

**Alu**

5

Independent: Blood cursed.

2

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**Bakr**

5

Independent: Bakr may enter combat with a minion controlled by another Methuselah as a +1 stealth action that costs 1 blood. Blood cursed.

8

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**Bertrand d'Anjou**

4

Independent: Blood cursed.

4

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**Djuhah, The Bronze Bow**

5

Sabbat. Black Hand. Seraph: (The blood curse does not affect Djuhah.)

7

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**Dmitri Borodin**

4

Independent: Once each combat, Dmitri may burn 1 blood to prevent all damage from the opposing minion's strike. Once each action, he may burn 1 blood to get +1 stealth. Blood cursed.

10

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**Evan Rogers**

4

Independent: Blood cursed.

3

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**Hafsa, The Watcher**

5

Camarilla: Camarilla vampires must burn 1 blood to attempt to block Hafsa. Assamites get +1 bleed when bleeding you. Blood cursed.

6

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**Izhim abd Azrael**

5

Sabbat. Black Hand. Seraph: Cards that require Quietus cost Izhim 1 less blood. Weapons cost him 1 less pool or blood. (The blood-curse does not affect Izhim.)

9

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**Jamal**

5

Independent. Red List: Jamal has two votes (titled). He gets +1 strength in combat with allies and Camarilla vampires. +1 bleed. Blood cursed.

10

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**Kabede Maru**

5

**Laibon magaji:** Kabede gets +1 intercept against political actions. (The blood curse does not affect Kabede.)

9

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**Kashan**

4

**Independent:** Kashan has 1 vote (titled). Blood cursed.

7

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**Layla bint-Nadr**

4

**Independent:** Blood cursed.

5

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**Monty Coven**

5

**Sabbat:** If Monty burns a titled vampire, he may become a bishop. If the burned vampire's title was worth more than two votes, he can become a priscus instead. (The blood curse does not affect Monty.)

8

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**Sajid al Misbah**

5

**Independent:** Cards that require Quietus cost Sajid 1 less blood. Sajid cannot block older vampires. Blood cursed.

4

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**Sukainah**

5

**Independent:** Blood cursed.

3

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**Thucimia**

4

**Independent:** Thucimia has one vote (titled). Once each time she bleeds, she may reduce your hand size by 2 until your next untap phase to get +1 bleed, +1 hand size. Blood cursed.

10

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**Abdelsobek**

5

**Independent:** Abdelsobek can untap a vampire or mummy you control as a +1 stealth action.

5

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**Ahmore Chambers**

5

**Independent.**

3

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**Arnulf Jormungandrsson**

5

**Camarilla:** If Arnulf attempts to block, the acting minion cannot play action modifiers that require Dementation, Dominate, Necromancy or Presence.

8

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**Belle Equitone**

4

**Independent.**

2

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**Clea Auguste d'Holford**

5

**Independent.**

6

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**Halim Bey**

4

**Independent:** While Halim is ready, mummies you control get +1 stealth.

6

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**Marla Kenyon**

4

**Independent.**

4

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**Nakhtorheb**

4

**Independent:** Nakhtorheb may untap once during each of your minion phases. Minions with your corruption counters cannot block him. +1 strength.

10

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**Ogwon**

5

**Independent:** If an ally or younger vampire attempts to block Ogwon and fails, that minion burns 1 blood or life when the action resolves (before resolving the action).

7

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**Pentweret**

5

**Independent:** When in combat at close range with an ally that costs less than 4 blood or pool or a vampire with capacity less than 4, Pentweret may give you control of that minion as a strike that costs 2 blood.

9

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**Porphyron**

5

**Independent:** When Porphyron enters play, you may search your library for a Treaty of Laibach and move it to your hand (shuffle and discard afterward). +1 stealth.

9

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**Renenet**

4

**Independent.**

5

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**Seterpenre**

5

**Independent:** When Seterpenre enters play, put up to four master: Discipline cards on him from your hand, ash heap and/or library (shuffle afterward). Discipline cards do not affect his capacity.

10

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**Shemti**

5

**Independent:** Shemti has 1 vote (titled). While he is ready and untapped, any minion successfully performing a Ⓛ action against you takes 1 damage (after resolving the action).

9

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**Sisocharis**

5

**Independent.**

4

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**Sundervere, The Devil Brahmin**

4

**Independent. Red List:** If Sundervere is burned, you burn 1 pool. Once each action, he may burn 1 blood to get an additional +1 bleed. +1 bleed.

8

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**Accorri Giovanni**

5

**Independent.**

6

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**Diego Giovanni**

5

**Independent:** Diego may burn a location as a Ⓛ action that costs 2 blood.

8

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**Eric Milliner**

5

**Independent.**

2

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**Francis Milliner**

4

**Independent:** Francis gets +1 strength in combat with a Toreador or Toreador antitribu.

6

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**Gianmaria Giovanni**



5

**Independent.**

5

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**Giovanni del Georgio**



5

**Independent:** Del Georgio may remove two copies of the same card in your prey's ash heap from the game to gain 3 blood as a +1 stealth hunt action.

8

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**Guillaume Giovanni**



4

**Independent:** While Guillaume is ready, you get +1 hand size for each location you control. Guillaume gets +1 stealth on recruit and employ actions.

9

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**Kay Polerno**



5

**Independent.**

4

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**Lady Constanica**



4

**Independent:** Constanica has 2 votes (titled). You may burn the Edge and spend a discard phase action to discard a card at random and draw its replacement from the other cards in your ash heap.

10

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**Lorenzo Detuono**



5

**Independent. Red List:** If Lorenzo is ready at the end of combat and the opposing minion is not, Lorenzo may burn 5 blood to move the opposing minion to your ready region (with 1 life for an ally with no life) instead.

9

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**Luna Giovanni**



5

**Independent:** Luna has 1 vote (titled). During a referendum, Luna may remove X political action cards in any ash heaps from the game to gain X votes.

10

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**Margaret Milliner**



4

**Independent:** Margaret gets +1 bleed if Francis Milliner is ready. Cards that require Fortitude cost her an additional blood.

5

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**Nunzio Giovanni**



4

**Independent.**

3

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**Paolo Sardenzo**

5

**Independent:** Whenever a wraith enters play, Paolo gains 1 blood. Giovanni get +1 intercept when attempting to block Paolo.

7

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**Primo Giovanni**

4

**Independent.**

4

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**Stephen Milliner**

5

**Independent.**

3

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**Anjalika Underwood**

5

**Independent.**

5

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**Brian Thompson**

4

**Independent.**

4

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**Chavi Oraczko**

5

**Independent. Red List:** Once each action, Chavi may burn 1 blood to get +1 stealth. While she is ready, you get +1 hand size.

7

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**Durga Syn**

4

**Independent:** Durga Syn may steal equipment with first strike as a strike that costs 1 blood. She does not tap when blocking allies or vampires with capacity less than 5.

9

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**Ganesh**

5

**Independent:** Ganesh gets +1 bleed when bleeding a Methuselah who controls a ready Giovanni.

6

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**Gwen Brand**

5

**Independent:** During your uncap phase, if any other Methuselah controls a Gehenna card, put a founder counter on Gwen. If she has at least 4 founder counters, she has +1 bleed, and she gains 1 capacity.

