Alessandro Garcia

Sabbat: Alessandro gets +1 strength in combat with a Lasombra 👑.

Illus: Eric Lofgren ©2006 White Wolf Publishing, Inc. All Rights Reserved

4

Armin Brenner

Sabbat Archbishop of Washington, D.C.: When a referendum Armin calls passes, you gain 1 pool.

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10

Axel Von Anders

Sabbat.

Illus: Abrar Ajmal ©2006 White Wolf Publishing, Inc. All Rights Reserved

5

Bela Kardoza

Sabbat: During a referendum, Bela may burn X blood to get X additional votes.

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10

DeSalle

Sabbat: When DeSalle is acting, a Sabbat vampire may burn 1 blood to get +1 intercept once that action. +1 stealth.

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7

Father Juan Carlos

Sabbat: During a bleed action, Father Juan may burn a blood to get −1 bleed and +1 stealth.

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6

Hektor

Sabbat priscus: Damage from Hektor's hand strikes is aggravated. Baali 👁 get +1 bleed when bleeding you.

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9

Jacques Molay

Sabbat: Jacques may enter combat with an ally or younger vampire as a Ⓓ action. +1 strength.

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9

Lord Aaron Wesley Wilkshire

Sabbat. Black Hand: Frenzy cards played on Aaron cost an additional blood or pool.

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8

Marcel de Breau

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

3

9

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Patrick

Sabbat.

4

4

Illus: Abrar Ajmal
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Rodrigo

Sabbat.

4

5

Illus: Jeremy McHugh
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Shawnda Dorrit

Sabbat priscus.

4

6

Illus: David Day
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Smash

Sabbat.

4

3

Illus: Chad Michael Ward
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Urraca

Sabbat bishop: While you control the Edge, Urraca gets +1 bleed.

4

7

Illus: Abrar Ajmal
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Aksinya Daclau

Sabbat: Once each turn during a bleed against you, if Aksinya is ready and untapped, you may discard a master card from your hand to redirect the bleed to any other Methuselah.

4

9

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Bill Butler

Sabbat.

4

3

Illus: Glenn Osterberger
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Charlie Tyne

Sabbat.

4

4

Illus: Lawrence Snelly
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Frere Marc

Sabbat.

Illus: Peter Bergting ©2006 White Wolf Publishing, Inc. All Rights Reserved

4

6

Hukros

Sabbat: During your untap phase, you may move a card from your hand to Hukros face down. You may look at the card at any time. Hukros may play that card as if from your hand.

Illus: Abrar Ajmal ©2006 White Wolf Publishing, Inc. All Rights Reserved

4

10

Leo Washington

Sabbat: An older vampire opposing Leo gets an optional maneuver on the first round of combat.

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4

2

Luke Fellows

Sabbat: If Luke bleeds successfully, he untaps at the end of the action.

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4

7

Lula Burch

Sabbat.

Illus: Lawrence Snelly ©2006 White Wolf Publishing, Inc. All Rights Reserved

4

3

Morrow the Sage

Sabbat: Once each action, Morrow may burn 2 blood to get +1 stealth.

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4

6

Mowgli

Sabbat: Mowgli cannot use maneuvers to maneuver to long range and cannot use presses to end combat.

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4

5

Mugur Sabau

Sabbat Archbishop of Pittsburgh: Each time Mugur commits diablerie, he gets an additional +1 bleed.

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4

9

Nostoket

Sabbat. Black Hand: Nostoket may inflict 2 damage on a ready minion controlled by your predator or prey as a Ⓓ action.

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4

8

Ryszard

Sabbat bishop: Ryszard cannot block titled vampires.

4

6

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Xendil Charmer

Sabbat priscus.

4

7

Illus: Abrar Ajmal   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Andrew Emory

Sabbat bishop.

4

5

Illus: Steve Eidson   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Antón de Concepción

Sabbat Archbishop of Chicago: Antón gets an optional maneuver on the first round of combat.

4

9

Illus: Quinton Hoover   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Conrad Adoula

Sabbat: While Conrad is acting, reaction cards cost younger vampires an additional blood to play.

4

8

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Dr. Julius Sutphen

Advanced. Sabbat: During a D action, Julius may burn 1 blood to get +1 stealth.
Archbishop of Atlanta: Julius gets +1 strength in combat with a Camarilla vampire.

3

5

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Ermenegildo, The Rake

Sabbat. Black Hand.

4

5

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Leila Monroe

Sabbat: Leila may change the sect of an anarch vampire with no blood to Sabbat as a +1 stealth D action.

4

4

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Lord Vauxhall

Sabbat.

4

7

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Luca Italicus

Sabbat Archbishop of Philadelphia: Once each round after the first, Luca can strike for 2R damage.

4

10

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Lucy Markowitz

Sabbat.

4

3

Illus: Jim DiBartolo ©2006 White Wolf Publishing, Inc. All Rights Reserved

Melinda Galbraith

Sabbat cardinal.

4

10

Illus: Jim Pavelec ©2006 White Wolf Publishing, Inc. All Rights Reserved

Paulo de Castille

Sabbat: When Paulo is put into play during your influence phase, you may move 1 blood from him to any Lasombra in your uncontrolled region.

4

4

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Virginie, Prodigy

Sabbat bishop: Once each action, Virginie may burn 1 blood to get +1 bleed.

4

6

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Apache Jones

Sabbat.

4

5

Illus: Steve Ellis ©2006 White Wolf Publishing, Inc. All Rights Reserved

Beauregard Krueller

Sabbat.

4

4

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Bloodfeud

Sabbat.

4

2

Illus: Jim Pavelec ©2006 White Wolf Publishing, Inc. All Rights Reserved

Drusilla Euphemia

Sabbat: Drusilla may give you control of a ready Ventrue for the remainder of the turn as a ① action that costs 2 blood.

4

6

Illus: Rebecca Guay ©2006 White Wolf Publishing, Inc. All Rights Reserved

Fabrizia Contreraz

4

Sabbat Archbishop of Miami: If your prey controls no ready Camarilla vampires, Fabrizia gets two fewer votes in each referendum.

4

General Perfidio Dios

3

Sabbat bishop: Perfidio may burn 1 blood to untap and attempt to block a Ⓓ action that targets a location you control.

5

Gravitnir

4

Sabbat priscus: During a political action, if Gravitnir is ready, he may burn a blood to force the acting vampire to abstain (this can cancel that vampire's votes).

10

Harold Zettler, Pentex Director

4

Sabbat: Giovanni ⓐ get +1 bleed when bleeding you. +1 stealth.

9

Jackie

4

Sabbat.

3

Luc

4

Sabbat: Luc gets +1 stealth on diablerie actions. He may give you +3 hand size until your next untap phase as a +1 stealth action.

5

Marta

4

Sabbat: When Marta diablerizes an older vampire, she gains a blood (after receiving a master: Discipline card, if any).

3

Persephone Tar-Anis

4

Sabbat: +1 bleed.

8

Rodolfo

3

Sabbat bishop: +1 bleed.

8

Stavros

Sabbat priscus.

7

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Uncle George

Sabbat.

5

Illus: Ken Meyer, Jr. · ©2006 White Wolf Publishing, Inc. All Rights Reserved

White Lily

Sabbat. Black Hand: Once per combat, before range is determined, White Lily may equip with a weapon from your hand. (Pay cost as normal.)

8

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Aaron Bathurst

Sabbat.

4

Illus: Rik Martin · ©2006 White Wolf Publishing, Inc. All Rights Reserved

Blister

Sabbat.

3

Illus: Richard Thomas · ©2006 White Wolf Publishing, Inc. All Rights Reserved

Frank Litzpar

Sabbat.

5

Illus: Joel Biske · ©2006 White Wolf Publishing, Inc. All Rights Reserved

Greensleeves

Sabbat priscus: If you also control Humo, Greensleeves may burn a blood to give Humo +1 bleed once each action.

7

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Humo

Sabbat: If you also control Greensleeves and he is ready, Humo may burn a blood to give Greensleeves +1 stealth once each action.

6

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Icarus, The Manchurian

Sabbat: When Icarus bleeds a Methuselah successfully, you may look at that Methuselah's hand.

7

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Joseph Cambridge

Sabbat bishop: Joseph gets an additional +1 stealth on political actions.

4

6

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Lukas

Sabbat Archbishop of Toronto.

4

8

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Old Neddacka

Sabbat.

4

2

Illus: Sam Araya   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Raphael Catarari

Sabbat: if Raphael's blood total is odd, he does not untap as normal. You may use a master phase action to add a blood to him from your pool or to burn a blood from him. +1 bleed.

4

5

Illus: Sam Araya   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Servius Marius Pustula

Sabbat: Each Methuselah gets +X hand size, where X is the number of ready vampires with capacity above 7 he or she controls.

4

10

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Stick

Sabbat.

4

3

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Ysador the Foul

Sabbat cardinal: Non-infernal, non-demon minions opposing Ysador in combat cannot use maneuvers to maneuver to close range.

4

10

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Caroline Bishops

Sabbat: Caroline cannot block non-Camarilla vampires.

4

3

Illus: Lawrence Snelly   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Jaggedy Andy

Sabbat: Whenever Andy goes to torpor, you must discard two cards at random from your hand. (Draw up to your hand size afterward.)

4

1

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Kai Simmons

Sabbat: Any other Methuselah's titled Sabbat vampire may call a referendum to steal Kai for him or her as a +1 stealth political action.

Illus: Jim DiBartolo   ©2006 White Wolf Publishing, Inc. All Rights Reserved

4   1

Margarite

Sabbat: Any Tzimisce controlled by another Methuselah may enter combat with Margarite as a Ⓓ action.

Illus: Lawrence Snelly   ©2006 White Wolf Publishing, Inc. All Rights Reserved

4   1

Mary Johnson

Sabbat: Any older vampire with Presence can steal Mary for his or her controller as a Ⓓ action.

Illus: Jim Pavelec   ©2006 White Wolf Publishing, Inc. All Rights Reserved

4   2

Schuyler

Sabbat: When Schuyler is blocked, your prey may move a library card from his or her ash heap to the top of his or her library.

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4   1

Dominique Santo Paulo

Sabbat. Black Hand: Dominique gets +1 strength in combat with Nosferatu or Nosferatu antitribu.

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4   6

Gabriel de Cambrai

Sabbat. Black Hand.

Illus: Steve Ellis   ©2006 White Wolf Publishing, Inc. All Rights Reserved

4   5

Isouda de Blaise

Sabbat: You may burn the Edge during your discard phase to untap Isouda.

Illus: Rebecca Guay   ©2006 White Wolf Publishing, Inc. All Rights Reserved

4   7

Jonathan Gursel

Sabbat.

Illus: Ken Meyer, Jr.   ©2006 White Wolf Publishing, Inc. All Rights Reserved

4   3

Justine Chen, Innocent

Sabbat.

Illus: Jim DiBartolo   ©2006 White Wolf Publishing, Inc. All Rights Reserved

4   2

Klaus Konrecht

Sabbat cardinal.

4

8

Loonar

Sabbat.

4

4

Malabranca

Sabbat Archbishop of Rome: If your prey has more pool than you, Malabranca may move 1 counter from your prey's pool to yours as a +1 stealth Ⓓ action.

4

9

Melinda Galbraith

Advanced. Sabbat bishop: During your untap phase, Melinda can tap a Sabbat vampire with capacity less than 7. ☐ **Sabbat regent:** +2 bleed.

4

10

Monique Kim

Sabbat.

4

3

Rain

Sabbat: Rain gets +1 stealth on actions directed at a Methuselah who controls no ready titled vampires.

7

Redbone McCray

Sabbat: Redbone may enter combat with a younger Camarilla vampire as a Ⓓ action.

4

6

Tears, The Dark Pierrot

Sabbat: If Tears is blocked when attempting a bleed or political action, he burns 1 blood (before combat begins, if any).

4

6

Alejandro Aguirre

Sabbat: If Alejandro is ready, he may tap before range is determined in any combat that does not involve him to inflict 1 unpreventable damage on each combatant.

3

5

Antonio d'Erlette

4

Sabbat: While Antonio is ready, you may spend four transfers to search your hand or library (shuffle afterward) for a mage ally Antonio could play. Put that ally in play with life equal to his starting amount (pay cost as normal).

5

Illus: David Day

Eric Kressida

4

Sabbat bishop: If Eric is in torpor during any other Methuselah's discard phase, you may burn the Edge to move him to your ready region.

8

Illus: Jeff Holt

Esoara

4

Sabbat.

5

Illus: Richard Thomas

Frondator

4

Sabbat bishop: Rescuing a vampire from torpor costs Frondator 1 less blood.

5

Illus: Rik Martin

Janine

4

Sabbat.

4

Illus: Rebecca Guay

Keith Moody

4

Sabbat: During your untap phase, if your prey has the Edge, he or she may burn it to cause Keith to burn 1 blood.

3

Illus: Katie McCaskill

Ladislas Toth, The Torch

3

Sabbat Archbishop of Frankfurt.

7

Illus: Christopher Shy

Lectora

4

Sabbat.

3

Illus: Becky Jollensten

Lernean

4

Sabbat cardinal: Once each round, Lernean may burn 1 blood to get an additional strike.

