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Cohn Rose

3

Camarilla.

5

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Lucas Halton

3

Camarilla Prince of Houston: Once each turn, when Lucas blocks an action, he may burn a blood instead of tapping for the successful block (before combat occurs).

10

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Muhsin Samir

4

Camarilla.

6

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Valerius Maior, Hell's Fool

4

Camarilla Red List: If Valerius strikes with a strike that requires Thaumaturgy, he gains an optional additional strike, only usable to strike with a strike that requires Thaumaturgy: Infernal.

7

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Valerius Maior, Hell's Fool

4

Advanced Sabbat Red List: Valerius attempts to block, the acting minion cannot play action modifier or combat cards that require Chimerstry or Obscure or Infernal.

Independent: Valerius becomes non-infernal and non-Red List as he emerges. While merged his capacity is reduced by 2.

7

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Jane Sims

4

Sabbat: Non-combat cards cost Jane an additional blood to play.

4

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Lucinde, Alastor

3

Camarilla Ventruë Justicar: Lucinde can enter combat with any ready non-Camarilla vampire controlled by another Methuselah as a **D** action. During your uncap phase, you can burn the Edge to give Lucinde 1 blood from the blood bank.

10

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Marcus Vitel

3

Camarilla Prince of Washington, D.C.: Marcus can burn a regimer as a +1 steady **D** action. While Marcus is ready and a prince, Sabbat vampires you control get +1 blood. When bleeding a Methuselah who controls a ready Camarilla vampire.

10

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Sonja Blue

4

Independent: Gain 4 pool when Sonja is moved to the ready region in your influence phase. Sonja may remove a vampire's title as a **1** action. She may block as an ally (but remains a vampire in combat). During your prey's discard phase, your predator may burn 1 pool to move Sonja to his or her ready region. If Sonja leaves play, removes her from the game.

5

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Dylan

2

Advanced, Sabbat, Red List: Dylan gets +1 stealth when bleeding. +1 strength. **Infernal.**

6

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Acrobatics

Additional strike.

Strike: dodge, with an additional strike.

1

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Aire of Elation

You cannot play another action modifier to further increase the bleed for this action.

+1 bleed; +2 bleed if acting vampire is Toreador.

+2 bleed; +3 bleed if acting vampire is Toreador.

1

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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 at +1 stealth.

1 action. This vampire cannot commit diablerie. A vampire may have only one Alastor.

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Ambush

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

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

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Anarch Revolt

Master.
Put this card in play. A Methuselah who does not control a ready anarch burns 1 pool during his or her untap phase. Any vampire can call a referendum to burn this card as a +1 stealth political action.

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

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Anarch Secession

+1 stealth action. Requires a ready, non-anarch, titled vampire.

Put an anarch counter on this acting vampire. This vampire becomes anarch (and Independent). If he or she had a city title, he or she becomes the baron of the same city as his or her previous title. Minions without titles cannot block this action. Burn the anarch counter if this vampire changes sects.

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Anathema

Political Card — Worth 1 Vote.
Called by any prince or justicar at +1 stealth.

Choose a ready vampire. If the referendum is successful, put this card on that vampire. If the vampire with this card is reduced to zero blood in combat, he or she is burned, and the Methuselah controlling the opposing minion gains pool equal to the burned vampire's capacity.

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Anima Gathering



+1 stealth action.

☑ Put this card on this acting vampire and choose another minion you control. Burn this card if this minion untaps. During your untap phase, you may choose not to untap this minion as normal. The chosen minion gets +2 intercept.

◆ As above, and the chosen minion also gets +1 bleed.

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Apportation



☒ Press, only usable to continue combat.

◆ **Maneuver.**

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

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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.**

1

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Archon



Political Card — Worth 1 Vote. Called by any prince or justicar at +1 stealth.

Choose a Camarilla vampire. If this referendum is successful, put this card on the chosen vampire. This vampire may enter combat with a vampire controlled by another Methuselah as a +1 stealth 1 action. Any vampire attempting to block this vampire burns 1 Blood. Blood hunts cannot be called on this vampire. Any Camarilla vampire can call a referendum to burn this card as a +1 stealth political action.

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Archon Investigation



Master: out-of-turn.

Only usable when a minion is attempting to bleed you for more than 3. The action is not successful. Burn the acting minion.

3

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Baal's Bloody Talons



Only usable before the resolution of a melee weapon's strike.

☑ The damage from this weapon's strikes is aggravated. Burn this weapon at the end of this round.

◆ As above, and this weapon inflicts an additional aggravated damage each strike.

1

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Backflip



Only usable at long range.

Strike: dodge, with an optional press.

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Backstep



Maneuver, only usable to go to long range. If the opposing minion's strike successfully inflicts any damage on this minion this round, the opposing minion gets an optional press.

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Bang Nakh — Tiger's Claws



Melee weapon.
Strength +2 damage each strike.

As Thetmes closed the gap between the two kindred, he withdrew from under his cloak a pair of tiger's claws.

2

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Banishment



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
 Choose a younger ready vampire. Successful referendum means that the chosen vampire is moved to the uncontrolled region (breaking any temporary control effects). The vampire is uncontrolled. Any cards and counters on that vampire stay with him or her (but they are out of play as long as the vampire remains uncontrolled).

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Bay and Howl



Master.
 Move 1 blood from each ready Gangrel *antitribu* you control to a Gangrel *antitribu* in your uncontrolled region.

*I bay and howl,
 one wild howl,
 like a wolf with a knife.*
 Ralph Turturro, "Streams"

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Behind You!



Only usable on the first round of combat.
 ■ Maneuver.
 ◆ Strike: dodge.

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Beretta 9mm



Weapon: gun.
 1R damage each strike. If bearer has another Beretta 9mm, this gun inflicts 2R damage each strike, with an optional maneuver each combat (a minion may use only one Beretta 9mm to maneuver each round).

1

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Big Game



Do not replace until the end of this action.
 ◻ Enter combat with a ready minion controlled by another Methuselah. If that minion is a Red List minion, this minion gets an optional maneuver or press in that combat and untaps at the end of the action if he or she is still ready.