3

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**Jayakumar**

5

**Independent:** Jayakumar may steal an equipment from any minion as a **(D)** action that costs 2 blood.

6

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**Johann Matheson**

5

**Independent:** Ecstasy, The Jones and XTC-Laced Blood cannot target Johann.

4

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**Kiradin**

4

**Independent:** Once each round, Kiradin may burn a blood to get an additional strike.

8

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**Lizette**

4

**Independent:** Lizette may prevent 1 damage each combat. Once each action, she can burn 1 blood to get +1 bleed.

10

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**Marcia Felicia Licinia**

5

**Independent:** Marcia has two votes (titled). Once each combat, Marcia may burn 1 blood to dodge as a strike.

9

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**Neel Ramanathan**

4

**Independent.**

3

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**Papa Legba**

5

**Independent:** Once each action, Legba can burn 1 blood to get +1 bleed.

5

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**Phaedyme**

5

**Independent:** Phaedyme gets +1 stealth when bleeding a Methuselah who controls a ready Camarilla vampire. +1 strength.

10

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**Vasily Vasilevich**

5

**Independent:** When Vasily successfully bleeds your prey, he untaps at the end of the action. +1 bleed.

8

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**Vassily Taltos** 



**Independent:** Vassily may burn a hunting ground or a Blood Doll card as a  action.

**6**

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**Agent of Power** 



**Master: Discipline. Trifle. Unique.**  
Put this card on a vampire you control and choose a Discipline. This vampire gains 1 level of that Discipline. Burn this card during your discard phase.  
**DRAFT:** As above, but this card is not unique and is not burned during your discard phase.

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**AK-47** 



**Weapon. Gun.**  
2R damage each strike, with an optional maneuver. When bearer strikes with this gun, he or she gets an optional additional strike this round, only usable to strike with this gun.  
**DRAFT:** As above, but this weapon costs 1 less pool.

**5**

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**Ambulance** 



**Vehicle.**  
After a combat between this acting minion and a blocking minion, you may tap the Ambulance to continue the action as if unblocked. If the action is blocked again, burn this card. This minion may tap the Ambulance to attempt to burn an incapacitated imbued as a +1 stealth  action. A minion may have only one vehicle.

**1**

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**Amria** 



 Maneuver, only usable to go to long range.  
 **Strike: dodge, with an optional press, only usable to end combat.**  
*Be wary then; best safety lies in fear.  
Shakespeare, Hamlet, act I, scene 3*

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**Apparition** 



**Do not replace until after combat.**  
 This vampire may prevent 1 damage each round this combat.  
 **This vampire may prevent 2 damage each round this combat.**  
*Girls would come out of inadequate graves to stand near...  
Rilke, "Duino Elegy #7"*

**1**

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**Approximation of Loyalty** 



**Requires a vampire with capacity above 6.**  
 Only usable when the action is announced. Choose a vampire with capacity below 7 or an ally. That minion cannot block this action.  
 **Cancel a reaction card played by a vampire with capacity below 7 or an ally as it is played (no cost is paid). No more action modifiers can be played on this action.**

**1**

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**Armor of Vitality** 



 Prevent 3 damage.  
 **As above, and if any of the damage was from the opposing minion's melee weapon, that weapon is destroyed.**  
**DRAFT:**  As  above.

**1**

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**Army of Apparitions** 



**Usable by a tapped vampire.**  
 Only usable during a referendum. Gain 3 votes.  
 **Only usable when an ally or younger vampire is taking a  action directed at a minion you control. This vampire burns 2 blood to cause the action to end (unsuccessfully).**

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### Autonomic Mastery



Only usable at close range.  
 ⚡ Strike: burn the opposing non-wraith ally or a non-wraith retainer on the opposing minion.  
 ♦ Strike: make a hand strike. Damage from this strike is reduced to zero. Combat ends immediately after this strike resolves, unless it is dodged. Only usable in combat with a non-wraith ally or a younger vampire.

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### Baal's Bloody Talons



Only usable before resolution of a melee weapon's strike.  
 ⚡ The damage from this weapon's strikes is aggravated. Burn this weapon at the end of this round.  
 ♦ As above, and this weapon inflicts an additional aggravated damage each strike.

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### Bang Nakh—Tiger's Claws



**Melee weapon.**  
 Strength +2 damage each strike.  
 As Thetmes closed the gap between the two Kindred, he withdrew from under his cloak a pair of tiger's claws.

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### Bestow Vigor



+1 stealth action.  
 ⚡ Play on a vampire you control and untap this acting vampire. The minion with this card may play combat cards that require Fortitude as a vampire with basic Fortitude. Burn this card at the end of your next turn.  
 ♦ As above, but play on an ally you control.

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### Black Sunrise



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

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### The Black Throne



**Master: unique location.**  
 Tap during a referendum to gain 2 votes. Tap when a minion with a contract leaves the ready region (only usable if an Assamite you control had been chosen for that contract) to gain 1 pool.

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### Blithe Acceptance



Put this card on the acting vampire. This vampire gets +1 stealth. Burn this card if this vampire enters combat. A vampire may have only 1 Blithe Acceptance.  
 ♦ As above, but this vampire can burn 1 blood when he enters combat instead of burning this card.

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### Blood Awakening



⚡ ⚡ +1 intercept.  
 ♦ ⚡ Only usable when a younger vampire is attempting to block this acting vampire. That block attempt fails. That vampire cannot attempt to block this action again.

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### Bloodlust



+1 stealth action. **Frenzy.**  
 ⚡ Choose X minions and put this card in play. Each chosen minion gets an optional press each combat and may enter combat with any minion as a Ⓛ action. Burn this card at the end of the turn.  
 ♦ As above, but choose X+1 minions.

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### Brute Force

Do not replace until after combat.

- ☐ Strike: make a hand strike at +1 damage or a melee weapon strike at +2 damage.
- ◆ Strike: make a hand strike at +2 damage or a melee weapon strike at +3 damage.

*The best way out is always through.*  
Robert Frost, "A Servant to Servants"

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### Bundi

**Melee weapon.**

Strike: make a hand strike for strength+1 damage. (This strike is both a hand strike and a melee weapon strike). Bearer may prevent 1 damage from each melee weapon strike made against him or her.

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### Burden the Mind

**Master.**

Put this card on any minion. While it is not this minion's turn, using an effect to untap this minion or to allow this minion to block as if untapped costs an additional pool. This minion may burn this card and untap as a Ⓢ action.

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### Call of the Hungry Dead

Only usable when a minion is attempting to block.

- ☐ The blocking minion gets -1 intercept.
- ◆ This acting vampire burns 1 blood to cause the block to fail. The blocking minion cannot attempt to block this action again.

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### Camera Phone

**Electronic equipment.**

The minion with this equipment may bleed at +1 bleed as a Ⓢ action. No other equipment can increase the bleed amount of this action.

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### Can't Take it with You

Successful referendum means each Methuselah gains 1 pool. Each Methuselah then burns 1 pool for each equipment, location or retainer card he or she controls.

*They trouble us in seeking them, they do not satisfy us when possessing them, and they make us despair in losing them.*  
Madame de Lambert

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### Carrion Crows

Only usable before range is chosen.

- ☐ The 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 for 2R damage.

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### Cave of Apples

**Master: unique location.**

Any Follower of Set you control may put a corruption counter on an ally or younger vampire controlled by your prey as a Ⓢ action. If the action is successful and the number of your corruption counters on the minion equals or exceeds his or her capacity or cost, you may burn those counters to gain control of him or her.

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### Chair of Hades

**+1 stealth action.**

- ☐ Ⓢ Remove a mortal or ghoul (retainer or ally) from the game.
- ◆ Remove any non-wraith ally or retainer or vampire with capacity less than 3 from the game.

**DRAFT:** ☐ As above.

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**Charigger, The Axe** 



**Unique wraith with 1 life.**  
The Giovanni with this retainer gets +1 stealth when hunting. When a minion controlled by your prey is burned, remove that minion from the game instead and put a soul counter on Charigger. The Giovanni with this retainer gets +X bleed, where X is the number of soul counters on Charigger.