10

Illus: Jeff Holt

Lucubratio

Sabbat Archbishop of Brussels: Once each turn, when Lucubratio blocks, he may discard a card that requires Auspex from your hand instead of tapping for the block.

4

10

Illus: Becky Jollensten   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Malgorzata

Sabbat priscus: Malgorzata may remove a vampire in your uncontrolled region from the game to add 4 blood from the blood bank to another vampire in your uncontrolled region as a +1 stealth action.

4

9

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Mosfair

4

Sabbat. Black Hand.

4

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Nickolai, The Survivor

Sabbat: Nickolai may gain 1 level of any Discipline another of your ready vampires has at superior as a +1 stealth action that costs 1 blood.

4

6

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Orlando Oriundus

Sabbat bishop: During a referendum, if Orlando is ready, your vampires' votes are doubled when votes are tallied, and other multipliers may not be played on your vampires. +1 bleed.

4

9

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Paul Cordwood

Sabbat bishop: Once each action, Paul can remove the top card of your crypt from the game to get +1 intercept or +1 stealth.

4

8

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Uta Kovacs

Sabbat: Uta can enter combat with a minion controlled by another Methuselah as a Ⓓ action. Cards that require Thaumaturgy cost her 1 less blood to play.

4

8

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Count Vladimir Rustovitch

Sabbat: When you draw to replace a combat card Vladimir plays, you may draw an additional card (discard afterward). He gets +1 strength in combat with a werewolf. Flight [✈✈].

4

9

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Darvag, The Butcher of Rus

Sabbat. Black Hand: Darvag may burn a location as a Ⓓ action.

4

8

Illus: Riccardo Fabiani   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Droescher One-Eye

Sabbat.

4

3

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Duality

Sabbat: When Duality plays a card that requires Vicissitude, you may draw an additional card.

4

6

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

Elizabeth Westcott

Sabbat.

3

5

Illus: David Day ©2004 White Wolf Publishing, Inc. All Rights Reserved

Guedado

Laibon.

4

4

Illus: Richard Thomas ©2004 White Wolf Publishing, Inc. All Rights Reserved

Ilias cel Frumos

Sabbat.

4

3

Illus: Eric Deschamps ©2004 White Wolf Publishing, Inc. All Rights Reserved

Jane Sims

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

4

4

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Lady Zara Slatikov

Sabbat bishop: Zara gets an optional press each combat. She may enter combat with a ready Baali ✪ as a Ⓓ action.

4

8

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Laika

Sabbat: Laika may burn 1 blood to strike for 2R damage.

4

7

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Radu Bistri

Sabbat cardinal: During your untap phase, Radu gains 1 blood if the Purchase Pact is in play.

4

8

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Sha-Ennu

Sabbat regent: Vampires with capacity less than 4 cannot block Sha-Ennu. +2 bleed.

Illus: Richard Thomas

11

Terrifisto

Sabbat Archbishop of Detroit: During a referendum called by Terrifisto, he may burn a blood when the votes are tallied to inflict 2 damage on a ready vampire who voted against the referendum.

Illus: Richard Thomas

10

Yuri Kerezenski

Sabbat bishop.

Illus: Richard Thomas

5

Jefferson Foster

Sabbat bishop.

Illus: Thomas Manning

6

Jephta Hester

Sabbat.

Illus: Eric Deschamps

5

Konrad Fleischer

Sabbat: Once each round, Konrad may treat 1 aggravated damage as normal. He gets an optional press each combat.

Illus: Avery Butterworth

9

Laszlo Mirac

Sabbat bishop: When Laszlo calls a referendum, he may choose a younger vampire. That vampire cannot cast votes in that referendum. +1 bleed.

Illus: Avery Butterworth

10

Little Willie

Sabbat.

Illus: Steve Ellis

4

Louis de Maisonneuve

Sabbat.

Illus: John Bridges

5

Mariel St. John
4
Sabbat.
Illus: Becky Jollensten ©2006 White Wolf Publishing, Inc. All Rights Reserved
6

Neighbor John
4
Sabbat: +1 intercept.
Illus: Jim Pavelec ©2006 White Wolf Publishing, Inc. All Rights Reserved
5

Polly Kay Fisher
4
Sabbat Archbishop of New York.
Illus: Eric Deschamps ©2006 White Wolf Publishing, Inc. All Rights Reserved
8

Randel, The Coward
4
Sabbat.
Illus: Eric Deschamps ©2006 White Wolf Publishing, Inc. All Rights Reserved
4

Rico Loco
4
Sabbat. Black Hand: If Rico is ready during your master phase, move a Bomb from your hand or ash heap to him (no cost) or he takes 1 damage. During your untap phase, if Rico is ready and has a Bomb, burn the Bomb and another ready minion you control takes 2 damage.
Illus: John Bridges ©2006 White Wolf Publishing, Inc. All Rights Reserved
2

Titus Camille
4
Sabbat: Titus can steal equipment from a minion controlled by your predator or prey as a Ⓓ action. +1 strength.
Illus: Avery Butterworth ©2006 White Wolf Publishing, Inc. All Rights Reserved
8

Ulrike Rothbart
4
Sabbat.
Illus: Eric Deschamps ©2006 White Wolf Publishing, Inc. All Rights Reserved
3

Abandoning the Flesh
Only usable by a vampire being burned. Usable by a vampire in torpor.
☑ Remove this vampire from the game instead (diablerie, if any, is still successful), and put this card into play. You may not play this card if you already have an Abandoning the Flesh in play. You may tap this card when a vampire with Dementation is bleeding to give that vampire +1 bleed for the current action.
Illus: Steve Ellis ©2006 White Wolf Publishing, Inc. All Rights Reserved

Abbot
+1 stealth action. Requires a Sabbat vampire.
Put this card on this acting Sabbat vampire and untap him or her. This Sabbat vampire gets +1 intercept against Ⓓ actions directed at his or her controller. A vampire may have only one Abbot.
Illus: John Bridges ©2006 White Wolf Publishing, Inc. All Rights Reserved

Ablative Skin

+1 stealth action.
Put this card on the acting vampire and put 3 ablative counters on this card. While in combat, this vampire may remove any number of ablative counters from this card to prevent that amount of non-aggravated damage. Burn this card when it has no more ablative counters.
As above, but this vampire may also prevent aggravated damage in combat in this way.
DRAFT: Ablative Skin.

Illus: Richard Thomas   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Acrobatics

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

Illus: Douglas Shuler   ©2006 White Wolf Publishing, Inc. All Rights Reserved

The Admonitions

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

Illus: Peter Bergting   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Aid from Bats

Strike: 1R damage, with an optional maneuver.
As above, with an optional press.
DRAFT: Do not replace until after combat. Maneuver.

Hanging upside down like rows of disgusting old rags
And grinning in their sleep. Bats!
D.H. Lawrence, "Bat"

Illus: Melissa Benson   ©2006 White Wolf Publishing, Inc. All Rights Reserved

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.

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Amaranth

Only usable by a vampire who can commit diablerie. Only usable when the opposing vampire should go to torpor. Diablerize the opposing vampire instead. Not usable by a vampire being burned or going to torpor.

Thou shalt not slay thy sire and drink his heart's blood.
The Book of Nod

Illus: Alejandro Collucci   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Amusement Park 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.

Definitely an E ticket!
Julie, Brujah *antitribu*

Illus: Dave Seeley   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Anarchist Uprising

Successful referendum means each Methuselah burns 1 pool for each minion he or she controls.

We are all brothers of oppression, and today, brothers of oppression are identified with each other all over the world.
Malcolm X

Illus: Scott Fischer   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Anarch Revolt

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

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

Illus: Steve Prescott   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Apportation

⊠ Press, only usable to continue combat.
◈ Maneuver.
DRAFT: ⊡ Dodge.

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

Illus: Clint Langley ©2006 White Wolf Publishing, Inc. All Rights Reserved

Aranthebes, The Immortal

+1 stealth action. Unique.
Put this card into play. You may tap Aranthebes to give a minion controlled by your predator −1 stealth for the current action. While Aranthebes is untapped, vampires with a capacity less than 5 get −1 bleed when bleeding you. Any vampire with a capacity above 4 can move Aranthebes to your library as a ⒟ action. Shuffle afterward.

1

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Archon Investigation

Master: out-of-turn.
Only usable when a minion is attempting to bleed you for more than 3. The action is not successful. Burn the acting minion.

3

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The Art of Love

Master.
Take control of an ally controlled by another Methuselah until the end of your turn.
DRAFT: Put this card on a vampire you control. You may burn this card to give this vampire +1 bleed for the current action.

I know of only one duty, and that is to love.
Albert Camus

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The Art of Pain

Unique master.
Put this card on a ready Toreador *antitribu*. This vampire gets +2 strength.

2

No kind of sensation is keener and more active than that of pain; its impressions are unmistakable.
Marquis de Sade, *120 Days of Sodom*

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Art Scam

+1 stealth action.
Gain 2 pool.
DRAFT: +1 stealth action. Burn the Edge to gain 2 pool.

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

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Aura of Invincibility

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

1

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Aura Reading

Only usable before range is chosen.
⊡ The opposing minion's controller plays with an open hand for the remainder of combat.
◈ Your hand size is increased by 2 cards for the remainder of this combat. A vampire can play only one Aura Reading at superior each combat.

Illus: Leif Jones ©2006 White Wolf Publishing, Inc. All Rights Reserved

Auspex ⊙

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

+1

Illus: Greg Simanson ©2006 White Wolf Publishing, Inc. All Rights Reserved

Auto-da-fé
1 Vote

Requires a cardinal, regent or Inquisitor.
Choose a vampire with capacity less than 8. Successful referendum means that vampire's controller burns X pool or burns that vampire, where X is the difference between 8 and that vampire's capacity.

Illus: Avery Butterworth ©2006 White Wolf Publishing, Inc. All Rights Reserved

Awe

Only usable during a referendum.
■ This vampire gets X+1 votes.
◇ As above, but this vampire gets 2X+1 votes.
DRAFT: ■ This vampire gains X 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

Illus: Gary Leach ©2006 White Wolf Publishing, Inc. All Rights Reserved

Bang Nakh—Tiger's Claws

Melee weapon.
Strength +2 damage each strike.

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

2

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Banshee Ironwail

Unique melee weapon. Cold iron.
Strength+2 damage each strike. Bearer gets −1 stealth on each action. If bearer blocks an action, the acting minion burns 1 blood or life (before combat begins, if any).

For punishment, the Bean-Sidhe was artbound to the blade itself, and it has howled in its twice-damned existence ever since.
Michah Naught, Seelie sluagh grump

2

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Bauble

+1 stealth action.
⚒ Put this card on the acting vampire. Search your library and put a non-unique, non-location equipment card on another minion you control. Do not pay the cost to equip. The vampire with this card cannot attempt actions, block or vote. You may burn this card and the chosen equipment card during your untap phase or when the minion with the chosen equipment leaves the controlled region.
⚒ As above, but you may burn this card and the chosen equipment at any time.

2

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Behind You!

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

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Bewitching Oration

Only usable during a referendum.
■ This acting vampire gains 2 votes.
◇ This acting vampire gains 4 votes.

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

Illus: Ash Arnett ©2006 White Wolf Publishing, Inc. All Rights Reserved

Black Forest Base

Master: unique location.
Requires a ready Sabbat vampire.
Once each turn, a Sabbat vampire may call a referendum to give his or her controller 2 pool from the blood bank as a +1 stealth political action. Any Changeling may burn this card as a +1 stealth Ⓓ action.

Illus: Jeremy McHugh ©2006 White Wolf Publishing, Inc. All Rights Reserved

Black Gloves

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

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

3

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Black Hand Emissary

+1 stealth action. Requires a ready Seraph. Unique.
Put this card on a ready Black Hand vampire. This Black Hand vampire gets X additional votes, where X is the number of ready Black Hand vampires you control. Any Seraph may move this card to a ready Black Hand vampire as a +1 stealth Ⓓ action, directed at the controller of this card.

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Black Metamorphosis

🏴 Put this card on the acting vampire. This vampire gets one optional additional strike per round. A vampire may have only one Black Metamorphosis.
❧ As above, and this vampire gets an optional press each combat.

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Black Spiral Buddy

Werewolf with 3 life. 1 strength, 0 bleed.
Damage from Black Spiral Buddy's hand strikes is aggravated. Once each combat, Black Spiral Buddy gets an additional strike. If Black Spiral Buddy has fewer than 3 life during your untap phase, he gains 1 life.
DRAFT: Requires a Sabbat vampire. As above, but Black Spiral Buddy burns 2 life when he moves to the ready region.

Illus: Jeff Miracola   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Blade of Enoch

Unique melee weapon.
Strength+1 damage each strike, only usable by a vampire with capacity above 5. Damage inflicted by this weapon on a Brujah 🜨 or Brujah *antitribu* 🜨 is aggravated. This vampire with capacity above 5 is immune to the effects of Frenzy cards.

Illus: Patrick McEvoy   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Blessing of Chaos

+1 stealth action.
🔲 Put this card on the acting vampire. If this vampire attempts to block, the acting vampire cannot play action modifiers requiring Dementation, Chimerstry 🔲, Dominate 🔲 or Presence 🔲. Vampires opposing this vampire in combat cannot play cards that require those Disciplines.
❧ As above, and actions requiring those Disciplines cannot be directed at this vampire.

