

Angel

Illus. Dan Smith

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2

Anvil

Illus. Daniel Gelon

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Primogen

6

Appolonius

Illus. Tim Bradstreet & Grant Goldsch

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Primogen: Appolonius gets one optional press each combat. +1 bleed

10

Bianca

Illus. Mark Poole

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+1 hand damage

6

Black Cat

Illus. Heather Hudson

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Equipping Black Cat costs 1 less pool (but never less than 0 pool).

5

Crusher

Illus. Pyre Venters

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Primogen: Once each combat, Crusher may burn 1 blood to get one dodge. +1 hand damage

9

Don Cruz, The Idealist

Illus. Mark Poole

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Brujah Justicar: Once each combat, Don Cruz may burn 1 blood to get one maneuver.

10

Dre, Leader of the Cold Dawn

Illus. Lawrence Snelly

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3

Hector Sosa

Illus. Mark Tedin

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4

Lupo

Illus. Josh Timbrook

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2

Miranda Sanová

Illus. Kon Meyer, Jr.

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Primogen: Any Brujah gets -1 Intercept when attempting to block Miranda.

8

Rake

Illus. Mark Tedin

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Prince of Atlanta: Rake gets +1 hand damage when in combat with Ventrué.

6

Tura Vaughn

Illus. Melissa Benson

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Primogen: Tura gets +1 Intercept when attempting to block Brujah.

8

Uma Hatch

Illus. Anson Maddocks

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3

Yuri, The Talon

Illus. Richard Kane Ferguson

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4

Hasina Kesi

Illus. Susan Van Camp

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Burn 1 pool each time Hasina goes into torpor.

1

Igo the Hungry

Illus. Edward Beard, Jr.

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Igo does not get the usual +1 stealth for hunting.

1

Navar McClaren

Illus. Melissa Benson

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Navar cannot block an older vampire.

1

Nik

Any Brujah attempting to block Nik gets +1 intercept.

Illus. Dan Smith

Smudge the Ignored

After Smudge diablerizes an older vampire for the first time, he gets +1 hand damage.

Illus. Lawrence Snelly

Uriah Winter

If your prey has more pool than you do at the beginning of your untap phase, your prey takes control of Uriah.

Illus. Doug Gregory

Anastasia Grey

Illus. Douglas Shuler

Angus the Unruled

Gangrel Justicar: +1 hand damage

Illus. Richard Kane Ferguson

Badger

Illus. Pete Venters

Basilia

Primogen: Basilia inflicts aggravated hand damage.

Illus. Richard Thomas

Bear Paw

Illus. Robert McNeill

Raven

Illus. L.A. Williams

Gitane St. Claire

Primogen **7**

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Giuliano Vincenzi

2

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Gunther, Beast Lord

Gunther may burn 1 blood to untap at the end of your turn.

7

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Quinton McDonnell

Primogen: +1 hand damage **8**

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Ricki Van Demsi

3

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Roman Alexander

4

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Vliam Andor

2

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Wynn

Primogen: Wynn may enter combat with a vampire controlled by your predator or prey. This is a +1 stealth Ⓛ action. **10**

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Zack North

+1 hand damage **6**

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Aleph



Illus. Larry MacDougall

4

Brazil



Illus. Drew Tucker

2

Dancin' Dana



Illus. Melissa Benson

+1 hand damage

6

Didi Meyers



Illus. Tony Hymas

5

Dollface



Illus. Daniel Gilon

3

Dr. Jest



Illus. Daniel Gilon

Primogen: If Dr. Jest is untapped at the start of your turn, you may pick one card at random from your prey's hand and discard it.

8

Gilbert Duane



Illus. Pete Venters

Prince of Miami

7

Lucian



Illus. Drew Tucker

Malkavian Justicar: Lucian may steal equipment as a strike.

10

Mariel, Lady Thunder



Illus. Anson Maddocks

Before range is chosen, tap Mariel to end any combat that does not involve her. This inflicts 1 damage to each minion and retainer in the combat.

7

Normal

Illus. Tim Bradstreet & Grant Golbach

2

Ozmo

+1 bleed

Illus. John Bridges

6

Roland Bishop

Illus. Edward Beard, Jr.

4

Roxanne, Rectrix of the 13th Floor

Primogen: Roxanne may enter combat with a vampire with a capacity below 4 that your predator or prey controls. This is a +1 stealth (D) action.

Illus. Marie Perle

9

Sylvester Simms

Primogen: If Sylvester goes into torpor, each Methuselah burns 1 pool.