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**Chill of Oblivion** 



**+1 stealth action.**  
Put this card on a ready vampire. This vampire may burn this card in combat to treat aggravated damage as normal for the remainder of combat. A vampire can have only one Chill of Oblivion.  
As above, and this acting vampire untaps during your next discard phase.

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**Chimerstry** 



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

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**Clandestine Contract** 



**+1 stealth action. Requires an Assamite with a capacity above 4. Contract.**  
Enter combat with a ready minion controlled by another Methuselah and put this card on that minion. This Assamite is chosen for this contract. This Assamite may enter combat with this minion as a +1 stealth action.

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**Cloak the Gathering** 



**+1 stealth.**  
Usable by a ready vampire other than the acting minion you control. The action gets +1 stealth.  
*The shadow cloak'd from head to foot...  
Lord Tennyson, "In Memoriam"*

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**Cobra Fangs** 



**Strike: make a hand strike (at strength damage). If any damage from this strike is successfully inflicted on an opposing ally, burn that ally at the end of the action.**  
As above, and if any damage from this strike is successfully inflicted on an opposing vampire, that vampire goes to torpor during his next untap phase.

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**Cold Aura** 



Only usable before range is determined. Set the range for this round to long.  
As above, with an optional press, only usable to end combat.  
**DRAFT:** As above.

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**Command the Legion** 



Tap X-1 allies or younger vampires.  
As above, but one of the minions may be the same age or older.  
**DRAFT:** As above.

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**Community Justice** 



**+1 stealth action. Requires an independent vampire.**  
Burn a vampire who has disabled a vampire of the same clan as this acting vampire since your last turn.  
**DRAFT:** Inflict 1 unpreventable damage on a vampire who successfully bled you since your last turn.  
*We're killed, so we kill in return. Endless repetition.  
Kazuaki Kiriya, "Casshern"*

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### Compel the Spirit



**+1 stealth action.**  
 ☐ Move an ally or retainer that was burned from play since your last turn from your ash heap to your hand.  
 ◇ **As above, but move it to your ready region (ignore requirements and cost) with X life from the blood bank, where X is the starting life of the ally or retainer. If it is a retainer is chosen, place it on the acting minion.**

1

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### Conceal



◆ **Burn an equipment card.**  
 ◆ **Burn a location.**  
**DRAFT:** ☐ **Burn an equipment or location.**

*Imagination is the one weapon in the war against reality.*  
 Jules de Gaultier

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### Concealed Weapon



**Only usable before range is determined.**  
 Equip this minion with a non-unique weapon card from your hand. Pay cost as normal. The weapon cannot cost 3 or more pool or inflict (with a regular strike) aggravated damage or 4 or more damage.

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### Condemn the Sins of the Father



**+1 stealth action.**  
 ☐ Choose a clan. All younger vampires of that clan are tapped. Vampires of the chosen clan may attempt to block (in addition to the normally eligible blockers).  
 ◇ **As above, and each younger vampire of the chosen clan burns 1 blood.**

1

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### Conditioning



**You cannot play another action modifier to increase this bleed amount.**  
 ☐ +2 bleed  
 ◆ +3 bleed.

1

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### Confusion of the Eye



☐ Reduce a younger vampire's or an ally's bleed against you by 1.  
 ◆ **Only usable during a referendum before any votes are cast. Not usable on a referendum that is automatically passing. The acting vampire cannot cast any votes in this referendum. If the referendum requires a titled vampire, the referendum fails.**

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### The Crocodile Temple



**Master: unique location.**  
 You may tap this card at the end of a successful **①** action against you to inflict 1 damage on the acting minion (after resolving the action).  
*You should not insult the crocodile until after you have crossed the river.*  
 Shemti, Follower of Set

1

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### Deed the Heart's Desire



**Only usable as the action is announced.**  
 ☐ Choose a younger vampire. He or she cannot block this action.  
 ◇ **As above, and the chosen vampire cannot play reaction cards during this action.**

*I'll pick up your hand and slowly blow your little mind  
 When you've made your mind up forever to be mine.  
 Donovan, "Sunshine Superman"*

1

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### Divine Image



**Only usable as the action is announced.**  
 ☐ For the remainder of this action, this vampire has +1 strength and can prevent 1 damage each combat. The action gets -1 stealth.  
 ◆ **As above, with +1 bleed.**  
**DRAFT:** ☐ **As ☐ above.**

2

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### Divine Sign



**+1 stealth action.**  
  Choose a minion. Put this card on this acting minion and untap him or her. This minion gets +2 intercept when attempting to block the chosen minion. That minion may burn this card as a  action. A minion may have only one Divine Sign.  
 **As above, and the chosen minion's controller plays with an open hand in the resulting combat if this minion successfully blocks that minion.**

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### Dominate Kine



**+1 stealth action.**  Bleed with +1 bleed.  
  **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.*  
 Ventruue, Adelaide 2002 Storyline

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### Dragonbound



**Gehenna. Do not replace as long as this card is in play.** During each Methuselah's discard phase, he or she burns X pool, where X is the number of vampires in torpor he or she controls.

*Is this what it's like at the very end? Maybe I'll just stay.*  
 Ramona, Gangrel

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### Dream World



**+1 stealth action.** Each of your minions gets +1 bleed for the remainder of the turn or until a bleed action is blocked. Only one Dream World can be played at superior each turn.

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### 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

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### Ecstasy



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

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### Edged Illusion



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

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### Eluding the Arms of Morpheus



**Only usable by a tapped vampire.** This vampire untaps and attempts to block.

*'Tis now the very witching time of night,  
 When churchyards yawn and hell itself  
 breathes out  
 Contagion to this world: now could I drink  
 hot blood,  
 And do such bitter business as the day  
 Would quake to look on.*  
 William Shakespeare, Hamlet, act III, scene 2

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### Enticement



**Requires the Edge.**  
  Burn the Edge to cause your prey to burn 2 pool. (This action is directed at your prey.) Your minions cannot attempt bleed actions for the remainder of the turn.  
 **As above, but your prey burns 3 pool.**

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### The Eternal Mask



**+1 stealth action.**  
  Bleed at +1 bleed.  
 ♦ Put this card on this vampire and move a unique vampire from any ash heap to your ready region with any amount of blood from this acting vampire. The minion with this card cannot take actions, block, play reaction cards or vote. You may burn this card and the chosen vampire during any untap phase.

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### The Eternals of Sirius



**Master.**  
 Gain 5 pool if you have a ready Follower of Set ♠, or move 5 blood from the blood bank to a Follower of Set with a capacity above 8 in your uncontrolled region.  
**DRAFT:** Move 5 blood to any vampire in your uncontrolled region.

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### Ex Nihilo



**+1 stealth action.**  
 Put this card on this vampire. This vampire gets +1 stealth. Damage he or she inflicts in combat is reduced to 0, and he or she is immune to non-aggravated damage. This vampire cannot gain blood; any blood he or she gains goes to the blood bank instead. During your master phase, this vampire burns 1 blood or is burned. You may burn this card during your untap phase.  
 ♦ As above, but you may burn this card during any Methuselah's untap phase.

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### Eyes of Blades



**Do not replace until your untap phase.**  
  Strike: dodge, and this vampire may prevent 1 damage from a retainer.  
 ♦ Only usable before range is determined. This round, this vampire cannot strike, and strikes and damage from retainers have no effect on this vampire and any non-retainer cards on him or her.

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### False Resonance



Cancel a reaction card that requires Auspex  or Dementation  as it is played (no cost is paid).  
 ♦ +1 stealth, and once this action, this vampire can burn 1 blood to use the  effect above.

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### Fantasy World



Put this card on a ready minion and tap that minion. This minion cannot play cards or cast votes. This minion does not untap as normal. During this minion's untap phase, he or she can burn 1 life or 1 blood to burn this card. Burn this card if this minion enters combat.  
 ♦ As above, but this is a +1 stealth action.