Illus: Hannibal King   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Bloodbath

+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.
Move 2 blood from the blood bank to a ready Sabbat vampire with capacity above 4. Put this card on that vampire. The vampire with this card gains 1 additional vote unless he or she has a title. A vampire may have only one Bloodbath.

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Blood Doll

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

Illus: Lawrence Snelly   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Blood Feast

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

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

Illus: Ken Meyer, Jr.   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Bloodfeud

Sabbat.

Illus: Guy Paveler   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Blood of the Sabbat

+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.
Put this card on a Sabbat vampire other than the acting vampire. The vampire with this card gains 1 blood after each successful ▢ action he or she performs. A vampire may have only one Blood of the Sabbat.

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Blood Rage

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

Illus: Chris Stevens   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Blow Torch

Weapon.
1 aggravated damage each strike.

*Doused with fluid/Blow torch flaming
It's time to die/Roasted alive
Death… burning flesh/Corpse… ashes left*
Mortician, "Charred Corpses"

Illus: James Stowe   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Blur

⚡ Additional strike.
❖ Two additional strikes.
DRAFT: Maneuver.

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

Illus: Ken Meyer, Jr.   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Body Arsenal

✔ For the remainder of this round, damage from this vampire's hand strikes is aggravated.
✔ As above, and this vampire gets +1 strength for the remainder of this combat.

The most important weapons are not those you carry.
Anton, Tzimisce

Illus: Mark Tedin   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Body Flare

⚡ Strike: 2 aggravated damage.
⚡ Strike: 2R aggravated damage.
DRAFT: Only usable in combat with an ally or a younger vampire. Strike: 2 aggravated damage.

The Star of Bethlehem itself couldn't have burned brighter.
Lambach, Sabbat cardinal

Illus: Randy Gallegos   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Bomb

Weapon.
5R damage as a strike. If the bomb is used in combat, the bearer takes 5 damage as well. The minion with this weapon may burn a location as a ▢ action. Burn the Bomb after use.

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Bonding

After playing this card, you cannot play another action modifier to further increase the bleed for this action. (Only usable during a bleed action.)
⊠ +1 bleed.
✦ +1 stealth and +1 bleed.

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

Illus: Harold Arthur McNeill   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Bonecraft

✔ Strike: 1 damage. Put this card on the opposing minion. The minion with this card has −1 strength. (This does not affect the current Strike Resolution step.) He or she may burn this card by paying 2 blood as a +1 stealth action.
✔ As above, but the minion with this card has −2 strength.

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Boxed In

Do not replace until after combat.
Press.

Nay, he is even more prisoner than the slave of the galley, than the madman in his cell.
Bram Stoker, *Dracula*

Illus: Matt Cavotta   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Brass Knuckles

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

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

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Breath of the Dragon

Strike: 1R aggravated damage. If this strike is used at close range, this vampire also takes the damage.
As above, but for 2R aggravated damage.

I bring flame and death to my enemies.
Dragos, Tzimisce

Illus: Pete Venters   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Bribes

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

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

Illus: Corey Macourek   ©2006 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.
DRAFT: As above.

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

Illus: L. A. Williams   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Burst of Sunlight

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

Illus: Andrew Trabbold   ©2006 White Wolf Publishing, Inc. All Rights Reserved

The Call

+1 stealth action.
Move 2 blood from the blood bank to a younger vampire with Dementation in your uncontrolled region.
As above, but move 3 blood.

Heresy or prophesy is a decision for those who follow. But first you must join us, or the question doesn't arise.
Imogen, Malkavian *antitribu*

Illus: William O'Connor   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Canine Horde

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 I

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Cardinal Benediction

Requires a Sabbat vampire. Title.
Choose a Sabbat vampire with a capacity over 6. If this referendum passes, put this card on that vampire to represent the Sabbat title of cardinal. Camarilla vampires cannot vote during this referendum.

Illus: Hannibal King   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Cardinal Sin: Insubordination

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

Illus: Michael Astrachan   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Carrion Crows

Only usable before range is chosen.
Opposing minion takes 1R damage each round of combat during strike resolution. A vampire can play only one Carrion Crows each combat.
◇ As above, but with 2R damage.
DRAFT: As above, but only for this round.

Illus: Richard Thomas   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Catacombs

This equipment card represents a unique location and does not count as equipment while in play.
When attempting to rescue a vampire from torpor, the vampire with this location gets +1 stealth and burns 1 less blood if successful.

Illus: Liz Danforth   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Catatonic Fear

▢ Strike: combat ends.
◇ As above, and inflict 1 damage to the opposing minion once combat ends if the range is close.
DRAFT: ▢ Strike: combat ends.

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

Illus: Clint Langley   ©2006 White Wolf Publishing, Inc. All Rights Reserved

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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Changeling

+1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action.
+1 stealth.
DRAFT: As above.

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Cheval de Bataille

Requires a ready titled Sabbat vampire. Only usable during a referendum.
Any vampire voting against this referendum burns 1 blood when the results are tallied.

Decide what you want, decide what you are willing to exchange for it. Establish your priorities and go to work.
H. L. Hunt

Illus: Patrick McEvoy   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Chiropteran Marauder

Maneuver.
This vampire burns 1 blood to make the damage from his or her hand strikes aggravated for the current round.
DRAFT: Do not replace until after combat. Maneuver.

Illus: Mike Danza   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Claws of the Dead

For the remainder of this round, damage from this vampire's hand strikes is aggravated.
Maneuver.
DRAFT: As above.

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

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Cloak the Gathering

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

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

Illus: Ted Naifeh

Club Zombie

Master: unique location.
Tap to give a vampire you control +1 intercept for the current action. If Club Zombie is untapped at the start of your turn, a ready vampire you control gains 1 blood during your untap phase.

Illus: Durwin Talon

Codex of the Damned

Unique equipment.
While the bearer has Thaumaturgy ▨, he or she is considered to have superior Thaumaturgy. Each time the bearer with Thaumaturgy commits diablerie, each other ready vampire you control gains 1 blood, and each one younger than the victim may receive a master: Discipline card from your ash heap, hand, or library (shuffle afterward).

Illus: Jeremy McHugh

Coma

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

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

Illus: Ash Arnett

Combat Shotgun

Weapon, Gun.
3R damage each strike, only usable once each round.

Illus: Michael Dixon

Command

▨ Only usable when an ally attempts to block. The attempt fails and tap that ally. That ally cannot attempt to block this action again.
◈ As above, and put this card on the ally. This ally does not untap as normal. During this ally's next untap phase, burn this card.
DRAFT: Only usable when the action is announced. Allies cannot block this action.

Illus: Harold Arthur McNeill

Command of the Beast

▨ +1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action.
◈ +1 bleed.
DRAFT: ▨ +1 stealth.

Illus: Lee Carter

Communal Haven: Cathedral

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

Illus: Drew Tucker

Concoction of Vitality

Unique equipment.
When the vampire with this card announces an action, he or she may burn this card to prevent vampires from blocking that action. If he or she does so, this vampire cannot play cards requiring Disciplines until the action is complete.

Illus: Ash Arnett

Confusion

After playing this card, you cannot play another action modifier to further increase the bleed for this action. (Only usable on a bleed action.)
⬡ +1 bleed.
◈ +1 stealth and +1 bleed.
DRAFT: As above.

Confusion is a word we have invented to explain an order which is not understood.
Henry Miller

Illus: Gary Leach

Consanguineous Boon

1 Vote

Boon.
Choose a clan. Successful referendum means each Methuselah gains 1 pool for each member of that clan he or she controls.
DRAFT: As above, but choose two clans.

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

Illus: Randy Gallegos

Conservative Agitation

1 Vote

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

Corrupt Construction

Ghoul with 1 life. 0 strength, 0 bleed.
When the Construction enters play, you may remove from the game any number of ally, retainer, or vampire cards from your ash heap or hand. The Construction gains one life for each card removed in that way. The Construction gets +1 strength for each life counter it has. During your untap phase, the Construction burns 1 life.
As above, and the Construction has an additional life.

Illus: Mark Poole

Courier

2

Mortal with 1 life. 0 strength, 1 bleed.
Courier gets −1 intercept when attempting to block a vampire. When a minion you control successfully bleeds, you may look at the top card of the library of the Methuselah being bled, and you may tap the Courier to discard that card.
DRAFT: As above, but the Courier has 0 bleed.

Illus: Steve Prescott

Cracking the Wall

Master. Do not replace until your discard phase.
Play Rock-Paper-Scissors with any other Methuselah. If you tie, you each discard a card at random. Otherwise, the loser discards his or her hand and draws a new hand.

*Who cares what games we choose?
Little to win, but nothing to lose.*
The Strawberry Alarm Clock, "Incense and Peppermints"

Illus: Brian LeBlanc

Creation Rites

+1 stealth action. Requires a ready non-sterile archbishop, priscus, cardinal, or regent.
Put this card in play; it becomes a 1-capacity vampire. You may go through your library (shuffle afterward), ash heap or hand to find a Discipline card for this card. You may move a blood from the acting vampire to this vampire. This vampire is not considered unique, cannot act this turn, and is the same clan as the acting vampire.

Illus: Michael Astrachan

Creepshow Casino

2

Master: unique location.
Tap when a vampire you control announces an undirected action to give that acting vampire +1 stealth; usable even though the stealth is not yet needed.

Illus: William O'Connor

Crusade: Detroit

1 Vote

Requires a Sabbat vampire. Title.
If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Detroit. This could lead to a contested title.

Illus: Clint Langley

Crusade: New York

Requires a Sabbat vampire. Title.

If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of New York. This could lead to a contested title.

Illus: Mike Danza

Crusade: Philadelphia

Requires a Sabbat vampire. Title.

If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Philadelphia. This could lead to a contested title.

Illus: Dave Seeley

Crusade: Pittsburgh

Requires a Sabbat vampire. Title.

If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Pittsburgh. This could lead to a contested title.

Illus: Clint Langley

Crusade: Rome

Requires a Sabbat vampire. Title.

If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Rome. This could lead to a contested title. If this vampire is Brujah *antitribu* ✪, he or she untaps during your next discard phase.

Illus: Brian LeBlanc

Crusade: Toronto

Requires a Sabbat vampire. Title.

If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Toronto. This could lead to a contested title.

Illus: Clint Langley

Cryptic Rider

Only usable on a successful referendum.

The next referendum a vampire you control calls this turn passes automatically.
DRAFT: The next referendum a vampire you control calls before the end of your next turn passes automatically.

I am Your slave, and You will reward me, for I shall be faithful.
Bram Stoker, *Dracula*

Illus: Sue-Ann Harkey

Cull the Herd

+1 stealth action.

Ⓓ Look at another Methuselah's hand. That Methuselah discards all ally or retainer cards in his or her hand. The acting vampire gains 1 blood from the blood bank for each card discarded in this way.

Illus: Peter Kim

The Damned

Unique master.

Put this card on a vampire with a capacity below 5. The vampire with this card burns 1 additional blood for each bleeding action he or she successfully performs.

The Beast I am lest the Beast I become!

Illus: Drew Tucker

Danse Macabre

Master.

Choose a ready Sabbat vampire you control. Once this turn, when the chosen Sabbat vampire performs a successful action, he or she may burn a blood to untap after resolving that action.

Like everyone, your fate is inescapable. The wise man looks to meet his fate head-on.
Chi, Ghoul

Illus: Heather Kreiter

Daring the Dawn

Vampires cannot block this action. The acting vampire takes 2 unpreventable aggravated damage after the action resolves.

As above, but the acting vampire takes 1 unpreventable aggravated damage.

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Darkness Within

Put this card into play before range is determined. Once each round, during strike resolution, move 1 blood or life from the opposing minion to this card (even at long range). Burn this card when combat ends. This vampire gains half of the blood (rounded up) from this card when it is burned. A minion can play only one Darkness Within each combat.

As above, with an optional maneuver.

"Elsinore"—the darkness inside the human soul.
Heisenberg (in Frayn's "Copenhagen")

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Darksight

+1 intercept.

As above, and if this vampire successfully blocks the acting minion, put this card on the acting minion. The minion with this card gets −1 stealth when attempting to bleed this reacting vampire's controller. Any minion may burn this card as a +1 stealth action.

DRAFT: Reduce a bleed against you by 1.

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Dauntain Black Magician (Changeling)

Changeling with 4 life, 3 strength, 0 bleed.
Dauntain Black Magician can steal a master: Discipline card from a vampire and put it on a vampire you control as a action. The Black Magician can steal a Tremere antitribu controlled by your predator as a action; burn the Black Magician if that action is successful.

DRAFT: As above, but with only 3 life.

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Decapitate

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

Only usable when the opposing vampire is going into torpor; not usable by a vampire being burned or going into torpor. Burn the opposing vampire instead of sending that vampire to torpor.

DRAFT: As above.

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Deer Rifle

Weapon: gun.
1R damage each strike, with two optional maneuvers each combat.

Illus: Bryon Wackwitz ©2006 White Wolf Publishing, Inc. All Rights Reserved

Delaying Tactics

Only usable during a referendum.
The referendum is canceled. Untap the acting vampire. The political action card (if any) played to call this referendum is returned to its owner's hand (discard afterward), and the acting Methuselah's minions cannot attempt the same political action again this turn.