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Black Spiral Buddy



Werewolf with 3 life, 1 strength, 0 bleed.
 Damage from Black Spiral Buddy's hand strikes is aggravated. Once each combat, Black Spiral Buddy gets an additional strike. If Black Spiral Buddy has less than 3 life during your untap phase, he gains 1 life from the blood bank.

4

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Black Sunrise



Only usable by a tapped vampire.
 ◻ Only usable during a ◻ action directed at you or something you control. This vampire untaps and attempts to block.
 ◆ As above, but usable on any action.

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Blood Doll



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

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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.

1

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Bloodstone



Equipment.

Put this equipment on any minion (this is a +1 stealth \odot action if the minion is controlled by another Methuselah). This acting vampire gets +2 intercept when attempting to block the bearer of this equipment.

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Bloodstorm of Chorazin



Only usable when a Baali successfully blocks an ally or a younger vampire.

Tap this Baali and end the action (with no combat). This Baali inflicts 1 unpreventable damage on the acting minion and each of his or her retainers.

Let us call on the storm, let us call on the fire, let us call on the Earthshaker.

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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"

1

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The Book of Going Forth by Night



Unique equipment.

The vampire with this equipment has superior Serpents \diamond . If an ally opposing this vampire in combat would be burned, take control of the ally and tap the ally instead (if the ally has lost his or her last life, add 1 life to him or her from the blood bank).

1

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Breath of Thanatos



+2 stealth. Only usable on an action to employ or to recruit a wraith.

Strike: 1 aggravated damage.

*Can't you smell that smell
Ooooh that smell
The smell of death surrounds you
Lynyrd Skynyrd, "That Smell"*

1

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Bribes



Only usable during a referendum before votes are cast.

Gain 1 pool. Any other Methuselah who votes in favor of and does not vote against the referendum gains 1 pool when the results of the referendum are tallied.

*If you cannot raise yourself to victory,
help a strong ally secure victory so you
can seal a position of honor.*
Lasombra, Minneapolis 2002 Winter Storyline

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Bujo



+1 stealth political action.

Choose a political action card in another Methuselah's ash heap. Call the referendum given on that card (this Ravnos must meet the requirements of that political action, if any) and remove that card from the game. This vampire gains 3 additional votes in this referendum.

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Bum's Rush



Do not replace until the end of this action.

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

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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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Call the Great Beast



+1 stealth action.

Put this card on the acting Baali, and put X ritual counters on it, where X is the capacity of this Baali. This Baali may put a ritual counter on this card as a +1 stealth action. When this card has more than 10 ritual counters, burn this Baali and choose three Disciplines. This card becomes a unique clanless independent infernal vampire with 9 capacity, 4 strength and 3 bleed. The Great Beast has the chosen three Disciplines at superior Move 9 blood to him from the blood bank. The Great Beast can enter combat with any ready minion controlled by another Methuselah as a **U** action and can prevent 1 damage each combat.

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Campground 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 gain blood from only one Hunting Ground card each turn.

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Celerity



Master: Discipline.

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

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City Gangrel Connections



Master: unique location.

You get 1 additional vote during each political action.

Watch yourself around them. They love the Beast. Democritus, Ventrue.

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Claws of the Dead



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

...the jaws that bite, the claws that catch!
Lewis Carroll, "Jabberwocky"

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Closed Session



Requires a ready prince, justicar or Inner Circle member. Only usable during a referendum, before any votes are cast.

Non-Camarilla vampires cannot cast votes in this referendum.

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Concealed Weapon



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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Concordance



+1 stealth action.

U Bleed. If more than 1 pool is bled with this action, ignore the excess.

U Requires an infernal vampire. Put this card on the acting vampire. This vampire treats aggravated damage as normal damage and has +1 strength and -1 stealth.

U As **U** above, and this vampire has flight **U**. During your influence phase, this vampire may burn 1 blood to untap.

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Condemnation: Mute



+1 stealth action. Condemnation.

U Tap a younger vampire.

U Requires an infernal vampire. **U** Put this card on a ready vampire. The vampire with this card has -3 votes. Burn all other Condemnations on this minion.

U As above, and this vampire burns 1 blood each time a referendum passes.

A thought unspoken is no less a thought.
Parmenides, Assamite

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Conflagration







 Strike: 2R damage.
 Strike: 1R, aggravated damage.
 Strike: 2R aggravated damage.

It is our inexorable might - the fist that lashes forth to breach the barriers between profane and celestial, and rises again and again to smite all unbelievers.
 High Priest Angra Mainyu, Baali

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Confusion of the Eye






 Reduce a younger vampire's or an ally's bleed against you by 1.

 Only usable during a referendum before any votes are cast. Not usable on a referendum that is automatically passing. If the referendum requires a titled vampire, the referendum fails. Otherwise, the referendum continues, but the acting vampire cannot cast any votes in this referendum.

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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.


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The Crocodile Temple





Master: unique location.

You may tap this card at the end of a successful  action against you to inflict 1 damage on the acting minion (after resolving the action).

You should not insult the crocodile until after you have crossed the river.
 Shemti, Follower of Set

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Dead Hand






 Strike: make a hand strike at +1 damage.

 As above, and the damage from this strike cannot be prevented by cards that require Fortitude .

*Golden lads and girls all must,
 As chimney-sweepers, come to dust.*
 William Shakespeare, Cymbeline, act IV, scene 2

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Depravity





Unique master.

Put this card on a ready vampire you control. This vampire gets +1 stealth when attempting a diablerie action and gets +1 strength. He or she cannot recruit allies or employ retainers.

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Deviki Prasanta






Unique ghoul with 2 life. 1 strength, 0 bleed.

If Deviki is ready during your master phase, you may tap Deviki to search your library or ash heap for a master: Discipline card and place that card on a ready Assamite you control.

*When you are an anvil, be patient;
 when a hammer, strike.*
 Deviki Prasanta, Assamite ghoul

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D'habi Revenant








Ghoul with 2 life.