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### Fata Amria



Strike: put this card on the opposing vampire; this cannot be dodged. The vampire with this card cannot play cards that require any superior. Disciplines. He or she may burn this card during his or her untap phase instead of untapping.  
 ♦ As above, but put on the acting vampire after a successful  action directed at you (after resolving the action).

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### Fata Morgana



+1 stealth.  
 ♦ +1 bleed, or +1 bleed and +1 stealth. You cannot play another action modifier to increase this bleed amount.  
*Seek those images  
 That constitute the wild...  
 Yeats, "Those Images"*

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### Fatus Mastery



**+1 stealth action.**  
 Put this card on the acting vampire. During your untap phase, add a counter to this card. The counters on this card may be used to pay some or all of this vampire's blood cost to play cards that require Chimerstry.  
 ♦ As above, and put a counter on this card when it comes into play.

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**Fillip** 



**Requires a vampire. Usable by a tapped vampire.**  
Choose a younger tapped vampire you control. The chosen vampire can play reaction cards and attempt to block as though untapped until the current action is concluded. A vampire may play only one Phillip each turn.

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**Flesh Bond** 



**Strike: 2R damage.**  
**Strike: combat ends.**  
**DRAFT:**  As  above.

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**Flurry of Action** 



**Bleed.** If the bleed is successful, draw two cards (discard afterward).  
**Bleed.** If the bleed is successful, this vampire untaps.

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

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**Forced March** 



**A vampire can play only one Forced March each turn.**  
**Only usable when an action is successful (after resolving the action). This vampire untaps.**  
**+1 stealth.** If the action is successful, this vampire may burn 1 blood to untap (after resolving the action).

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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.**

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**Forearm Block** 



**Strike: prevent 2 damage from the opposing minion's next hand strike this round (including any currently-resolving hand strike). If another round of combat occurs, this minion gets first strike on his or her initial strike that round.**

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**Forger's Hammer** 



**Only usable when an action to equip a non-unique melee weapon from your hand is successful.**  
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.**

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**Form of Corruption** 



Put this card in play. When your prey gets the Edge anew, put a counter on this card. During your master phase, if the number of counters on this card equals or exceeds the amount of blood on a vampire controlled by your prey, you may burn this card to take control of that vampire. A Methuselah can have only one Form of Corruption in play.  
**As above, and your prey burns 1 pool when you burn this card.**

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**Fortune Teller Shop** 



**Master: unique location.**  
Tap to give a Ravnos +1 stealth for the current action.

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### Foul Blood






**Only usable when vampire successfully hunts.**  
 The acting vampire gains 1 less blood and takes 1 unpreventable damage. Tap this reacting vampire.  
 **As above, but do not tap this reacting vampire.**



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### 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).**



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### Free States Rant



**1 Vote**

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

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### 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.

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### 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.



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### Gemini's Mirror






 **Strike: dodge, with an optional maneuver.**  
 **Only usable before range is determined. For each strike made against this vampire, flip a coin. If it's tails, the strike has no effect on this vampire. This lasts until heads is flipped or combat ends. A vampire can play only one Gemini's Mirror at superior each combat.**



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### 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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### Gramle





**+1 stealth action. Do not replace until the end of the action.**  
 Choose a card in play or in any ash heap by name. Search your library or crypt for the chosen card, show it to all Methuselahs, and move it to your hand (discard afterward) or uncontrolled region.  
**DRAFT:** As above, but search for any card.



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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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### Haqim's Law: Judgment



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

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### Haqim's Law: Leadership



**+1 stealth action.**  
Each Methuselah who controls any of the oldest ready Assamites gains 2 pool.  
*Leadership is an action, not a position.*  
Donald H. McGannon

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### 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.

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### Hard Case



Only usable when this vampire successfully blocks an ally or younger vampire.  
Ⓞ Cancel the resulting combat.  
◆ As above, and destroy a weapon or vehicle on the acting minion.  
**DRAFT:** Ⓞ As Ⓞ above.

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### Heart's Desire



Ⓞ +1 bleed. You cannot play another action modifier to increase this bleed. If an ally or younger vampire is currently attempting to block this action, that block fails and that minion cannot block this action.  
◆ As above, but with +2 bleed instead.  
**DRAFT:** Ⓞ As Ⓞ above.

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### Hide the Mind



■ Ⓞ Cancel a combat card that requires Auspex Ⓞ as it is played. No cost is paid.  
◆ Ⓞ Cancel a reaction card that requires Auspex as it is played. No cost is paid.  
**DRAFT:** ■ Ⓞ +1 stealth.

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### Hierophant



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

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### Ignis Fatuus



Ⓞ The acting minion gets -1 stealth for the remainder of the turn.  
◆ Reduce a bleed against any Methuselah by 1.  
*Because there is safety in derision, I talked about an apparition... William Butler Yeats, "The Apparitions"*

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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.

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### Indomitability



Prevent 1 damage.  
 Press, or prevent 1 damage with an optional press.

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### Inspire Greatness



Only usable by a ready vampire other than the acting minion.  
  The acting ally or younger vampire gets +1 strength during this action.  
  The acting ally or younger vampire gets +2 strength during this action.

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### Instinctive Reaction



Only usable when your predator is acting.  
 +1 intercept.  
 As above, with an optional maneuver during the resulting combat if the block succeeds.

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

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### Into Thin Air



Do not replace until your untap phase.  
 +1 stealth. Once this action, this vampire may burn 1 blood to give an ally or younger vampire -1 intercept. Into Thin Air and Lost in Crowds cannot both be played on the same action.  
 As above, but for +2 stealth.

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### Jack of Both Sides



+2 stealth action. Requires a ready vampire.  
 This vampire equips or employs an equipment or 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

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### Jericho Founding



Requires a non-Camarilla vampire.  
 Successful referendum means all locations are burned. Any Methuselah can keep any locations he or she controls by repaying their pool cost.

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### The Jones



Only usable in combat with an ally or younger vampire.  
 Strike: dodge, with an optional press, only usable to end combat.  
 Cancel the opposing minion's strike card as it is played. (No cost is paid, and the minion chooses another strike). A vampire may play only one The Jones at super each round.

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### Karavalanisha Vrana



Unique equipment.  
 The Ravens with this equipment may move 2 blood from the blood bank to a younger Ravens in your uncontrolled region as a +1 stealth action that costs 1 blood. Cards that require Chimerstry cost this Ravens 1 less blood.

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### Khabar: Glory



+1 stealth action. Unique.  
 Not usable if any non-mandatory actions have been performed this turn. Put this card on this acting Assamite and untap him or her. This Assamite gets +1 bleed. If your prey is ousted while this card is in play, you gain an additional 4 pool. Burn this card during your next untap phase.


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**The Khabar: Honor** 



**Only usable if this Assamite has been chosen for a contract on the opposing minion.**  
Strike: make a hand strike at +3 damage.

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**Khazar's Diary (Endless Night)** 



**+1 stealth action.**  
Put the Diary in play, or add a counter to one in play. When a unique minion in play is burned, add another counter. While this card has seven or more counters, Giovanni get  and may take a +1 stealth action to put a minion from any ash heap into play to represent a wraith ally with 2 life, 0 strength, -1 bleed and +1 stealth.  
**DRAFT:**  Hunt for +2 blood.

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**Khobar Towers, Al-Khubar** 



**Master: unique location**  
Tap during your untap phase to remove a ready minion you control from the game and gain X pool, where X is the capacity of that vampire or the blood or pool cost of that ally.