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Dementation

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

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Demonstration

Unique master.
Put this card in play. Tap to cancel the votes of any vampire during the referendum of a political action.

DRAFT: As above, but burn this card to cancel votes instead of tapping it.

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Deny

◈ Press.
◈ ◈ +1 stealth.

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

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Deploy the Hand

1 Vote

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

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Depravity

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

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Derange

This is a +1 stealth action.
①: Put this card on a younger vampire. The vampire with this card is considered to be the same clan as the acting vampire. The vampire with this card does not untap as normal. During his or her controller's untap phase, he or she may burn 1 blood to untap. The vampire with this card may move it to another vampire as a ① action. This card cannot be placed on a Malkavian or Malkavian antitribu.

Illus: Eric LaCombe ©2006 White Wolf Publishing, Inc. All Rights Reserved

Direct Intervention

Master: out-of-turn.
Cancel a minion card as it is played. No cost is paid. (If it was an action card, the acting minion doesn't tap. If it was a strike card, the minion chooses another strike.)

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Disarm

⊡ Only usable at the end of a round of combat in which this vampire successfully inflicted more damage at close range than the opposing vampire. Not usable by a vampire being burned or going into torpor. Put this card on the opposing vampire and send that vampire into torpor. The vampire with this card has −1 strength. He or she may burn this card by burning 3 blood. A vampire can have only one Disarm.
◈ As above, but the vampire with this card has −2 strength.

Illus: L. A. Williams ©2006 White Wolf Publishing, Inc. All Rights Reserved

Disengage

Do not replace until after combat.
Press, only usable to end combat. Alternatively, burn 1 blood to cancel a grapple card (such as Immortal Grapple or Mighty Grapple) as it is played (no cost is paid for that card).

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

Illus: Roel Wielinga ©2006 White Wolf Publishing, Inc. All Rights Reserved

Disputed Territory

1 Vote

Choose a location and a Methuselah. Successful referendum means the chosen Methuselah takes control of the chosen location.

Illus: Stuart Beel ©2006 White Wolf Publishing, Inc. All Rights Reserved

Dissolution

⊡ Maneuver or press.
◈ Maneuver, with an optional press.
DRAFT: ⊡ As ◈ above.

Imperious, choleric, irascible, extreme in everything, with a dissolute imagination the like of which has never been seen...
Marquis de Sade, *Last Will and Testament*

Illus: Ron Spencer ©2006 White Wolf Publishing, Inc. All Rights Reserved

Dodge

Do not replace until after combat.
Strike: dodge.

Illus: L. A. Williams

Dogs of War

If this referendum passes, put this card in play. Any Brujah *antitribu* may enter combat with a ready minion as a Ⓓ action. You may burn this card to cancel a blood hunt called on a Brujah *antitribu*. Any vampire may call a referendum to burn this card as a +1 stealth political action.

Illus: Mark Poole

Dominate

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

Illus: Mike Dringenberg

Dominate Kine

Ⓓ Bleed with +1 bleed at +1 stealth.
Ⓓ Take control of a location controlled by another Methuselah.

I'd personally never want a zoo for a hunting ground, but taking it from the Gangrel was a fair reprisal.
Ventrue, Adelaide 2002 Storyline

Illus: Brian LeBlanc

Dragon's Breath Rounds

Ammo.
Only usable before resolution of a gun's strike. This gun inflicts +2 aggravated damage each strike for the remainder of this combat. Burn the gun after strike resolution. No more than 1 ammo card can be used on a gun each combat.

Illus: Steve Prescott

Drain Essence

Not usable on the first round of combat.
Strike: ranged; steal 2 blood.
Strike: ranged; steal 4 blood.

*That thou would'st wish thy own heart dry of blood
So in my veins red life might stream again…*
John Keats, "This Living Hand"

Illus: Leif Jones

Drawing Out the Beast

Only usable before range is determined on the first round. Frenzy.
During this combat, opposing vampire gets +1 strength, but he or she cannot use maneuvers to maneuver to long range, cannot use presses to end combat and cannot use equipment. A vampire may play only one Drawing Out the Beast each combat.
As above, and the opposing vampire takes 1 unpreventable damage during the press step each round.

Illus: Bryon Wackwitz

Dreams of the Sphinx

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

Illus: Sandra Everingham

Drum of Xipe Totec

Unique equipment.
The vampire with this equipment has superior Celerity. This vampire gets one optional maneuver each combat.

He leaps, each leap drawing more celerity from the power of the drum. He flies along the walls, he twists, he turns, he is a whirlwind, a tempest.
Nezahualcoyotl, Aztec poet

Illus: Mark Nelson

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

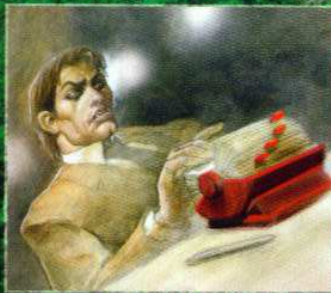Illus: James Stowe

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 Stevens

Effective Management

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

Illus: Brian LeBlanc

Elder Impersonation

■ +1 stealth.
◆ Only usable when a minion attempts to block. The attempt fails (do not tap that blocking minion). That minion cannot attempt to block this action again.
DRAFT: ☒ +1 stealth.

Illus: Steve Casper

Elysian Fields

Master: unique location.
Tap to give a Lasombra you control +1 stealth for the current action.

And oh, if there be an Elysium on Earth,
It is this, it is this!
Thomas Moore, "The Light of the Harem"

Illus: Ken Meyer, Jr.

Enchanted Marionette

Unique equipment.
The Malkavian *antitribu* with this equipment gets +1 bleed and +1 stealth when bleeding.

You left behind a broken doll.
Clifford Harris, "A Broken Doll"

Illus: Sandra Everingham

Enchant Kindred

☐ Ⓓ Bleed with +1 bleed.
◇ +1 stealth action. Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.
DRAFT: Do not replace until the end of this action. Ⓓ Bleed at +1 bleed.

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"

Illus: Harold Arthur McNeill

Enhanced Senses

☐ +1 intercept.
◇ +2 intercept.
DRAFT: ☒ +1 intercept.

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

Illus: Amy Weber

Esbat

+1 stealth action.
Requires a Sabbat vampire.
Move 2 blood from the blood bank to an untapped Sabbat vampire, or move 1 blood to each of two untapped Sabbat vampires.

Illus: Peter Bergting

Escaped Mental Patient

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

Illus: Lawrence Snelly ©2006 White Wolf Publishing, Inc. All Rights Reserved

Eternal Vigilance

+1 stealth action. **Requires a ready archbishop, priscus, cardinal or regent.** Put this card on the acting vampire. During an action, the Sabbat vampire with this card can burn 1 blood to untap and attempt to block. Burn this card if this vampire goes to torpor.

I look forward to observing. You must forgive me, however, if I abandon this seat of honor and instead take up my duties.
Talley, The Hound, Lasombra

Illus: Brian LeBlanc ©2006 White Wolf Publishing, Inc. All Rights Reserved

Excommunication

1 Vote

Requires a Sabbat vampire.
Choose a ready archbishop. Successful referendum means the chosen archbishop loses his or her title.

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Eyes of Chaos

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

We live in a rainbow of chaos.
Paul Cézanne

Illus: Eric LaCombe ©2006 White Wolf Publishing, Inc. All Rights Reserved

Faceless Night

▪ +1 stealth.
◆ +1 stealth, and any minion who attempts to block this action and fails becomes tapped when the action is resolved (before resolving the action).
DRAFT: This acting vampire burns 2 blood to get +1 stealth.

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

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Fame

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

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Far Mastery

+1 stealth action.
▨ Ⓓ The acting vampire takes control of a retainer controlled by another vampire.
◈ Ⓓ Take control of an ally controlled by another Methuselah.
DRAFT: Search your library for a retainer or ally and move that card to your hand (discard afterward).

Illus: Dan Smith ©2006 White Wolf Publishing, Inc. All Rights Reserved

Fast Hands

▣ Strike: steal weapon.
◈ Strike: steal weapon with first strike.

Illus: Karl Waller ©2006 White Wolf Publishing, Inc. All Rights Reserved

Festivo dello Estinto

Master.
Put this card in play. Each Sabbat vampire gets −1 stealth when hunting. Any Sabbat vampire who successfully hunts gains enough blood from the blood bank to reach full capacity. Burn this card during your untap phase. Only one Festivo dello Estinto can be played during a game.

Illus: Patrick Kochakji ©2006 White Wolf Publishing, Inc. All Rights Reserved

Fiendish Tongue

Requires a Sabbat vampire.
Ⓓ Bleed at +1 bleed. Anarch vampires get −1 intercept on this action. If this acting vampire is Tzimisce Ⓞ and the bleed is successful, this Tzimisce may burn 1 blood during your discard phase this turn to untap.

Illus: Fred Harper   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Finding the Path

1 Vote

Choose at least half of the Methuselahs in the game. Successful referendum means each chosen Methuselah burns 1 pool and each of the other Methuselahs gains 1 pool.

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

Illus: Ken Meyer, Jr.   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Flamethrower

Weapon.
2R aggravated damage each strike.

Dónal was overconfident, not realizing I had brought along this little portable campfire.
Malkavian, Portland 2002
Storyline

4

Illus: Brian Snoddy   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Flash

🡒 Maneuver or press.
◇ Maneuver, with an optional press this round.

Illus: John McCrea   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Flurry of Action

🡒 Ⓓ Bleed. If the bleed is successful, draw two cards (discard afterward).
◇ Ⓓ Bleed. If the bleed is successful, this vampire untaps.
DRAFT: +1 stealth action. Discard up to three cards (draw afterward).

Jenna Cross and her damn flunkies have killed two more of my citizens and taken another nine neighborhoods in the past three months!
Tara, Brujah Prince of San Diego

Illus: Steve Prescott   ©2006 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.

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Force of Will

Only usable by a tapped vampire.
Ⓒ Ⓓ Bleed with +1 bleed. After resolution, this vampire takes 2 unpreventable aggravated damage even if the action is blocked.
◇ As above, but with +2 bleed, and the acting vampire takes only 1 unpreventable aggravated damage.
DRAFT: ⓒ +1 stealth action. This vampire untaps.

1

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Foreshadowing Destruction

After playing this card, you cannot play another action modifier to further increase the bleed for this action.
🝓 +1 bleed.
◈ +3 bleed if the Methuselah you are bleeding has fewer than 10 pool.
DRAFT: 🝓 As ◈ above, but for only +1 bleed.

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Forger's Hammer

Only usable when this vampire successfully equips with a non-unique melee weapon from your hand.
▢ Put this card on the weapon. This weapon inflicts +1 damage each strike.
◇ As above, and the cost of this weapon is reduced by 1 blood or 1 pool.
DRAFT: 🡒 As ▢ above.

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Forgery

Requires a ready vampire with capacity above 4.
Ⓓ Bleed. If the bleed is successful, the acting vampire gains 1 blood.

Illus: Fred Hooper

Forgotten Labyrinth

Not usable on a bleed action.
■ +2 stealth.
◆ +3 stealth.
DRAFT: +1 stealth.

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

Illus: Drew Tucker

Form of Mist

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

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

Illus: Mike Chaney

Freak Drive

■ Only usable at the end of a successful action (after resolving the action). This vampire untaps.
◆ As above, but usable even if the action is blocked (play after combat, if any).
DRAFT: Ⓤ As ■ above.

Illus: Daniel Gelon

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

Frontal Assault

Master.
Put this card in play. Each ready minion you control may enter combat with any minion controlled by your prey as a Ⓓ action. You gain 1 pool each time a ready minion controlled by your prey is burned or sent to torpor. During your influence phase, burn this card and burn 1 pool for each ready minion controlled by your prey.

Illus: David Day

Gangrel Conspiracy

Master: out-of-turn.
Cancel a blood hunt called on a Gangrel *antitribu*. You may play this card during your turn.

In America there are factions, but no conspiracies.
Alexis de Tocqueville, *Democracy in America*

Illus: Corey Macourek

Gang Tactics

Only usable when the action is announced.
If the action is blocked, the resulting combat is at close range. Other effects cannot change this; skip the determine range step during that combat.
DRAFT: As above, but do not replace until the end of this action.

Illus: Pete Venters

Gang Territory

Master: unique location.
During your influence phase, tap to move 1 blood from the blood bank to a Brujah *antitribu* in your uncontrolled region.

Illus: Fred Harper

Garrote

Melee weapon.
Strike: strength damage, only usable at close range. If the opposing vampire goes into torpor during the strike resolution step of this strike and the bearer remains ready, the bearer may burn this card to burn the opposing vampire. This is not considered diablerie.

Illus: William O'Connor ©2006 White Wolf Publishing, Inc. All Rights Reserved

Giant's Blood

Master.
Fill 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

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Glancing Blow

Do not replace until your next untap phase.
Prevent 1 damage from the opposing minion's strike.

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Golconda: Inner Peace

Master.
Choose a vampire with a capacity above 7. Remove that vampire from the game. His or her controller gains pool equal to the vampire's capacity. The controller may cancel this card by burning 2 pool.

