Aiyana, The Wolfcatcher

Sabbat: Aiyana gets an optional press each combat when opposing a werewolf, and she can burn a blood each round to prevent all damage a werewolf inflicts on her that round. Sterile.

3

Effie Lowery

Sabbat: Sterile.

5

Gentha Shale

Sabbat: Gentha gets +1 bleed when bleeding a Methuselah who controls a ready Follower of Set. Sterile.

6

Maria Stone

Advanced. Sabbat: –1 strength. Sterile. Maria doesn't suffer –1 strength from her special text, and she has superior Spiritus.

5

Muricia

Sabbat: During your untap phase, a Gangrel antitribu you control may burn 1 blood to become a sterile Ahrimane and gain 1 level of Spiritus. +1 strength. Sterile.

7

Amavi

Laibon: +1 bleed.

Illus: Rebecca Guay

8

Dolie

Laibon.

Illus: Leif Jones

3

Hasani

Laibon.

Illus: Leif Jones

4

Jubal

Laibon: Jubal gets +1 intercept when attempting to block a Follower of Set.

Illus: Matt Mitchell

6

Kamiri wa Itherero

4

Laibon: Younger vampires must burn 1 blood to attempt to block Kamiri. If an ally blocks Kamiri and combat occurs, burn the ally at the end of the action.

10

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---

The Kikiyaon

4

Laibon: Once each combat, The Kikiyaon may burn a blood to get a maneuver. Flight.

5

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---

Matata

3

Laibon: Matata gets an optional press each combat. +1 strength.

9

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---

Meno Ngari

4

Laibon.

2

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---

Nkule Galadima

4

Laibon magaji: Lasombra cannot cast votes in referendums called by Nkule (including in the prisci sub-referendum). While he is ready, if you burn the Edge for a vote, you gain an additional 2 votes.

8

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---

Sanjo

3

Laibon.

6

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---

Uchenna

4

Laibon magaji: During your master phase, Uchenna may burn a blood to burn a card from your hand. Draw up to your hand size afterward.

7

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---

Kamau Jafari

4

Laibon: (The blood curse does not affect Kamau.)

4

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---

Olugbenga

4

Laibon magaji: When contesting a vampire, you may use the blood on that vampire or on Olugbenga as pool to pay for the contest. Olugbenga gets +1 intercept against bleed actions. (The blood curse does not affect Olugbenga.)

7

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Hermana Hambrienta Mayor

4

Sabbat. Mexico City Circle: Hermanas are not unique. When moved to the ready region in your influence phase, this vampire burns 2 blood or is burned.

4

Hermana Hambrienta Menor

4

Sabbat. Mexico City Circle: Hermanas are not unique. When moved to the ready region in your influence phase, this vampire burns 2 blood or is burned.

2

Aimée Laroux

Independent: You may use four transfers and burn 1 pool to give Aimee an additional level of Melpominee ⬟. Aimee cannot play reaction cards.

2

Antoinette Dubois

Independent: Toreador 🦋 and Toreador *antitribu* 🦋 cannot block Antoinette. −1 intercept.

4

Rosemarie

Camarilla: Combat cards that do not require Fortitude cost Rosemarie an additional blood to play.

3

Sayshila

Independent: During a referendum, if Sayshila is ready, you may tap her to give another titled vampire you control 2 additional votes. Opposing minions cannot use presses to continue against her.

7

Yseult

3

Sabbat: When Yseult plays a card that requires Melpominee, you may draw an additional card. Discard afterward. Yseult cannot block vampires with capacity above 4.

6

Bupe Kuila

4

Laibon: +1 intercept.

7

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Zhenga

4

Laibon: When Zhenga announces a recruit action or employ action, she may burn X blood. If the action succeeds, she may recruit and employ up to X additional allies and retainers from your hand (pay cost as normal).

5

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Cedric

Camarilla. Tremere ⚥ **slave:** If Cedric successfully blocks a ⒟ action, he may burn 1 blood when the action ends (after combat, if any) to untap. Flight 🦇

4
6

Illus: David Day

Rocia

Camarilla: Rocia gets +1 intercept when attempting to block Tremere ⚥ or Tremere *antitribu* ⚥. She gets an optional press each combat. Flight 🦇

4
8

Illus: David Day

Tupdog

Sabbat. Tremere antitribu ⚥ **slave:** Visceratika cards cost Tupdog 1 less blood to play. Tupdog may enter combat with any minion as a ⓞ action. Tupdogs are not unique. At the end of your minion phase, burn Tupdog and move the top card from your crypt to your uncontrolled region. Flight 🦇

3
1

Illus: David Day

Gualtiero Ghiberti

Independent: Once each turn when another Giovanni announces an action or strike that requires Necromancy, Gualtiero may burn a blood to increase the stealth of that action or the damage done or blood burned by that action or strike by 1 (even if stealth is not yet needed).

4
7

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Thomasso Ghiberti

Independent: During your untap phase, you may move 1 blood from any Laibon you control to Thomasso.

4
4

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Aren, Priest of Eshu

Laibon: Aren gets +1 stealth on political actions. Any vampire voting against a referendum called by Aren burns 1 blood when the results are tallied.

4
7

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Batsheva

Laibon: Batsheva gets +1 strength in combat with a Tzimisce ⓞ.

4
6

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Eze, The Demon Prince

Laibon magaji: Eze gets 1 additional vote. Once each turn when Eze successfully performs a non-hunt action, he untaps after resolving that action.

3
11

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Fish

Laibon.

4
5

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Iniko, The Black Lion

4

Laibon: +1 stealth.

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9

Lumumba

4

Laibon.

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4

Maskini

4

Laibon: If Maskini attempts an unsuccessful action, or attempts to block but is not successful, he burns 1 blood at the end of that action.

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7

Nangila Were

4

Laibon: Nangila may enter combat with a minion controlled by another Methuselah as a Ⓓ action. While Nangila is ready, your hand size is one card larger.

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9

Sobayifa

3

Laibon magaji.

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8

Ugadja

4

Laibon magaji: Ugadja may move up to 2 blood from himself to a younger Laibon in your uncontrolled region as a +1 stealth action.

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10

Urenna Bunu

4

Laibon.

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4

Babalawo Alafin

4

Laibon: During your untap phase, if Alafin is ready, you may discard two cards (draw afterward). If the two cards are the same, each other Methuselah's hand size is one card smaller until his or her next untap phase.

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7

Mina Grotius

3

Laibon: Whenever a vampire controlled by your predator or prey is burned, Mina gains 3 blood. Once each action, she can burn 1 blood to get +1 bleed.

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6

Phagian

Sabbat: Any vampire you control may play cards that require Necromancy at the basic level, with the cost increased by 1 blood.

4

8

Illus: Sam Araya

Solomon Batanea

Laibon: If Solomon is ready, you may spend transfers to move blood from your prey's uncontrolled vampires to your prey's pool at a cost of two transfers for each blood moved.

4

5

Illus: Sam Araya

Zygodat

Sabbat: When Zygodat successfully bleeds a Methuselah, she may burn the top two cards of that Methuselah's library.

4

6

Illus: Sam Araya

Agru Kabera

Laibon: +1 bleed.

4

6

Illus: Ken Meyer, Jr.

Ayo Igoli

Laibon: Ayo gets an additional vote for each ready titled vampire you control. You may use a discard phase action to move 2 blood from Ayo to a Laibon in your uncontrolled region.

4

10

Illus: Rebecca Guay

Falhu Shibaba

Laibon magaji: Any Laibon may take a Ⓓ action that costs 1 blood to tap Falhu and cause him not to untap as normal on his next untap phase.

3

8

Illus: Ken Meyer, Jr.

Ganhuru

Laibon: Ganhuru can prevent 1 non-aggravated damage each combat. If Ubende is ready, you gain a pool whenever Ganhuru successfully bleeds your prey.

4

7

Illus: Ken Meyer, Jr.

Honorine Ateba

Laibon.

4

6

Illus: Rebecca Guay

Jibade el-Bahrawi

Laibon: Jibade gets +1 stealth when recruiting, employing, or taking an action to put a vampire in play. Allies and retainers cost him 1 less blood or pool.

4

9

Illus: Kik Martin

Kenyatta
4
Laibon.
4

Panya, The Wicked
4
Laibon.
3

Shasa Abu Badr
4
Laibon: Shasa gets +1 bleed when bleeding with an action card that requires Presence.
5

Ubende
4
Laibon magaji.
7

Zhara
3
Laibon: The leave torpor action costs Zhara 1 less blood.
4

Dame Hollerton
4
Sabbat: Cold iron vulnerability.
5

Omme Enberbenight
4
Sabbat priscus: Cards that require Mytherceria cost Omme 1 less blood to play. Cold iron vulnerability.
7

Pherydima
4
Sabbat bishop: During your discard phase, you may burn a pool to untap Pherydima. Cold iron vulnerability.
8

Quincy, The Trapper
3
Sabbat: Quincy may burn an ally controlled by your predator or prey with two +1 stealth Ⓓ actions. Cold iron vulnerability.
4

Roderick Phillips March

4

Sabbat: While Roderick is ready, minions you control get an additional +1 stealth on equip actions. Cold iron vulnerability.

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7

Onaedo

4

Laibon: If Otieno is ready, Onaedo gets +1 stealth when attempting a diablerie action.

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6

Otieno

4

Laibon: Otieno gets +1 bleed when bleeding a Methuselah who controls a ready Guruhi.

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6

Prejudice

4

Independent: Once each action, Prejudice may remove an ally or retainer in your prey's ash heap from the game to get +2 bleed for the current action. Scarce.

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4

Sennadurek

4

Sabbat. Black Hand: Whenever a Methuselah loses the Edge when it is not your turn, Sennadurek untaps, and you may look at that Methuselah's hand. Scarce.

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6

Yavu Matebo

4

Independent: While ready, Yavu may burn 2 blood to cause an ally or younger vampire's action to fail as it is announced. If he does so, Yavu moves to the uncontrolled region (after breaking any temporary control effects on him). Scarce.

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8

Cesewayo

4

Laibon magaji: Once each action, Cesewayo may burn 1 blood to get +1 intercept.

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10

Homa

4

Laibon.

Illus: Ken Meyer, Jr.   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

6

Idrissa

4

Laibon.

Illus: Matt Mitchell   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

4

Ismitta

4

Laibon.

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4

Kamaria

4

Laibon.

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3

Khalu

3

Laibon: Khalu may burn 5 blood to cancel a minion card played by your predator or prey as it is played (no cost is paid).

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7

Massassi

4

Laibon: Massassi can enter combat with a ready vampire as a ⓪ action. If that action is successful, she gets an optional maneuver in the first round of the resulting combat.

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9

Misrak

4

Laibon.

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2

Tatu Sawosa

4

Laibon: +1 strength.

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8

Uzoma

4

Laibon.

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5

Tsunda

4

Laibon magaji.

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6

Wamukota

4

Laibon: If one of your other Laibon is blocked while attempting to equip, employ, or recruit, you may tap Wamukota to cancel the combat (if any) and have that Laibon continue the action as if unblocked. +1 bleed.

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9

Eurayle Gelasia Mylonas

Independent: Eurayle may untap any minion as an action. If you control the minion, this is a +2 stealth action. Scarce.

6

Mr. Noir

Independent: If Mr. Noir is burned in combat, you gain 2 pool. Scarce.

3

Saulot, The Wanderer

Independent: Damage Baali ⚰ inflict on Saulot is reduced to 0. During your untap phase, you may move 2 blood from Saulot to any vampire in your uncontrolled region or in play. +1 bleed. +1 strength. Scarce.

11

Aredhel

Sabbat. Black Hand.

5

Dela Eden

Laibon: +1 strength.

8

Langa

Laibon: Langa may enter combat with a vampire controlled by another Methuselah as a Ⓓ action.

5

Nkechi

Laibon: When Nkechi is in combat, she may burn a blood before range is determined on the first round to allow you to look at the opposing minion's controller's hand.

4

Rashiel

Sabbat.

3

Abebe

Independent.

4

Jack Dawson

Advanced. Independent: Once each round when Jack strikes with a weapon, he may burn a blood to get an additional strike only usable to strike with the same weapon. He gets first strike when in combat with a werewolf.

2

8

Macoute

Independent.

4

6

Tanginé

Independent: Tanginé cannot strike except to dodge or end combat when in combat with a Salubri. She may inflict 1 damage on any non-Salubri minion or retainer as a ① action.

4

7

Troglodytia

Independent: When any Methuselah plays a master card, you may look at that Methuselah's hand (after the replacement card is drawn). +1 strength.

4

10

Al-Muntaquim, The Avenger

Independent: During your untap phase, you may burn a Caitiff you control to give Al-Muntaquim +1 bleed for the remainder of the game. Al-Muntaquim untaps whenever a Gehenna card is played. He cannot use cards that require Celerity. Scarce.

4

8

Ibn Khaldun, Scholar

Independent: During your discard phase, Ibn Khaldun may burn a blood to untap. He cannot use cards that require Celerity. Scarce.

4

7

Nehemiah

Independent: Nehemiah has 2 votes (titled). During your untap phase, you may move up to two cards from your hand to the bottom of your library (draw afterward). Nehemiah cannot use cards that require Celerity. Scarce.

4

9

Adhiambo

Laibon: Adhiambo gets +1 stealth when equipping with a weapon from your hand and +1 stealth on actions to enter combat with other minions.

4

6

Illus: Richard Thomas

Demdemeh

Laibon: If any Gehenna cards are in play during your untap phase, you may move an animal retainer on Demdemeh to your ready region as an animal ally with 1 strength and 1 bleed. While that animal has more than 2 life, he or she gets +1 strength.