Illus. Richard Kane Ferguson

8

Zebulon

Illus. Ken Meyer, Jr.

5

Agrippina

Illus. Brian Snoddy

4

Chester DuBois

Primogen

Illus. Daniel Gelon

7

Dimple

Illus. Anson Maddocks

2

Duck

Illus. Tony Harris

3

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Ebanezer Roush

Illus. Daniel Gelon

Ebanezer may attack a vampire with a capacity below 4 controlled by your predator or prey. This is a +2 stealth **D** action.

8

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Grendel the Worm-Eaten

Illus. Richard Kane Ferguson

If Grendel is ready, you may look at the next card in your crypt.

5

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KoKo

Illus. L.A. Williams

2

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Lucretia, Cess Queen

Illus. Anson Maddocks

Primogen: Lucretia gets +1 stealth on each of her actions.

10

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Marty Lechtansi

Illus. Quinton Hoover

Primogen: Once each combat, Marty may burn 1 blood to get one press.

9

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Sammy

Illus. Pete Venters

4

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Sebastian Marley

Illus. Scott Kirschner

+1 hand damage

7

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Selma the Repugnant

Illus. Richard Kane Ferguson

Prince of Cleveland: Selma gets +1 intercept when attempting to block Nosferatu.

8

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Sheldon, Lord of the Clog

Nosferatu Justicar 9

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Tiberius, The Scandalmonger

If Tiberius is ready during your untap phase, you may look at the next card in your prey's library.

5

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Tusk, The Talebearer

If Tusk is ready, you may look at the next card in your library.

6

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Adrienne

+1 bleed

6

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Andreas, The Bard of Crete

Primogen: Once each turn, Andreas may burn 1 blood to get +1 intercept.

9

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Anneke

Toreador Justicar: Anneke may attempt to block a vampire after others have declined or failed to do so. +1 bleed

10

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Anson

Prince of Seattle: If Anson is ready, you get 2 master phase actions (instead of 1)

8

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Colin Flynn

3

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Delilah Easton

2

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Demetrious Slater

Illus. John Bridges

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4

Dieter Kleist

Illus. Douglas Shuler

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2

Dorian Strack

Illus. Randy Gallegos

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4

Elliott Sinclair, Virtuoso Thespian

Primogen: +1 hand damage

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7

Felicia Mostrom

Illus. Margaret Organ-Kean

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5

Kallista, Master Sculptor

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6

Masika

Primogen: Masika can untap between Methuselahs' turns. +1 bleed

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10

Ramiel DuPre

Illus. Richard Kane Ferguson

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5

Tatiana Romanova

Prince of Houston: +1 bleed

Illus. Sandra Everingham

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7

Astrid Thomas

Primogen: If Astrid votes, any Tremere who choose to vote then vote with her.

Illus. Ken Meyer, Jr.

Cardano

Prince of Boston

Illus. Richard Kane Ferguson

Cassandra, Magus Prime

Primogen: If Cassandra is ready, your hand size is one card larger. +1 hand damage.

Illus. Rob Alexander

Dr. John Casey

Illus. Richard Thomas

Ignatius

Illus. Harold McNeill

Jing Wei

Illus. Margaret Organ-Kean

Justine, Elder of Dallas

Primogen: Justine does not tap when blocking actions of a vampire with a capacity below 4.

Illus. Sandra Everingham

Lazarus

Primogen: Lazarus may inflict 1R damage as a strike.

Illus. Edward Beard, Jr.

Lydia Van Cuelen

+1 bleed

Illus. Christopher Rush

Merrill Molitor

Once each combat, Merrill may change 1 damage from aggravated to normal.

5

Illus. Douglas Shuler

Roreca Quaid

2

Illus. Pete Venters

Sabine Lafitte

During your untap phase, you may move 1 blood from Sabine to any other controlled Tremere.

5

Illus. Josh Timbrook

Sarah Cobbler

4

Illus. Daniel Gelon

Thomas Thorne

6

Illus. Robert McNeill

Ulugh Beg, The Watcher

Tremere Justicar: If Ulugh is ready at the end of your turn, you may discard one additional card.

10

Illus. Mark Poole

Courtland Leighton

4

Illus. Dan Smith

Democritus

Ventrué Justicar: If Democritus is ready, any Methuselah contesting card(s) with you burns 1 extra pool to avoid yielding each card. +1 bleed

10

Illus. Josh Timbrook

Emerson Bridges

Prince of Washington, D.C.