Illus: James Stowe ©2006 White Wolf Publishing, Inc. All Rights Reserved

Govern the Unaligned

⊠ Ⓓ Bleed with +2 bleed.
◈ +1 stealth action. Move 3 blood from the blood bank to a younger vampire in your uncontrolled region.

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Graverobbing

⊠ Ⓓ Steal a vampire in torpor controlled by another Methuselah.
◈ As above, and this acting vampire may burn 2 blood to move the stolen vampire to your ready region.

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Grooming the Protégé

Master.
Move up to 3 blood from a ready vampire you control to a younger vampire of the same clan in your uncontrolled region.

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Guard Dogs

Only usable by a tapped vampire when you are being bled.
⊠ Untap this reacting vampire.
◈ As above, with an optional maneuver during the resulting combat if this vampire successfully blocks this bleed and combat occurs.
DRAFT: This reacting vampire can play reaction cards and attempt to block as though untapped until the current action is concluded.

Illus: Michael Dixon ©2006 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 you are being bled. This vampire may prevent 1 damage each combat. Burn this card if this vampire goes to torpor.

Illus: Anson Maddocks ©2006 White Wolf Publishing, Inc. All Rights Reserved

Gurchon Hall

Master: unique location.
Requires a ready cardinal.
Hunting ground.
During your untap phase, you may move 1 blood from the blood bank to each of the two oldest ready vampires you control. A vampire can gain blood from only one hunting ground card each turn.

Illus: Heather Kreiter

Hand Intervention

1 Vote

ACCOUNT DELETED

Requires a titled Sabbat vampire.
Choose a Methuselah. If this referendum is successful, put this card in play. The chosen Methuselah has −1 hand size. That Methuselah may burn this card by burning the Edge. A Methuselah may be chosen for only one Hand Intervention at a time.

Illus: matrix von z

Harass

Ⓓ Enter combat with a vampire who has fewer 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

Harvest Rites

+1 stealth action. Requires a Sabbat vampire.
Put this card on this acting Sabbat vampire. Once each turn, when the vampire with this card successfully hunts, he or she gains 1 additional blood. A vampire can have only one Harvest Rites.

Illus: Abrar Ajmal

Haven Affinity

Unique master.
Put this card on a Tzimisce. When this Tzimisce blocks, he or she may play combat cards in the resulting combat as if all of his or her Disciplines were at the superior level.

Illus: Brian LeBlanc

Heart of Nizchetus

Unique equipment.
During your untap phase, if the bearer is ready, you may draw up to three cards from your library and then move the same number of cards from your hand to the bottom of your library.

Occasionally, I think I see it beat. Just dancing shadows, perhaps, but fortune follows.
Radu Bistri, Tzimisce

Illus: Patrick McEvoy

Helicopter

Vehicle.
When a minion equips with the Helicopter, tap it. After resolving a successful action, this minion may tap the Helicopter to untap. A minion may have only one vehicle.

We'll take a helicopter. There and back in a night.
Hesha Ruhadze, Follower of Set

Illus: Eric Lofgren

Hexaped

Ally with 3 life. 1 strength, 0 bleed.
Hexaped may give a link counter to any Methuselah as a +1 stealth Ⓓ action. Remove Hexaped from the game if that action succeeds. The Tremere *antitribu* who recruited it gets +1 bleed and +1 stealth when bleeding the Methuselah with that link counter.

Illus: Brian LeBlanc

Hidden Pathways

■ Put this card in play. Your minions get +1 stealth on non-bleeding Ⓓ actions against your prey. Any minion may burn this card as a Ⓓ action. A Methuselah may have only one Hidden Pathways in play.

◆ As above, but playing this card is a +1 stealth action.

Illus: Craig Maher

High Ground

Maneuver, only usable to go to long range. If this minion has flight [↟] and the opposing minion does not, play before range is determined to set the range for the round to long. A minion may play only one High Ground each round.

Illus: Alejandro Collucci   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Honor the Elders

1 Vote

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

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Horrid Form

Only usable before range is chosen.
[↟] This vampire gets +1 strength for the remainder of combat.
[↟] As above, and this vampire may prevent 1 damage each round for the remainder of combat.

Whence and what art thou, execrable shape?
John Milton, *Paradise Lost*

Illus: Craig Maher   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

The Hungry Coyote

Master: unique location.
Whenever a Sabbat vampire you control hunts successfully, he or she gains an additional blood.

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Immortal Grapple

Only usable at close range before strikes are chosen. Grapple.
[□] Strikes that are not hand strikes may not be used this round (by either combatant). A vampire may play only one Immortal Grapple each round.
[◇] As above, with an optional press. If another round of combat occurs, that round is at close range; skip the determine range step for that round.
DRAFT: [■] Press.

Illus: Clint Langley   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

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   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Inconnu Tutelage

Inconnu.
A Methuselah may spend four transfers and remove a vampire in his or her uncontrolled region from the game to search for any card in his or her library and put it in his or her hand (discarding and shuffling afterward).

Illus: Heather Kreiter   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

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   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Infernal Familiar

Demon with 2 life.
[▣] The vampire with this retainer can play a card that requires a Discipline he or she does not have as if he or she had the basic level of that Discipline; if he or she does so, place an investment counter on the Infernal Familiar. If the number of investment counters on the Familiar is greater than this vampire's capacity, burn this vampire.
DRAFT: As above, but with 1 life.

Illus: Mike Chaney   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Infernal Pact

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

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Information Highway

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

Illus: Sue Ann Harkey   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Information Network

Unique master.
Put this card in play. Tap to give a Nosferatu *antitribu* you control +1 intercept.

Knowledge is of two kinds: we know a subject ourselves, or we know where we can find information upon it.
Samuel Johnson, in James Boswell's
The Life of Samuel Johnson, LL.D.

Illus: James Stowe   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Inner Essence

Play before range is determined.
Once this combat, this vampire can reduce the cost to play a combat card by 1 blood. A vampire can play only one Inner Essence each combat.
As above, and this vampire gains 1 blood.

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Instability

Master.
Only usable if your prey controls the Edge or the Edge is uncontrolled. Your prey may take the Edge if it is uncontrolled. You gain 2 pool. Only one Instability may be played each turn.

A wise man gets more use from his enemies than a fool from his friends.
Baltasar Gracian

Illus: Patrick McEvoy   ©2006 White Wolf Publishing, Inc. All Rights Reserved

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.
DRAFT: +1 intercept.

Illus: Leif Jones   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Institution Hunting Ground

Master: unique location. Hunting ground.
During your untap phase, you may move 1 blood from the blood bank to a ready vampire you control. A vampire can gain blood from only one hunting ground card each turn.

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

Illus: Greg Loudon   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Intimidation

Bleed with +1 bleed.
Bleed with +2 bleed.
DRAFT: Bleed with +1 bleed.

They are weak and easily cowed. Show your fangs and they will run.
Gerard, Ventrue *antitribu*

Illus: Karl Waller   ©2006 White Wolf Publishing, Inc. All Rights Reserved

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   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Iron Glare

[vote][action] Only usable during a referendum. This vampire gains 2 votes.

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

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Ivory Bow

Unique weapon.
1R aggravated damage each strike.

Illus: Jeff Holt   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Jack of Both Sides

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

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

Illus: Brian LeBlanc   ©2006 White Wolf Publishing, Inc. All Rights Reserved

J. S. Simmons, Esq.

Unique mortal with 1 life.
The minion with this retainer gets +1 bleed.

Illus: Chris McLoughlin   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Keep It Simple

Reduce a bleed against you by one for each point of stealth the acting minion has when this card is played.

The mistakes are all there waiting to be made.
Chess Grandmaster Sawielly Tartakower

Illus: Glenn Osterberger   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Kindred Manipulation

Only usable during a referendum.
Change the votes of a younger vampire to votes of your choice.
DRAFT: Cancel the votes of a younger vampire.

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Kindred Segregation

1 Vote

Successful referendum means that all allies are burned. Any Methuselah can keep an ally or allies he or she controls by repaying their pool cost to recruit.

Illus: Nelson   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Kindred Spirits

[D] Bleed any Methuselah. Gain 1 pool if bleed is successful.
As above, with +1 bleed.

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

Illus: Greg Loudon   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Kine Resources Contested

1 Vote

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

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King's Rising

Master.
If you have fewer than 6 pool, gain 3 pool. Otherwise, gain 1 pool. In either case, put this card in play. You cannot use transfers to move counters to or from your uncontrolled minions. If you control the Edge during your untap phase, burn this card.

Illus: Avery Butterworth

Kraken's Kiss

Strike: strength+1 ranged damage. If this striking minion takes more than 3 damage this combat, he or she goes to torpor.
As above, with an optional press, only usable to continue combat, and once each round for the remainder of combat, this vampire may strike to steal two blood at close or long range.
DRAFT: Strike: 1R damage.

Illus: Drew Tucker

Leather Jacket

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

Illus: T. Bradstreet & G. Goleash

Left for Dead

Master: out-of-turn.
Only usable when an ally would be burned in combat. Combat ends. Put this card on that ally; that ally is not burned. Put 1 life on the ally from the blood bank if he or she has no life. Tap the ally. This ally does not untap as normal. If he or she enters combat, he or she is burned. Burn this card during his or her next untap phase.

Illus: Brian LeBlanc

Legacy of Caine

Master.
Put this card on a vampire with a capacity above 6 controlled by another Methuselah. This vampire cannot hunt as normal. He or she may hunt by stealing 1 blood from another vampire as a D action.
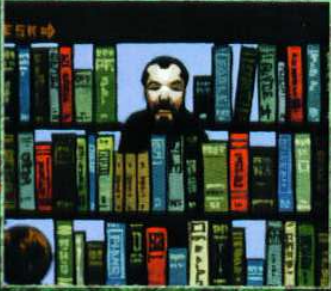
Illus: Harold Arthur McNeill

Legwork

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

Illus: Andrew Bates

Library 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.

Illus: Mike Weaver

Living Manse

This equipment card represents a location and does not count as an equipment card while it is in play.
The vampire with this location gets +1 bleed. He or she can burn this card before range is determined to end combat. A vampire may have only one Living Manse.

Illus: Mark Nelson

Lobotomy

Only usable when recruiting an ally.
If the action is successful, put this card on the ally and tap the ally. Actions that require Dominate or Presence do not affect this ally. This ally has −1 bleed and cannot use maneuvers.
As above, but the ally is not tapped.

Illus: Drew Tucker

Local 1111

Requires a ready Sabbat vampire. This equipment card represents a unique location and does not count as equipment while in play.

The Sabbat vampire with this location may move 2 blood from the blood bank to any other ready Sabbat vampire as a +1 stealth action.

2

Illus: Brian LeBlanc   ©2006 White Wolf Publishing, Inc. All Rights Reserved

London Evening Star, Tabloid Newspaper

Master: unique location.
Tap to give any minion +1 intercept for the current action.

He… remarked that the smuts in London were not so bad as they used to be when he was a student there.
Bram Stoker, *Dracula*

3

Illus: Pete Burges   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Lost in Crowds

■ +1 stealth.
◆ +2 stealth.
DRAFT: [U] +1 stealth.

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

Illus: Drew Tucker   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Lunatic Eruption

[ ] [ ] Put this card on any ready minion. During his or her minion phase, the minion with this card must enter combat with a ready minion controlled by his or her prey as a [ ] action (unless the minion must hunt). Any minion may burn this card as an action.
◆ As above, and the minion taking the action to burn this card takes 1 unpreventable damage when this card is burned.

2

Illus: Steve Prescott   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Lupine Assault

Master. Do not replace until your influence phase.
Each Methuselah (including you) discards 5 cards of his or her choice, then draws back up to his or her hand size. Only one Lupine Assault may be played in a game.

1

Illus: Steve Prescott   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Magic of the Smith

+1 stealth action.
⊠ Search your library for an equipment card and equip this acting vampire with it. (Pay cost to equip as normal.) Shuffle your library afterward.
◈ As above, but this is a +3 stealth action.
DRAFT: As ⊠ above.

1

Illus: Andrew Trabbold   ©2006 White Wolf Publishing, Inc. All Rights Reserved

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   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Malkavian Game

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

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

Illus: Patrick Kochakji   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Marijava Ghoul

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

2

Illus: Lawrence Snelly   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Marked Path

Only usable after a successful ⓓ action.
■ Put this card on the acting vampire. If this vampire performs a ⓓ action against the same Methuselah or his or her minions, this vampire may burn this card to get +1 stealth.
◆ As above, but this vampire may burn this card to get +2 stealth.
DRAFT: ⊠ As ■ above.

Illus: Harold Arthur McNeill ©2006 White Wolf Publishing, Inc. All Rights Reserved

Martial Ritus

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

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

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Martinelli's Ring

Unique equipment.
Cards that require Malkavian 𝕤, Malkavian *antitribu* ◎, Dementation 🅼 or Serpentis 🅂 cannot target or be placed on this minion. Burn any cards on this minion that require any of those clans or Disciplines.

Illus: Eric Lofgren ©2006 White Wolf Publishing, Inc. All Rights Reserved

Media Influence

🅳 ⓓ Bleed with +2 bleed.
◆ Each of your untapped vampires gains 1 blood from the blood bank.
DRAFT: ⊠ As 🅳 above.