4

10

Illus: Richard Thomas

.44 Magnum

Weapon, Gun.
2R damage each strike, with an optional maneuver each combat.

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Abombwe

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

+1

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Absorb the Mind

Strike: dodge.
Strike: ranged. Steal 1 blood.
Strike: ranged. Steal 1 blood and steal 1 master: Discipline card from the opposing vampire (put it on this striking vampire).

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Ahrimane Protectorate

+1 stealth action. Unique.
Put this card in play, and this Ahrimane may burn 1 blood to untap at the end of this action. You may burn this card to cause a Ⓓ action directed at an ally or location you control to fail. You may burn this card during a Ⓓ action against you to give an Ahrimane you control +1 intercept.

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Akunanse Kholo

Only usable during a political action. Usable by a tapped vampire. Title.
Put this card on this Akunanse to represent the unique Laibon title of Akunanse Kholo (worth 2 votes). Not usable if there are any older ready untitled Akunanse. Whenever this vampire is not a ready Akunanse or there is an older ready untitled Akunanse, move this card to (one of) the oldest ready untitled Akunanse (if any).

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Alacrity

+1 stealth.
As above, and if this action is blocked, this acting vampire gets an optional maneuver during the first round of the resulting combat.

2

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Ananasi Vampirephile

Werewolf with 4 life. 2 strength, 1 bleed.
Ananasi gets an optional maneuver each combat. Once each combat, she can burn a life during the press step to get a press and set the range in the next round of that combat, if any. She can gain a life as a +1 stealth action. Once each turn, she may play a card that requires basic Animalism Ⓚ as a vampire.

4

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Ancestor's Insight

Requires a ready Laibon.
Reduce a bleed against you by 1.
+1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action.

Take care, let us not die from blessings like the giants did.
Kenyatta, Ishtarri

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Ancestor Spirit

Unique master.
Put this card on a Laibon with capacity above 4. This Laibon has +1 bleed and gets an additional vote in any referendum he or she calls.

*The dead are not under the earth.
They are in the fire that is dying,
They are in the grasses that weep;
They are in the whimpering rocks;
They are in the forest; they are in the house.
The dead are not dead.*
Amavi, Akunanse

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Ancient Influence

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 an amount of pool from the blood bank equal to his or her chosen vampire's capacity. Each Methuselah then burns 5 pool. Only one Ancient Influence can be played in a game.

Illus: Pete Venters

Ancilla Empowerment

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

Illus: William O'Connor

Anesthetic Touch

Only usable at close range.
⊡ Strike: dodge.
⊡ Strike: make a hand strike. Combat ends immediately after the resolution of this strike.
◆ As ⊡ above, with first strike.

Just relax; this won't hurt, much.
Blanche Hill, Salubri

Illus: Mark Nelson

Armor of Caine's Fury

⊡ Prevent 1 damage.
⊡ Only usable before range is determined. This vampire may prevent 1 damage from the opposing minion's strikes each round. Frenzy cards cannot be played on this vampire; cancel the effects of any Frenzy cards that have already been played on this vampire this combat.
◆ As ⊡ above, but this vampire may prevent 2 damage from the opposing minion's strikes each round.

Illus: David Day

Armor of Terra

+1 stealth action.
⊡ Put this card on a slave Gargoyle 🦇 you control. The Gargoyle with this card treats aggravated damage as normal damage. Burn this card if this Gargoyle goes to torpor. A Gargoyle can have only one Armor of Terra.
⊡ As ⊡ above, but put this card on this acting Gargoyle.
◆ As ⊡ above, and the Gargoyle with this card may prevent 1 damage each combat.

Illus: Leif Jones

Army of Rats

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

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

Illus: Daniel Gelon

Art's Traumatic Essence

+1 stealth action.
⊡ ⓓ Tap any untapped minion.
⊡ ⓓ Tap any untapped minion, and that minion burns 1 blood or life.
◆ ⓓ Put this card on any ready untapped minion and tap that minion. The minion with this card burns 1 additional blood or life each time he or she attempts to take an action or block. During his or her master phase, the controller of the minion with this card may tap this minion and burn a pool to burn this card. A minion may have only one Art's Traumatic Essence.

Illus: Brian LeBlanc

Asanbonsam Ghoul

Ghoul with 3 life. 2 strength, 0 bleed.
Asanbonsam gets +1 intercept when blocking a ⓓ action. If he successfully blocks a ⓓ action, range in the first round of the resulting combat is automatically close (skip the determine range step that round).

Illus: Jeff Holt

Ashes to Ashes

"⟩ Only usable by a vampire being burned: he or she is sent into torpor instead.
⊡ Prevent all damage. This vampire untaps and goes to torpor (ending combat).
◆ As ⊡ above, and this vampire gains 2 blood from the blood bank.

Yeah, I got 'er, S'funny, though—she looked to crumble just a'fore the flames hit 'er. Moonlight's tricks, huh?
Tom, Blood Brother of the Chicago Circle

Illus: Talon Dunning

Aura Absorption

⟳ 🩸 This vampire burns 1 blood to get +1 intercept.
🏆 🩸 +1 intercept.
◈ 👁 +1 stealth.

A young man. William Reed. Pacing nervously. Grabs a sealed envelope and keys from the table. Hmmm. That's all I see. Four hours ago, no more.
Bartholomew, Kiasyd

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Aversion

🩸 Reduce a bleed against you by 1.
☑ Burn X pool to reduce a bleed against you by 2X+1.
◈ Only usable when a minion is bleeding you for 1 or more. Put this card on the acting minion. You still control this card. This minion gets −1 bleed when bleeding you. Any minion may burn this card as a +1 stealth Ⓓ action.

1

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Awe

Only usable during a referendum.
🗳 This vampire gets X+1 votes.
◈ As above, but this vampire gets 2X+1 votes.

We admire people to the extent that we cannot explain what they do, and the word "admire" then means "marvel at."
B.F. Skinner, *Beyond Freedom and Dignity*

X

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Aye

Master: trifle.
Put this card on a Laibon. This Laibon may tap this card to cancel a Frenzy card played on him or her as it is played. This Laibon may burn a blood and tap three of his or her Aye to be able to play reaction cards and attempt to block as if untapped for the current action. If this Laibon burns a minion, equipment, or location in play, he or she burns one Aye. Burn this card if this Laibon has more Orun and Aye than his or her capacity.

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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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The Barrens

Master: unique location.
Tap to discard a card from your hand.

Illus: Dave Seeley   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Base 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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Basilisk's Touch

Only usable in combat with an ally or younger vampire. Only usable before range is determined.
🗡 This vampire gets +1 strength for the remainder of combat.
⚔ If any damage is successfully inflicted from this vampire's hand strikes this round, send the opposing vampire to torpor or burn the opposing ally.
◈ As ⚔ above, and the opposing vampire burns 1 blood if any damage is successfully inflicted.

2

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Bastille Opera House

Master: unique location.
Tap during the referendum of a political action to gain X votes, where X is the number of ready Daughters of Cacophony ♪ you control. If you control no ready Daughters of Cacophony, you may tap and burn this location during the referendum of a political action to gain 1 vote.

It's good to keep the sirens distracted working on their art. It limits their influence in the city. Or at least it used to, before every kindred and his sire started frequenting the shows.
François Villon, Toreador

Illus: William O'Connor   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Battle Frenzy

Master: out-of-turn. Frenzy.
Choose an Osebo in combat.
That Osebo gets an additional
strike each round this combat.
This does not count against his or
her additional strike limit. During
the press step each round this
combat, that Osebo burns
1 blood.

Illus: Greg Boychuk

Belonging Grants Protection

**+1 stealth action. Requires a
ready magaji.**
Untap another ready Laibon or
move 2 blood from the blood bank
to a younger Laibon in your
uncontrolled region.

*The termites do not bite termites; the
black ants do not bite black ants.*
Cesewayo, Osebo magaji

Illus: Avery Butterworth

Bewitching Oration

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

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

Illus: Ash Arnett

Bima

**Ghoul with 2 life. 2 strength,
1 bleed.**
When this Bima enters play,
move a master: Discipline card
to it from your hand or burn this
Bima. The Bima may play cards
that require the basic level of
that Discipline as a vampire.

Illus: Richard Thomas

Bind the Night-Walker

**Requires a minion with a Kerrie.
Usable by a tapped minion.**
Play during a ▣ action directed at this
minion or a card on this minion. Only usable
when a vampire without Auspex ▣ is acting.
The action ends (unsuccessfully), and no cost
is paid. A minion may play only one Bind the
Night-Walker each turn.

*Gumha's medicine is powerful. Not even the
witches can harm him.*
Gumha's followers

Illus: John Bridges

Blessed Audience

▣ ▣ Tap X−1 allies or younger vampires
controlled by your predator or prey.
▣ As ▣ above, at +1 stealth.
◈ As ▣ above, and this vampire can
increase his or her capacity for purposes
of selecting the targets of this effect. The
cost of this action is increased by one
blood for each point of capacity gained
(chosen when the action is announced).

Such sweet compulsion doth in music lie.
John Milton

Illus: Andrew Trabbold

Blessing of the Name

+1 stealth action.
Usable by a tapped Salubri
antitribu. You
may not play this card if you have a Blessing
of the Name in play. Put this card in play
and choose this acting vampire and up to 2
other minions you control. Untap the
chosen minions. The chosen minions have
+1 intercept and inflict +1 damage with
melee weapons while this card is in play.
During your next untap phase, burn this
card and tap the chosen minions.

Illus: William O'Connor

Blissful Agony

⚔ Strike: make a hand strike at +1 damage.
▣ Only usable at close range before strikes
are chosen. Opposing minion takes 1
unpreventable damage during strike resolution
each round this combat when the range is
close. A vampire may play only one Blissful
Agony at ▣ each combat.
◈ Strike: combat ends. Choose a minion
controlled by a Methuselah other than
the opposing vampire's controller. The
opposing vampire enters combat with
that minion.

Illus: Becky Cloonan

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.

Illus: Lawrence Snelly

Blooding by the Code

Master.
Put this card on a Salubri *antitribu* you control. This Salubri *antitribu* gains one level of Valeren ☑ and gets +1 strength. Capacity increases by 1: the Salubri *antitribu* is one generation older. A vampire can have only one Blooding by the Code.

1

+1

Illus: Veronica Jones ©2001 White Wolf Publishing, Inc. All Rights Reserved

Blood Tears of Kephran

Unique equipment.
The vampire with this equipment may burn this card to prevent 2 points of damage in combat or to gain 2 blood (ignore excess blood).

Illus: Ron Spencer ©2005 White Wolf Publishing, Inc. All Rights Reserved

Brass Knuckles

Melee weapon.
Strength+1 damage each strike. This weapon is only usable once each combat.

Sometimes, the traditional methods are the best.
Jacob Bragg, Brujah *antitribu*

Illus: Ron Spencer ©2005 White Wolf Publishing, Inc. All Rights Reserved

Brick Laying

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

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

Illus: Fred Harper ©2005 White Wolf Publishing, Inc. All Rights Reserved

Brother in Arms

+1 stealth action. Requires a ready, non-sterile Salubri *antitribu* with capacity above 2.
Put this card in play; it becomes a 2-capacity, non-unique Salubri *antitribu* with basic Valeren ☑. Move 1 blood from the acting vampire to this vampire. This vampire cannot act this turn. During your untap phase, if you control more ready Brothers in Arms than ready unique Salubri *antitribu*, burn the excess ready Brothers in Arms.

1

2

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Brother's Blood

Requires a ready Blood Brother of the same circle as another one in combat.
☐ This vampire can burn his or her own blood to heal or prevent destruction from damage taken by a member of this circle in combat.
◇ Put this card on this vampire. The vampire with this card can burn his or her own blood to heal or prevent destruction from damage taken by a member of this circle in combat. A vampire may have only one Brother's Blood.

Illus: Durwin Talon ©2005 White Wolf Publishing, Inc. All Rights Reserved

Bum's Rush

Do not replace until the end of this action.
Ⓓ Enter combat with a ready minion controlled by another Methuselah. The acting minion gets an optional maneuver during this combat.

Illus: Bryon Wackwitz ©2005 White Wolf Publishing, Inc. All Rights Reserved

Burning Touch

☑ ☒ Strike: 1 damage. This damage cannot be prevented by cards that require Fortitude ☐.
☑ ☒ If this action is blocked, the blocking minion burns one blood or life before combat begins. Any minion currently attempting to block may now choose not to block.
◇ ☒ +1 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

Illus: Leif Jones ©2005 White Wolf Publishing, Inc. All Rights Reserved

Burning Wrath

☐ Strike: make a hand strike at +1 damage, aggravated.
◇ Strike: make a hand strike at +2 damage, aggravated.

Wrath kills a foolish man…
Job 5:2 (NKJV)

3

Illus: L. A. Williams ©2005 White Wolf Publishing, Inc. All Rights Reserved

Canine Horde

Illus: Dave Seeley ©2005 White Wolf Publishing, Inc. All Rights Reserved

[◎] Strike: 1R damage.
◆ **Strike: ranged; destroy equipment with first strike.**

Cry "Havoc!" and let slip the dogs of war.
Shakespeare, *Julius Caesar,* act III, scene 1

Carrion Crows

Only usable before range is chosen.
[◎] Opposing minion takes 1R damage each round of combat during strike resolution. A vampire can only play 1 Carrion Crows each combat.
◆ **As above, but with 2R damage.**

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Catatonic Fear

[✱] Strike: combat ends.
◆ As above, and inflict 1 damage to the opposing minion once combat ends if the range is close.

