

Zubeida

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Sabbat. Black Hand: Zubeida gets +1 bleed when bleeding a Methuselah who controls no ready vampires with capacity above 6. Scarce. Sterile.

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Nizzam al-Latif

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Sabbat. Black Hand: Damage from Nizzam's hand strikes is aggravated. (The Blood Curse does not affect Nizzam.)

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Fairuza

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Sabbat: Fairuza may burn 1 blood or life from a minion controlled by your prey as a Ⓢ action. She gets -1 bleed when bleeding a Methuselah who controls a ready minion.

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Gatjil Munyarryun

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Sabbat. Black Hand.

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Rashid Stockton

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Sabbat. Black Hand.

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Shaggydog

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Sabbat. Black Hand: Shaggydog gets an optional press on the first round of combat.

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Appius Claudius Corvus

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Sabbat. Black Hand. Seraph: +1 stealth.

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Saul Meira

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Sabbat. Black Hand: Saul may burn a blood during your discard phase to untap another ready Black Hand vampire.

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Hagar Stone

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Sabbat. Black Hand: While Hagar is ready, you have +1 hand size. While Hagar is untapped, do not replace cards you play on your turn until Hagar taps or your turn ends.

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Marge Khan

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Sabbat. Black Hand.

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Lubomira Hradok

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Sabbat. Black Hand: If Lubomira successfully bleeds a Methuselah who controls a ready titled vampire, she does not untap as normal during her next untap phase.

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Nails

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Sabbat. Black Hand.

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Arienne, The Conqueror

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Sabbat: On any round after the first, Arienne may strike to end combat and inflict 1 damage on the opposing minion after combat ends.

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Ondine "Boudicca" Sinclair

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Sabbat. Black Hand: While you have the Edge, Ondine gets +1 stealth when bleeding. +1 strength.

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Ash Harrison

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Sabbat. Black Hand: Once each round, if the range is long, Ash may strike for 1R aggravated damage.

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Carmen

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Sabbat. Black Hand: Non-Camarilla vampires you control get +1 stealth on equip actions.

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Dr. Morrow, The Skindocor

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Sabbat. Black Hand: Morrow may put a graft counter on an ally as a action. An ally with a graft counter has -1 stealth.

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Stephen Bateson

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Sabbat: Stephen gets +1 bleed when bleeding a Methuselah who controls a ready Tremere. +1 stealth.

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Elimelech the Twice-Damned

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Sabbat. Black Hand. Seraph: Elimelech strikes with first strike. +1 bleed. +1 strength.

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Kestrelle Hayes

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Sabbat. Black Hand: Kestrelle gets +1 stealth on Ⓛ actions directed at a Methuselah who doesn't control a ready Sabbat vampire.

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Biothaumaturgic Experiment

+1 stealth action.

Ⓛ Employ an animal retainer from your hand (ignore requirements; pay cost as normal).

◆ Put this card on a minion you control. The minion with this card gets an optional maneuver each combat and +1 strength.

DRAFT: Ⓛ As Ⓛ above, but employ any retainer from your hand or library.

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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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Blind Spot

Master. Choose a vampire you control and an ally or younger vampire controlled by your prey. While the first chosen vampire is acting this turn, the other chosen minion cannot block or play reaction cards.

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Cadet

Master. Trifle. Put this card on a Sabbat vampire in your uncontrolled region who is not Black Hand. While this Sabbat vampire is controlled, he or she is Black Hand. This card remains in play, even when the vampire is in the uncontrolled region. A minion may have only one Cadet.

Keep your eyes open for such a one, so that he may be elevated to the ranks of the Chosen. Blackhorse Tanner, Ventrue antitribu

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Census Taker

Unique master. Put this card on a ready Black Hand vampire. During an action, this Black Hand vampire can tap to give any other Sabbat vampire +1 bleed or 2 additional votes for the current action. During an action, this Black Hand vampire can tap to give any other Black Hand vampire +1 intercept.

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Cloak of Blood

Requires a vampire with capacity above 5 who can commit diablerie.

Ⓛ Diablerize a vampire in torpor, and this vampire may gain one level of a Discipline the victim had. In the resulting blood hunt referendum, this vampire gets an additional 2 votes.

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Drink the Blood of Ahriman

+1 stealth action.

Put this card on this acting Lasombra. The Lasombra with this card has +1 strength and burns one less blood when playing cards that require Obtenebration ♠. During your untap phase, this Lasombra burns 1 blood or this card is burned. Burn this card if any ranged aggravated damage is done to this vampire, even if it is prevented.