The Baali with this retainer gets +1 bleed.

The ghouls are used as both researchers and subjects. They are also essential for certain rites that require something other than blood but cannot be left to the uninited.
 Azaneal, Baali

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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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Disengage



Do not replace until after combat.

Press, only usable to end combat. Alternatively, burn 1 blood to cancel a grapple card (such as Immortal Grapple or Mighty Grapple) as it is played (no cost is paid for that card).

*And that's the break I was looking for
As you could hear me screaming a mile away
As I was headed out toward the door
Lynyrd Skynyrd, "Gimme Three Steps"*

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Dis Pater



Unique master.

Put this card in play. Once each action, when a Giovanni you control successfully bleeds your prey, you may remove seven cards in your ash heap from the game to give that action +1 bleed.

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Distant Friend



+1 stealth action.

Choose a vampire and put this card in play. If this action is successful, untap the acting vampire at the end of the turn. You may burn this card during a referendum to change the votes of the chosen vampire to votes of your choice.

As above, and you can force the chosen vampire to cast his or her votes when you burn this card.

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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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Dreams of the Sphinx




Unique master.

Put this card in play. Put a counter on this card each time you tap it. When the third counter is added, burn this card. Tap this card to get +2 hand size until the end of the current turn. Tap during your untap phase to gain an additional pool if you have the Edge. Tap to move a blood from the blood bank to a vampire in your uncontrolled region.

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Dr. Marisa Fletcher, CDC



Government.

During your untap phase, add two counters to this card from the blood bank. When a vampire with capacity less than X is blocked while hunting, where X is the number of counters on this card, burn that vampire and all the counters on this card.

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Dual Form



+1 stealth action.

Untap this vampire. During this minion phase, you may untap this vampire again.

This acting vampire's capacity is reduced by 1. Put this card in play, tapped. It becomes a non-unique vampire with the same clan, capacity and Disciplines as the acting vampire. You may move up to 2 blood from the acting vampire to this vampire. If either minion leaves the ready region, the other is burned.

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Dummy Corporation



Master: unique location.

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

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

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Earthshock



Strike: strength ranged damage. This strike cannot be dodged. Not usable against a minion with flight.

As above, but for strength +1 ranged damage.

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Ecstasy



☐ ☐

☑ Reduce a bleed against you by 1.
◆ As above, and if the bleed resolves for 0 (or less), the acting minion burns 1 blood or life (after resolving the action).

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Edged Illusion



☐ ☐

☑ Tap a ready minion. This acting vampire inflicts 1 unpreventable damage on that minion.
◆ Choose a Methuselah. This acting vampire inflicts 1 unpreventable damage on each ready minion controlled by that Methuselah.

2

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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.

1

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Enchant Kindred



☐ ☐

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

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

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Enhanced Senses



☐ ☐

☑ +1 intercept
◆ +2 intercept.

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

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Enticement



☐ ☐

☑ Only usable if you control the Edge.
☑ Burn the Edge to cause your prey to burn 2 pool. (This action is directed at your prey.) Your minions cannot attempt bleed actions for the remainder of the turn.
◆ As above, but your prey burns 3 pool.

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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 re-forged, it would begin again.*
 Anonymous Malkavian,
 Das Buch von der Grabkrieg

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Esteem



☐ ☐

Only usable at the end of a successful
☐ action directed at the Methuselah
 with the edge.
 You gain the edge.

*MacElien's work tonight had been brutal if
 uninspired. It wouldn't win him much recognition
 from those higher up, but on the other hand it was
 damn difficult to argue with success.*
 Talley, The Hound, Lasombra

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Faceless Night



☐ ☐

◆ +1 stealth.
◆ +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 burns 3 pool. Each Methuselah burns 1 pool during his or her untap phase if this vampire is in torpor.

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Fatuus Mastery



+1 stealth action.

Put this card on the acting vampire. During your untap phase, add one counter to this card. The counters on this card may be used to pay some or all of this vampire's blood cost to play cards that require **Chimerstry**.

As above, but put a counter on this card when you put it on this acting vampire.

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FBI Special Affairs Division



Government.

When an ally is burned in combat with an acting vampire, put a counter on this card, and that acting vampire takes 2 unpreventable damage (after combat ends). Burn this card when it has 4 counters.

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Fear of the Void Below



A vampire may play only one **Fear of the Void Below** each combat.

Maneuver.

Only usable before range is determined. Each round of this combat defaults to long range, and this vampire gets an optional press each round, only usable to end combat.

As above, and the opposing minion's controller discards one card at random from his or her hand during the initial strike resolution phase of each round.

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Ferraille



Unique master.

Put this card in play. Once each turn, you may burn 1 pool to gain 3 votes during a referendum.

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The Final Nights



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

Successful referendum means each vampire burns 1 blood. If this referendum fails, the acting vampire burns 1 blood.

The final nights are at hand.
Thetmes, Assamite

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Finding the Path



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, Kabaneus, everything else is so much ash and empty sound.
Beckett, Gangrel

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Flesh of Marble



Only usable before range is chosen.

For the duration of the combat, when this vampire suffers a point of damage (heals or is wounded or prevents destruction) in a given round, any additional damage inflicted on this vampire in the same round is automatically prevented. Aggravated damage cannot be prevented in this way.

As above, but aggravated damage is prevented in this way as well.

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Flurry of Action



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 flunkies have killed two more of my citizens and taken another nine neighborhoods in the past three months!
Tara, Brujah prince

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Follow the Alpha



Only usable by a ready untapped Gangrel *antitribu* when combat involving another Gangrel *antitribu* you control ends and the opposing minion is still ready.

Tap this Gangrel *antitribu*. This Gangrel *antitribu* enters combat with the opposing minion. The first round of this new combat, the opposing minion cannot use maneuvers.

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Forced March



A vampire can play only one Forced March each turn.

Only usable when an action is successful. This vampire untaps.

+1 stealth, and at the end of the action, the acting vampire may burn 1 blood to untap if the action is successful.