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**Kpist m/45** 




**Weapon: Gun.**  
IR damage each strike, with an optional maneuver. When bearer strikes with this gun, he or she gets an optional additional strike this round, only usable to strike with this gun.  
**DRAFT:** As above, but this weapon costs 1 less pool.




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**KRCG News Radio** 



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



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**Kumpania** 



**Unique master.**  
Put this card in play. Tap to give +1 intercept to a Ravnos with capacity above 4 you control.



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**Lesser Boon** 



**Master: out-of-turn. Boon.**  
Only usable when a minion you control successfully blocks. The action resolves as if unblocked. Put this card on the acting minion. This minion cannot block your minions. Burn this card if you block this minion again, or when this minion's controller has less than 6 pool.

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**Leverage** 



Burn the Edge to get +1 bleed for this action. You cannot gain the Edge this action. If you would get the Edge, it is burned instead.  
**DRAFT:**  +1 stealth.

*It is a mistake to try to look too far ahead. The chain of destiny can only be grasped one link at a time.*  
Sir Winston Churchill

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**Loss** 



  Burn an equipment or location on a minion controlled by your predator or prey.  
  Bleed at +2 bleed.



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### Lost in Translation

Only usable when an ally or younger vampire is bleeding you, after blocks are declined.  
 Tap this reacting vampire. Choose another Methuselah other than the acting minion's controller. The acting minion is now bleeding the chosen Methuselah. Only one Lost in Translation may be played each action.

2

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### Majesty

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

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

1

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### Malajit Chandramouli

Requires a non-Camarilla vampire. Unique mortal with 1 life.

Malajit's employer may tap him to get +1 stealth for the current action. If that action is blocked, burn Malajit.

1

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### Mantle of the Moon

Only usable as the action is announced. This action is unblockable.

*Our kind is unable to look upon the sun, for such is the Curse of Cagn.*  
 Wamukota, Kinyonyi

4

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### Market Square

Master: unique location. Tap to give an Assamite you control +1 intercept.

1

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### Mask of a Thousand Faces

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

As above, with +1 stealth.

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### Mayaparisatya

Damage the opposing minion's weapons inflicted on this vampire is reduced to zero during this combat.

Strike: 1R unpreventable aggravated damage. Only usable at long range.

*One should always be a little improbable. Nothing that actually occurs is of the smallest importance.*  
 Tom Stoppard, *The Invention of Love*

2

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### Mental Maze

Only usable when this vampire successfully blocks an ally or a younger vampire (play before combat, if any).

End the action (with no combat). If this blocking minion is a Follower of Set, this card costs 1 less blood.

As above, and do not tap this blocking vampire.

1

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### Mercury's Arrow

Strike: 1R damage, with an optional maneuver.

Strike: 3R damage.

DRAFT: As above.

*Thunder is good, thunder is impressive; but it is the lightning that does the work.*  
 Mark Twain

1

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**Mesu Bedshet** 👑



⬅️  
⬆️  
👤

**+1 stealth action.**  
 Show the top card of your crypt to all players. If it is a Follower of Set, move the card to your uncontrolled region. If it is a younger Follower of Set, move 2 blood from the blood bank to it. If it is not a Follower of Set, shuffle it back into your crypt.

**1**

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**Mirror Image** 👑



⬅️  
⬆️  
🎯

⬆️ +1 stealth.  
⬆️ **Strike: combat ends.** If this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.

*Is all that we see or seem  
 But a dream within a dream?  
 Edgar Allen Poe, "A Dream within a Dream"*

**1**

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**Mirror's Visage** 👑



⬅️  
⬆️  
🎯

⬆️ Only usable when this acting vampire is blocked (play before combat, if any). Untap this vampire and end the action. This vampire cannot act again this turn.  
⬆️ +2 stealth if this is an undirected action, otherwise +1 stealth.

**DRAFT:** ⬆️ +1 stealth.

**1**

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**Mokolé Blood** 👑



⬅️  
⬆️  
👤

**Unique equipment.**  
 Search your library or ash heap for up to four cards that require Serpents ⬆️ and place them on this card (face down). Shuffle afterward. You may look at the cards at any time. This Follower of Set may play a card from this equipment as if from your hand (requirements and cost apply as usual). When the last card is removed, burn this equipment.

**1**

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**Monster** 👑



🎯

**Master: archetype.**  
 Put this card on a ready vampire you control. Once each turn when combat involving this vampire ends and the opposing minion is not ready, this vampire may burn a blood to untap. A vampire may have only one archetype.

**1**

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**Morgue Hunting Ground** 👑



🎯

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

**2**

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**Murmur of the False Will** 👑



⬅️  
⬆️  
⚡

⬆️ +1 bleed. You cannot play another action modifier to increase this bleed.  
⬆️ Only usable when a younger vampire is bleeding you, after blocks are declined. Tap this reacting vampire. Choose another Methuselah other than the acting vampire's controller. That acting vampire is now bleeding that Methuselah.

**1**

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**Narrow Minds** 👑



🎯

**Inconnu. Do not replace until your untap phase.**  
 Cards that change the target of a bleed cost an additional blood or life.

**DRAFT:** As above, and action modifiers that increase the bleed amount cost an additional blood or life.

**1**

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**Necromancy** 👑



👤

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

**+1**

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**Nephren-Ka** 



**Unique mummy with 5 life. 2 strength, 0 bleed.**  
 Nephren-Ka may enter combat with a ready minion as a  action. He may prevent 1 non-aggravated damage each combat. He may play cards that require basic Necromancy  as a vampire. If he is burned, shuffle him into his owner's library.

 **3**

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**Nest of Eagles** 



Reduce a bleed against you by 1. If the acting minion is a vampire with capacity less than 6 or an ally, reduce the bleed by 3. Not usable if the acting minion is an Assamite or wraith or has flight .

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**Nightmare Curse** 



  Tap a ready minion and untap this acting vampire.  
   Put this card on a ready minion and tap him or her. This minion doesn't untap as normal. During this minion's untap phase, he or she may burn a pool to untap. Burn this card when the acting vampire leaves play.  
  As  above, but without the option to burn a pool to untap.

 **2**

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**Nightstick** 



**Melee weapon.**  
 Strike: strength+1 damage. Or strike: prevent 3 damage from the opposing minion's next hand or melee weapon strike this round (including any currently-resolving hand or melee weapon strike). Only usable once each round.

 **1**

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**Occlusion** 



  Strike: dodge.  
  +1 stealth.

*When you suddenly can smell the moonlight (and what a stench moonlight can be), and footsteps become red streaks before your eyes, it can be overwhelming. At least for a time. And a little time goes a long way. Zlatos, Ravnos*

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**Omael Kuman** 



**Unique ghoul with 1 life.**  
 Before range is determined on the first round of combat, the minion with this retainer may burn 1 blood to set the range for the round.

 **1**

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**Open Dossier** 



Only usable by a vampire who has been chosen for a contract on the acting minion. This vampire attempts to block with +2 intercept and gets an optional maneuver in the resulting combat if successful. Usable by a tapped vampire even if intercept is not yet needed.  
**DRAFT:**  +1 intercept.

 **1**

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**Opium Den** 



**Master: unique location.**  
 Tap to give a Follower of Set you control +1 stealth for the current action.  
*And opium dreams can roam and rove  
 Past that which has no bourne,  
 Can plumb eternity, and mourn  
 The emptiness of love  
 And satiate the soul with joys forlorn.  
 Baudelaire, "The Poison"*

 **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.

 **1**

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**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.

 2

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**The Path of Blood** 





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

 1

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**The Path of Bone** 





**Unique master.**  
 Put this card in play. Giovanni burn 1 less blood when playing cards that require Necromancy . Any minion may burn this card as a  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 Paradox** 





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

 1

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**Permanent Vacation** 



  1 Vote

Choose a ready ally. Successful referendum means that ally is removed from the game.  
**DRAFT:** As above, but choose a vampire with capacity less than 4 to remove from the game.