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

Illus: Darryl Elliott ©2006 White Wolf Publishing, Inc. All Rights Reserved

Melange

⊠ +1 intercept.
◆ As above, and if you successfully block, put this card on the acting minion; you still control this card. You may burn this card to get +1 bleed when this reacting vampire bleeds the controller of the minion with this card.

Illus: Harold Arthur McNeill ©2006 White Wolf Publishing, Inc. All Rights Reserved

Meld with the Land

🝔 Strike: combat ends and untap the opposing minion.
🝕 Strike: combat ends.
DRAFT: Do not replace until after combat. Strike: dodge.

Illus: Mike Danza ©2006 White Wolf Publishing, Inc. All Rights Reserved

Mighty Grapple

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

Illus: William O'Connor ©2006 White Wolf Publishing, Inc. All Rights Reserved

Mind Tricks

🝔 +1 stealth.
◆ As above, with an optional maneuver or press if combat occurs.

The power of thought - the magic of the mind!
Lord Byron, "The Corsair"

Illus: Eric LaCombe ©2006 White Wolf Publishing, Inc. All Rights Reserved

Minor Irritation

Only usable when this vampire successfully blocks an ally or a younger vampire (play before combat, if any).
This vampire doesn't tap for successfully blocking.

Illus: David Day ©2006 White Wolf Publishing, Inc. All Rights Reserved

Mirror Walk

Do not replace until your discard phase.
⊠ +1 stealth.
◈ As ⊠ above, and if this action is blocked, the action ends (with no combat).
DRAFT: ■ As ⊠ above.

In another moment Alice was through the glass, and had jumped lightly down into the Looking-glass room.
Lewis Carroll, *Through the Looking Glass*

Illus: Brian LeBlanc   ©2006 White Wolf Publishing, Inc. All Rights Reserved

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*

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Monomancy

+1 stealth action. Requires a ready Sabbat vampire.
Ⓓ Enter combat with a ready Sabbat vampire controlled by another Methuselah. That vampire may end combat before range is chosen during the first round of combat. If he or she does so, put this card on him or her; that vampire gets −1 bleed.

Illus: Corey Macourek   ©2006 White Wolf Publishing, Inc. All Rights Reserved

My Enemy's Enemy

↺ +1 intercept.
◈ Only usable when you are being bled by a minion controlled by your predator. The minion is now bleeding your predator's predator. Tap this reacting vampire.
DRAFT: Requires a ready vampire. As ◈ above, but not usable on an older vampire.

Illus: Dave Anctley   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Mylan Horseed (Goblin)

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

☠ 1

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Neighborhood Watch Commander (Hunter)

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

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

🩸 2

Illus: Ken Meyer, Jr.   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Nephandus (Mage)

Mage with 2 life. 0 strength, 1 bleed.
The Nephandus may strike for 1R damage. The Nephandus gets an optional press each combat. Each strike or damaging effect made against the Nephandus by the opposing minion during combat inflicts 1 less damage. The Nephandus may burn a vampire in torpor to gain 1 life as a Ⓓ action.
DRAFT: As above, but with only 1 life.

☠ 2

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New Management

Do not replace until the end of this action.
Ⓓ Take control of a location that costs less than 2 blood or pool.
DRAFT: Ⓑ Burn a location.

There was never anything by the wit of man so well devised, or so sure established, which in continuance of time hath not been corrupted.
Book of Common Prayer

Illus: Mark Poole   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Nimble Feet

⚡ Press.
◈ Additional strike.

Illus: Nicola Leonard   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Nosferatu Kingdom

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

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

Illus: Richard Thomas   ©2006 White Wolf Publishing, Inc. All Rights Reserved

NRA PAC

Government.
Any minion who successfully performs an equip action untaps at the end of the turn.

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Obedience

Only usable when this reacting vampire is about to enter combat with an acting younger vampire.
Untap the acting vampire, do not tap this reacting vampire, and end the current action (and combat). The acting vampire cannot attempt the same action this turn.
As above, but do not untap the acting vampire.
DRAFT: As above, but do not replace until your untap phase.

Illus: L. A. Williams   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Obfuscate ☐

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

+1

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On the Qui Vive

Only usable by a tapped minion. This reacting minion can play reaction cards and attempt to block as though untapped until the current action is concluded. If this minion is an ally, he or she does not untap as normal during his or her next untap phase. A minion may play only one On the Qui Vive between his or her untap phases.

Illus: David Day   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Oubliette

Strike: combat ends.
As above, and the opposing minion burns 1 blood (or life) after combat.
DRAFT: As above.

1

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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.

Illus: Jeff Holt   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Palatial Estate

This equipment card represents a unique location and does not count as equipment while in play. During your master phase, the vampire with this location gains 1 blood.

Welcome to my house! Come freely. Go safely...
Bram Stoker, *Dracula*

2

Illus: Greg Simanson   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Palla Grande

Unique master.
Put this card in play and put 3 debauchery counters on it. Toreador *antitribu* get +1 bleed. Remove a debauchery counter from this card at the end of each of your turns. Burn this card if it has no counters.

Illus: Diana Vick   ©2006 White Wolf Publishing, Inc. All Rights Reserved

The Parthenon

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

2

Illus: Rob Alexander   ©2006 White Wolf Publishing, Inc. All Rights Reserved

The Path of Metamorphosis

Unique master.
Put this card in play. Tzimisce burn one less blood when playing cards that require Vicissitude. Any minion may burn this card as a D action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

1

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The Path of Night

Unique master.
Put this card in play. Lasombra burn one less blood when playing cards that require Obtenebration. Any minion may burn this card as a D action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

1

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The Path of the Feral Heart

Unique master.
Put this card in play. Gangrel antitribu burn 1 less blood when playing cards that require Protean. Any minion may burn this card as a D action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

1

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Patronage

+1 stealth action.
Untap a younger Toreador antitribu and this acting vampire. You may play only one Patronage per turn.
DRAFT: As above (targeting a younger Toreador antitribu), but do not replace until the end of this action.

1

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Patterns in the Chaos

Only usable when a bleed is successful. Look at the top card in the library of the Methuselah being bled.
Only usable when a bleed is successful. Look at the cards in the hand of the Methuselah being bled.
DRAFT: As Above

Unlike you, I am Awake, I see the threads that spin all around you.
Lilith

Illus: Leif Jones   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Peace Treaty

1 Vote

Successful referendum means all weapons are burned. 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   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Pentex™ Loves You!

Master: unique location.
You may tap this card and choose a Sabbat vampire. Once during the current action, the chosen vampire may burn 1 blood to get +1 bleed.

2

Illus: Michael Weaver   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Pentex™ Subversion

Unique master.
Put this card on any ready minion. The minion with this card cannot take actions and cannot block actions. This card may be burned by any other minion as a D action.

2

Illus: Pete Venters   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Perfect Clarity

Only usable when the action is announced.

Reaction cards that require Dominate or Presence do not affect this vampire for the duration of this action.

As above, and for the remainder of this action, minions opposing this vampire in combat cannot play cards that require Dominate or Presence.

DRAFT: As above.

2

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Perpetual Care

1 Vote

Successful referendum means each Methuselah burns 2 pool for each vampire in torpor he or she controls.

You've slept too long, old man. Your dreams aren't the city's dreams anymore, and many things have changed.
Dominique, Ventrue baron

Illus: Joel Biske   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Pier 13, Port of Baltimore

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

During your influence phase, this minion may equip with a non-location, non-unique equipment card from your hand (this minion must meet the requirements, if any, of the equipment card). Pay the cost as normal. This is not an action and cannot be blocked.

2

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Plasmic Form

+1 stealth.

Strike: dodge.

Transition is a complete present which unites the past and the future in a momentary progressive ecstasy.
Juan Ramón Jiménez

1

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Political Antagonist

Mortal with 1 life. 1 strength, 1 bleed.
During a political action, the Antagonist may tap to give a Ventrue *antitribu* +1 intercept.

*He that wrestles with us strengthens our nerves and sharpens our skill.
Our antagonist is our helper.*
Burke, "Reflections on the Revolution in France"

2

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Political Stranglehold

1 Vote

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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Political Struggle

+1 stealth action.

Put this card on a ready vampire controlled by another Methuselah. The acting vampire may enter combat with the vampire with this card as a +1 stealth action. If the vampire with this card is burned or sent into torpor, this card is burned and the acting vampire gains X votes, where X is the number of non-contested votes the vampire with this card has.

Illus: Patrick Kochakji   ©2006 White Wolf Publishing, Inc. All Rights Reserved

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

Illus: Randy Gallegos   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Powerbase: Barranquilla

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

1

Illus: Brian LeBlanc   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Powerbase: Mexico City

Master: unique location.
Put 5 blood on this card when it is played. During each of your untap phases, move 1 blood from this card to your pool. Any Sabbat vampire controlled by another Methuselah may move all the blood on the Powerbase to his or her controller's pool as a ⒹDIFFICULT action. Burn this card if it has no blood.

Illus: Fred Harper

Powerbase: Montreal

Master: unique location.
During your influence phase, you may move one blood from the blood bank to a vampire in your uncontrolled region. Any vampire may steal this location for his or her controller as a Ⓓ action.

Illus: Patrick Lambert

Power Structure

Unique master.
Put this card into play. Tap to give each Lasombra you control 1 additional vote for the current political action.

All political structure is based on power.
Weber, Wirtschaft und Gesellschaft

Illus: Patrick Kochakji

Precognition

☒ +1 intercept.
◇ As above, and this vampire can prevent up to 1 damage during the first round of the resulting combat if he or she successfully blocks this action.
DRAFT: ☒ +1 intercept.

"It's a poor sort of memory that only works backwards," remarked the Queen.
Lewis Carroll, Through the Looking Glass

Illus: Eric Le Quintrec

Private Audience

Requires a ready archbishop, priscus, cardinal or regent. Only usable during a referendum, before any votes are cast.
Non-Sabbat vampires cannot vote on the current referendum.

What we decide is what happens. The rest is mere shadowplay, a puppet show.
Francisco Domingo de Polonia, Lasombra

Illus: Drew Tucker

Propaganda

☐ Ⓓ Bleed with +1 bleed. Titled vampires 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.
DRAFT: ☐ As ☐ above.
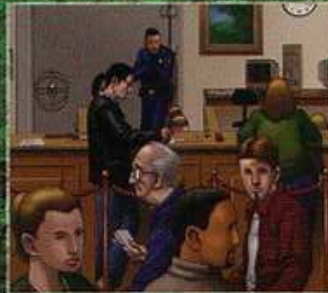
It is the absolute right of the State to supervise the formation of public opinion.
Paul Joseph Goebbels

Illus: Ken Meyer, Jr.

Protected Resources

Master.
Put this card in play. You do not burn more than 2 pool when a minion bleeds you, regardless of the amount of the bleed. Burn this card if a minion you control successfully bleeds.
DRAFT: As above, but don't burn this card unless your minion bleeds for 2 or more.

Illus: Chris Stevens

Psyche!

⚡ Press.
◇ Only usable at the end of a combat when both combatants are still ready. Begin another combat with the opposing minion.
DRAFT: ☐ Press.

Illus: Jeff Menges

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.
DRAFT: ◇ As ◇ above.

Illus: Hannibal King

Purchase Pact

Unique master. Requires a ready archbishop, priscus, cardinal or regent.
Put this card into play. When a Sabbat vampire you control is in combat with another Sabbat vampire, you may tap this card before range is determined to end combat. Any titled Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

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Purity of the Beast

+1 stealth action.
Requires a ready vampire.
Ⓓ Enter combat with an ally controlled by your prey. The acting vampire gets +2 strength in that combat.

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Pursuit

🔳 Maneuver.
◈ Additional strike.
DRAFT: 🔲 Maneuver.

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

Illus: Kevin McCann   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

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.
DRAFT: 🔲 As 🔲 above.

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

Illus: John McCrea   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Quick Meld

🔲 Maneuver.
⏻ As above, and once this round, this vampire may burn 1 blood for an additional maneuver.
DRAFT: 🔲 Maneuver.

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

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Quickness

🔲 Additional strike.
◈ As above, but this additional strike card does not count against this vampire's additional strike effect limit for this round. A vampire may only play one Quickness each round.
DRAFT: 🄲 Additional strike.

There is no secrecy comparable to celerity.
Francis Bacon, "Of Delay"

Illus: Craig Maher   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Rabble Razing

1 Vote
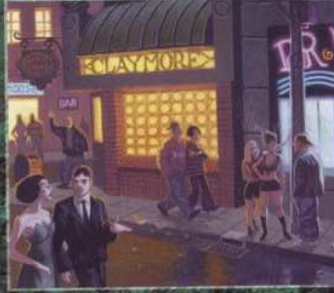
Successful referendum means all vampires with capacity below 4 burn 1 blood.

You are beyond my control. You are a burden on my will.
Hesha Ruhadze

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The Rack

Master: unique location.
When this card is played or the controller of this card changes, the controller chooses a ready vampire he or she controls. During the controller's untap phase, the chosen vampire gains 2 blood. A vampire controlled by another Methuselah can steal this location for his or her controller as a Ⓓ action.

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Rafastio Ghoul

Ghoul with 2 life. 1 bleed, 1 strength.
Rafastio Ghoul can play cards requiring basic Thaumaturgy 🔲 as a vampire with a capacity of 3.

3

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Rapid Change

⟐ ◎ +1 stealth.
⟐ ◎ **Strike: combat ends.**
DRAFT: ■ ◎ +1 stealth.