8

Illus. John Bridges

Gideon Fontaine

Illus. Heather Hudson

3

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Heather Florent, The Opportunist

Illus. Jeff Menges

6

If you gain blood from the Edge, you may move it to Heather (instead of putting it in your pool).

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Helena Casimir

Illus. Ken Meyer, Jr.

9

Primogen: +1 bleed

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Jazz Wentworth

Illus. Sandra Everingham

5

If the Edge is not controlled, Jazz may get it for you as a +1 stealth action.

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Luccia Paciola

Illus. Larry MacDougall

6

+1 hand damage

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Melissa Barton

Illus. Melissa Benson

5

If a Methuseleh forfeits the Edge for a vote, Melissa gains 1 blood.

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Natasha Volfchek

Illus. Heather Hudson

9

Primogen: Natasha gets +1 stealth on political actions. +1 bleed

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Roland Loussarian

Illus. Melissa Benson

3

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Rufina Soledad

Illus. Nicola Leonard

2

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Sir Walter Nash




Prince of Chicago

7

Illus. Dan Frazier

Timothy Crowley



Prince of Dallas

7

Illus. Pete Venters

Violette Prentiss



4

Illus. Steve Casper

.44 Magnum



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

2

Illus. Né Né Thomas

Aaron's Feeding Razor



Unique equipment
Vampire with this equipment
gains 1 extra blood
when hunting.

1

Illus. Christopher Rush

Academic Hunting Ground



Master: unique location
During your master phase,
a ready vampire you control gains
1 blood from the blood bank.
A vampire can only gain 1 blood from
Hunting Ground cards each turn.

2

Illus. Michael Weaver

Aching Beauty



Master
Put this card on a Toreador.
If this Toreador is blocked, the controller
of the blocking minion burns 1 pool.
*From heaven or hell, O Beauty, come you hence?
Out from your gaze, infernal and divine,
Pours blended evil and beneficence...*
Baudelaire, "Hymn to Beauty"

2

Illus. Dave Roach & Pete Burges

Acrobatics



Additional strike
**Strike: dodge, with an
additional strike**

1

Illus. Douglas Shuler

Aid from Bats



Strike: 1R,
with an optional maneuver
As above,
with an optional press.

Illus. Melissa Benson

Al's Army Apparatus



Master: unique location
Tap to go through your library, find a weapon, and take it into your hand. Discard down to your maximum hand size. Reshuffle afterwards.

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Amaranth



Diablerize an opposing vampire instead of sending that vampire into torpor.
Not usable by a vampire going into torpor.
Thou shalt not slay thy sire and drink his heart's blood.
The Book of Nod

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Anarch Revolt



Master
Put this card in play. Each Methuselah burns 1 pool during his or her untap phase. Any vampire can burn this card with a successful vote; calling this vote is a +1 stealth action.
Oh, shake me these dark commanders down!
Rimbaud, "The Hanged Men Dance"

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Anarch Troublemaker



Unique Master
During your untap phase, you may tap up to two vampires your prey controls or burn a piece of equipment belonging to a minion your prey controls. If this is done, your prey takes control of the Troublemaker. Burn Troublemaker if his or her controller is ousted from the game.
I am the accuser and avenger of blood...
William Blake, "The Ghost of Abel"

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Ancient Influence



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Successful vote means each Methuselah may choose a ready vampire he or she controls. Each Methuselah gains an amount of pool from the blood bank equal to his or her vampire's capacity. Each Methuselah also burns 5 pool. Only one Ancient Influence can be played in a game.

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Ancilla Empowerment



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

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Animalism



Master: Discipline
Put this card on a vampire. This vampire has Animalism. If the vampire already had Animalism, he or she now has superior Animalism. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Animalism.

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Arcane Library



Master: unique location
During your influence phase, tap to move 1 blood from the blood bank to one of your uncontrolled Tremere.

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Archon



Political Card—Worth 1 Vote
Called by any Prince or justicar at +1 stealth
Choose a vampire. Successful vote makes that vampire an Archon. The Archon may enter combat with another vampire as a +1 stealth action; anyone attempting to block the Archon burns 1 blood. A Blood Hunt cannot be called on an Archon who commits diablerie. With a successful vote, a vampire may remove these abilities; calling this vote is a +1 stealth action.

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Archon Investigation



Master: out-of-turn
 Only usable when a minion attempts to bleed you for more than 3 pool.
 The action is not successful.
 Burn the acting minion.
 This is not considered an act of diablerie.