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Force of Will



Only usable by a tapped vampire.

Bleed with +1 bleed. This vampire takes 2 points of aggravated damage (damage not preventable) even if the action is blocked. Damage occurs after the action or combat is resolved.

As above, but with +2 bleed, and the acting vampire takes only 1 point of aggravated damage (damage not preventable).

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Forgotten Labyrinth



Not usable on a bleed action.

+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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Form of Corruption



Put this card in play. Each time your prey gets the Edge anew, put a counter on this card. During your master phase, if the number of counters on this card equals or exceeds the amount of blood on a vampire controlled by your prey, you may burn this card to take control of that vampire. A Methuselah can have only one Form of Corruption in play.

As above, and your prey burns 1 pool when you burn this card.

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Form of Mist



Strike: dodge.

Strike: combat ends. If this vampire is acting, he or she may burn 1 blood to continue the action at +1 stealth as if unblocked (this action can still be blocked). A vampire may play only 1 Form of Mist at superior each action.

...and yet I am, and live, like vapours tossed.
John Claire, "I Am"

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Free States Rant



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

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

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From a Sinking Ship



Master.

Take control of a minion controlled by a Methuselah with fewer than 4 pool. Not usable to take control of a vampire with a capacity above 6. Only one From a Sinking Ship can be played in a game.

This is not what I signed up for.
Theo Bell, Brujah archon.

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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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Glass Walker Pact



Unique master.

Put this card in play. During your untap phase, you may burn the top card of your library to move a blood from any ready tapped vampire to a ready Giovanni . If the card you burned is a master card, burn this card as well. Burn this card if another Methuselah controls a werewolf.

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Gleam of Red Eyes



 Press.

 **Maneuver.**

*Delightful eyes, you burn with mystic rays
Like candles in broad day; red suns may blaze,
But cannot quench their still, fantastic light.
Charles Baudelaire, "The Living Torch"*

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Govern the Unaligned



   Bleed with +2 bleed.

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

 1

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Grasp of the Python



Only usable at close range. Grapple.

 Strike: make a hand strike (at strength damage), with an optional press, only usable to continue combat.

 As above, and if another round of combat occurs, that round is at close range and strikes that are not hand strikes may not be used in that round (by either combatant). Skip the determine range step for that round.

 1

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Graverobbing



  Move a vampire from another Methuselah's torpor area to your own torpor area. You now control that vampire.

  As above, and this acting vampire may burn 2 blood to move the vampire into your ready region.

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Groundfighting



Requires a ready anarch. Do not replace until after combat.


Maneuver or press, or burn 1 blood to cancel a combat card played by the opposing minion that would restrict this anarch's choice of strikes this round as it is played.

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Haqim's Law: Judgment



Master: contract. Trifle.

Tap a ready Independent Assamite you control to put this card on a younger vampire. Every Independent Assamite is considered chosen for this contract. Any Independent Assamite may enter combat with this vampire as a +1 stealth  action.

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Harzomatulli



Requires a ready cardinal. Unique werewolf with 4 life, 2 strength, 0 bleed.

Harzomatulli gets one optional maneuver each combat. Damage from his hand strikes is aggravated. Once during each  action, he can burn 1 life to get +1 intercept. If Harzomatulli has fewer than 4 life during your untap phase, he gains 1 life from the blood bank.

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Haven Uncovered



Master.

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

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

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Haymaker



Play after range is determined. Only usable at close range. Not usable if this minion played a Haymaker last round.

This minion's initial strike this round will be a hand strike for strength +1 damage, and the opposing minion's initial strike this round gets first strike. If either minion inflicts more damage than the other this round, that minion gets an optional press this round.

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Heart of Darkness



Put this card on the acting vampire. This vampire treats aggravated damage as normal damage. Any minion may burn this card as a **1** action.

As above, and this vampire may prevent 1 damage each combat.

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Heart of the City



+1 stealth action.

Put this card on the acting vampire. This vampire gets +1 bleed. A vampire can have only one Heart of the City.

As above, but this vampire gets +2 bleed.

If you would be so kind as to step into my office, I shall be so kind as to let you delight in my presence.
Sebastian Melmoth, Toreador Prince of San Francisco

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Heidelberg Castle, Germany



Master: unique location.

Tap to move blood, equipment cards and/or retainers between any two ready vampires you control. (You choose the amount of blood you move and which cards you transfer). Cannot be used during an action.

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*Night, Rain. The lurid sky that lets
The spires and towers show grey silhouettes
Of an old Gothic town by distance dimmed.*
Paul Verlaine, "Night Effect"

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Hidden Lurker



Only usable by a ready untapped vampire other than the acting minion. Only usable after a combat between the acting minion you control and a blocking minion.

Tap this vampire. This vampire enters combat with the blocking minion. The first round of this new combat, the blocking minion cannot strike.

As above, with an optional press.

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Hierophant



Political Card — Worth 1 Vote. Called by any Follower of Set as a +1 stealth action.

Choose a Follower of Set. If this referendum passes, put this card on the chosen vampire. The vampire with this card has 1 additional vote. Any vampire who successfully blocks the vampire with this card burns 1 blood (before combat begins, if any).

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Honor the Elders



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

Successful referendum means each ready vampire with a capacity above 7 gains 1 blood from the blood bank, and each vampire with a capacity above 7 in any uncontrolled region gains 1 blood from the blood bank.

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Ignore the Searing Flames



This vampire treats all aggravated damage from the opposing minion's strike as normal damage. Only usable when an opposing minion inflicts aggravated damage on this vampire.

Prevent all aggravated damage from the opposing minion's strike.

This vampire burns 1 blood to be immune to aggravated damage for the remainder of the round.

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Immense Size



Only usable before range is determined.

The opposing minion cannot play grapple cards (such as Immortal Grapple and Mighty Grapple) this combat. A vampire may play only one Immense Size each combat.

As above, with an optional press this round.

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Inquisition



Requires a ready Sabbat vampire. +1 stealth action.