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Drop Point Network



Master. Requires a ready Black Hand vampire.
Remove 7 cards in your ash heap from the game to search your library for a minion card. Show it to all players and move it to your hand. Discard afterward.
DRAFT: As above, but remove only 3 cards.

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Eccentric Billionaire



Mortal with 1 life. 0 strength, 2 bleed.
Billionaire may tap to reduce the cost of an equipment or location you or any of your minions play by 1 pool. Only one Billionaire may be used to reduce the cost of a given card.
DRAFT: As above.

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Empowering the Puppet King



Only usable by a ready, untapped vampire other than the acting minion you control. After playing this card, you cannot play another action modifier to further increase the bleed for this action.
☑ The acting minion gets +1 bleed.
◆ As above, but usable by a tapped vampire.

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Enrage



+1 stealth action. Frenzy.
☑ Put this card on a vampire you control. This vampire has +1 strength and may enter combat with another minion as a Ⓛ action. Burn this card at the end of this turn.
◆ Ⓛ Put this card on any vampire. This vampire must burn 2 blood to attempt any action except for hunting and actions to enter combat. Burn this card after resolving this vampire's action.

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Epiphany



+2 stealth action. Requires an unmerged base vampire.
Untap this acting vampire and search your crypt, uncontrolled region, or ash heap for his or her advanced version to move to him or her. Shuffle your crypt afterward.
DRAFT: Gain 2 pool. Usable by any vampire (base, advanced or merged).

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Follow the Blood



Requires a Black Hand vampire. Only usable when a hunt action is successful, after resolution.
This Black Hand vampire taps and enters combat with the acting vampire. This reacting vampire gets an optional maneuver or press in that combat.
You can always follow the blood. The Admonitions

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Forced Vigilance



☑ Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.
◆ Only usable by a tapped vampire during a Ⓛ action directed against you (or something you control). Untap this vampire.
DRAFT: Reduce a bleed against you by 2.

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Framing an Ancient Grudge



Master.
Choose a prince or primogen, or burn 3 pool to choose a justicar. The chosen vampire loses his or her title.
DRAFT: As above, but pay 1 pool to choose any titled vampire.

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Guarded Rubrics



Unique equipment. Requires a ready Black Hand vampire.
The vampire with this equipment may bleed at +2 bleed as a Ⓛ action that costs 1 blood. While bearer is ready, Gehenna cards cost an additional pool to play.

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Hand Contract



Master. Contract. Trifle.
Put this card on any ready minion and choose a Black Hand vampire. That Black Hand vampire may enter combat with the minion with this card as a +1 stealth Ⓚ action unless they are controlled by the same Methuselah.

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Joseph Pander



Unique master.
Put this card in play. Tap and burn 1 pool to cause a Ⓚ action against a Pander you control to fail. During your master phase, choose a Pander. Once this turn, that Pander may enter combat with any minion as a Ⓚ action. Any Sabbat vampire may burn this card as a Ⓚ action.

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Liquefy the Mortal Coil



Strike: burn the opposing ally or burn 3 blood from the opposing younger vampire. If the opposing vampire has no blood after strike resolution, combat ends.
Play before range is determined in combat with a younger vampire. This vampire cannot strike this round. As his or her initial strike next round, this vampire may strike to diablerize the opposing younger vampire.

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Mantle of the Bestial Majesty



+1 stealth action. The acting vampire untaps. Until his or her next untap phase, damage from this vampire's hand strikes is aggravated.
As above, and this vampire gets +1 strength until his or her next untap phase.
DRAFT: Ⓚ As Ⓚ above.

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Mustajib



+1 stealth action. Requires a ready Black Hand vampire.
Put this card on a younger non-Black Hand Sabbat vampire who has performed a successful action this turn, and untap that vampire. The Sabbat vampire with this card is Black Hand.

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Nocturn



Demon with 1 life. 1 strength, 1 bleed.
Move Nocturn to the ready region when recruited. If this is the first recruit action the acting vampire successfully performs this turn, he or she untaps. Nocturn can play non-ally cards that require basic Obtenebration as a vampire. Burn Nocturn during your untap phase.
As above, and this vampire may perform this action again this turn, with the cost increased by 1 blood.

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Notorious Brutality



Requires a Sabbat vampire with capacity above 7. Only usable as the action is announced.
Non-infernal vampires with capacity less than 6 cannot block this action.
DRAFT: As above, but usable by a Sabbat vampire with capacity above 5.