*It's only forever  
 It's not long at all  
 Lost and lonely.  
 David Bowie, "Underground"*

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**Poison the Well of Life** 



**+1 stealth action.**  
  Burn a hunting ground.  
 Burn all hunting grounds controlled by other Methuselahs.  
 Ready minions controlled by controllers of the hunting grounds may attempt to block as if this were a  action (instead of the usual blockers).  
**DRAFT:**   Burn a vampire in torpor.

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**Possession** 



 2

 Move a vampire from your ash heap to your uncontrolled region.  
 **Move a vampire from your ash heap to your ready region and move 1 blood from the blood bank to the vampire.**  
*My name is Legion; for we are many.  
 Mark 5:9 (NRSV)*

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**Powerbase: Savannah** 



**Master: unique location. Elysium.**  
 You may tap any other unique location you control to end combat involving an acting vampire you control before range is chosen. Any vampire may steal this location for his or her controller as a  action.

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**Powerbase: Zürich** 



**Master: unique location.**  
 While you have the Edge, any vampire you control may add 2 blood from the blood bank to a younger vampire in your uncontrolled region as a +1 stealth action. If that action is blocked, burn the Edge (before combat, if any). Any Methuselah may burn the Edge during his or her master phase to steal this card.

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### Precision

**+1 stealth action.**  
**⚡** **①** Choose a card by name. Your prey must discard a copy of that card, if possible.  
**◆** As above, and if your prey discards a copy, this vampire may burn 1 blood to burn 1 of your prey's pool.  
**DRAFT:** **⚡** **①** Bleed.

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### Preternatural Strength

**+2 stealth action.**  
**☐** Put this card on this vampire. This vampire gets +1 strength. He or she cannot play Torn Signpost. A vampire can have only one Preternatural Strength.  
**◆** As above, but this vampire gets +2 strength.

**1**

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### Promise of 1528

Usable by a tapped Giovanni. Only usable when this Giovanni is about to enter combat with a Camarilla vampire, or is the target of a Camarilla vampire's **①** action or is selected by the acting Methuselah in the terms of a referendum called by a Camarilla vampire. End the action.  
**DRAFT:** **☐** **①** +1 bleed.

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### Provision of the Silsila

Usable by a tapped vampire. Only usable after a combat involving this Assamite and a minion with a contract naming this Assamite. Only usable if the opposing minion is not ready and this Assamite is ready. This Assamite gains enough blood from the blood bank to reach full capacity, and the contract is burned.

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### Proxy Kissed

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

**+1**

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### Pseudo-Blindness

**☐** Only usable by a vampire attempting to block. Cancel an action modifier that requires Chimerstry **☐** or Obfuscate **■** as it is played.  
**◆** As above, and if this vampire successfully blocks this action, the acting minion cannot use cards that require Chimerstry or Obfuscate during the resulting combat.  
*My gracious lord, you do forget yourself; These are but shadows, not substantial.*  
 Christopher Marlowe, Doctor Faustus

**1**

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### Public Trust

**■** **①** Bleed at +2 bleed.  
**◆** As above, and if the bleed is successful (for 1 or more), add 1 counter to a vampire in your uncontrolled region from the blood bank.  
**DRAFT:** **■** **①** Bleed at +1 stealth.

**1**

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### Pursuit

**⚡** **◆** Maneuver.  
**◆** Additional strike.  
*What mad pursuit?  
 What struggle to escape?  
 John Keats, "Ode on a Grecian Urn"*

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### Quick Jab

**Do not replace until after combat.**  
 Strike: make a hand strike (at strength damage) with first strike. If more than 1 damage is inflicted with this strike, ignore the excess.  
**DRAFT:** Strike: make a hand or melee weapon strike at +1 damage.  
*Well, I grew up quick and I grew up mean,  
 My fists got hard and my wits got keen.*  
 Shel Silverstein, "A Boy Named Sue"

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**Quietus** 



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

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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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**Ravnos Carnival** 




**Master: unique location.**  
Put X currency counters on this card when you play it, where X is the number of Ravnos you control. When a Ravnos you control performs an action, you may use these currency counters toward the cost in blood (but not pool) of the action card. Burn this card when the last counter is removed.

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**Reckless Agitation** 



  
  
1 Vote

**Requires an independent vampire with capacity above 4.**  
Allocate 6 points among two or more other Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point assigned.



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**Resist Earth's Grasp** 




  Press, or maneuver with an optional press.  
  +1 stealth.

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**Resume the Coil** 




**+1 stealth action.**  
 Only usable by a vampire in torpor. If this vampire is blocked, there is no combat. If the blocking minion is a vampire who can commit diablerie, that vampire may diablerize this acting vampire.  
 **Rescue a vampire from torpor.**

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**Retain the Quick Blood** 




**+1 stealth action.**  
  Put this card on the acting vampire. Blood this vampire spends to play cards that require Celerity or Quietus is placed on this card instead of the blood bank. During your untap phase, move 1 blood from this card to this vampire.  
  **As above, but move 2 blood from this card to this vampire during your untap phase.**

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**Revelation of Desire** 




You cannot play another action modifier to increase this bleed amount.  
 +1 bleed.  
 **Burn one of your corruption counters from a minion controlled by the target Methuselah to get +3 bleed against that Methuselah.**  
*she thinks love is a cold thing  
but i've got plans for her to bleed.  
Stew, "Miss Satan"*

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**Revelation of Despair** 




**Only usable when this vampire successfully blocks one of your predator's minions (play before combat, if any).**  
 The acting minion burns 1 blood or life.  
 **Put a corruption counter on the acting minion. If the number of your corruption counters on the minion equals or exceeds his or her capacity or cost, you may burn those counters to gain control of him or her.**

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### Revelation of Ecstasy



**+1 stealth action.**  
 Tap one of your prey's ready minions.  
 As above, and place a corruption counter on that minion. If the number of your corruption counters on the minion equals or exceeds his or her capacity or cost, you may burn those counters to take control of him or her.

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### Revelation of Wrath



Only usable at the end of a round in which the opposing minion inflicted 2 or more damage or any aggravated damage (even if it was prevented). Put a corruption counter on the opposing minion. A vampire can play only one Revelation of Wrath each round.  
 As above, and place an additional corruption counter if the opposing minion inflicted 3 or more damage or 2 or more aggravated damage this round.

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### Rooftop Shadow



**+1 intercept.** Not usable if the acting minion has Celerity.  
**+1 intercept.** Not usable if the acting minion has superior Celerity.

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

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### The Sargon Fragment



**Unique equipment.**  
 The vampire with this equipment has superior Necromancy. This vampire can move a library card from your ash heap to your hand as an action that costs 1 blood (discard afterward).

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### Scorpion's Touch



Strike: make a hand or melee weapon strike and put this card on the opposing minion. This minion gets -1 strength (after the current strike resolution step). Any vampire may burn this card as a +1 stealth action. A minion may have only one Scorpion's Touch.  
 As above, and this minion burns 1 blood or 1 life during his or her untap phase.

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### 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.

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### Selective Silence



Only usable on the first round of combat.  
 Maneuver.  
 Only usable before range is determined. This vampire burns 1 blood to set the range for this round. Skip the determine range step this round.

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### Sense the Savage Way



Requires a vampire with capacity above 6.  
 +1 intercept.  
 Usable only by a tapped vampire. This vampire untaps and attempts to block.