Our nature lies in movement;
absolute rest is death.
Blaise Pascal

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Raptor

Animal with 1 life.
⊛ The minion with this retainer gets
+1 intercept.
◇ **As above, and when the minion with**
this retainer is in combat, the opposing
minion's controller gets −1 hand size.
DRAFT: As ◎ above.

If you face more than a couple, you've got real
trouble. Lambach and his flock held a pack of us
at bay for months.
Gangrel, Worcester 2002 Storyline

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Rave

+1 stealth action.
Move as much blood (or life)
and/or equipment from the
acting minion to any ready
vampires you control.

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Raven Spy

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

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Read Intentions

⊡ Press, only usable to end
combat.
◇ **Strike: dodge.**

I may gain more knowledge out of
the folly of this madman than I
shall from the teaching of the
most wise.
Bram Stoker, *Dracula*

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Read the Winds

Do not replace until the end of
this action.
⊛ ⊡ +1 intercept. This vampire doesn't
tap for successfully blocking this action.
◇ ◇ **Only usable by a tapped**
vampire. This vampire untaps and
attempts to block with
+1 intercept, even if intercept is
not yet needed.
DRAFT: ⊡ +1 intercept.

Illus: Talon Dunning   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Reality Mirror

Choose a combat card in the
opposing minion's controller's ash
heap and use the ability of that card as
if that card had been played from your
hand (pay cost as normal). If the card
requires a Discipline this vampire
does not have, you can only use the
basic ability of that card. Only one
Reality Mirror can be played during
a game.

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Recruiting Party

Each Ventrue *antitribu* in your
uncontrolled region gains 1 blood from
the blood bank.
DRAFT: As above (targeting Ventrue
antitribu).

How fast has brother followed brother,
From sunshine to sunless land!
William Wordsworth, "Extempore
Effusion Upon the Death of James Hogg"

Illus: Brian Ashmore   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Recruitment

Master.
Search your crypt for a vampire.
Show it to all players and place it
face down in your uncontrolled
region. Shuffle afterward.

Follow me and I shall show you the way
to victory.
Aurora Van Brande, Paladin,
Lasombra

Illus: Diana Vick   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Recure of the Homeland

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

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

DRAFT: ⬡ As above.

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

Illus: David Day   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Redirection

⬡ Only usable when a younger vampire is bleeding you. Tap this reacting vampire. Choose another Methuselah other than the acting vampire's controller. That acting vampire is now bleeding the chosen Methuselah.

◈ **As above, but the acting vampire can be the same age or older.**

DRAFT: ⬡ As ⬡ above.

Illus: Clint Langley   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Regent

Master. Title.
Put this card on a Sabbat vampire you control with a capacity above 7 to represent the unique Sabbat title of regent. Any Sabbat vampire with a different controller can enter combat with this vampire as a ⬡ action. If a Sabbat vampire diablerizes this vampire, move this card to the diablerist (before the blood hunt is called).

Illus: Mike Danza   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Reinforcements

I Vote

Requires a titled vampire.
Choose one or more Methuselahs. Successful referendum means each chosen Methuselah selects up to 3 library cards from his or her ash heap and shuffles them into his or her library. Remove this card from the game, even if the action is canceled or blocked or the referendum fails.

Illus: Steve Ellis   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Reins of Power

I Vote

Successful referendum means each Methuselah may choose a ready vampire he or she controls. Each Methuselah gains 6 pool. Each Methuselah also burns an amount of pool equal to the capacity of his or her predator's chosen vampire. Only one Reins of Power can be played or called in a game.

Illus: Christopher Shy   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Restoration

+1 stealth action.
⬡ The acting vampire gains 2 blood.
◈ **The acting vampire gains 3 blood.**

DRAFT: ⬡ As ⬡ above.

Drive my dead thoughts over the universe,
Like wither'd leaves, to quicken a new birth...
Percy Bysshe Shelley, "Ode to the West Wind"

Illus: Ash Arnett   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Restructure

⬡ ⬡ Put this card on any ally. This ally does not untap as normal during his or her controller's untap phase. His or her controller can burn a pool during his or her untap phase to untap this ally.

◈ ⬡ Take control of an ally controlled by another Methuselah.

DRAFT: ⬡ ⬡ Bleed at +1 bleed. Allies cannot block this action.

Illus: Leif Jones   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Revelations

+1 stealth action.
⬡ ⬡ Look at your prey's hand. He or she discards a card of your choice.

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

DRAFT: ✱ As ⬡ above.

Illus: Ash Arnett   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Revenant

Ghoul with 2 life.
The minion with this retainer gets +1 intercept.

DRAFT: ◈ As above.

Illus: Pete Venters   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Robert Carter

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

Illus: Lawrence Snelly

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.
DRAFT: ⚡ As ⬟ above.

Illus: Lee Carter

Rooftop Shadow

⚡ +1 intercept. Not usable if the acting minion has Celerity.
◆ +1 intercept. Not usable if the acting minion has superior Celerity.
DRAFT: ◻ As ⚡ above.

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

Illus: Matt Mitchell

Root of Vitality

+1 stealth action.
🗡 Rescue a vampire from torpor.
🕯 Move 1 life counter from the blood bank to an ally who has fewer life than his or her starting amount.

Illus: Joel Biske

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.

Illus: Mike Danza

Rumble

Requires a Sabbat vampire.
Ⓓ Enter combat with a ready minion controlled by another Methuselah. In that combat, your hand size is increased by one. If this acting vampire is not ready at the end of the action, you burn 1 pool.

Illus: Peter Bergting

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.

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

Illus: Peter Kim

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.

Illus: Andrew Trabbold

Rutor's Hand

+1 stealth action.
✗ Put this card on the acting vampire. This vampire takes 1 unpreventable aggravated damage. Beginning with your next turn, this vampire may untap once during each of your minion phases. A vampire may have only one Rutor's Hand.
◆ As above, but this acting vampire may prevent the aggravated damage by burning 3 additional blood.

Illus: Stuart Beel

Sabbat Inquisitor

1 Vote

Requires a ready archbishop, cardinal or regent.
Choose a Sabbat vampire who is not an Inquisitor. If this referendum is successful, put this card on the chosen vampire. This vampire is an Inquisitor and gets +1 bleed. He or she may look at the top card of any Methuselah's crypt as a Ⓓ action; if it is a vampire with Thaumaturgy Ⓣ, burn that card. Any Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

Illus: Ken Meyer, Jr.   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Sabbat Priest

1 Vote

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

Illus: Lawrence Snelly   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Sacrament of Carnage

1

□ Strike: 2R damage.
◇ Strike: 3R damage.
DRAFT: As □ above.

The spiritual value of a sacrament is like light—although it passes among the impure, it is not polluted.
Saint Augustine, Works, vol. 3

Illus: Clint Langley   ©2006 White Wolf Publishing, Inc. All Rights Reserved

San Nicolás de los Servitas

2

This equipment card represents a unique location and does not count as equipment while in play.
Actions directed at this Lasombra cost an additional pool. If this location is burned, the Lasombra with this card takes 2 unpreventable damage. This card cannot be contested. Any card that would contest this location is immediately burned before contesting begins.

Illus: Drew Tucker   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Saturday-Night Special

1

Weapon, gun.
1R damage each strike, with an optional maneuver each combat.

Illus: Tom Wänerstrand   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Sawed-Off Shotgun

2

Weapon, gun.
3R damage each strike, only usable once each combat.

Illus: Mark Tedin   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Scalpel Tongue

1

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.

Illus: John Bridges   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Scorpion Sting

◼ Strike: make a hand strike at +1 damage.
◇ As above, and this strike cannot be dodged.
DRAFT: As ◼ above.

Illus: Scott Kirschner   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Scouting Mission

◻ ① Bleed with +1 bleed.
◇ +1 stealth action. Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.
DRAFT: As ◻ above.

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

Illus: Scott Fischer   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Scrounging

+1 stealth action.
Look at up to 3 cards from
the top of your library and
move up to 2 of them to your
hand. Discard down to your
hand size and shuffle
afterward.

Illus: William O'Connor   ©2006 White Wolf Publishing, Inc. All Rights Reserved

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.

Illus: Michael Astrachan   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Secure Haven

Master: unique location. Haven.
Put this card on a minion you
control. This minion cannot be
affected by Ⓓ actions. Any
Methuselah burns an additional pool
when playing master cards on (or
that target) this minion. Burn this
card if this minion enters torpor. A
minion may have only one haven.

Illus: Edward Beard, Jr.   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Sengir Dagger

Unique melee weapon.
Strength aggravated damage
each strike.

Illus: Richard Thomas   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Sermon of Caine

Master.
Move any amount of blood
from one of your ready
vampires to any combination
of your other ready vampires.

Illus: Dave Seeley   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Shadow Court Satyr (Changeling)

Changeling with 3 life. 1 strength,
1 bleed.
When the Satyr enters play, you may put
a combat card from your hand on him.
Once each combat, the Satyr may use the
ability of that card as if played from your
hand. If the card requires a vampire (e.g.,
costs blood or requires a Discipline), he
may use it as a vampire with the basic
level of the Discipline (if any).

Illus: Ken Meyer, Jr.   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Shadow of the Beast

[1] Put this card on the acting
vampire. The vampire with this
card gets an optional maneuver
each combat. A vampire may have
only one Shadow of the Beast.
Ⓤ As above, and this vampire
gets an optional press each
combat.
DRAFT: 🜨 As [1] above.

Illus: Craig Maher   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Shadow Play

+1 stealth.
+2 stealth.
DRAFT: ■ As above.

*You will close your eyes,
in order not to see, through the
glass,
The evening shadows making faces.*
Rimbaud, "A Dream for Winter"

Illus: Stuart Beel   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Shadow Step

Maneuver.
Only usable before
range is determined. This
vampire burns 2 blood to
set the range this round.
Skip the determine range
step this round.
DRAFT: 🜨 As above.

Illus: Richard Thomas   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Shadow Strike

⌖ Strike: strength ranged damage, with an optional maneuver.
◆ **As above, with an optional press.**
DRAFT: ▯ As ⌖ above.

Illus: William O'Connor

Shattered Mirror

Only usable when this vampire successfully blocks an ally or younger vampire bleeding you.
⊠ Put this card on the acting minion and end the action (with no combat). The minion with this card gets −1 bleed. He or she may burn it as an action that costs 1 blood. A minion may have only one Shattered Mirror.
◆ As above, and this reacting vampire doesn't tap for successfully blocking the action.

Illus: Brian LeBlanc

Shroud of Night

⌖ +1 stealth, not usable on a bleed action.
◆ +1 stealth.
DRAFT: ⊠ As ⌖ above.

The dragon-wing of night o'erspreads the earth.
Shakespeare, *Troilus and Cressida*, act V, scene 8

Illus: Jason Alexander Behnke

Sibyl's Tongue

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

Illus: Drew Tucker

Sire's Index Finger

Unique equipment.
The vampire with this equipment is immune to frenzy cards (including Brujah Frenzy, Drawing Out the Beast, Frenzy, Rötschreck and Terror Frenzy).
DRAFT: As above, and if the equip action is successful, the acting minion untaps.

Illus: Tom Biondo

Skin Trap

Play before range is determined.
⊻ Opposing minion may not attempt to dodge this round. A vampire can play only one Skin Trap each round.
⚘ As above, and opposing minion cannot strike at all this round unless he or she burns 1 blood immediately.
DRAFT: ⊠ As ⊻ above.

Illus: Drew Tucker

Slaughtering the Herd

⊠ ① Bleed at +2 bleed. Allies cannot block this action.
◈ ① Put this card on a vampire controlled by your predator. Each time that vampire announces an action, he or she moves 1 blood to this acting vampire. That vampire may burn this card by burning 4 blood during his or her controller's minion phase. Burn this card if this acting vampire is sent to torpor or burned.
DRAFT: ▯ As ⊠ above.

Illus: Randy Gallegos

Slave Auction

Unique master.
Put this card in play with X blood where X is the number of Methuselahs in the game. You may use a master phase action to move 1 blood from this card to your pool. Burn this card if it has no counters.

Illus: Fred Harper

The Sleeping Mind

Only usable when the action is announced.
⊠ Choose a tapped vampire. He or she cannot attempt to block this action.
◈ Minions cannot untap during this action.

Illus: Greg Simanson

Smiling Jack, The Anarch

Unique master.
Put this card in play. During your untap phase, move 1 counter from your pool to Jack. During each other Methuselah's untap phase, he or she burns 1 pool or burns 1 blood from a vampire he or she controls for each counter on Jack. Any vampire may burn this card as a Ⓓ action.

Illus: Kieran Yanner   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Song of Serenity

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

Illus: Michael Astrachan   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Soul Burn

⊠ Strike: 1R damage. This damage cannot be prevented by cards that require Fortitude ▥. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.
◈ As above, but for 2R damage.
DRAFT: ⚡ Strike: 1R damage.

Illus: Craig Maher   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Soul Gem of Etrius

Unique equipment.
If the vampire with this equipment is burned, draw the top card from your crypt. If it is younger, put the Soul Gem on him or her and move him or her to your ready region with blood from the blood bank equal to his or her capacity; otherwise, move that card to your uncontrolled region (and burn the Soul Gem). If bearer is diablerized, the diablerizing vampire cannot take the Soul Gem.