His fear did not seek to become a god.
Jean Cocteau

Illus: Clint Langley ©2005 White Wolf Publishing, Inc. All Rights Reserved

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Cats' Guidance

[◎] Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.
◆ +1 intercept.

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

Illus: Margaret Organ-Kean ©2005 White Wolf Publishing, Inc. All Rights Reserved

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Celerity

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

+1

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Chameleon's Colors

[◎] Maneuver.
[⊤] Press, or maneuver with an optional press.
◆ Only usable at long range. Strike: combat ends. If this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.

Yes, yes. Rush on by, you hot-headed cur. Just us trees here; nothing to interest you.
The Siamese, Ahrimane

Illus: Becky Cloonan ©2005 White Wolf Publishing, Inc. All Rights Reserved

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Change of Target

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

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Chanjelin Ward

Master.
Put this card on a vampire you control. Actions directed at this vampire cost an additional blood. This vampire can burn this card to cause an action directed at him or her to fail. A vampire may have only one Chanjelin Ward.

As Hannigan raised his hand to turn the knob, his knees buckled and the room spun. When his vision cleared, he found himself lying in the snow with the cold glow of pre-dawn light threatening him.

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Charming Lobby

+1 stealth political action.
□ This vampire calls a referendum listed on a political action card in your hand (play that card) or allowed by an effect in play. If the referendum passes, then the next referendum called by any vampire thereafter passes automatically.
◆ As above, and this vampire gains 2 votes in that first referendum.

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Choir

+1 stealth action.
- Put this card into play. Burn this card during your influence phase.
- ◆ ⓣ Your prey burns 2 pool for each Choir card you control (not counting this one). Burn all Choir cards you control.

With the one acting as conductor to the others, the effect was greatly magnified—much more than the sum of the parts. It would've been beautiful if it wasn't so deadly.
Jan Pieterzoon, Ventrue

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Circle

Requires a ready minion with flight.
Press. If another round of combat occurs, this minion gets an optional maneuver during that round.

Goratrix's gargoyles circled for another attack lest any of the would-be assassins escape back to their Tzimisce mistress.

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Claiming the Body

Requires a ready untapped Blood Brother of the same circle as another one who has just been blocked.
- Cancel the combat and end the action. (Do not untap the blocking minion.)
- ◆ As above, and untap the acting Blood Brother.

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Cleansing Ritual

+1 stealth action.
- Add 1 blood to a vampire you control.
- Burn a card on an ally or younger vampire in your ready region.
- ◆ As above, and untap that minion at the end of the turn.

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Clio's Kiss

+1 stealth action.
- ⓣ Burn 1 pool from a Methuselah who is contesting a card with you.
- Exchange any card in your hand for any non-master, non-unique library card in your ash heap.
- ◆ ⓣ Choose a vampire card another Methuselah is contesting with you. That Methuselah yields that copy. If there are no other Methuselahs contesting the vampire, place your copy of the vampire face up in your controlled region, untapped.

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Clotho's Gift

+1 stealth action.
- Move the top vampire from your crypt to your uncontrolled region.
- Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.
- ◆ Put this card on this acting vampire. Beginning with your next turn, once during each of your minion phases, this vampire can burn 1 blood to untap.

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Coagulated Entity

Choose X other ready Blood Brothers you control who belong to the same circle as this acting vampire.
- ⓣ Enter combat with a ready minion controlled by another Methuselah. This acting vampire has +X strength and +X capacity. Before the combat begins, each chosen vampire must move 1 blood to the acting vampire or this action is canceled.
- ◆ As above, and this vampire may prevent up to X damage this combat.

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Collapse the Arches

Requires a ready vampire who has blocked a ⓓ action. Only usable in the resulting combat. Only usable at long range.
- Strike: 2R damage, with an optional press.
- Strike: 4R damage. This strike cannot be dodged.
- ◆ As above, with first strike.

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Compress

- Strike: make a hand strike at +2 damage.
- Strike: 2 aggravated damage.
- ◆ Strike: 3 aggravated damage.

He was screaming, and his face just shrunk in until it was nothing more than a skull mask.
Max Lowell, Gangrel antitribu

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Computer Hacking

(D) Bleed with +1 bleed.

Look, dood, those "D3mons33d 3lit3" hackers aren't kewl. They just can't spell…
Synner-G, City Gangrel antitribu hacker

Illus: Roger Raupp ©2005

Concert Tour

+1 stealth action.
Put this card on this acting Daughter of Cacophony. During your next untap phase, burn this card to restore this vampire to full capacity with blood from the blood bank.

We scored backstage passes and all that. I don't remember much after the show, but look! She signed my T-shirt!
Seth Brewer, kine fan

1

Illus: William O'Connor ©2005

Conductor

Unique master.
Put this card on a Daughter of Cacophony. While this Daughter of Cacophony is untapped or acting, each untapped or acting Daughter of Cacophony gets an additional vote.

To and fro he hurried, clapped his hands, ran from one rope to the other, spurring on his six singers with mouth and hands, like the conductor of an orchestra urging highly trained musicians.
Victor Hugo, The Hunchback of Notre Dame

1

Illus: Ken Meyer, Jr. ©2005

Consanguineous Boon

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

Choose a clan. Successful referendum means each Methuselah gains 1 pool for each member of that clan he or she controls.

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

Illus: Randy Gallegos ©2005

Conscripted Statue

Only usable when an action is blocked.
The opposing minion takes 1 damage during strike resolution each round of the resulting combat when the range is close.
Cancel the resulting combat and put this card into play. This card represents an ally with 2 life and 2 strength. This ally enters combat with the blocking minion. This ally gets an optional press during the combat. Burn this card at the end of combat or if the combat is canceled.

Illus: Talon Dunning ©2005

Conservative Agitation

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

Allocate X points among two or more Methuselahs, where X is the number of Methuselahs in the game. Successful referendum means each Methuselah burns 1 pool for each point assigned.

Illus: Mark Poole ©2005

Consume the Dead

+1 stealth action. (D) Enter combat with a wraith ally or burn a wraith retainer.
Only usable when a minion or retainer is being burned by any means except diablerie. Usable during combat. Usable by a tapped Nagaraja. Remove that minion or retainer from the game instead. This Nagaraja gains 1 blood if the minion was a vampire or gains X+1 blood, where X is the blood or pool cost of that ally or retainer.

Illus: Glenn Osterberger ©2005

Coordinate Attacks

Requires a ready untapped Blood Brother of the same circle as another one you control in combat.
Only usable at the end of combat if the minion opposing the Blood Brother you control is still ready. This Blood Brother taps and enters combat with the opposing minion. The first round of combat, the opposing minion cannot play any strike cards.
As above, and this Blood Brother gets an optional maneuver on the first round of combat.

Illus: William O'Connor ©2005

Coroner's Contact

Master.
Go through your crypt to find a Samedi. Show it to all players and place it in your uncontrolled region. Move one blood from the blood bank to that uncontrolled Samedi.

Joseph Eldred—died of a self-inflicted wound in his neck. Weapon not found.
Seneca County, NY, Coroner's Inquest

1

Illus: Steve Ellis ©2005

Covincraft

Reduce a bleed against you by 1.
Only usable during a referendum. This Kiasyd gains 4 votes.

We are false and evanescent, and aware of our deceit,
From the straw that is our vitals to the clay that is our feet.
Edwin Arlington Robinson, "The False Gods"

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Crawling Chamber

Maneuver, only usable to go to long range.
Maneuver or press.
Only usable before range is determined. Opposing minion takes 1R damage each round of combat during the press step. A vampire can play only one Crawling Chamber at superior each combat.

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Create Gargoyle

+1 stealth action. Requires a non-sterile vampire.
Put this card into play. This card represents a 2-capacity, non-unique, slave Gargoyle (enslaved to the acting vampire's clan) with basic Visceratika and flight. You may go through your hand, library and ash heap to find a master: Discipline card and place it on this Gargoyle. Move up to 3 blood from the acting vampire to this Gargoyle. This Gargoyle is the same sect as the acting vampire. This Gargoyle cannot act this turn.

2

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Creeping Infection

Strike: make a hand strike and put this card on the opposing minion. You still control this card. When this striking vampire announces an action, you may burn this card to prevent this minion from blocking. A minion may have only one Creeping Infection.
As above, and this striking vampire gets +1 bleed when bleeding this minion's controller.

1

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Crocodile's Tongue

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

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Daring the Dawn

Vampires cannot block this action. The acting vampire takes 2 aggravated damage (not preventable) after the action resolves.
As above, but the acting vampire takes 1 aggravated damage.

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Darkling Trickery

Press, only usable to end combat.
Maneuver or press.
Only usable when the opposing minion attempts to strike with a weapon that does ranged damage. The damage from that weapon is reduced to 0. The opposing minion takes 1 additional damage during strike resolution.

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Dawn Operation

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

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The Death of My Conscience

Requires a vampire with a capacity above 5. Do not replace this card until after combat. Play before strikes are chosen.
Burn up to four cards in your hand. For each card you burn this way, this vampire gets +1 strength for the remainder of combat. Do not replace these cards until after combat.
As above, but this vampire gets +2 strength for the remainder of combat for each card you burn this way.

3

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Death of the Drum

Only usable at long range.
[ ]: Strike; 1R damage.
[ ]: Strike: 2R damage, only preventable by cards that require Fortitude [ ] or Visceratika [ ].
[ ]: As [ ] above, and the damage is aggravated.

Music, to create harmony, must investigate discord.
Plutarch

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Defender of the Haven

+1 stealth action.
Put this card on a slave Gargoyle [ ] with a capacity above 4. The Gargoyle with this card gets +2 intercept when attempting to block [ ] actions. A Gargoyle can have only one Defender of the Haven.

This is my master's house, and she does not receive visitors unannounced. You do not look like you have business here, so best be on your way.
Pugfar, slave Gargoyle

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Devil-Channel: Back

[ ] [ ] Cancel a frenzy card played on this vampire as it is played.
[ ] Frenzy. This vampire burns 1 blood to get an additional strike this round, only usable to make a hand strike.
[ ] Frenzy. This vampire gets an additional strike this round, only usable to make a hand strike.

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Devil-Channel: Hands

[ ] [ ] Cancel a frenzy card played on this vampire as it is played.
[ ] Frenzy. Play before range is determined. For the remainder of the combat, this vampire's hand damage is aggravated.
[ ] As above, with an optional press this round.

Illus: Abrar Ajmal   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Devil-Channel: Throat

[ ] [ ] Cancel a frenzy card played on this vampire as it is played.
[ ] Frenzy (played on this acting vampire). Only usable when a non-werewolf ally or younger vampire attempts to block. That minion's blocking attempt fails (do not tap that minion). That minion cannot attempt to block this action again.
[ ] As above, but tap that blocking minion.

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Dirty Contract

Master: contract.
Put this card on a minion and choose a Samedi in play. The chosen Samedi can enter combat with the minion with this card as a +1 stealth [ ] action unless they are controlled by the same Methuselah. This card cannot be placed on a Nosferatu [ ] or a Giovanni [ ].

When it comes time for business, however, Samedi are more than happy to get their hands dirty.

Illus: Brian LeBlanc   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Disguised Weapon

Only usable before range is chosen if you have a weapon card in your hand.
[ ] Equip this vampire with that weapon (and pay cost to equip as normal).
[ ] As above, but usable when choosing a strike.

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Disputed Territory

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

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Domain Challenge

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

Illus: Douglas Shuler   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Domain of Evernight

■ +1 stealth.
◉ If this action is blocked, all damage done to vampires in the resulting combat is aggravated.
◆ Only usable when an action is successful. Untap this acting vampire. A vampire can play only one Domain of Evernight at superior each turn.

Illus: Brian LeBlanc

Duma Rafiki

Animal with 2 life.
During strike resolution, if the range is close, this retainer burns a weapon controlled by the opposing minion or inflicts 1 damage on the opposing minion.

1

Illus: Leif Jones

Dummy Corporation

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

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

Illus: James Stowe

Dust to Dust

■ Press, only usable to end combat.
⊞ Strike: dodge, with an optional press.
◆ As ⊞ above, with an optional maneuver.

The sewer lid Augustus's triggerman hurled at the Baron passed right through his powdery form. The Baron allowed the wind to carry him away, leaving the Glaziers alone except for the foul odor the wind would not dispatch.

Illus: Ron Spencer

Eagle's Sight

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

Illus: Chris Malidore

Earth-Feeder

**+2 stealth hunt action.
Requires a ready Laibon.**
Hunt. If the hunt is successful, put this card on this acting Laibon. This Laibon gets +1 stealth when hunting. A vampire can have only one Earth-Feeder.

Illus: Brian LeBlanc

Earth Swords

⊡ Strike: 1R damage.
⊞ Strike: 2R damage.
◆ Strike: 3R damage.

If they had a proper haven, like a basement or a crypt, we could use it against them. But these thin bloods haven in dumpsters and trailer parks, so they miss out on a poetic end.
Béatrice L'Angou, Kiasyd

Illus: Kieran Yanner

Echo of Harmonies

Only usable during a referendum.
⊡ If you burn the Edge for a vote, this vampire gains 2 votes.
■ Usable by a ready vampire other than the acting minion. This vampire gains 2 votes.
◆ Usable by a ready vampire other than the acting minion. After the referendum, move the political action card used to call the referendum from your ash heap to this vampire, face down. This vampire may play the political action card as if from your hand (requirements and cost apply as normal).

1

Illus: Brian LeBlanc

Effective Management

Master.
Move the top vampire from your crypt to your uncontrolled region.

Illus: Né Né Thomas

Elder Library

Master: unique location.
+1 hand size.