① Choose one or more bishops. Each of the chosen bishops loses his or her title and takes 2 unpreventable damage. The controllers of the chosen bishops may attempt to block in addition to the normally eligible blockers.

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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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Khabar: Glory



+1 stealth action. Unique. Not usable if any non-mandatory actions have been performed this turn.

Put this card on this acting Assamite and untap this acting Assamite. This Assamite gets +1 bleed. If your prey is ousted while this card is in play you gain an additional 4 pool. Burn this card during your next untap phase.

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Kingston Penitentiary, Ontario



Master: unique location. Hunting ground.

During your untap phase, you may move 1 blood from the blood bank to a ready vampire you control. Any other Methuselah may give you a pool during his or her untap phase to tap this card to move 1 blood from the blood bank to a ready vampire he or she controls. A vampire can gain blood from only one Hunting Ground card each turn.

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Learjet



Vehicle.

Each time you draw to replace a card this minion played as an acting minion, you may draw an additional card. Discard down to your hand size afterward. A minion may have only one vehicle.

Pieterzoon's got a plane waiting, or if you've arranged one, I can get you there, but we gotta go now.

Theo Bell, Brujah archon

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Leathery Hide



A vampire may play only one Leathery Hide each round.

Prevent four non-aggravated damage from the opposing minion's strike.

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Legal Manipulations



① 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 1, scene 5

1

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Life in the City



Master, Trifle.

Move 1 blood from the blood bank to a ready vampire.

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

Ingrid Galt, anarch

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Lifeless Tongues



+1 stealth action.

① Remove a vampire in any Methuselah's ash heap from the game and give this card to that Methuselah. During this acting vampire's untap phase, this acting vampire's controller may look at the hand of the Methuselah with this card. Any minion may burn this card as a +1 stealth action.

As above, but during any untap phase.

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Lost in Crowds



◊ +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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Major Boon



Master: out-of-turn. Boon.
 Put this card in play when another Methuselah is successfully bled. Not usable if you control the acting minion. Modifiers to the bleed amount may be played after you play this card. You burn pool for the bleed instead of the target Methuselah (must be at least 1 pool or this card is burned). You may burn this card to have that Methuselah burn pool instead of you when you are successfully bled.

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Mask of a Thousand Faces



Only usable by a ready, untapped vampire other than the acting minion who is capable of performing the action. Not usable if any action modifiers or other effects have been used that could not have been used if this vampire were the acting vampire.

■ Untap the acting minion and tap this vampire instead. Now this vampire is the acting minion. The action resumes where it left off.

◆ As above, with +1 stealth.

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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 2 may destroy this weapon as a strike that is done at first strike and costs a blood.

Illus. Jeff "el jefe" Holt ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Media Influence



■ ① Bleed with +2 bleed.

◆ Each of your untapped vampires gains 1 blood from the blood bank. (Remove excess blood.)

All media exist to invest our lives with artificial perceptions and arbitrary values.
 Marshall McLuhan, *Understanding Media*

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Mercy for Seth



■ Strike: put this card on the opposing minion. If this minion is a mortal, he or she is burned. During his or her untap phase, the minion with this card takes 1 unpreventable damage. The minion with this card may burn it as a +1 stealth action.

◆ As above, and this strike inflicts 1 damage as well.

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Mighty Grapple



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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Mind of a Killer




+1 stealth action.

■ ① Put this card on a ready minion. This minion gets +1 strength. Burn this card when a combat involving this minion ends. During this minion's discard phase, burn this card, and this minion's controller must inflict 2 damage on another ready minion he or she controls.

◆ As above, and tap this minion when this card is burned.

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Minion Tap



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

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Mob Rule



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

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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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The Name Forgotten



Put this card on a ready unique vampire. If the vampire with this card is burned, he or she is removed from the game instead, and all Methuselahs search their crypts, uncontrolled regions and ash heaps for other vampires with the same name. These vampires are removed from the game as well (shuffle all crypts afterward).
 As above, but this action is at +1 stealth.

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Nightshades



Only usable when the acting vampire's action is announced.
 Choose an ally or a younger vampire. The chosen minion gets -1 intercept during this action.
 As above, but usable when a minion is attempting to block.

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Nimble Feet



Press.
 Additional strike.

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Not to Be



Master: out-of-turn.
 Cancel an event card as it is played (no cost is paid). Put this card in play. During your master phase, you get one additional master phase action. During your discard phase, you get one fewer discard phase action, and this card is burned.
The gods point to where chance would have taken me and then laugh that I am here instead, here where they would have me.
 Victoria Ash, Toreador

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NSA Trio



Government.
 During the first combat between an acting vampire and a blocking vampire each turn, neither combatant may end combat as a strike in the first round. A Methuselah may use a discard phase action to burn this card if his or her minions attempted no actions in the current turn.

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Obfuscate



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

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Ossian



Unique werewolf with 4 life, 2 strength, 0 bleed, Red List.
 Ossian may enter combat with any vampire as a +1 stealth (D) action. In the first round of combat with a vampire who has played a card that requires **Apex** during this action, that vampire cannot use any maneuvers or strikes. Ossian gains 1 life at the end of each round for each blood the opposing vampire used to heal damage or prevent destruction that round.

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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 Alpha



A vampire may play only one Pack Alpha each round.

Employ an animal retainer from your hand before range is determined. Pay cost as normal.

Burn an animal retainer employed by this vampire and put this card on this vampire. The minion with this card gets +1 strength. A minion may have only one Pack Alpha.

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The Path of the Feral Heart



Unique master.

Put this card in play. Gangrel *anotribu* burn 1 less blood when playing cards that require Protean. Any minion may burn this card as a action. If that minion is a vampire, he or she takes 1 damage (damage not preventable) when this card is burned.

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Permanency



Only usable when this vampire plays an action modifier that requires Chimerstry. Move that action modifier card from your ash heap to your hand (discard down afterward). Not usable if the action modifier was canceled as it was played.

Only usable when an action card that requires Chimerstry is put in play. Put this card on the action card. If the action card is burned, return it to your hand instead (discard down afterward).