Illus: Dave Roach   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Special Report

Master: out-of-turn.
Choose a ready vampire you control. That vampire untaps and attempts to block. Once this action you may burn 1 pool to give that vampire +1 intercept.

Illus: Fred Hooper   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Spirit's Touch

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

We are eternal; and to us, the past Is, as the future, present.
Lord Byron, *Manfred*, act 1, scene 1

Illus: Harold Arthur   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Spirit Summoning Chamber

Master: unique location.
Tap this card and burn 1 blood from a ready Tremere *antitribu* you control to search your library for a minion card that requires Thaumaturgy ⊠. Show that card to all players and put it in your hand. Discard down and shuffle afterward.

☠2

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Sport Bike

Vehicle.
The minion with this equipment gets +1 intercept. A minion may have only one vehicle.

☠1

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Spying Mission

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

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

Illus: Julie Collins   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Staredown

Strike: dodge.
◆ Strike: combat ends.
DRAFT: Strike: dodge.

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

Illus: Kevin McCann   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Starshell Grenade Launcher

Weapon.
1R aggravated damage each strike, only usable once per combat, and only usable at long range. The minion with this equipment may tap to give an acting minion −1 stealth for the current action.

2

Illus: William O'Connor   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Starvation of Marena

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

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

1

Illus: Randy Asplund   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Stealth Ritus

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

1

Illus: Rik Martin   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Strained Vitae Supply

Master.
Put this card in play. Vampires do not get the normal +1 stealth when hunting. Any Methuselah may use a master phase action to put 1 blood counter on this card from his or her pool. If the number of counters on this card equals or exceeds the number of Methuselahs in the game, burn this card.

Illus: Stuart Beel   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Stunt Cycle

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

Illus: Andrew Trabbold   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Succubus

Demon with 3 life. 1 strength, 0 bleed.
Damage from Succubus's hand strikes is aggravated. Succubus may steal 1 blood or life (gaining a life) from a minion as a +1 stealth ① action. Once each turn, she may burn 1 life to get +1 bleed for the current action.

4

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Sunrise Service

+1 stealth action. Requires a ready Sabbat vampire.
Put this card on the acting vampire; he or she takes one point of aggravated damage (not preventable). You may burn this card when this vampire declares an action to make that action unblockable.

Illus: Alan Rabinowitz   ©2006 White Wolf Publishing, Inc. All Rights Reserved

Superior Mettle

Prevent all damage from the opposing minion's strike.
As above, and each round of this combat, this vampire may burn 1 blood to prevent all damage from the opposing minion's initial strike for that round.
DRAFT: Strike: dodge.

1

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Survivalist

Mortal with 1 life. 0 strength, 0 bleed.
Survivalist may strike for 2R damage. He may tap to give a Brujah *antitribu* you control a maneuver.

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Swallowed by the Night

■ ◎ +1 stealth.
◆ ◎ Maneuver.
DRAFT: ◎ Do not replace until after combat. Maneuver.

To perish rather, swallowed up and lost
In the wide womb of uncreated Night?
John Milton, *Paradise Lost*

Illus: Thea Maia ©2006 White Wolf Publishing, Inc. All Rights Reserved

Sword of Judgment

Unique melee weapon.
Strength+1 damage each strike, with an optional additional strike each round. Only usable by Brujah *antitribu*.

Justice is incidental to law and order.
J. Edgar Hoover

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Talaq, The Immortal

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

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Talons of the Dead

Unique master.
Put this card on a Gangrel *antitribu* you control. Damage from this vampire's hand strikes is aggravated. ① actions cost this vampire an additional blood. This vampire's controller may use a master phase action to burn this card.

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

Illus: Brian LeBlanc ©2006 White Wolf Publishing, Inc. All Rights Reserved

Taste of Vitae

Only usable at the end of a round of combat. Not usable by a vampire being burned or going to 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 may play only one Taste of Vitae each round.

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Telepathic Counter

◎ Reduce a bleed against you by 1.
◇ Reduce a bleed against you by 2.

Illus: Darren Elliott ©2006 White Wolf Publishing, Inc. All Rights Reserved

Telepathic Misdirection

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

Illus: James Stowe ©2006 White Wolf Publishing, Inc. All Rights Reserved

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.
DRAFT: ▣ As ◎ above.

Illus: Mike Danza ©2006 White Wolf Publishing, Inc. All Rights Reserved

Telepathic Vote Counting

Only usable during a referendum.
🗘 Cancel the referendum. If you played a political card to call this referendum, take the card back into your hand (discard afterward). Any votes cast are lost.
◇ Force a vampire to abstain from voting. This can cancel that vampire's votes.
DRAFT: ✴ As 🗘 above.

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Templar

1 Vote

Requires a ready titled Sabbat vampire.
Choose a Sabbat vampire. If this referendum is successful, put this card on the chosen vampire. This vampire is a Templar. He or she may enter combat with a ready vampire controlled by another Methuselah as a +1 stealth ⓓ action. Any Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

I don't have to kill anyone? Then why call for me?
Talley, The Hound, Lasombra

Illus: Drew Tucker   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

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.

Illus: Steve Prescott   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Thaumaturgy

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

Illus: Anson Maddocks   ©2006 White Wolf Publishing, Inc. All Rights Reserved.   +1

Theft of Vitae

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

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

Illus: Ron Spencer   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Thoughts Betrayed

Only usable before range is determined on the first round.
✴ Opposing minion takes 1 additional damage in the first round of combat during normal strike resolution.
◇ Opposing minion cannot play any strike cards for the duration of this combat.
DRAFT: 🗘 As ✴ above.

Illus: Pete Burges   ©2006 White Wolf Publishing, Inc. All Rights Reserved.   2

Threats

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

As others might with tenderness
Rule your life and your youngness
I shall rule you with a fear.
Baudelaire, "The Ghost"

Illus: Matt Wilson   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Tier of Souls

✴ ⓓ 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. Any minion may burn this card as a ⓓ action. A vampire may have only one Tier of Souls.
DRAFT: ✴ As ◇ above.

Illus: Harold Arthur McNeill   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Tithings

1 Vote

Requires a ready Sabbat vampire with a capacity above 6.
Successful referendum means you steal 1 pool from each Methuselah who does not control a vampire with a capacity above 6.

Illus: James Allen Higgins   ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Torn Signpost

Only usable before range is determined.
This vampire has a strength of 2 for the remainder of combat.
This vampire has a strength of 3 for the remainder of combat.

Illus: Brian LeBlanc
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Total Insanity

Put this card on an ally or a younger vampire. The minion with this card has −1 stealth. During this minion's untap phase, add a counter to this card. Burn this card when it has 3 counters on it.
As above, and the minion with this card cannot play action cards.
DRAFT: As above.

Illus: William O'Connor
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Toy Chest Test

Master. Requires a ready Sabbat vampire with a capacity above 4.
Burn a Sabbat vampire with a capacity below 4 that has been put into play since your last turn (not usable on a vampire that has been contested).

Toy is a national treasure. We'd never let him go.
Preacher, Malkavian *antitribu*

Illus: Dennis Calero
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Transfer of Power

1 Vote

Successful referendum means you steal 1 pool from each Methuselah who has more pool than you do.

Illus: Matt Cordra
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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
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Tribute to the Master

Master.
Move 1 blood from each of your ready vampires to your pool.

All these lives I will give you, ay, and many more and greater, through countless ages…
Bram Stoker, *Dracula*

Illus: Jeremy C. Bills
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Uncontrollable Rage

Only usable when the action is announced.
This vampire's hand strikes inflict +1 damage, aggravated, until the end of the action.
As above, but the hand strikes inflict +2 damage, aggravated.
DRAFT: This vampire's hand strikes inflict +1 damage until the end of the action.

2

Illus: Pete Venters
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Undead Strength

Strike: make a hand or melee weapon strike at +1 damage.
Strike: make a hand or melee weapon strike at +2 damage.
DRAFT: As above.

Dead flesh isn't always subject to the mortal laws of physics.
Dodd, Brujah *antitribu*

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University Hunting Ground

Master: unique location. Hunting ground.
During your untap phase, you may move 1 blood from the blood bank to a ready vampire you control. A vampire may gain blood from only one hunting ground card each turn.

2

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Using the Advantage

Master.
Put this card into play. During your untap phase, if you control the Edge, you may tap this card to gain 1 pool.

This is a wise maxim: "...take warning from others of what may be to your own advantage."
Terence, *Heautontimoroumenos*, act 1, scene 2

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Vagabond Mystic

Unique mortal with 2 life. 0 strength, 0 bleed.
Tap Vagabond Mystic to move 1 life counter from the blood bank to an ally you control who has fewer life than his or her starting amount. The Vagabond Mystic cannot block vampires.

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Vast Wealth

Master.
Put this card on a ready minion you control. While you control this minion, this minion can equip with the first piece of equipment you find in your library (working down from the top) as a +1 stealth action. Pay cost as normal. Shuffle afterward.

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Vendetta

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

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

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Ventrue Investment

Master. Investment.
Put this card in play with 1 blood on it for each Ventrue *antitribu* you control. You may use a master phase action to move 1 blood from this card to your pool. Burn this card if it has no blood.

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Vial of Garou Blood

Equipment.
The vampire with this Vial may burn it before range is chosen in a round of combat to get +1 strength and an additional strike each round for the remainder of combat. If he or she does so, he or she cannot use other equipment cards for the remainder of combat.

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Vicissitude

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

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+1

Visit from the Capuchin

Unique master.
Put this card into play with 4 counters on it. You get +X hand size, where X is the number of counters on this card. Each time you would draw to replace a card (not counting the card to replace the Visit), burn a counter from this card instead. Burn this card if it has no counters.

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Voice of Madness

Only usable when this vampire successfully blocks an ally or younger vampire.
Tap this reacting vampire. Combat does not occur.
◆ As above, and the acting minion burns 1 blood or life.

It is everything singing in my head at once.
Anatole, The Prophet of Gehenna, Malkavian

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Voter Captivation

Only usable after resolving 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 Senis

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

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Walk of Flame

Not usable on the first round of combat.
Ⓢ Strike: 1R aggravated damage.
✦ **Strike: 2R aggravated damage.**
DRAFT: Ⓝ Strike: 2R damage.

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

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War Ghoul

Ghoul with 5 life. 4 strength, 0 bleed.
When War Ghoul enters play, burn an ally or retainer you control. She can enter combat with any ready vampire controlled by another Methuselah as a Ⓓ action. She may prevent 1 damage each round. Tap and burn War Ghoul to burn any location; you cannot use this ability during combat.

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War Party

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

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Wash

Master: out-of-turn. Trifle. Do not replace until your next untap phase.
Cancel a master card played by your predator or prey as it is played (no cost is paid). That Methuselah gains a master phase action (if the canceled card is an out-of-turn master, it doesn't count against that Methuselah's next master phase).

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Waste Management Operation

Master: unique location.
Tap during your discard phase to move a card from your ash heap to the bottom of your library.

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Weather Control

Only usable before range is determined on the first round.
Ⓢ Both combatants and each of their retainers take 1 unpreventable damage before range is determined each round. A vampire may play only one Weather Control each combat.
✦ As above, but the amount of damage inflicted increases by 1 in each subsequent round.

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Weighted Walking Stick

Only usable before range is determined on the first round.
Put this card on this minion and put 5 counters on this card. While in play, this card represents a melee weapon (and counts as equipment while in play). This weapon does strength+1 damage each strike. For each point of damage inflicted by this strike (even if it is prevented), remove a counter from this card. Burn this card when it has no counters. A minion can have only one Weighted Walking Stick.

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White Phosphorus Grenade

Weapon.
2R aggravated damage each strike. If White Phosphorus Grenade is used at close range, the minion with this equipment takes 1 aggravated damage. Burn after use.

*The sky is darkening like a stain;
Something is going to fall like rain,
And it won't be flowers.*
W.H. Auden, "The Witnesses"

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Wolf Companion

Animal with 2 life.
When the minion with this retainer is in combat, the opposing minion takes 1 damage during strike resolution (if the range is close).
◇ As above, but Wolf Companion has 3 life.

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

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Wooden Stake

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

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Yawp Court

Master: unique location. Requires a ready Sabbat vampire.
Tap when a political action is successful, before the referendum, to have a ready untapped Sabbat vampire you control tap and enter combat with the acting vampire. If the acting vampire is still ready at the end of combat, the Sabbat vampire takes 2 damage, and the referendum is conducted as normal.

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Young Bloods

**Unique mortal with 3 life.
2 strength, 0 bleed.**
The Young Bloods can burn 2 blood from a tapped vampire with a capacity less than 8 as a +1 stealth Ⓓ action. If a vampire controlled by another Methuselah burns the Young Bloods in combat or as an action, he or she gains 2 blood.

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Zillah's Tears

+1 stealth action. Requires a ready Sabbat vampire.
Put this card on this acting vampire and move 1 blood from the blood bank to this vampire. This Sabbat vampire can burn this card any time after this turn ends to untap. A vampire can have only one Zillah's Tears.

Caine's Promise is not intended for everyone, but only for his true childer, Zillah's childer, born of her tears.
Blackhorse Tanner, Ventrue antitribu

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