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### Serpentis



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

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**Set's Curse** 



**+1 stealth action.**  
  Burn any ally or retainer to put this card into play. This card becomes an animal ally with 3 life, 2 strength and 0 bleed. This ally cannot have or use equipment or retainers and cannot play action cards.  
 **As above, but burn a vampire with capacity less than 3 to put this card in play.**

 2

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**Shadow Feint** 



**Only usable before range is determined.**  
  This vampire gets first strike this round.  
  **As above, and this vampire's strikes cannot be dodged this round.**

 1

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**Shambling Hordes** 



**Zombie with 3 life, 0 strength, 0 bleed.**  
 When Shambling Hordes enters play, remove an ally or vampire in your ash heap from the game or burn the Hordes. The Hordes gets +1 strength for each life counter it has. It can never gain life; any life it gains goes to the blood bank instead. The Hordes can enter combat with any minion as a  action.  
 **As above, with 4 life.**

 3

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**Sheepdog** 





This vampire gains 4 blood. Put this card on this vampire. This vampire does not untap as normal. Burn this card during your untap phase.

*No more be griev'd at that which thou has done:  
 Roses have thorns, and silver fountains mud,  
 Clouds and eclipses stain both moon and sun,  
 And loathsome canker lives in sweetest bud.  
 Shakespeare, "Sonnet 35"*

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**Shell Break** 



 Put this card on a ready unique non-wraith, non-zombie minion who does not already have a Shell Break. If that minion is burned, move this card to the Giovanni who put this card in play. This card then represents a wraith retainer with 2 life who is immune to non-aggravated damage. The minion with this retainer gets +1 bleed and +1 intercept.

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**Shroudsight** 





**Only usable as an action that requires Necromancy or Giovanni  is announced.**  
 After the action is resolved (successfully or not), you may move the action card used for this action from your ash heap to the top of your library.  
 **As above, but any one card played during this action may be moved from your ash heap to your library.**

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**Siphon** 





**+1 stealth action. Requires a ready vampire.**  
 Choose one or more younger vampires in torpor. If there are any Gehenna cards in play, the vampires need not be younger. Steal 1 blood from each chosen vampire. If this acting vampire is Giovanni , you may also move 1 card from your ash heap to your hand for each blood stolen (discard afterward). Only one Siphon can be played each turn.

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**Skin of Night** 



 This vampire treats aggravated damage as normal damage for the remainder of this round.  
 **As above, and prevent 1 damage.**

*I ask of Thee, beloved Night—  
 Swift be thine approaching flight.  
 Percy Bysshe Shelley, "To Night"*

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**Slam** 



 **Strike: make a hand strike at strength+2 damage.**  
 **As above, with an optional maneuver, only usable to maneuver to close range.**

 1

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### Soak



**A vampire may play only one Soak each round.**

- ☐ Prevent 2 non-aggravated damage.
- ◆ Prevent 4 non-aggravated damage.

*The wounds he'd suffered would definitely have killed a mortal and would have destroyed many a Kindred. Jan had only the blood of Hardestadt and the elders of Clan Ventruie to thank that he'd survived this long.*

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### Songs of the Distant Vitae



**+1 stealth action.**

- ☐ ☐ Choose a vampire who has committed diablerie since your last turn. That vampire goes to torpor and burns 2 blood.
- ◆ ☐ **Bleed.** This action gets +1 bleed when bleeding the controller of any vampire who successfully hunted since your last turn.

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### Soul Feasting



**+1 stealth hunt action.**

- ☐ Gain 1 blood, or you may burn a wraith to move 4 blood from the blood bank to this vampire (this is a ☐ action if you do not control the wraith).
- ◆ **As above, but gain an additional blood.**

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### Spectral Divination



**+1 stealth.**

- ◆ ☐ **+1 intercept.**

*My locks are uncured with dripping, drenching dew. You know the old, whilst I know the new. But tomorrow, you shall know this too.*  
Christina Rossetti, "The Poor Ghost"

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### Spell of Life



**+1 stealth action.**

Put this card in play. Only one spell of Life may be played each turn. You may burn five Spells of Life to put up to five vampires from your uncontrolled region in play. Each represents a unique mummy ally with life equal to capacity, 1 bleed and 2 strength who can enter combat with a minion as a ☐ action.

**DRAFT:** ☐ As above, but burn only two.

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### Spying Mission



**+1 stealth.**

- ◆ **Only usable when a bleed would be successful. The bleed burns no pool; it is unsuccessful. Instead, put this card on the acting vampire. The next time this vampire successfully bleeds the same Methuselah, burn this card for +2 bleed.**

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

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### Street Cred



**Only usable at the end of a round of combat in which this vampire successfully inflicted more damage than the opposing minion.**

- ☐ Move 1 blood from the blood bank to a younger vampire in your uncontrolled region. A vampire can play only 1 Street Cred each turn.
- ◆ **As above, but move 2 blood.**

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### Strike at the True Flesh



**☐ Only usable before resolution of a melee weapon's strike. For the remainder of the round, non-aggravated damage from this weapon's strikes cannot be prevented except by equipment or by other strikes.**

- ◆ **As above, and this weapon's strikes inflict +1 damage.**

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### Sudario Refraction



**+1 stealth action.**

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

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

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### The Summoning

[Icon: Search] [Icon: Ally] [Icon: Retainer] [Icon: Hand] [Icon: Shuffle]

**+1 stealth action.**  
 [Icon: Search] Search your library for an ally or retainer. Show it to all players and put it in your hand. Discard down to your hand size and shuffle your library afterward.  
 [Icon: Ally] Search your library for an ally (requirements and cost apply as normal). Shuffle your library afterward.

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### Svadharmā

[Icon: Blood] [Icon: Master]

**Master.**  
 Move 2 blood from the blood bank to a ready Ravnos.

*Whatever Khalil told you was a lie.... He doesn't care about anyone. He uses...people, things.... He always gets what he wants....*  
 Elizabeth Dimitros, Follower of Set

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### Swallowed by the Night

[Icon: Stealth] [Icon: Maneuver] [Icon: Blood]

[Icon: Blood] [Icon: Stealth] +1 stealth.  
 [Icon: Maneuver] Maneuver.

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

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### Swiss Cut

[Icon: Investment]

**Master: unique investment.**  
 Put this card in play and move 2 counters from the blood bank to this card. You may use a master phase action to move 1 counter from this card to your pool or to a ready Giovanni you control. Whenever any Methuselah plays an investment card, add a counter to this card from the blood bank. Burn this card if it has no counters.

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### Sympathetic Agony

[Icon: Sympathetic] [Icon: Agony] [Icon: Blood] [Icon: Strike]

[Icon: Sympathetic] [Icon: Agony] For the remainder of combat, when any damage is successfully inflicted on this vampire in a round, the opposing minion becomes unable to use presses that round.  
 [Icon: Sympathetic] [Icon: Agony] As above, and if any damage is successfully inflicted on this vampire in a round, the opposing minion becomes unable to use any additional strikes that round.

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### Tajdid

[Icon: Tajdid]

**Master.**  
 For the remainder of the game, the Blood Curse no longer prevents Assamites from committing diablerie. Only one Tajdid can be played in a game.

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### Talith

[Icon: Weapon] [Icon: Strength] [Icon: Blood] [Icon: Strike]

**Melee weapon.**  
 Strength+1 damage each strike. A Ravnos may use this weapon to strike: destroy weapon with first strike instead.

*Any tool is a weapon if you hold it right.*  
 Ani DiFranco

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### Target Hand

[Icon: Target]

**Aim. Play when choosing a strike.**  
 The opposing minion may discard two combat cards [Icon: Discard] to cancel this card. If any damage from this strike is successfully inflicted on the opposing minion, he or she gets -1 strength this action, and you may destroy a weapon he or she has. A minion may play only one aim each strike.