3

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Arms Dealer



Ally with 1 life.
 1 hand damage, 0 bleed.
 Arms Dealer may take a +1 stealth action to allow you to go through your library, find a weapon, and take it into your hand. Reshuffle afterwards and discard to your maximum hand size.

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Army of Rats



+1 stealth action
 Put this card in play. During your untap phase, your prey burns 1 pool. You may only burn 1 pool each turn with Army of Rats cards. As a Ⓛ action, any minion can burn an Army of Rats.
*I think we are in rat's alley,
 Where dead men lost their bones.*
 T.S. Elliot, "The Wasteland"

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Arson



Do not replace until after combat.
 Ⓛ Burn a location.

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Art Museum



Master: unique location
 During your influence phase, tap to move 1 blood from the blood bank to one of your uncontrolled Toreador.

2

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Ascendance



Master
 Gain 1 pool.

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Assault Rifle



Weapon, Gun
 4R each strike, with an optional maneuver each combat

5

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Asylum Hunting Ground



Master: unique location
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.

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Aura Reading



Only usable before range is chosen. Opponent plays with an open hand for the remainder of combat.
Your hand size is nine cards for the remainder of this combat.
 Discard back to your maximum hand size at the end of combat.

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Auspex



Master: Discipline
Put this card on a vampire.
This vampire has Auspex. 
If the vampire already had Auspex, he or she now has superior Auspex. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Auspex.

+1

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Autarkis Persecution



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

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Backways



Master: unique location
Tap to give a Gangrel you control +1 stealth.

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The Barrens



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

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Bastard Sword



Melee Weapon
Minion with this weapon inflicts +1 hand damage with each strike.

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Behind You!



Maneuver; only usable on the first round of combat
Strike: dodge; only usable on the first round of combat

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Betrayer



Master
Only usable when you have an uncontrolled vampire that another Methuselah controls. At the start of the other Methuselah's turn, he or she burns 1 pool. Each turn, the controller can burn an additional blood to guess the name of the Betrayer. If the guess is correct, burn this card.

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Bewitching Oration



Only usable during a political action.
This vampire gains 2 votes.
As above, but this vampire gains 4 votes.
...things have changed. I won't concur and won't betray my sorrow save I'll always dress in black and rave.
Christine de Pisan, "Untitled"

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Blood Bond



+1 stealth action
① If this action is successful, choose a vampire. That vampire cannot block the acting vampire for the remainder of the game.

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Blood Doll



Master
Put this card on a vampire you control. During his or her master phase, the Methuselah controlling the vampire with this card may move 1 blood from the vampire to his or her blood pool or from his or her blood pool to the vampire.

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Blood Fury



Strike: 2 damage, only usable at close range. This damage cannot be prevented by cards that require Fortitude. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.
As above, but for 3 damage.

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Blood Hunt



Requires ready Prince or Justicar. +1 stealth action
Put this card on a vampire who is not a Prince or a Justicar. Any vampire may enter combat with this vampire as a +1 stealth (D) action.
Only the Eldest among thee shall call the Blood Hunt.

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Blood Puppy



Unique Master
Move 3 blood from the blood bank to the Blood Puppy. During your untap phase, you can move a blood from the Puppy to your blood pool, move a blood from the blood bank to the Puppy, or burn the Puppy and move all its blood to your blood pool. Any minion can burn the Puppy and all the blood on it as a (D) action.

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Blood Rage



Strike: 1 damage, only usable at close range. This damage cannot be prevented by cards that require Fortitude. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.
As above, but for 2 damage.

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Blur



Additional strike
Two additional strikes
When my energies first surged through me, I discovered how to move like lightning...
The Book of Nod

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Body of Sun



Strike: 3 aggravated damage if at close range or 1 aggravated damage if at long range. Damage is inflicted on both combatants and all retainers in combat (including yours).
As above, but the vampire using this card takes no damage from this card, although his or her retainers still do.

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Bomb



Weapon
Minion with this weapon may burn a location as a (D) action. Alternatively, use as a strike in combat to do SR, but minion takes 5 damage as well. Burn if action is successful or if weapon is used with a strike.

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Bonding



After playing this card, you cannot play another action modifier to further increase the bleed for this action.
+1 bleed
+1 stealth and +1 bleed
*In every voice, in every ban,
The mind-forged manacles I hear.*
William Blake, "London"

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Boxed In



Do not replace until after combat.
Press
*Shadowy and veiled in darkness,
You plot against me.
13th c. song, Carmina Burana*

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Brainwash



Master
Put this card on an uncontrolled vampire of your prey.
No more transfers can be made to that vampire.
Any minion may burn this card as a +1 stealth action.