My library was dukedom large enough.
Shakespeare, *The Tempest*, act II, scene 2

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The Eldest Are Kholo

Only usable during a referendum.
Each ready Laibon Ravnos gets 2 additional votes.
Each ready Ravnos gets 1 additional vote.

*Dark with darker moods is he
And not a golden Prince who's come
Through columbines and wizardry
To talk of castles in the sun*
Joni Mitchell, "Tin Angel"

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The Eldest Command Undeath

Political Card—Worth 1 Vote.
Called by any Laibon as a +1 stealth action.
Choose a vampire controlled by your prey with capacity less than X. Successful referendum means that vampire is burned. This acting vampire cannot gain blood this action. Any blood he or she gains goes to the blood bank instead.

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Elephant Guardian

Animal with 3 life. Requires a ready Laibon.
When this minion is in combat with an acting minion, the acting minion takes 2 damage during strike resolution each round if the range is close. A minion can have only one Elephant Guardian.

The one who follows an elephant will have no problems.
Ghana proverb

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Emergency Rations

+1 stealth action.
Remove a mortal (ally or retainer) in any Methuselah's ash heap from the game to put this card on the acting Nagaraja. During your untap phase you may burn this card to restore this ready Nagaraja to full capacity with blood from the blood bank. A vampire may have only one Emergency Rations.

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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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Enforcer

+1 stealth action.
Put this card on the acting Osebo. This Osebo gets +1 strength. A minion can have only one Enforcer.

Fire can soften iron.
Nkundo-Mongo proverb

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Engling Fury

+1 stealth action.
The acting vampire gains 2 blood.
As above, and this vampire untaps at the end of the turn.
The acting vampire gains 2 blood and untaps.

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Entrancement

Bleed with +1 bleed.
+1 stealth action. Take control of an ally controlled by another Methuselah.

*Your perfume disconcerts me
And in your opalescence
I see the full heavens of yore
As through an open door.*
Raoul Ponchon, "L'Absinthe"

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Erebus Mask

Unique equipment.
The Harbinger of Skulls with this equipment gets +1 stealth.

Where wilt thou find a cavern dark enough
To mask thy monstrous visage?
William Shakespeare, *Julius Caesar*, act II, scene 1

1

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Excellent Thirst

Requires a ready Laibon with no blood. Only usable when a hunt is successful.
This Laibon gains 2 additional blood.

I simply can't feed solely on animals. I need human contact.
Honorine Ateba, Ishtarri

Illus: Avery Butterworth   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Eye of Unforgiving Heaven

Strike: 2R aggravated damage to all vampires, demon allies and demon retainers in combat. If this striking vampire is burned during the resolution of this strike, you gain 2 pool.

As above, but the damage done to this striking vampire is normal, not aggravated.

Illus: Abrar Ajmal   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Fae Contortion

Cancel a grapple card played on this vampire as it is played (no cost is paid).
Maneuver.
Maneuver.
+1 stealth.

For in the word death
There is nothing to grasp; nothing to catch or claim.
Philip Larkin, "And the wave sings because it is moving."

Illus: Brian LeBlanc   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Falcon's Eye

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

Not even clouds or rain can hide him, And certainly not night. I'll bot him down within the hour.
Howler, Ahrimane

Illus: Kieran Croner   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Fast Reaction

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

As above, with an optional press.

Illus: Mike Kaluta   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Feral Spirit

Master.
Put this card on a Gangrel or Gangrel *antitribu* you control. This vampire is now Ahrimane (and Sabbat). This vampire gains one level of Spiritus. This vampire is now sterile.

Taxis or hikers, I'll stalk them without even thinking. I'm miles out of my way before I even realize it.
Muricia, Ahrimane

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Fire on the Mountain

+1 stealth action. Requires a ready Laibon.
Diablerize a tapped vampire in torpor. In the resulting blood hunt referendum, this vampire gets 2 additional votes.

We drank them dry and burned the bodies. Those who were our enemies are no more.
Shandy, Follower of Set

Illus: Greg Boychuk   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Flak Jacket

Equipment.
The minion with this equipment may prevent 1 damage each combat.

1

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Flow Within the Mountain

Press.

Strike: combat ends.

Strike: combat ends. If this vampire was blocked while performing an action, the action continues as if unblocked.

1

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Folderol

3

This vampire burns 1 blood to reduce a bleed against you by 1.

Reduce a bleed against you by 1.

Reduce a bleed against any Methuselah by 1.

Hold your tongue as best you can. Those pointed ears can filter out your lies no matter how well you deliver them.
Qufur am-Heru, Follower of Set

Illus: Steve Prescott   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Forced Awakening

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

Illus: Alan Aszkowitz   ©2005 White Wolf Publishing, Inc. All Rights Reserved

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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Fortitude

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

+1

Illus: Ron Spencer   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Founders of the Ebony Kingdom

+1 stealth action.
Put this card on a younger Laibon in your uncontrolled region and move 4 blood from the blood bank to that vampire. (This card remains in play.) A vampire may have only one Founders of the Ebony Kingdom. Burn this card if the vampire leaves the uncontrolled region.

1

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Fractured Armament

Strike: destroy equipment.

As above, with 1 damage.

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Freak Drive

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

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

1

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Free Fight

Only usable before range is determined.
Tap this Blood Brother and any number of ready untapped members you control of this circle. Once each round before range is determined, or whenever your combatant leaves the ready region, you may choose one of these ready Blood Brothers to become the combatant instead (and combat continues).

As above, and each of these Blood Brothers gets an optional press this combat.

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Frenzy

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

Illus: Pete Venters   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Frozen Object

+1 stealth action. A Methuselah can have only one Frozen Object in play.
▢ Ⓓ Look at a Methuselah's hand and burn all equipment cards found there.
▢ Put this card on the acting vampire. If this vampire successfully blocks a Ⓓ action, you may burn this card to do 2 unpreventable damage to the acting minion before combat begins.
◆ Put this card in play. You may burn this card when a bleed against you is successful to do 2 unpreventable damage to the acting minion (inflicted after the action is complete).

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Gestalt

Choose X ready Blood Brothers you control who belong to the same circle as this reacting vampire (including this vampire). Each chosen vampire must burn a blood, or this card has no effect.
▢ +X intercept.
◆ +X intercept, and this vampire may play cards as if he or she possessed all of the chosen Blood Brothers' Disciplines for the remainder of the action.

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Ghost-Eater

+1 stealth hunt action.
Choose a minion or retainer in any ash heap who was burned from play since your last turn. Remove the chosen minion or retainer from the game to add X blood to this Harbinger of Skulls, where X is the capacity of the chosen vampire or the starting life of the chosen ally or retainer.

Illus: Steve Eidson   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Ghoul Messenger

Ghoul with 1 life. Requires a ready Laibon.
The vampire with this retainer may move it to another ready vampire as a +1 stealth action. If the action is successful, the new employer gains 1 blood from the blood bank, and the acting vampire untaps at the end of the turn. If the action is blocked, cancel combat, burn the Messenger, and do not tap the blocking minion.

Illus: Jeff Holt   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Giant's Blood

Master.
Restore a vampire to full capacity with blood from the blood bank. Only one Giant's Blood can be played in a game.

Ox is already difficult to manage. He would have been unstoppable after drinking the Giant's Blood. We couldn't allow it!
Ventrue, Trondheim 2002 Storyline

Illus: Richard Thomas   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Gift of Bellona

▢ If this action is blocked, your hand size is one card larger during the resulting combat.
▢ Only usable when an action to equip with a weapon is successful. Untap this acting vampire.
◆ Only usable when an action to equip with a weapon from your hand is blocked. Before combat begins, equip this vampire with the weapon instead of placing it in your ash heap (pay cost as normal). During the first round of this combat, that weapon cannot be used.

Illus: Durwin Talon   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Glare of Lies

Only usable when a minion is attempting to bleed you.
▢Ⓣ You may look at the acting minion's controller's hand.
◇◆ As above, and the bleed amount is reduced by X, where X is the number of action modifiers in his or her hand.

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Glutton

Unique master.
This card costs X pool, where X is the number of Gluttons in your ash heap. Put this card in play. You may tap this card to untap a ready Ishtarri you control. That Ishtarri burns 1 blood. Any vampire may burn this card as a Ⓓ action.

Illus: Heather Kreiter   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Goblinism

- ▢ Ⓓ Burn a location.
- ☂ +1 stealth action. Search your library for a location or equipment that is a location while in play. Show it to the other players and put it in your hand. Shuffle and discard afterward.
- ◈ As ☂ above, and if the location or equipment is a haven, you may put it on this vampire instead (requirements and cost, if any, must be met and paid as normal).

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

The Grandest Trick

Only usable when an action is announced.
Vampires cannot block this action. This acting vampire is treated as a mortal ally for the duration of the action (cannot spend or burn blood, cannot use Disciplines, will burn if reduced to 0 life, etc.). This vampire's blood represents his or her life while he or she is an ally. Only usable on an action that doesn't cost blood or require a vampire, clan or Discipline.

2

Illus: Brian LeBlanc ©2005 White Wolf Publishing, Inc. All Rights Reserved

Gregory Winter

Unique ghoul with 4 life.
1 strength, 1 bleed.
During your untap phase, Gregory burns 1 life. He can steal a blood (gaining a life) from a vampire controlled by another Methuselah as a +1 stealth Ⓓ action. He can burn a vampire in torpor to gain 2 life as a Ⓓ action.

2

Illus: Chris Stevens ©2005 White Wolf Publishing, Inc. All Rights Reserved

Guardian Angel

Master.
Put this card on a ready vampire you control. This vampire gets +1 intercept when attempting to block a bleed against you. This vampire may prevent 1 damage each combat. Burn this card if this vampire goes into torpor.

2

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The Guruhi Are the Land

Only usable during a bleed, hunt, or equip action.
If this is a bleed action, this Guruhi gets +1 bleed, and you may not play another action modifier to further increase the bleed for this action. If this is a hunt action, this Guruhi gains an additional blood if successful. If this is an equip action, this Guruhi untaps if the action is successful.

Illus: William O'Connor ©2005 White Wolf Publishing, Inc. All Rights Reserved

Guruhi Kholo

Only usable during a political action.
Usable by a tapped vampire. Title.
Put this card on this Guruhi to represent the unique Laibon title of Guruhi Kholo (worth 2 votes). Not usable if there are any older ready untitled Guruhi. Whenever this vampire is not a ready Guruhi or there is an older ready untitled Guruhi, move this card to (one of) the oldest ready untitled Guruhi (if any).

Illus: Ken Meyer, Jr. ©2005 White Wolf Publishing, Inc. All Rights Reserved

Hag's Wrinkles

Only usable on an equip action.
- ▢ +2 stealth.
- ☖ Untap this acting vampire if the action is successful.
- ◈ As ☖ above, but with +1 stealth.

People look twice when you go in a posh place like that, but let 'em look. They'll never catch you lifting because they don't know what they're looking for.
Reg Driscoll, Samedi

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Hall of Hades' Court

Only usable during a referendum.
- ▨ ▧ Requires a vampire with capacity above 4. This vampire gains 2 votes.
- ▨ ▨▧ Cancel a reaction card as it is played by a younger vampire who does not have Temporis (no cost is paid).
- ◈ ▨▧ Multiplier. Only usable by a ready untapped vampire other than the acting vampire. The acting vampire's votes are doubled when the votes are tallied. Only one multiplier can be played on a vampire each action.

1

Illus: Sam Araya ©2005 White Wolf Publishing, Inc. All Rights Reserved

Hanging Fermata

Master: out-of-turn.
Play during your influence phase. No Choir cards are burned during this influence phase. Not usable if you played a Hanging Fermata during your last turn.

If music be the food of love, play on;
Give me excess of it, that, surfeiting,
The appetite may sicken, and so die.
William Shakespeare, *Twelfth Night*, act I, scene 1

Illus: Avery Butterworth ©2005 White Wolf Publishing, Inc. All Rights Reserved

Harass

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

Illus: Mike Danza   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Hatchling

+1 stealth action. Requires a non-sterile Gargoyle.
Put this card into play. This card represents a 1-capacity, non-slave Gargoyle with basic Visceratika. Move 1 blood from the blood bank to this Gargoyle. This Gargoyle is the same sect as the acting Gargoyle and is not unique. This Gargoyle cannot act this turn. Once this game, this Gargoyle can burn 1 blood during your untap phase to gain flight.

2

Illus: Richard Thomas   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Healing Touch

+1 stealth action.
Untap a younger vampire you control.
Add up to 2 life to an ally, not to exceed his or her starting amount.
Rescue a vampire from torpor, and that vampire gains 1 blood from the blood bank.

1

Illus: Glenn Osterberger   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Heaven's Gate

Only usable by a ready untapped vampire not involved in combat.
Prevent 1 damage to an ally in combat.
Only usable when an ally is burned in combat. Move that ally to his or her controller's uncontrolled region (controlled, but not ready) instead. Put 1 life on the ally from the blood bank if he or she has no life.
As above, but add up to 2 life to the ally, not to exceed his or her starting amount.

1

Illus: Glenn Osterberger   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

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.

*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"

2

Illus: L. A. Williams   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Hidden Strength

Prevent X+1 damage.
As above, with an optional press.

X

Illus: Steve Casper   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

High Aye

Requires a Laibon with three or more Aye.
+1 stealth, +2 stealth if this action is undirected. If the action succeeds, you may discard up to two cards from your hand (draw afterward).

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

High Orun

Requires a Laibon with three or more Orun.
For the remainder of this action, cards that require any Disciplines cost this Laibon 1 less blood to play, and your hand size is one card larger.