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Phased Motion Detector



Equipment.

Once each action, when a vampire plays an action modifier that requires Chimerstry, Obfuscate or Obtenebration, this minion gets +1 intercept for the current action, even if intercept is not yet needed. A minion may have only one Phased Motion Detector.

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Potence



Master: Discipline.

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

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Powder of Rigidity



Equipment.

If the action to equip with the Powder of Rigidity is successful, untap the acting minion at the end of the turn. The bearer may burn this equipment before range is chosen in a round of combat. If he or she does so, the opposing minion cannot use cards that require Protean or Vicissitude for the remainder of combat. If the opposing minion is a werewolf, he has -2 strength for the remainder of combat.

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Praxis Seizure: Barcelona



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

Successful referendum means the acting vampire is declared Prince of Barcelona. This could lead to a contested title. If the prince is Tremere, his or her capacity increases by 1.

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Praxis Seizure: Rome



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

Successful referendum means the acting vampire is declared Prince of Rome. This could lead to a contested title. If the prince is Brujah, his or her capacity increases by 1.

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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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Priority Shift



+1 stealth action. Requires a ready, titled, non-Red List vampire.

Choose a Red List minion. The chosen minion is no longer Red List.

Did it ever occur to you that I might not want archons crawling all over this? Hardestadt, Ventrue

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Procurer



Ghoul with 1 life. 1 strength, 0 bleed.

Procurer may move 1 blood from the blood bank to a ready vampire you control as a +2 stealth action.

Bring me blood! Blood! Give it to me! Sascha Vykos, Tzimisce

Illus. Rogel Wielinga ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Projectile



1 Strike: 1R damage or make a ranged weapon strike. This strike cannot be dodged.

◆ As above, with an additional strike.

Talley tsked. He placed the pebble in the palm of his left hand and squinted, making sure that his aim was true. Lifting his hand, he concentrated for a second and then flicked the pebble right at the center of the Nosferatu's misshapen back.

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Protean



Master: Discipline.

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

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Proxy Kissed



Master: out-of-turn.

Put this card on a Giovanni when you move that Giovanni from your uncontrolled region to your ready region during your influence phase. This Giovanni gains one level of Potence and one level of Fortitude. His or her capacity is increased by 1. Move 1 blood from the blood bank to this Giovanni.

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Psyche!



1 Press.

◆ Only usable at the end of a combat when both combatants are still ready. Enter combat with the opposing minion. This is a new combat.

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Psychomachia



Only usable when an ally or younger vampire successfully blocks.

- Cancel the current action and untap this acting vampire. The blocking minion is not tapped.
- The block fails, and the action continues. The blocking minion cannot attempt to block this action again.

◆ As above, and the blocking minion takes 1 damage (damage not preventable).

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Purification



+1 stealth action. Add 1 life to an ally who has fewer life than his starting amount.

◆ Cause an action that requires Dominate or Presence and is directed at a minion you control to fail (no cost is paid).

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Pursuit



⚡ Maneuver:
◆ Additional Strike.

*What mad pursuit?
 What struggle to escape?
 John Keats, "Ode on a Grecian Urn"*

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Pushing the Limit



⚡ Strike: make a hand strike or melee weapon strike at +2 damage.
◆ Strike: make a hand strike or melee weapon strike at +3 damage.

*These are our realms, no limits to their sway...
 Lord Byron, "The Corsair"*

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Quick Meld



⚡ Maneuver:

Ⓛ As above, and once this round, this vampire may burn 1 blood for an additional maneuver.

*So let us melt, and make no noise...
 John Donne, "A Valediction Forbidding Mourning"*

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Raven Spy



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

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Rebirth



Ⓛ Requires a Red List minion. Only usable when a diablerie action is successful.

No blood hunt may be called, and this vampire untaps. A vampire can play only one Rebirth each turn.

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Red List



Ⓛ Requires a ready, titled, non-Red List vampire.

Ⓛ Choose a ready ally or a ready younger vampire. The chosen minion becomes Red List. That minion may not attempt to block this action.

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Reins of Power



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

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Restoration



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

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

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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 **Ⓛ** 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 Despair



Only usable when this vampire successfully blocks one of your predator's minions (play before combat, if any).

- ☑ The acting minion burns 1 blood or life.
- ◆ Put a corruption counter on the acting minion. If the number of your corruption counters on the minion equals or exceeds the blood capacity of that vampire or the cost of that ally, you may burn all of your corruption counters on that minion to gain control of him or her.

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Revelation of Wrath



☑ Only usable at the end of a round in which the opposing minion inflicted more than 1 damage or any aggravated damage (even if the damage is prevented). Put a corruption counter on the opposing minion. A vampire can play only one Revelation of Wrath each round.

- ◆ As above, and place an additional corruption counter if the opposing minion inflicted more than 2 damage or more than 1 aggravated damage this round.

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Rötschreck



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

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Ruins of Charizel



Master: unique location.

Put pool you burn for the infernal penalty of your infernal minions on this card. Once each action, you may burn X counters from this card to reduce a bleed against you by X. Burn all counters from this card during your predator's discard phase.

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Rutor's Hand



+1 stealth action.

- ☑ Put this card on the acting vampire. The vampire takes 1 aggravated damage (damage not preventable). Beginning with your next turn, the vampire gets one additional untap during each of your minion phases for the remainder of the game. A vampire can have only 1 Rutor's Hand.
- ◆ As above, but this acting vampire may prevent the aggravated damage by burning 3 additional blood.

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Sabbat Threat



Political Card — Worth 1 Vote. Called by any prince or justicar at +1 stealth. Choose one or more Methuselahs. Successful referendum means each chosen Methuselah gets a threat counter. Each Methuselah burns 1 pool for each threat counter he or she has during his or her untap phase. A Methuselah may never have more than two threat counters, and he or she may burn the Edge to burn all the threat counters he or she has.

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Samuel Haight



Unique werewolf with 4 life, 3 strength, 0 bleed.