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Bribes



Only usable during a political action before any votes are cast.
Gain 1 pool. Each player voting in your favor gains 1 pool from the blood bank as well. A player who has cast at least 1 vote for you without casting any votes against you has "voted in your favor".

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Brujah Frenzy



Master: out-of-turn
Only usable when a Brujah controlled by another Methuselah takes an action that remains unblocked. The Brujah's action is now blocked. Choose an untapped minion in play; the minion and the Brujah cannot have the same controller. Tap that minion; the Brujah enters combat with the chosen minion.

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Brujah Justicar



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a ready Brujah.
Successful vote means he or she is declared Brujah Justicar. In this vote, each Brujah gets 1 extra vote. This could lead to a contested title.

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Bum's Rush



Do not replace until after combat.
Enter combat with a minion controlled by another Methuselah. Acting minion gets an optional maneuver only usable during this combat.

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Burst of Sunlight



Strike: 1R, aggravated, to all vampires in combat
Strike: 2R, aggravated, to all vampires in combat

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Business Pressure



Only usable during a political action. Any Methuselah can burn pool to gain votes. A Methuselah gains 2 votes for each pool he or she burns. As above, but you gain 3 votes for each pool you burn.
*A tendency for secretness persists,
And a silent sympathy for it.
Rilke, "The Pavillion"*

Illus. Né Né Thomas
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Camarilla Exemplary



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a controlled vampire. Successful vote means that for the remainder of the game, any vampire attempting to block that vampire burns 1 blood.

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Canine Horde



Strike: IR
Strike: ranged;
destroy equipment with
First Strike
... four lean hounds
crouched low and smiling
my heart fell dead before
e.e. cummings; "all in green my love went riding"

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Cat Burglary



Bleed your prey for 1 pool at +1 stealth. If more than 1 pool is bled with this action, ignore the excess.
Bleed any Methuselah as a +1 stealth Ⓛ action.
If more than 1 pool is bled with this action, ignore the excess.

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Cats' Guidance



Only usable immediately after this vampire blocks. Untap this reacting vampire.
This reacting vampire gets +1 intercept.
I think he loves the lady night
And feels akin to her,
Whose footsteps are as still as his,
Whose touch is in his fur.
 Lois Weakley McKay, "Night"

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Cauldron of Blood



Strike: 3 damage
 Not usable first round.
 Strike: 5 damage
 Not usable first round.
I like the look of agony
Because I know it's true.
 Emily Dickinson, "Untitled"

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Celerity



Master: Discipline
 Put this card on a vampire. This vampire has Celerity Ⓡ. If the vampire already had Celerity, he or she now has superior Celerity. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Celerity.

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Change of Target



Only usable when this acting minion is blocked. Untap the acting and blocking minions and cancel the current action and combat. If you do a second action with this minion this turn, it cannot be the same action.

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Chantry



Master: unique location
 During your master phase, tap and burn 1 pool or 1 blood from any ready Tremere you control to move any Tremere from torpor to his or her controller's active region.
In books that are as altars where we kneel
To consecrate the flicker, not the flame.
 Edward Arlington Robinson, "George Crabbe"

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Charming Lobby



+1 stealth action
 If this action is successful, and the next vote you call this turn passes, then the next vote thereafter passes automatically.
As above, and gain 2 votes for the first vote.

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Charnas the Imp



Unique Retainer with 1 life.
 Put Charnas on any minion. The minion with this retainer takes 1 damage each time he or she untaps. That minion cannot damage Charnas. If the minion is burned, his or her controlling Methuselah can put Charnas on any minion.

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Claws of the Dead



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

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

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Cloak the Gathering



+1 stealth
 A second vampire may play this card to give +1 stealth to the acting minion.
 The acting minion does not need Obfuscate. Do not tap the second vampire.

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Computer Hacking



① Bleed at +1 bleed.

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Conditioning



After playing this card, you cannot play another action modifier to further increase the bleed for this action.
 +2 bleed
 +3 bleed

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Conquer the Beast



Only usable before beginning of combat.
 You get one press each round, only usable to continue combat. You are obliged to use this press and cannot use equipment. This continues until 3 rounds pass with no cards played.
 As above, but the presses are optional.