As nightfall does not come at once, neither does oppression… it is in such twilight that we all must be aware of change in the air—however slight—lest we become victims of the darkness.
William O. Douglas

Illus: Greg Boychuk   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

High Top

Unique werewolf with 3 life. 1 strength, 0 bleed.
High Top gets +1 intercept. High Top may enter combat with any minion controlled by another Methuselah as a ⓓ action. High Top gets an additional strike each round and an optional maneuver once each combat. He may play cards requiring basic Celerity as a vampire with a capacity of 4. If High Top has less than 3 life during your untap phase, he gains 1 life.

4

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Houngan

Unique master.
Put this card on a ready Samedi you control. During your untap phase, this Samedi gains 1 blood from the blood bank, and he or she may tap to gain an additional blood. Any other Samedi may move this card to himself or herself as a +1 stealth action.

Illus: Durwin Talon

Hourglass of the Mind

+1 stealth action.
☐ Draw three cards. Discard afterward.
☑ Draw four cards then put four cards from your hand on top of your library in any order and untap this vampire.
◆ Put this card on this acting vampire. During your untap phase, this vampire may burn 2 blood to add a counter to this card. While this vampire is ready, you get +X hand size, where X is the number of counters on this card.

Illus: Jeff Holt

Igoli's Loyalty

Only usable during a referendum, before votes are cast.
Starting with your prey and going clockwise, each Methuselah with any ready titled vampires may elect to cast all of his or her vampires' votes in favor for 1 pool. Each time a Methuselah declines, this Ishtarri burns 1 blood to add 1 pool to that amount. Continue until a Methuselah accepts or this Ishtarri fails to burn a blood. When the votes are tallied, each vampire voting against this referendum burns 2 blood.

Illus: John Bridges

Improvised Flamethrower

Weapon.
2R aggravated damage each strike. Only usable once per combat. If the opposing minion inflicts any damage on this minion at long range (even if it is prevented), this weapon is burned and the bearer takes 2 aggravated (non-strike) damage.

He just exploded. Never seen anything like it without a Tremere around.
Roger MacEllen, Lasombra Ductus

Illus: Brian LeBlanc

Increased Strength

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

Illus: L. A. Williams

Infection

☒ Prevent all damage from the opponent's strikes this round.
☒ Prevent all damage to a ghoul (ally or retainer) in combat. Usable by a vampire not involved in the combat.
◆ Only usable at the end of a round in which this vampire successfully inflicted damage on the opposing vampire. Put this card on the opposing vampire. The vampire with this card cannot block the vampire playing this card.

Illus: Steve Ellis

Infernal Pursuit

♫ Press.
◆ For the remainder of the combat, each time you replace a card (including when you draw to replace this card), draw an additional card and discard down to your hand size.

Hunt. Hunt again. If you do not find it, you will die.
Robert Penn Warren, "Treasure Hunt"

Illus: Ron Spencer

Informant

Mortal with 1 life. 0 strength, 0 bleed.
The Informant cannot act or block. During your untap phase, any Methuselah who controls a ready Ishtarri may look at your hand. During your discard phase, your predator takes control of the Informant.

Illus: William O'Connor

Information Highway

Master: unique location.
During your influence phase, you get 2 additional transfers.

Illus: Sue Ann Harkey

Inspire Greatness

Only usable by a ready vampire other than the acting minion.

◇◇ The acting ally or younger vampire gets +1 strength during this action.

◇◇ The acting ally or younger vampire gets +2 strength during this action.

Illus: Brad Williams

Instinctive Reaction

Only usable when your predator is acting.

+1 intercept.

◇ As above, with an optional maneuver during the resulting combat if the block succeeds.

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

Illus: Leif Jones

Internal Recursion

Only usable by a vampire who successfully blocks.

□ This blocking vampire can end combat as a strike during the resulting combat. If he or she does so and the acting minion is an ally or a younger vampire, this blocking vampire untaps.

This blocking minion sets the range for the first round of the resulting combat. Skip the determine range step for that round.

The acting minion doesn't untap during his or her next untap phase.

Illus: Andrew Trabbold

Invoking the Beast

□ Cancel a frenzy card played on this vampire as it is played.

□ Only usable before range is determined. This vampire has +1 strength for the remainder of combat. A vampire can play only one Invoking the Beast each combat.

◇ As above, with an optional press this round.

Illus: Steve Ellis

IR Goggles

Equipment.

The minion with this equipment gets an optional maneuver each combat.

*To see as a God sees, and take the depth
Of things as nimbly as the outward eye.*
John Keats, "The Fall of Hyperion"

Illus: Jeff Holt

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.

Illus: Steve Ellis

Ishtarri Kholo

Only usable during a political action. Usable by a tapped vampire. Title.

Put this card on this Ishtarri to represent the unique Laibon title of Ishtarri Kholo (worth 2 votes). Not usable if there are any older ready untitled Ishtarri. Whenever this vampire is not a ready Ishtarri or there is an older ready untitled Ishtarri, move this card to (one of) the oldest ready untitled Ishtarri (if any).

Illus: Alejandro Colucci

Jungle Hunting Ground

Master: unique location. Hunting ground.

Tap during your untap phase to add 1 blood to this card if it has fewer than 3 blood. Tap during your untap phase to move all the blood on this card to a ready Laibon you control. A vampire can gain blood from only one hunting ground card each turn.

Illus: Mark Poole

Kduva's Mask

Unique equipment. Requires a ready Laibon.

This Laibon gets +1 bleed and 2 additional votes. Reaction cards that require Auspex cost an additional blood while this Laibon is acting.

Illus: Brian LeBlanc

Kerrie

Melee weapon. Requires a Laibon.

Strength+1 damage each strike. Alternatively, inflict strength ranged damage as a strike and, after strike resolution, turn this weapon face down (out of play) until the end of the action.

Illus: John Bridges

1

Kine Resources Contested

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

Allocate 4 points among two or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point assigned.

Illus: Heather Hudson · ©2005 White Wolf Publishing, Inc. All Rights Reserved

King's Favor

Only usable during a referendum. Boon.

This Guruhi gets 3 additional votes. If this Guruhi votes in favor, and the referendum passes by the number of votes this Guruhi cast or fewer, put this card in play. While this card is in play, that acting vampire may not block this Guruhi. You may burn this card during any Methuselah's untap phase to move up to 3 blood from that vampire to this Guruhi.

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Kiss of Lachesis

+1 stealth action.
- ⊡ D Burn a retainer or a non-unique equipment card.
- ⊡ D Burn a retainer, ally or non-unique equipment card.
- ◈ Move a non-unique equipment card from any Methuselah's ash heap to this vampire. If the equipment card comes from your ash heap, pay half the cost (round down), otherwise no cost is paid.

1

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The Kiss of Ra

Only usable when a vampire who does not have Fortitude attempts to block this acting minion.
- ⊡ The block attempt is canceled, the blocking vampire burns 2 blood, and the current action is ended (without combat).
- ◇ As above, and send the blocking vampire to torpor.

3

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KRCG News Radio

Master: unique location.

Tap to give +1 intercept to a minion you control, or tap this location and burn 1 pool to give +1 intercept to a minion controlled by another Methuselah.

2

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Lapse

Only usable before range is determined.
- ⊡ This vampire gets +2 strength this round.
- ⊡ The opposing minion cannot maneuver this round.
- ◈ The opposing minion cannot strike during the initial strike phase this round (other strike resolution effects are not affected).

2

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Laptop Computer

Equipment.

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

1

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Lazarene Inquisitor

Unique master.

Put this card on a ready Harbinger of Skulls you control. The Harbinger of Skulls with this card can burn up to 2 blood from a ready vampire as a +1 stealth D action. Any Sabbat vampire can burn this card as a D action.

This sadistic Inquisitor comes in and they all scurry to the shadows. It'll take months to get Quira settled down again. But try to correct him, and you're likely to face auto-da-fé yourself.
Lachlan, Archbishop of Chicago

Illus: Christopher Shy · ©2005 White Wolf Publishing, Inc. All Rights Reserved

Leapfrog

- Maneuver, only usable to go to long range.
- Maneuver.
- Strike: combat ends.

Illus: Josh Timbrook   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Legal Manipulations

- ✪ Ⓓ Bleed with +2 bleed.
- ◆ As above, and gain 1 pool if the bleed is successful (for 1 or more).

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

1

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Legendary Vampire

Unique master.
Put this card on a vampire with a capacity above 6 who was moved into your ready region during your last influence phase. This vampire gets +2 bleed and an additional 2 votes. Any vampire may call a referendum to burn this card as a +1 stealth political action.

2

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Legend of the Leopard

+1 stealth action.
Ⓓ Inflict 1 damage on a vampire controlled by your predator or prey or take control of an ally controlled by your predator or prey.

The leopard's coat is beautiful, but his heart is evil.
Baluba proverb

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 black marketers think I'm doing a little slave trade on the side.
Ingrid Galt, anarch

Illus: Fred Hooper   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Little Mountain Cemetery

+1 stealth action.
This acting Samedi and all younger Samedi in your uncontrolled region each gain a blood from the blood bank.

*Dark hills at evening in the west,
Where sunset hovers like a sound
Of golden horns that sang to rest
Old bones of warriors under ground…*
Edwin Arlington Robinson, "The Dark Hills"

Illus: Brian LeBlanc   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Maabara

Master: unique location.
You may tap this location to move a card from your ash heap to this location. You may use a master phase action to move a card from this location to the top of your library. Any vampire may burn this location as a Ⓓ action.

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Madrigal

Only usable during a referendum before votes are cast.
- ☐ ⬚ Only usable by a reacting vampire. Gain 2 votes.
- ⬚ ⬚ Gain 2 votes.
- ◆ ⬚ As ⬚ above, and any vampire voting in agreement with this vampire gains 1 blood from the blood bank. Any vampire voting in opposition to this vampire burns 1 blood from the blood bank. Blood is gained or lost when the results are tallied.

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Majesty

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

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

1

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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.

Illus: Ron Spencer   ©2005

Manstopper Rounds

Ammo.
Only usable before resolution of a gun's strike. The gun inflicts +1 damage each strike for the remainder of this combat. No more than one ammo card can be used on a gun each combat.

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Marijava Ghoul

Ghoul with 2 life.
The minion with this retainer gets +1 stealth when attempting an action that requires Presence.

Illus: Lawrence Snelly   ©2005

Masai Blood Milk

+1 stealth action. Requires a ready Laibon. Unique.
Put this card on the acting Laibon. This Laibon may burn this card as a +1 stealth action to get +1 strength for the remainder of the game. Burn this card during the discard phase of your next turn.

Illus: Ginés Quiñonero   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Massassi's Honor

Only usable when this Osebo is blocked (play before combat, if any). Choose a ready untapped Osebo you control who could take that action, put this card in play, and move any other cards this Osebo played this action from your ash heap to this card. After this action, the chosen Osebo must attempt the same action (with the same target, if any). He or she may play cards from this card as if from your hand or from that action. Burn this card at the end of that action or if the action is not possible.

Illus: Brian LeBlanc   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Mbare Market, Harare

Master: unique location.
Tap to add 1 blood from the blood bank to a Laibon in your uncontrolled region.

To give to your friend is not to cast away; it is to store for the future.
Ugadja, Guruhi magaji

Illus: Mark Poole   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Minion Tap

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

Illus: Bryon Wackwitz   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Misdirection

Master.
Tap a minion.

Illus: Mark Poole   ©2005

The Missing Voice

[P] Requires a vampire with a capacity greater than 4. Vampires with a capacity less than 5 get −1 intercept when attempting to block this action.
[S] Allies and younger vampires get −1 intercept when attempting to block this action.
◆ +1 stealth.

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Mob Connections

Unique master.
Tap to give a press, only usable to continue combat, to a minion you control. Any minion may burn this card as a Ⓓ action.

Collective crimes incriminate no one.
Napoleon I, *Maxims*

Illus: Greg Simanson

Mozambique Allure

Requires a ready Laibon or untitled vampire. +1 stealth action.
If this acting vampire is Laibon, move the top card of your crypt to your uncontrolled region. Otherwise, this vampire becomes Laibon, and he or she untaps if he or she is Akunanse ◌, Guruhi ◌, Ishtarri ◌, Osebo ◌, Assamite ◌, Follower of Set ◌, Ravnos ◌, Lasombra ◌, Tzimisce ◌, Harbinger of Skulls ◌, or Salubri *antitribu* ◌.

Illus: Abrar Ajmal

Muricia's Call

+1 stealth employ retainer action.
◌ Search your library for a retainer that requires Animalism. This vampire employs that retainer (pay cost as normal). Shuffle your library afterward.
◌◌ As ◌ above, and the retainer has an additional life.
◇ ◇ As ◌◌ above, and untap this acting vampire at the end of the turn.

Illus: Brian LeBlanc

My Enemy's Enemy

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

Illus: David Horley

Neutral Guard

Only usable when this vampire announces an action.
◌ Vampires must pay 1 blood to attempt to block this action.
◌ For the remainder of this action, when this vampire is in combat, the range is automatically long; skip the determine range step of each round.
◇ As ◌ above, and allies and younger vampires cannot block this action.

Illus: William O'Connor

New in Town

Unique master.
Put this card on any vampire with a capacity below 8 who was moved to the ready region in any Methuselah's influence phase since your last turn. This vampire gets −1 stealth. This vampire can burn this card as a Ⓓ action.

Illus: David Day

Nimble Feet

⚡ Press.
◇ Additional strike.

Illus: Nicola Leonard

No Secrets From the Magaji

+1 stealth action. Requires a ready magaji.
Put this card on this magaji and untap him or her. The magaji with this card gets +1 intercept when attempting to block vampires. If this magaji is tapped, he or she may attempt to block a vampire as if untapped. Burn this card if this magaji attempts to block a vampire but is not successful. A vampire may have only one No Secrets From the Magaji.