Once each action, Samuel may burn a life to get +1 bleed. He may steal equipment as a strike. He may play cards requiring basic Celerity [C] or basic Thaumaturgy [T] as a vampire. Any vampire may call a referendum to make Samuel become Red List as a +1 stealth political action. If Samuel has less than 4 life during your untap phase, he gains 1 life from the blood bank.

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Scalpel Tongue



Only usable during a referendum.

- ☑ Choose a vampire who has cast one or more votes in this referendum. The chosen vampire is tapped and abstains during this referendum (this cancels that vampire's votes).
- ◆ As above, and the chosen vampire burns 1 blood.

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Second Tradition: Domain



Requires a ready prince or justicar, +2 intercept. Also usable by a tapped prince or justicar, even if intercept is not yet needed, to burn a blood to untap and attempt to block with +2 intercept.

None may challenge thy word while in thy domain.

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Selective Silence



Only usable on the first round of combat.

M Maneuver.

◆ Only usable before range is determined. This vampire burns 1 blood to set the range for this round. Skip the determine range step this round.

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Sense the Sin



Only usable when a younger vampire is acting. +1 intercept.

M +1 intercept. +2 intercept if the acting minion has a corruption counter.

◆ After playing this card, you cannot play another action modifier to further increase the bleed for this action. +2 bleed. Minions with corruption counters get -1 intercept when attempting to block this action.

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Serpentis



Master: Discipline.

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

+1

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Shadow Feint



Only usable before range is determined.

F This vampire gets first strike this round.

◆ As above, and this vampire's strikes cannot be dodged this round.

1

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Shadow of the Beast



Put this card on the acting vampire. The vampire with this card gets one optional maneuver each combat. A vampire may have only one Shadow of the Beast.

◆ As above, and this vampire gets an optional press each combat.

1

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Shared Nightmare



Choose one or two allies or younger vampires controlled by your predator and/or prey. The chosen minions cannot block or cast votes for the rest of the current minion phase.

◆ As above, but choose three allies or younger vampires.

3

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Shared Strength



Only usable by a ready vampire not involved in combat.

Choose a vampire in combat. For the remainder of combat, that vampire may play cards that require Fortitude as if he or she has the basic level of Fortitude.

◆ As above, but the chosen vampire may play cards as if he or she has the superior level of Fortitude.

1

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Shilmulo Tarot



Unique equipment.

Move the top two cards from your library to this equipment (face down). You may look at the cards on this equipment at any time. If this Ravnos is ready and you should draw a card from your library, you may draw one of these cards instead. During your untap phase, you may move the top card from your library to this card.

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Sideslip



F Strike: dodge.

◆ Prevent 1 damage. A vampire can play only 1 Sideslip at superior each round.

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Skin of Steel



 Prevent all damage from the opponent's strike.
 As above, and prevent all damage from the opponent's strikes for the remainder of this round.
*...no sword on earth,
 not the truest steel, could touch their assailant;
 for by a spell he had dispossessed all
 blades of their bite on him,
 8th c. epic poem, Beowulf*

 1

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Skin of the Adder



 Play before range is determined. This vampire may prevent 1 damage each round. A vampire can play only one Skin of the Adder each combat.
 As above, and this vampire's hand strikes inflict an additional point of damage for the remainder of combat.

 1

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Slave Auction



Unique master.
 Put this card in play. Move an amount of blood equal to the number of Methuselahs in the game from the blood bank to this card. You may move a blood counter from this card to your pool as a master phase action. Burn this card when you remove the last blood counter.

 1

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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.

 1

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Slum 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 gain blood from only one Hunting Ground card each turn.

 2

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Soak



A vampire may play only one Soak each round.
 Prevent 2 non-aggravated damage.
 Prevent 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 Ventrue to thank that he'd survived this long.

 1

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Society of Leopold



Unique master.
 Put this card on a vampire. During his or her controller's untap phase, the vampire with this card either burns 1 blood or is burned (the controller's choice). The vampire with this card can move it to any other vampire as a +1 stealth  action.

 1

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Sonar



Do not replace until the end of the current turn.
 +1 intercept, only usable against a  action.
 +1 intercept.
*O dark dark dark. They all go into the dark.
 T.S. Eliot, "East Coker"*

 1

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Soul Decoration



+1 stealth action.
   Bleed.
  Put this card on this acting vampire. Once each action this vampire performs, he or she can cancel a card that requires Auspex  as it is played (no cost is paid).

 1

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Spying Mission



◆ +1 stealth.
◆ Only usable when a bleed would be successful. Instead of removing pool from the Methuselah you're bleeding, put this card on the acting vampire. This bleed is not successful. The next time this vampire successfully bleeds the same Methuselah, burn this card for +2 bleed.

*I meet my shadow in the deepening shade...
Theodore Roethke, "In a Dark Time"*

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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 **1**, he or she can burn a blood to prevent all damage from this strike.
◆ A above, but for 4R damage and prevent up to 2.

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Stutter-Step



◆ Strike: dodge.
◆ Strike: make a hand strike and dodge. This is both a hand strike and a dodge. Not usable if only hand strikes (or only dodges) are allowed. Only usable at close range. Not usable as an additional strike, and this vampire cannot use any additional strikes this round.

*It is better to have less thunder in the mouth and more lightning in the hand.
General Ben Chidlaw*

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Sudario Refraction



◆ +1 stealth action.

Choose three cards in your ash heap and move them to the top of your library. Then, discard three cards at random from your hand (and draw up to your hand size afterward).

Ambrogino looked to the mirror. No doubt someone — something — else saw the same reflection from the other side of the polished glass.

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Sudden Reversal



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

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Superior Mettle



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

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Suppressing Fire



Only usable by a ready untapped minion with a gun other than the acting minion.
 The blocking minion gets -1 intercept.