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### Target Head

[Icon: Target]

**Aim. Play when choosing a strike.**  
 The strike does +2 damage. The opposing minion may discard a combat card [Icon: Discard] to cancel this card. If any damage from this strike is successfully inflicted on the opposing minion, he or she cannot use any additional strikes or presses this round, and you may set the range for the next round. A minion may play only one aim each strike.

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### Target Leg



**Aim.** Play when choosing a strike. The opposing minion may discard two combat cards ☞ to cancel this card. If any damage from this strike is successfully inflicted on the opposing minion, he or she may use maneuvers or presses only if they require Obfuscate ■, Thaumaturgy ☞ or Flight ☞ this action. A minion may play only one aim each strike.

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### Target Vitals



**Aim.** Play when choosing a strike. If any damage from this strike is successfully inflicted on the opposing minion, he or she takes an additional 2 damage from this strike, and he or she cannot press this round. The opposing minion may discard two combat cards ☞ to cancel this card. A minion may play only one aim each strike.

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### Taste of Death



**Strike:** 1R aggravated damage. Only usable at long range.

**Strike:** 2R aggravated damage. Only usable at long range.

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### 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. A vampire may play only one Taste of Vitae each round.

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### Temple Hunting Ground



**Master: unique location. Hunting ground.**

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

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### Temptation




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

As above, and add a counter when you play this card.

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### Therbold Realty



**Master: unique location.** Locations cost you 1 less blood or pool.

**DRAFT:** As above, and you may tap this card to discard a card from your hand.

*Money can't buy friends, but it can get you a better class of enemy.*  
Spike Milligan

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### 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.

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### Treasured Samadji



**Unique equipment.** The Ravens with this equipment gets +1 bleed. Once each combat, this Raven may dodge as a strike.

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**Trochomancy** 👑



◊
👁
💀


◻ Remove 13 cards in the target Methuselah's ash heap from the game to get +1 bleed. Not usable if there aren't enough cards in that ash heap. You cannot play another action modifier to increase this bleed.

◻ As ◻ above, but remove only 7 cards.

◊ ◊ As ◻ above, but for +2 bleed.

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**Trophy: Library** 👑



**Master. Trophy.**  
The controller of this vampire gets +2 hand size. A vampire may have no more than two Trophy: Libraries.

**DRAFT:** As above, and gain 1 pool when you play this card.

*The greatest university of all is a collection of books.*  
Thomas Carlyle

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**Trophy: No Questions** 👑



**Master. Trophy.**  
Put 2 counters on this card. When the vampire with this card announces an action, he or she may burn a counter from it to make the action unblockable. Burn this card when it has no counters.

**DRAFT:** As above, and gain 1 pool when you play this card.

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**Trophy: Revered** 👑



**Master. Trophy.**  
The vampire with this card gets +2 bleed. A vampire may have only one Trophy: Revered.

**DRAFT:** As above, and gain 1 pool when you play this card.

*It is hard to free fools from the chains they revere.*  
Voltaire

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**True Love's Face** 👑



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◻ ◻ +1 bleed. You cannot play another action modifier to increase this bleed amount.

◊ ◊ Only usable when a minion attempts to block. That block fails (do not tap that minion). That minion cannot attempt to block this action again. That minion's controller may burn a pool to cancel this card as it is played.

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**Truth of a Thousand Lies** 👑



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◻ ◻ +2 bleed. You cannot play another action modifier to increase this bleed amount.

◊ Only usable at the end of a successful action (after resolving the action). This vampire untaps.

*A lie gets halfway around the world before the truth has a chance to get its pants on.*  
Winston Churchill

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**Truth of Blood** 👑



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◻ ① Bleed at +1 bleed. If this action is blocked, the controller of the blocking minion discards two cards at random from his or her hand (before combat, if any). Those cards are not replaced until the end of this action.

◊ ◊ As above, but bleed at +2 bleed.

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**Tutu the Doubly Evil One (Bane Mummy)** 👑



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**Unique mummy with 3 life, 2 strength, 1 bleed.**  
Once during each of your minion phases, Tutu can untap. Once each combat, Tutu may dodge as a strike. Tutu can steal an equipment card from a vampire in torpor as a ① action. If Tutu is burned, shuffle him into his owner's library.

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**Tye Cooper** 👑



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**Unique wraith with 1 life, 0 strength, 1 bleed.**  
Tye is immune to non-aggravated damage. He may burn a non-ready minion as a ① action. If that action is successful, you may move a library card from your ash heap to your hand (discard afterward).

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### Underbridge Stray



Animal with 1 life, 0 strength, 0 bleed.

☞ The Stray may burn 1 life to give a minion you control a press. During a Ⓛ action directed at you, you may burn the Stray to untap a ready minion you control (not usable if the Stray is blocking).

◆ As above, but the Stray has 2 life and 1 strength.

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### Underworld Hunting Ground



Master: unique location. Hunting ground.

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

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### Undying Tenacity



☑ Only usable when this vampire should go to torpor. This vampire will not go to torpor until after combat ends (although he or she is still wounded and can be burned by aggravated damage).

◆ Press or prevent 1 damage.

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### Unholy Penance



☑ Strike: combat ends.

◆ As above, and put this card on the opposing minion (ranged). The striking vampire gets +1 bleed against this minion's controller. This minion may burn this card as a +1 stealth action. A minion can have only one Unholy Penance.

Revenge is best served forever. Setite parable

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### Urban Jungle



Inconnu.

Blood hunt referendums get an additional 2 votes against the referendum.

DRAFT: As above, and vampires get 2 additional votes in referendums they call.

*If you want it you're gonna bleed  
But it's the price you pay.  
Guns N' Roses, "Welcome to the Jungle"*

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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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### Vessel



Master: trifle.

Put this card on a vampire, and you may burn a Blood Doll in play (if any). During this vampire's controller's untap phase, he or she may move 1 blood from this vampire to his or her pool or from his or her pool to this vampire.

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### Warrant



Choose a younger ready vampire. If this referendum succeeds, put this card on that vampire. Any ready vampire may enter combat with this vampire as a Ⓛ action that costs 1 blood.

DRAFT: ☑ ☑ ☑ Return this card to your hand (discard afterward) and enter combat with a younger vampire.

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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, the master phase action is gained during that Methuselah's next master phase).

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### Web of Knives Recruit

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

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### Week of Nightmares

**Master.**  
Put this card in play with 10 nightmare counters. Ravens get +1 bleed and +1 strength and do not hunt as normal. A Ravnos may steal a blood from another Ravnos as a +1 stealth hunt action. During each Methuselah's untap phase, he or she may move a nightmare counter from this card to a Ravnos. If this card has no counters, each Ravnos burns a blood for each nightmare counter or is burned, then burn this card and the counters. Only one Week of Nightmares may be played in a game.

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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 (equipment) that does strength+1 damage each strike. For each point of damage inflicted by this strike (even if 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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### Whispers from the Dead

Move a library card from your ash heap to your hand (discard afterward).  
As above, but with +1 stealth.

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### Will-o'-the-Wisp

Allocate X+1 points among one or more minions. Each point represents -1 intercept for that minion this action.  
Only usable as the action is announced. Choose X-1 allies or younger vampires. The chosen minions cannot block or play reaction cards this action.

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### WMRH Talk Radio

**Master: unique location.**  
Tap to give any minion +1 intercept for the current action. If that minion doesn't successfully block the action, burn 1 pool after the action resolves.

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### Zapaderin

**Only usable by a ready untapped Ravnos other than the acting minion.**  
Allies and vampires younger than this modifying Ravnos get -1 intercept on this action.

*Belladonna, n. In Italian a beautiful lady; in English a deadly poison. A striking example of the essential identity of the two tongues. Ambrose Bierce, "The Devil's Dictionary"*

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