Illus: Heather Kreiter

Nose of the Hound

+1 stealth action.
◌ ① Enter combat with a ready tapped minion controlled by another Methuselah. This acting minion gets an optional maneuver in that combat.
◌ As ◌ above, with an additional optional maneuver during that combat.
◇ As ◌ above, but enter combat with any ready minion controlled by another Methuselah.

Illus: Mike Danza

Octopod

Requires a ready Blood Brother of the same circle as another one in combat. Usable by a vampire not involved in the combat.
▢ Only usable before range is chosen. The other Blood Brother gets an additional strike each round this combat (this counts as his or her one source of additional strikes).
◇ As ▢ above, but with two additional strikes each round.

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Ohoyo Hopoksia (Bastet)

Unique werewolf with 3 life. 3 strength, 0 bleed.
When a minion you control is about to enter combat with an acting minion, you may tap Ohoyo to cancel that combat; Ohoyo enters combat with the acting minion instead. She gets an optional maneuver each combat. If she has less than 3 life during your untap phase, she gains 1 life from the blood bank.

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Orun

Master: trifle.
Put this card on a Laibon. For non-Orun cards played by Methuselahs other than this Laibon's controller, this Laibon is considered to have 2 additional capacity. A Laibon gets an additional vote for every three Orun he or she has. If this Laibon successfully bleeds for more than 2 or successfully performs a ▢ action against a non-mortal minion, he or she burns one Orun. Burn this card if this Laibon has more Orun and Aye than his or her capacity.

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Osebo Kholo

Only usable during a political action. Usable by a tapped vampire. **Title.**
Put this card on this Osebo to represent the unique Laibon title of Osebo Kholo (worth 2 votes). Not usable if there are any older ready untitled Osebo. Whenever this vampire is not a ready Osebo or there is an older ready untitled Osebo, move this card to (one of) the oldest ready untitled Osebo (if any).

Illus: Alejandro Colucci   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Overseer

Political Card—Worth 1 Vote.
Called by any Laibon with a capacity above 4 as a +1 stealth action. **Title.**
In this referendum, each Guruhi 🐾 gets one additional vote. Any votes any magaji cast in favor of this referendum are ignored. If this referendum passes, put this card on the acting Laibon to represent the Laibon title of magaji (worth 2 votes).

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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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Palace Hunting Ground

Master: unique location. Hunting ground.
During your untap phase, you may move 1 blood from the blood bank to a ready Guruhi you control. Not usable to move a blood to a Guruhi with no blood. A vampire can gain blood from only one hunting ground card each turn.

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Panacea

+1 stealth action.
▢ This vampire burns 1 blood to untap a younger vampire.
▣ Add 1 life to an ally who has fewer life than his or her starting amount.
◇ As ▣ above, and untap that ally at the end of the turn.

You know, with the fangs and all, I thought he would just eat me, but I was still too weak to move. But he just licked at my cuts. Look! No scars or nothing.
Cole Goddings, night watchman

Illus: Andrew Trabbold   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Pandora's Whisper

+1 stealth action. Do not replace until your untap phase.
▢ Move a library card from your ash heap to your hand. Discard afterward.
▣ Every other Methuselah may draw two cards from his or her library. You draw five cards from your library. Discard afterward.
◇ As above, but you may place any of the cards you discard on the top of your library instead of in your ash heap.

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Paris Opera House

Master: unique location.
Tap to give a Daughter of Cacophony you control +1 stealth. Tap this card and a Daughter of Cacophony you control to give any minion +1 stealth.

He bankrolled the whole production. Those Malkavians are founts of inspiration, but he's the first to display such appreciation.
Gaël Pilet, Daughter of Cacophony

2

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The Parthenon

Master: unique location.
Tap during your master phase to get an additional master phase action.

2

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The Path of Retribution

Unique master.
Put this card in play. Salubri *antitribu* burn 1 less blood when playing cards that require Valeren. 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.

1

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The Path of Tears

Master: out-of-turn. Path.
Put this card on a Salubri when you move that Salubri from your uncontrolled region to your ready region during your influence phase. If you burned 3 or more pool for the scarce penalty for this vampire, you gain 3 pool. Cards that require Obeah cost this Salubri 1 less blood to play. Any minion may burn this card as a Ⓓ action. A vampire can have only one path.

1

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The Path of the Scorched Heart

+1 stealth action. Path.
Put this card on the acting True Brujah and untap him or her. Frenzy cards cannot be played on this True Brujah. While this True Brujah is acting, minions cannot play reaction cards that require Presence. Minions opposing this True Brujah in combat cannot play cards that require Presence. A vampire can have only one path.

Illus: Durwin Talon ©2005 White Wolf Publishing, Inc. All Rights Reserved

Patrol

+1 intercept.

He's a dutiful servant around the chantry, but it's the time he's able to spend in solitude flying above the chantry on patrol that he seems to earnestly enjoy.
Elisabetta Romano, Tremere

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Peacemaker

Only usable by a vampire who successfully blocks a Ⓓ action directed at you (play before combat).
Ⓓ Cancel combat. The action continues as if unblocked. For the remainder of this action, all minions get −1 bleed and −1 strength.
Ⓓ As Ⓓ above, and untap this blocking vampire at the end of the action.
◆ As Ⓓ above, but all minions get −2 bleed and −2 strength and cannot use weapons.

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Peace Treaty

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

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

Illus: Michael Astrachan ©2005 White Wolf Publishing, Inc. All Rights Reserved

Persistent Echo

+1 stealth action.
Ⓓ Untap a vampire with Melpominee.
Ⓢ Put this card in play and put a card that requires Melpominee on this card, face down. You may look at the card at any time. Any vampire you control may burn this card to play the card on it as if from your hand and as if he or she had basic Melpominee.
◆ As Ⓢ above, and the vampire may play the card as if he or she had superior Melpominee.

1

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Phantom Speaker

Only usable when this acting vampire is blocked (before tapping the blocker)

⬡ Cancel combat and do not tap the blocking minion.

◼ The block fails and the action continues. The blocking minion cannot attempt to block this action again. Not usable if the blocking minion is an older vampire.

◆ As ◼ above, and if this action is successful, tap that blocking minion.

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Poker

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

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Political Flux

Political Card—Worth 1 Vote.
Called by any vampire at +1 stealth.
Choose a number from 1 to 12. Successful referendum means this is the amount of pool the next predator will earn for ousting his or her prey (instead of the usual 6 pool).

Illus: Né Né Thomas ©2005 White Wolf Publishing, Inc. All Rights Reserved

Political Stranglehold

Political Card—Worth 1 Vote.
Called by any vampire at +1 stealth.
Successful referendum means each Methuselah gains 3 pool for each vampire he or she controls with capacity above 7. Only one Political Stranglehold can be played during a game.

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Port 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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Potence

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

+1

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Pounce

Strike: make a hand strike at +2 damage, and the opposing minion cannot strike for the remainder of the round (this doesn't affect the current strike resolution). If this strike is dodged, this striking minion takes 1 damage during strike resolution and the opposing minion gets an optional press.

Illus: John McCrea ©2005 White Wolf Publishing, Inc. All Rights Reserved

Powerbase: Cape Verde

Master: unique location.
During any Methuselah's master phase, you may tap this location to move a blood from a ready Giovanni or Laibon you control to your pool or from your pool to a ready vampire you control. Any Giovanni or Laibon may steal this location for his or her controller as a +1 stealth Ⓓ action.

Illus: Brad Williams ©2005 White Wolf Publishing, Inc. All Rights Reserved

Powerbase: Tshwane

Master: unique location.
Requires a ready Laibon.
Tap this location to reduce the cost of a card you play by 1 pool (this location is not tapped if that card is canceled as it is played). Any Laibon may steal this location for his or her controller as a Ⓓ action.

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Predator's Communion

☐ 🦊 Cancel a frenzy card played on this vampire as it is played.
🦊 +1 intercept. Only usable when a vampire is acting.
◇ Only usable by a tapped vampire when a vampire is acting. This reacting vampire untaps.

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Predator's Mastery

☐ 🦊 Cancel a frenzy card played on this vampire as it is played.
☐ +1 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.
◇ As ☐ above, and non-mortal allies and vampires with capacity less than 5 cannot block this action.

Illus: Alexander Dunnigan   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Predator's Transformation

☐ 🦊 Cancel a frenzy card played on this vampire as it is played.
☐ ✖ Only usable as the action is announced. +1 stealth, even if stealth is not yet needed.
◇ ✖ Only usable when this vampire burns a minion controlled by your prey, either in combat or as a ⟳ action. Your prey burns two pool. A vampire may play only one Predator's Transformation at superior each action.

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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

2

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Projectile

⚡ 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.

Illus: Veronica Jones   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Propaganda

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

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

2

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Psychic Projection

+1 stealth action.
☑ Put this card on a minion you control. The minion with this card gets +2 intercept. Burn this card during your untap phase.
◇ Put this card into play. Each of your minions gets +1 intercept. Burn this card during your next untap phase.

Darkness and glory rejoicingly blending, Earth rising to heaven and heaven descending...
Emily Brontë, "High-Waving Heather"

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Pulse of the Canaille

+1 stealth action.
☑ For the remainder of this turn, you may look at all Methuselahs' hands.
◇ Put this card on the acting vampire. The vampire with this card gets +2 bleed. A vampire can have only one Pulse of the Canaille.

3

Illus: Hannibal King   ©2005 White Wolf Publishing, Inc. All Rights Reserved

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 or melee weapon strike at +2 damage.

◇ Strike: make a hand or melee weapon strike at +3 damage.

These are our realms, no limit to their sway…
Lord Byron, "The Corsair"

Illus: John McCrea   ©2005

Putrescent Servitude

+1 stealth action.

☐ Move any mortal or ghoul retainer you control to this vampire, or put this card on a mortal or ghoul ally you control. This ally gains 1 life, and he or she may play cards that require basic Potence ☐ as a vampire.

◇ ☐ As above, but take any mortal or ghoul retainer or put this card on any mortal or ghoul ally and take control of that ally.

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Quicken Sight

☑☑ +1 intercept, with an optional maneuver in the resulting combat if this vampire successfully blocks.

◇ ◇ As above, but with +2 intercept.

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

Illus: Rik Martin   ©2005

Quicksilver Contemplation

☑☑ +1 intercept.

☑☑ Reduce a bleed against you by 2.

☑☑ ☑☑ Only usable during a referendum. Force a younger vampire to abstain from voting. This can cancel that vampire's votes.

◇ ◆ ◎ +2 bleed.

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Raking Talons

Only usable before range is determined.

For the remainder of combat, damage from this Gargoyle's hand strikes is aggravated. A vampire may play only one Raking Talons each combat.

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Rapid Healing

+1 stealth action. Only usable by a vampire in torpor.

☐ The acting vampire leaves torpor. If the vampire is blocked, there is no combat. If the blocking minion is a vampire who can commit diablerie, that vampire may diablerize the acting vampire.

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

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Rat's Warning

Only usable by a tapped vampire during a bleed against you.

☑ Untap this reacting vampire.

◇ As above, with an optional press during the resulting combat if this vampire successfully blocks this bleed and combat occurs.

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Rayzeel's Song

☑ This vampire burns 1 blood to untap an ally.

☑ ☐ Bleed with +1 bleed.

◇ +1 stealth action. Add 1 life from the blood bank to an ally that has fewer life than his or her starting amount.

The song was originally intended to ease pain. We've refined that idea to make the tune more potent, even addictive.
Wolf Valentine, Salubri antitribu

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Razor Bat

Gargoyle creature with 2 life.

The Gargoyle with this retainer gets +1 intercept. When the Gargoyle with this retainer is in combat, the opposing minion takes 1R damage during the initial strike resolution phase of each round, at long or close range.

But as I approached the window, this… winged rat erupted in a tempest of chittering and flapping, alerting the Tremere and scratching at my back.
Christanius Lionel, Nosferatu antitribu

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Reanimated Corpse

Zombie with 2 life, 2 strength, 2 bleed.

[ ] Put X pathos counters on this corpse when it enters play. During your untap phase, burn 1 pathos counter. Remove the corpse from the game if it has no pathos counters. The corpse can play combat cards that require basic Fortitude [ ] as a vampire.

[ ] As above, but put 2 additional pathos counters on the corpse.

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X

Recurring Contemplation

Only usable when the action is announced.

[ ] Choose an ally. He or she cannot block this action. Only one Recurring Contemplation may be played each turn.

[ ] As [ ] above, but choose an ally or younger vampire.

◆ As [ ] above, and burn 1 blood to tap the chosen minion.

Never mistake motion for action.
Ernest Hemingway

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Redcap Wilder

Changeling with 2 life.

[ ] Vampires with capacity less than 7 must burn a blood to attempt to block the minion with this retainer.

[ ] As above, but the cost to employ this retainer is reduced by 1 blood.

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2

Redistribution

+1 stealth action.

[ ] This acting vampire gains a blood. Then move any amount of blood and equipment among the Blood Brothers in this circle.

◆ As above, and untap this acting vampire.

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Regenerative Blood

Unique master.

Put this card on a Samedi you control. The Samedi with this card can heal 2 damage for each blood counter he or she burns.

Though their flesh appears weak and withered, their blood is strong. The Stiffs heal much faster than other Cainites.

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1

Reindoctrination

+1 stealth action.

Choose a younger Gargoyle [ ]. That Gargoyle loses any existing slave status and becomes a slave to this acting vampire's clan. Take control of the Gargoyle if another Methuselah controls him or her, move the Gargoyle to your ready region, and untap him or her.