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Svadharna



Master.
 Move 2 blood from the blood bank to a ready Ravnos.
*Whatever Khalil told you was a lie.... He doesn't care about anyone. He uses... people, things.... He always gets what he wants...
Elizabeth Dimitros, Follower of Set*

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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?
John Milton, Paradise Lost*

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Talons of the Dead



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

2

*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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Temptation



1

1 Put this card on a ready vampire; you still control this card. During your master phase, you may put a counter on this card. During your minion phase, if the number of counters on this card equals or exceeds the amount of blood on that vampire, you may burn all the counters on this card to untap that vampire and take control of him or her until the end of your turn.

1 As above, but put a counter on this card when you put it on the vampire.

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The Textbook Damnation



1

Unique equipment.
The vampire with this equipment has superior Daimoinon **1** and is infernal. Cards that require Daimoinon **1** cost this vampire 2 less blood to play. During your master phase, if this vampire is tapped, burn this equipment.

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Theft of Vitae



1 Strike: ranged. Steal 1 blood.
1 Strike: ranged. Steal 2 blood.

*The blood is the life!
The blood is the life!
Bram Stoker, Dracula*

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Threestar Cab Company



3

Master: unique location. Hunting Ground.
Tap during your master phase to move a blood from the blood bank to this card. Tap during your untap phase to move 1 blood from this card to your pool or to a ready vampire you control. A vampire can only gain blood from one Hunting Ground card each turn.

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Thrown Gate



1 Strike: 1R damage, with an optional maneuver.
1 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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Torn Signpost



1 This vampire has a strength of 2 for the remainder of combat.
1 This vampire has a strength of 3 for the remainder of combat.

Only usable before range is determined.

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Tranquility



1 Cancel a frenzy card as it is played (no cost is paid).
1 As above, and the target of the frenzy card gets an optional press, only usable to end combat.

*Enough! Be seated and be quiet, both of you.
Don Michael Antonio Giovanni, Giovanni "Prince" of Las Vegas*

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Trophy: Clan Respect



Master Trophy.

When this card enters play, choose a clan. Vampires of the chosen clan cannot block the vampire with this card.

You solve this problem for me... and I will join my voice with yours when it comes time to formalize our new structure.
Hardestadt, Ventrue

Illus. Steve Ellis

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Trophy: Diablerie



Master Trophy.

The vampire with this card gets +2 stealth when attempting diablerie. Blood hunts cannot be called against this vampire. If this vampire successfully diablerizes another vampire, burn this card at the end of the action.

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Trophy: Discipline



Master Trophy.

When this card enters play, choose a Discipline. The vampire with this card has the chosen Discipline at the superior level.

They taught you to hear them dead people? Think you could teach me?
Joe "Boot" Hill, Assamite antitribu

Illus. Satyr

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Trophy: Domain



Master Trophy.

The vampire with this card has +1 intercept. Once each action, this vampire can burn 1 blood to untap and attempt to block.

The Camarilla will formally acknowledge the supremacy of Clan Giovanni in Boston and its immediate environs.
Jacques Gauthier, Toreador

Illus. John Bridges

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Trophy: Hunting Ground



Master Trophy, Hunting Ground.

During your untap phase, the vampire with this card gains 2 blood from the blood bank. A vampire can gain blood from only one Hunting Ground card each turn.

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Trophy: Progeny



Master Trophy.

If this card would be moved to a non-sterile vampire, that vampire's controller takes control of it instead, and it becomes a non-unique vampire of the same clan as that vampire with 2 capacity. He or she may go through his or her library (shuffle afterward), ash heap or hand to find a Discipline card for this new vampire. Move 2 blood from the blood bank to this new vampire.

Illus. Rik Martin

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2

Trophy: Retainers



Master Trophy.

During your untap phase, if this card is on a vampire, you may search your library (shuffle afterward) or hand for a retainer. This vampire employs that retainer (he or she must meet the requirements, if any). Pay the cost as normal. This is not an action.

Illus. Satyr

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Trophy: Safe Passage



Master Trophy.

While the vampire with this card is ready, he or she cannot be the target of **D** actions.

I want a promise that I won't be interfered with by the prince's sheriff.
Khalil Ravana, Ravnos

Illus. Glen Osterberger

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Trophy: Wealth



Master Trophy.

When this card is placed on a vampire, put five counters on it. The vampire with this card can use these counters to pay some or all of the blood or pool cost of equipment. Burn this card when the last counter is removed.

Illus. David Day

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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 play and 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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Warning Sirens



Master: out-of-turn.
Play on a minion targetted by a \odot action to give that minion +1 intercept. Alternatively, play on a minion in combat. That minion gets an optional strike: dodge this round.

*The storm is coming, he tells me.
Calebros, Nosferatu*

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Warzone 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 gain blood from only one Hunting Ground card each turn.

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Waters of Duat



+1 stealth action.
Requires a ready non-Sterile Follower of Set with capacity above 4.
Put this card in play. It becomes a 1-capacity Follower of Set. You may search your library (shuffle afterward), ash heap or hand for a Discipline card and place it on this vampire (pay cost as normal). This vampire is not unique, must hunt this turn and is the same sect as the acting Follower of Set.

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Web of Knives Recruit



+1 stealth action.
Put this card in play in your uncontrolled region with three training counters. During your untap phase, burn a training counter from this card. You may burn counters from no more than two recruits each untap phase. When the last training counter is burned, move this card to your ready region. It becomes a 3-capacity, non-unique Assamite with Celerity $\mathbb{1}$, Obfuscate $\mathbb{1}$, Potence $\mathbb{1}$, Quietus $\mathbb{1}$ and 3 blood who is Blood Cursed.

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Weigh the Heart



$\mathbb{1}$ +1 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

$\mathbb{1}$ Only usable as a \odot action is announced. If this action is successful, put a corruption counter on a minion controlled by the target Methuselah (after resolving the action).

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Wolf Companion



Animal with 2 life.
 $\mathbb{1}$ When the minion with this retainer is in combat, the opposing minion takes 1 damage during strike resolution (if the range is close).

$\mathbb{1}$ As above, but Wolf Companion has 3 life.

*It is you — my equal, my companion and close friend.
Psalms 55:13 (NLT)*

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