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Praetorian Backer



+1 stealth action. Requires a ready Seraph. Unique. Title.
Put this card on a non-Black Hand Sabbat vampire with a capacity above 6 to represent the title of cardinal. Burn this card if you do not control a ready Seraph (or if this vampire otherwise loses the title).
DRAFT: As above, but put this card on any Sabbat vampire.

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Prison of the Mind



+1 stealth action. Ⓚ Burn an ally or retainer.
Put this card on a vampire. This vampire has -1 stealth and -2 intercept. Any vampire(s) can burn this card with three +1 stealth actions. A vampire can have only one Prison of the Mind.

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Psychic Assault



 Strike: 1R damage. Any effect which would make damage from this strike aggravated leaves the damage normal instead. If this striking vampire is Black Hand, the damage from this strike is unpreventable.
 As above, but for 2R damage.
DRAFT:  Strike: combat ends.

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Ruins of Ceoriss



This equipment card represents a unique location and does not count as equipment while in play. The Tremere *antitribu* with this location gets an optional maneuver or press each combat.

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Sanguinary Wind



 Only usable before strikes are chosen. This vampire's strikes may not be dodged this round.
 As above, but usable after strikes have been chosen.
DRAFT:  Additional strike.

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Seraph's Second



 Requires a ready Seraph. Only usable when a non-Seraph Black Hand vampire is acting, after resolution.
 Untap the acting Black Hand vampire. A Seraph may play only one Seraph's Second each turn.

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Tattoo Signal



+1 stealth action. Requires a Seraph. Put this card on this acting Seraph. This ready Seraph may tap this card to untap another Black Hand vampire. A minion may have only one Tattoo Signal.

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Taunt the Caged Beast



 Enter combat with any vampire, with an optional maneuver in that combat.
 Choose a vampire controlled by your predator and another controlled by your prey (not usable when only one other Methuselah is in the game). The chosen vampires enter combat. If only one is ready at the end of combat, he or she gains 4 blood.

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Touch of Pain



Only usable when a bleed against you is successful or a referendum passes. Play after resolution.
 This vampire inflicts 1 damage on the acting minion. Only one Touch of Pain can be played each action.
 As above, but for 2 damage.
DRAFT:  As above.

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Tribunal Judgment



  1 Vote

Requires a Sabbat vampire. Choose a vampire who cast any votes in the most recent referendum (must be since your last turn). Successful referendum means that vampire takes X damage, where X is the number of votes he or she cast in that previous referendum.

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Trophy: Chosen



Master. Trophy.
 When this card is moved to a vampire, that vampire gains 4 blood, becomes Sabbat and untaps, or that vampire can choose to burn this card instead. The vampire with this card is Black Hand. If he or she was already Black Hand when receiving this card, he or she is a Seraph.
DRAFT: Master. (Not a trophy.) Add 2 blood to a Black Hand vampire.

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Truth in Ink



Requires a Black Hand vampire.
Only usable when a vampire who is not Black Hand is bleeding you. Reduce the bleed amount by 2.

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The Uncoiling



Event. Do not replace as long as this card is in play.
During your discard phase, burn one other event at random. Any other Methuselah may use a discard phase action and burn X pool to burn this card, where X is the number of other events in play.

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Unexpected Coalition



Only usable during a referendum.
Each ready Brujah *antitribu* gets an additional vote this referendum. When tallying votes, if any Brujah *antitribu* cast any votes in opposition to this Brujah *antitribu*'s votes (or if this Brujah *antitribu* abstains), none of the additional votes from this card are counted.

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Veil the Legions



■ Only usable by a ready, untapped vampire other than the acting minion you control. The acting minion gets +1 stealth. Only one Veil the Legions may be played each action.
◆ As above, and this vampire may burn X additional blood to give +1 stealth to the next X actions your minions perform this turn. Only one Veil the Legions can be played at superior each turn.

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Vermin Channel



+3 stealth action.
① Bleed.
DRAFT ② Bleed.

*They fought the dogs and killed the cats,
And bit the babies in the cradles,
And ate the cheeses out of the vats,
And licked the soup from the cooks' own ladles.*
Robert Browning, *The Pied Piper of Hamelin*

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Watchtower: The Wolves Feed



Master: watchtower. Requires at least one Gehenna card in play and a ready Seraph.
Black Hand vampires get +1 stealth and may strike for 2R damage. A ready Black Hand vampire you control may tap to cancel a Gehenna card as it is played. During your untap phase, burn X pool or burn this card, where X is the number of Gehenna cards in play (minimum of 1). Burn this card if another watchtower enters play.

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