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2

Reliquary: Akunanse Remains

Unique equipment.

During your untap phase, choose Abombwe [ ], Animalism [ ], or Fortitude [ ]. Until your next untap phase, the Akunanse with this equipment has an additional level of the chosen Discipline. The Akunanse with this equipment gets +1 bleed and gains 1 capacity: he or she is one generation older.

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1   +1

Reliquary: Biague

Equipment.

During your untap phase, if the bearer is a ready Laibon, you may look at the top card of any Methuselah's library. If the card does not require a Discipline, show it to all players, and this Laibon may burn a blood to allow you to look at that Methuselah's hand.

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Renewed Vigor

+1 stealth action.

[ ] Put this card on this acting vampire. During your untap phase, if this vampire is in torpor, you can burn this card to move him or her to your ready region. A vampire can have only one Renewed Vigor.

[ ] Move a vampire in torpor to his controller's ready region, or restore an ally or retainer to his or her starting life (with life counters from the blood bank).

◆ Choose any other vampire. That vampire gains enough blood from the blood bank to reach full capacity.

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1

Repulsion

☐ Only usable when the acting vampire's action is announced. If this action is blocked, the acting vampire gets an optional maneuver, only usable to maneuver to long range, during the resulting combat.
☐ +1 stealth.
◆ Put this card on this vampire. This vampire gets +1 stealth. Burn this card if this vampire goes to torpor. This vampire cannot have or play another Repulsion.

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Resurrection

+1 stealth action. Only usable if a retainer or ally has been burned since your last turn.
☑ Move the retainer or ally card from your ash heap to your hand.
☑ Move the retainer card from its Methuselah's ash heap to this acting vampire, with life from the blood bank equal to its starting life. Use the normal version, if it requires a Discipline.
◆ As ☑ above, but move the ally card instead. Put it in your ready region, untapped.

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Rewind Time

☐ Reduce a bleed against you by 1.
☑ Cancel an action card as it is played (the acting minion is not tapped).
◆ Usable by a ready, untapped vampire even though there is no action. Cancel a non-out-of-turn master card as it is played during any other Methuselah's master phase (no cost is paid). The Methuselah who played that card gains another master phase action.

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Riddle Phantastique

① Put this card on an ally or younger vampire who is not Malkavian 🜊 or Malkavian *antitribu* 🜊. Put X riddle counters on this card, where X is half the capacity of the acting vampire (round down). The minion with this card burns 1 riddle counter instead of untapping during his or her untap phase. Burn this card when the last counter is removed. You may not play this card if another Riddle Phantastique is in play.

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Rigor Mortis

Only usable before range is determined. A minion can play only one Rigor Mortis each round.
☐ The opposing minion cannot use any additional strikes this round.
☒ As ☐ above, with an optional press.
◆ As ☒ above, and once each round this combat, you may cancel a maneuver used by the opposing minion.

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Riposte

Not usable on the first round of combat.
⚡ Strike: combat ends, and inflict 1 damage to the opposing minion once combat ends if the range is close (damage not preventable).
◆ As above, but inflict 2 damage.

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Rock Cat

Gargoyle creature with 4 life. 3 strength, 0 bleed.
Rock Cat may enter combat with any ready minion controlled by another Methuselah as a ① action. When in combat with the Rock Cat, vampires with capacity less than 4 cannot strike in the first round. Rock Cat gets an optional press each combat. Rock Cat may play cards requiring basic Potence ☐ as a vampire of capacity 3.

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Rockheart

☒ Strike: dodge.
☐ Prevent half the damage (round up) done by the opponent's strike. (Doing this twice would prevent all damage from the strike.)
◆ As ☐ above, and prevent half the damage (round up) done by each strike of the opponent for the remainder of combat. A vampire may play only one Rockheart at superior each combat.

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Roll

Do not replace until after combat.
☷ Maneuver. A minion may play only one Roll each round. If this minion is still ready when you would draw to replace this card, you may move this card from your ash heap to your hand instead.

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Rolling with the Punches

Prevent 1 damage.
This vampire burns 1 blood to prevent all damage from the opposing minion's strikes this round of combat.

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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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Rowan Ring

Unique melee weapon.
Send the opposing vampire to torpor as a strike. This card is transferred to that vampire, and he or she doesn't untap as normal during the untap phase as long as he or she remains in torpor.

1

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The Rumor Mill, Tabloid Newspaper

Master: unique location.
Tap to choose a vampire. Once during the current action, the chosen vampire may burn 1 blood to get +1 intercept.

1

If ever the public was betrayed by its press, it's ours.
Mark Twain

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Rumors of Gehenna

Political Card—Worth 1 Vote. Called by any vampire at +1 stealth.
Choose one or more Methuselahs. If this referendum is successful, put this card into play. While in play, each chosen Methuselah receives two master phase actions during his or her master phase (instead of one). Any vampire can burn this card with a successful referendum; calling this referendum is a +1 stealth political action.

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Sanguine Instruction

+1 stealth action. Requires a ready vampire.
Choose a Discipline this vampire has at superior. Put this card on a ready vampire of the same clan as this acting vampire. The vampire with this card gains one level of the chosen Discipline. The vampire's capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with the superior version of the Discipline.

+1

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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.

1

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Scry the Hearthstone

Only usable during a action directed at you.
+1 intercept.
As above, with an optional maneuver in the resulting combat if this vampire successfully blocks.
Cancel an action card or action modifier card that requires Chimerstry or Obfuscate as it is played (no cost is paid).

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Secret Horde

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

X

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The Secret Must Be Kept

Political Card—Worth 1 Vote.
Called by any Laibon at +1 stealth.
Choose an ally or retainer. If the acting
Laibon is a magaji, choose up to two
allies or retainers. Successful referendum
means the chosen allies and retainers are
burned, and their controllers burn 1 pool
(each Methuselah burns no more than
1 pool, regardless of the number of allies
and retainers chosen).

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Secret Passage

Master.
Put this card on a ready minion
you control. If this minion is the
target of a Ⓓ action while he
or she is ready, you may burn
this card to make the action fail.
A minion can have only one
Secret Passage.

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Sense Death

+1 stealth action.
Ⓔ Ⓓ Enter combat with a younger
vampire.
☑ Ⓓ Enter combat with any
minion. This acting vampire gets an
optional press during this combat.
◆ As ☑ above, and this acting
vampire gets an optional
maneuver during this combat.

Illus: Veronica Jones   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Sense Vitality

+1 stealth action.
◨ This vampire gains 2 blood.
☑ Rescue a vampire from torpor.
◆ As ☑ above, and the
rescued vampire gains 1 blood.

*It's not death if you refuse it. It is if
you accept it.*
James O'Barr, The Crow

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Shadow of Taint

☑ Ⓓ Move a card played by another
Methuselah on an ally in your ready region
to another ally.
☑ As ☑ above, or move a card played by
another Methuselah on a vampire in your
ready region to another minion on whom
the card could be played. That minion
cannot be a vampire older than the
vampire with the card.
◆ As ☑ above, and this action is at
+1 stealth.

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Shaman

**Unique mage with 2 life.
Requires a ready Laibon.**
This Laibon has +1 intercept.
When acting, this Laibon can
shuffle this retainer back into
your library to get +1 stealth.

Illus: Jeremy McHugh   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Shell Game

**Only usable when the action is
announced.**
◨ Tap X other ready Blood Brothers you
control of the same circle as this one to give
this Blood Brother +X stealth (even if stealth
is not yet needed). If the action is successful,
you may untap one of those Blood Brothers.
◆ As above, but untap an additional
one of those Blood Brothers if the
action is successful.

If you chase two rabbits, both will escape.

Illus: Abrar Ajmal   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Sideslip

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

Illus: Dan Smith   ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Side Strike

⚡ Strike: dodge.
◆ Additional strike.

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Sight Beyond Sight

Illus: Durwin Talon   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Unique master.
Put this card on a Salubri you control.
The Salubri with this card gets
+1 intercept.

*When you're as hunted as the few of us that
remain are, you're either alert or you're
dead. After a few decades of this, complete
knowledge of one's surroundings becomes
instinctive.*
Miriam Benyona, Salubri

Siren's Lure

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This vampire burns 2 blood to get
+1 stealth.
Only usable by an untapped ready
vampire other than the acting minion when
a minion attempts to block. That minion
cannot block this action. Tap this vampire
and that minion. Once the action resolves,
this vampire enters combat with that
minion.
As above, but do not tap this
modifying vampire.

Sires Command, Childer Inherit

Illus: William O'Connor   ©2005 White Wolf Publishing, Inc. All Rights Reserved

+1 stealth action. Requires a ready
Laibon.
Move 1 blood from the blood bank to
any other Laibon. Alternatively, if this
Laibon is a magaji, tap two ready
Laibon who belong to the same clan (as
each other) and are controlled by the
same Methuselah (as each other).

An egg never sits on a hen.
Kiswahili proverb

Skin of Steel

Illus: Douglas Shuler   ©2005 White Wolf Publishing, Inc. All Rights Reserved

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

Skin of the Chameleon

Illus: Brian LeBlanc   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Only usable as an action is
announced. If this action is blocked, this
vampire gets an optional maneuver or
press in the resulting combat.
+1 stealth. If this action is blocked,
this acting vampire gets an optional
maneuver or press in the resulting
combat.
As above, but with
+2 stealth.

The Slaughterhouse

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Master: location.
Tap to burn two cards from the top of
your prey's library.

*Death and decay. Decay and death. But the
soul survives, even in our inhuman shells.
Comprehending the passage of the soul
through the physical cycle requires
accelerating the process whenever possible.*
Anisa Marianna Lopez, Harbinger
of Skulls

Sniper Rifle

Illus: Jeff Holt   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Weapon, gun.
2R damage each strike. Only usable at
long range. If the bearer blocks an action,
he or she may set the range for the first
round of combat to long; if he or she
does so, skip the determine range step
that round, and the bearer's initial strike
that round must be with this weapon.

Weapons are tools of ill omen.
Sun Tzu, The Art of War

Soar

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**Only usable on an
undirected action.**
+1 stealth.

*The higher we soar, the smaller
we appear to those who
cannot fly.*
Friedrich Nietzsche

Social Charm

Illus: Mike Dringenberg   ©2005 White Wolf Publishing, Inc. All Rights Reserved

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

*Charming people live up to the very
edge of their charm and behave just as
outrageously as the world will let them.*
Logan Pearsall Smith, Afterthoughts

Song of Pan

+1 stealth action. Unique.
Untap this acting Kiasyd and put this card in play. All Kiasyd and changeling allies get +1 bleed. During your discard phase, burn this card and inflict 1 unpreventable damage on each Kiasyd or changeling ally you control who did not successfully bleed this turn.

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Song of Serenity

Only usable before range is chosen.
The opposing minion gets −1 strength this round. A vampire can only play one Song of Serenity each combat.
As above, but for the remainder of combat.

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Soul of the Earth

+1 stealth action.
Put this card on a slave Gargoyle. The Gargoyle with this card can burn it to reduce the cost of recruiting an ally or employing a retainer that requires a Gargoyle by up to 3 blood or pool.

This ritual will cushion the creature's mind and body against the shock of your embrace.
Rebekka, Tremere Chantry Elder

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Speak with Spirits

+1 intercept. Only usable during a bleed action.
+1 intercept.
Only usable by a tapped vampire. This vampire untaps and attempts to block. Once this action, this vampire can burn 1 blood to get +1 intercept.

A dead little bird told me.
Cynthia Ingold, Ahrimane

Illus: Becky Molmar   ©2005 White Wolf Publishing, Inc. All Rights Reserved

Spike-Thrower

Weapon.
1R damage each strike. Only usable at long range. Only usable once each round. If any damage from this strike is successfully inflicted on an opposing vampire, that vampire does not untap as normal on his or her next untap phase.

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Spirit Marionette

Bleed at +1 bleed.
Bleed at +1 bleed, and tap a ready minion controlled by your prey (even if the target of the bleed is changed).
+1 stealth action. Take control of a ready untapped minion until the end of the next action. That minion must bleed your prey unless he or she must hunt.

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Squirrel Balance

Only usable when the action is announced. If blocked, range in the first round of the resulting combat is automatically set to long.
Minions without flight or Spiritus get −1 intercept when attempting to block this action.
As above, but those minions get −2 intercept.

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Staredown

Strike: dodge.
Strike: combat ends.

Courage is resistance to fear, mastery of fear—not absence of fear.
Mark Twain

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Static Virtue

Master. Requires a ready Laibon.
Choose a Laibon you control. If this Laibon was moved to your ready region during your last influence phase, then for every two capacity above 4 this Laibon has, you may move one Aye and one Orun from your hand or library to this Laibon. Otherwise, you may move one Aye or one Orun from your hand or library to this Laibon. Shuffle afterward.

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Steal the Mind

🔅 ⓓ Tap a minion.
🕯 ⓓ Put this card on a ready minion. The acting vampire gets +2 intercept when attempting to block that minion. Any minion can burn this card as an action.
◈ As 🕯 above, and the minion with this card gets −1 bleed when bleeding this acting vampire's controller.

🩸 1

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Stone Dog

Gargoyle creature with 4 life.
The Gargoyle with this retainer can enter combat with a ready minion controlled by another Methuselah as a ⓓ action. When the Gargoyle with this retainer is in combat, the opposing minion takes 1 damage during the initial strike resolution phase of each round when the range is close.

Be on your guard against a silent dog and still water.
Latin proverb

3

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Stone Quills

⊠ Strike: 2R damage.
🗡 Strike: 2R damage, with an optional maneuver.
◈ **Strike: 3R damage, with an optional maneuver.**

A porcupine would die of envy upon witnessing the carnage that erupted from the stone beast's hands.
Javier Montoya, Tremere

🩸 1

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Stonestrength

⊠ Press, only usable to continue combat.
🗡 Press or prevent 1 damage.
◈ **Prevent 2 damage.**

What does not destroy me, makes me stronger.
Friedrich Nietzsche, *The Twilight of the Idols*

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Stone Travel

🔅 This vampire burns 1 blood to get +1 stealth.
🕯 +1 stealth.
◈ +1 stealth. If this action is blocked, this acting vampire may choose to cancel the resulting combat.

Half a hole is more than enough.
Bartholomew, Kiasyd

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Storage Annex

Master: location.
Put a card from your hand face down (out of play) on this card when you play it. You may look at the card at any time. During your master phase, you may exchange a card in your hand for the card on this Storage Annex.

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Strange Day

Requires a Laibon. Only usable as the action is announced.
Vampires cannot block this action. Only one Strange Day can be played in a game.

🩸 2

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Strength of the Bear

Only usable before range is determined.
⊠ This vampire gets +1 strength this round.
🗡 As ⊠ above, but for the remainder of combat.
◈ As 🕯 above, with an optional press this round.

Where I come from, the law of the land is survival of the strongest.
Nettie Hale, Ahrimane

🩸 1

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Sudden Reversal

Master: out-of-turn.
Cancel a master card played by another Methuselah as it is played (no cost is paid).

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Summon Spirit Beast

Discard X cards.
Move X animal retainers from your ash heap to this vampire, with life from the blood bank equal to their starting amounts. After this minion phase ends, burn those retainers.
As above, but the retainers are not burned until after the end of your next minion phase.

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Swarm

Animal with 1 life. Requires a ready Laibon.
Put the Swarm on any ready minion (employing the Swarm is a +1 stealth action if that minion is controlled by another Methuselah). If this action is blocked, put the Swarm on the acting minion instead (no cost is paid). During this minion's untap phase, if the Swarm has more than 1 life, it burns a life; otherwise, it steals 1 blood or life from this minion. A minion may have only one Swarm.

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Swiftness of the Stag

Press.
Maneuver or press.
+1 stealth.

She hissed and fled. She scarcely seemed to touch the ground as she bounded away. I tried to track her but could find no print or broken twig to follow.
Luther, Gangrel *antitribu*

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Swoop

Maneuver, only usable to go to close range, and this minion gets +1 strength on his or her initial strike this round. A minion may play only one Swoop each round.

As the Nosferatu howled in fury, Ferux swooped down again and crushed his ribcage. He stepped over the gurgling Sewer Rat and silently finished the job.

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Sword of the Righteous

Only usable before range is determined.
Choose one of this vampire's melee weapons. For the remainder of combat, this vampire inflicts +1 damage each strike with that weapon. A vampire can play only one Sword of the Righteous each combat.
As above, and the damage this vampire inflicts with the weapon is aggravated.
As above, and this vampire may prevent 1 damage this round.

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Tabriz Assembly

Unique master.
Put this card in play. Your hand size is one card larger. During your untap phase, a True Brujah you control gains 1 blood from the blood bank. Any vampire can call a referendum to burn this card as a +1 stealth political action; in that referendum, you get one additional vote.

Treat them as allies, but remember that the motivations of a snake are never truly known.
Nu, True Brujah, at the second 20th-century assembly.

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Tangle Atropos' Hand

Only usable when a minion is attempting to block.
Cancel the action and untap the acting minion. (The blocking minion is not tapped.)
As above, and take the action card, if any, back into your hand (discard afterward).
As above, and this vampire gets +1 stealth on his or her next action this turn.

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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 one Taste of Vitae each round.

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Telepathic Tracking

Press, only usable to continue combat. If another round of combat occurs, this vampire gets an optional maneuver during that round.
Only usable when both combatants are still ready and combat is about to end. The round ends, but combat does not end; another round starts.

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Tension in the Ranks

Unique master.
Put this card in play. Whenever a ready minion is burned or sent to torpor, the controller of the minion burns 1 pool. Any Methuselah can burn this card by discarding two master cards as a master phase action.

Even the war ghouls look nervous.
Assamites, Seekonk 2002 Storyline.

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Terra Incognita

Requires a ready Laibon. Not usable if you control any ready non-Laibon vampires.
Reduce a bleed against you made by a non-Laibon controlled by your predator by 1, or burn a blood to cancel a card that would retarget a bleed to you played by a non-Laibon as it is played (no cost is paid).

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Terror Frenzy

Frenzy.
[ ] Only usable before range is determined on the first round. During this combat, the opposing minion cannot use maneuvers to maneuver to close range, cannot use presses to continue combat and cannot use equipment.
◇ Only usable before range is determined. Opposing vampire burns an additional blood when playing combat cards this combat. A vampire may play only one Terror Frenzy at superior each combat.

1

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Those Who Endure Judge

Requires a Laibon with capacity above 4. Only usable when the action is announced.
The acting vampire gets two additional votes in any referendums conducted during this action (even blood hunt referendums). Any younger vampire successfully blocking this action burns 1 blood (before combat, if any). If he or she cannot, the block fails and the action continues as if unblocked.

1

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Thrown Gate

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

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

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Thrown Sewer Lid

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

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Tier of Souls

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

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Toreador's Bane

Only usable in combat with a Toreador ◇, Toreador antitribu ◆, ally or younger vampire.
[ ] Strike: combat ends.
[ ] Strike: combat ends, and if this vampire was blocked while performing an action other than a political action or bleeding, the action continues as if unblocked.
◆ Strike: combat ends, and the action continues as if unblocked.

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Tourette's Voice

[ ] +1 intercept.
[ ] Give a minion you control (even this one) +1 intercept.
◇ Give a minion +1 intercept.

*As we stand on the edge of darkness
Let our chant fill the void
That others may know ...*
Tibetan Book of the Dead

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Tracker's Mark

Play when the opposing minion burns blood or life due to damage. Put this card on the opposing minion. This Salubri *antitribu* gets +1 intercept when attempting to block the minion with this card. If the vampire with this card is Tremere ⚔ or Baali ☠, this Salubri *antitribu* can enter combat with him or her as a Ⓓ action. The minion with this card may burn it as a +1 stealth action. A vampire can play only one Tracker's Mark each combat.

Illus: Mark Nelson ©2005

Transfusion

Ⓒ Only usable after a successful action. Add 1 blood to a ready vampire.
Ⓑ As Ⓒ above, but add 1 life to a ghoul or 1 blood to a ready vampire.
◆ Only usable after combat if this vampire is still ready and successfully inflicted any damage on the opposing minion. Put a transfusion counter on the opposing minion. If the minion now has 3 of your transfusion counters, burn them all to take control of that minion. Only one Transfusion may be played at superior each turn.

Illus: John Bridges ©2005

Trap

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

Illus: Peter Kim ©2005

Travelers Obey the Tenets

+1 stealth action. Requires a ready magaji.
Put this card in play. When a vampire successfully takes a Ⓓ action against you, that vampire takes 1 unpreventable damage (after resolving the action). Any vampire may burn this card (and take no damage from it) as a Ⓓ action. A Methuselah may have only one Travelers Obey the Tenets.

Illus: Caleb Cleaveland ©2005

Truth of Blood

Ⓒ⚫ Ⓓ Bleed at +1 bleed. If this action is blocked, the controller of the blocking minion discards two cards at random from his or her hand (before combat, if any). Those cards are not replaced until the end of this action.
◆ ◇ As above, but bleed at +2 bleed.

Illus: Peter Bergting ©2005

Unburdening the Bestial Soul

🖐 +1 stealth action. Move 1 or more blood from this vampire to any other vampire.
🖐 As 🖐 above, and untap this acting vampire.
◆ Ⓓ Put this card on an ally or a younger vampire. The minion with this card cannot take actions, block or play reaction cards. During this minion's untap phase, this card is burned unless this acting vampire burns 2 blood.

Illus: Durwin Talon ©2005

Uncontrolled Impulse

+2 stealth. Not usable if any non-mandatory actions have been performed this turn.

I ran so fast that time and youth at last ran out, I never stopped to think what life was all about, And every conversation I can now recall, Concerned itself with me, and nothing else at all Charles Aznavour, "Yesterday, When I Was Young" (translated by Herbert Kretzmer)

Illus: Greg Boychuk ©2005

Unflinching Persistence

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

Illus: Brian Snõddy ©2005

Unseen Hibernation

Ⓒ ⚫ Cancel a frenzy card played on this vampire as it is played.
Ⓒ Only usable during a Ⓓ action directed at this vampire. Not usable if the acting minion is an older vampire. The action ends (unsuccessfully), and no cost is paid.
◆ As above, but usable by a tapped vampire.

Illus: Alexander Dunnigan ©2005

Unwholesome Bond

+1 stealth action.

▣ This vampire gains X+1 blood, where X is the number of ready, untapped Blood Brothers of the same circle as the acting vampire.

◇ Add 1 blood from the blood bank to each Blood Brother in your uncontrolled region of the same circle as the acting vampire.

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Vampiric Speed

▣ Strike: dodge.

◇ Strike: dodge, with an optional press.

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Vengeance of Samiel

▢ Strike: use your hand or melee weapon at +1 damage.

☑ As ▢ above, and this strike cannot be dodged.

◈ As ☑ above, but this strike is at +2 damage.

Tonight, there would be a small measure of vengeance, one grain of sand to add to a desert that would in time stretch across the face of the Earth.
Parmenides, Assamite

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Vitae Block

Play before range is determined. Only usable if the opposing minion is a vampire. A vampire can play only one Vitae Block each combat.

▨ This vampire gets an optional press this round.

▣ Put this card in play and move up to 2 blood from the opposing vampire to this card. During your untap phase, return the blood counters to that vampire and burn this card.

◇ As ▣ above, but move up to 3 blood to this card.

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Voter Captivation

Only usable after a successful referendum.

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

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

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Vox Domini

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

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

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Vulnerability

Master.
Burn a vampire in torpor.

Quentin fell into torpor after the encounter with Meshenka and has not been heard from since. A stronger power may have pulled him to Final Death.
Tzimisce, Dublin 2002 Storyline

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Vulture's Buffet

+1 stealth hunt action. If this hunt is successful, the acting vampire untaps.

▪ Remove a minion or retainer in any Methuselah's ash heap from the game to move 1 blood to this vampire from the blood bank.

☑ As ▪ above, but move 2 blood.

◇ As ☑ above, and you gain 1 pool.

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Wake with Evening's Freshness

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

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Walk of Caine

Choose X ready Blood Brothers you control who belong to the same circle as this acting vampire (including this acting vampire). Each chosen vampire must burn a blood, or this card has no effect.
+X bleed. Only usable as a bleed action is announced. After playing this card, you cannot play another action modifier to further increase the bleed for this action.
As above, but usable any time before the action is resolved.

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Wanderer's Counsel

Only usable during a referendum. Usable by a tapped vampire. This Akunanse gets an additional vote in this referendum.
Only usable when this Akunanse successfully hunts. He or she gains 1 additional blood.

By coming and going will a bird weave its nest.
Ashanti proverb

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Whistling Up the Beast

Cancel a frenzy card played on this vampire as it is played.
Frenzy. Only usable before range is determined on the first round. During this combat, the opposing vampire cannot use maneuvers to maneuver to close range and cannot use presses to continue combat.
As above, and this vampire gets an optional maneuver this round.

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The Wildebeest

+1 stealth action.
Put this card on the acting Ahrimane. This Ahrimane gets +1 strength and −1 stealth and gets an optional maneuver each combat. He or she cannot use equipment and cannot have retainers (any retainers on this vampire are burned). A vampire can have only one The Wildebeest.

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Winged Second

Only usable when another minion you control enters combat with a minion without flight. Tap this minion. In that combat, this minion may make a hand or melee weapon strike (with or without a strike card) on the opposing minion during normal strike resolution (as if at close range). Dodge will avoid this strike, and damage prevention effects can treat this as a strike from an opposing minion. This minion may be the target of effects that inflict damage or steal blood as a retainer could be.

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Wise Spider

+1 stealth action.
Put this card on this acting Akunanse. If this action is successful, untap the acting vampire at the end of the turn. While this Akunanse is ready, your hand size is one card larger. A vampire may have only one Wise Spider.

To travel is to see. To travel is to learn.
Hasani, Akunanse

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Withering

Strike: 1R damage.
Strike: make a hand strike. Place this card on the opposing minion. The minion with this card has −1 strength. Burn this card during his or her controller's next discard phase.
As above, and the minion with this card cannot play cards that require any Disciplines.

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Year of Fortune

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

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Yoruba Shrine

Master: unique location.
When a ready Assamite you control is the target of a action or is selected by the acting Methuselah in the terms of a referendum, you may tap this location to untap the acting minion and make the action or referendum fail. Only usable as the action is announced or before any votes are cast in the referendum. Not usable on a referendum that is passing automatically.

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Zaire River Ferry

This equipment card represents a unique location and does not count as equipment while in play. Haven.

You may tap this location when a Ⓓ action directed at this Lasombra is announced to cause that action to fail. The Lasombra with this location may tap it to get +1 stealth for the current action. A vampire may have only one haven.

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Zillah's Valley

Master.

Move 4 blood from the blood bank to a vampire in your uncontrolled region with a capacity above 7.

And each night, for three nights, Zillah drank from her Sire, though she did not know it. And, on the third night, Caine announced he would marry Zillah, his sweetest Childe, and she agreed.
The Book of Nod

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