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Consanguineous Boon



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Choose a clan. Successful vote means each Methuselah gains 1 pool for each member of that clan he or she controls.
*"Do you not understand, my love?
 We are one—one blood, one clan."*
 Helena Casimir of Clan Ventrue

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Consanguineous Condemnation



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Choose a clan. Successful vote taps all vampires of that clan.
"There are those not of our blood who would seek to harm us. Such cretins must be punished!"
 Helena Casimir of Clan Ventrue

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Conservative Agitation



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Allocate X points between two or more Methuselaha (where X is the number of Methuselaha in the game). Successful vote means each Methuselah burns 1 pool for each point assigned.

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Cryptic Mission



+1 stealth action
 ① Remove 1 blood from a vampire, or inflict 1 damage to any ally or retainer. This damage cannot be prevented.
 ① As above, and the acting vampire gains 1 blood.

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Cryptic Rider



Any vampire
Only usable after a successful vote. The next vote you successfully call this turn passes automatically.

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Cultivated Blood Shortage



Master
If this card is in play, each controlled Ventrue burns 1 blood during his or her controller's untap phase. If a Ventrue does not have 1 blood to burn, tap that vampire at the end of the untap phase. Any vampire can burn this card as a +1 stealth D action.

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Cunctator Motion



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Only usable if playing for ante. Choose how you want to rearrange the remaining ante cards among the surviving Methuselahs. Successful vote means you then rearrange the remaining ante cards.

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Curse of Nitocris



Unique Master
Choose a Methuselah to take control of this card. The controller of this card burns 1 pool during each of his or her untap phases. Each time a Methuselah gets the Edge, the current controller of this card chooses the next controller.

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Dawn Operation



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

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Day Operation



Only usable when you are announcing your current action. This action cannot be blocked. The acting vampire goes into torpor after this action takes place.
As above, but usable in response to an attempt to block.

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Dead-End Alley



Press, only usable to continue combat

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Deal with the Devil



Master
Discard your hand and draw a new one. Do not replace this card before you discard your hand.
I cut and shuffle; shuffle, cut again; But all my shuffling, cutting proves in vain... Christina Rossetti, "The Queen of Hearts"

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Deer Rifle



Weapon, Gun
1R each strike, with two optional maneuvers each combat

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Deflection



Only usable during a bleed. Tap this reacting vampire. Choose a Methuselah other than the one controlling the minion bleeding you. The acting minion is now attempting to bleed that Methuselah. **As above, but do not tap this vampire.**

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Delaying Tactics



Any vampire
Only usable during a political action. The political action is canceled. Untap the acting vampire. The controller of the acting minion takes the political card (if any) back into his or her hand, and his or her minions cannot take the same political action this turn.

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Disarming Presence



Only usable during a political action before any votes are cast. Tap any vampires who cast votes. **As above, but do not tap your vampires when they cast their votes.** Nothing makes a prince so much esteemed as great enterprises and setting a fine example. Machiavelli, *The Prince*.

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Disguised Weapon



Only usable before range is chosen. Equip this vampire with a weapon card from your hand (and pay cost to equip). **As above, but usable when choosing a strike.**

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Disputed Territory



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

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Distraction



+1 stealth action
Replace this card, then draw 5 cards and discard down to your maximum hand size. **Tap a minion controlled by your predator or prey.**

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Dodge



Do not replace until after combat.
Strike: dodge

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Domain Challenge



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

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Dominate



Master: Discipline
Put this card on a vampire. This vampire has Dominate. If the vampire already had Dominate, he or she now has superior Dominate. Capacity increases by 1: the vampire is one generation older. Cannot be played on a vampire with superior Dominate.

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Dominate Kine

Ⓛ
 Ⓜ
 2

Ⓛ Bleed with +1 bleed at +1 stealth.
 Ⓛ **Take control of a location controlled by another Methuselah.**
All you call yours is mine already.
 Virginia Woolf, *Orlando*

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Dragon's Breath Rounds

Ⓛ
 Ⓜ

Only usable when damage from a gun is being resolved. Minion inflicts +2 aggravated damage with this strike. Burn the gun after this card is used. This is an ammo card. No more than one ammo card can be used on a gun each combat.

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Drain Essence

Ⓛ
 Ⓜ
 2

Strike: ranged; steal 2 blood
 Not usable first round.
Strike: ranged; steal 4 blood
 Not usable first round.
*Thou would'st wish thy own heart dry of blood
 So in my veins red life might stream again,*
 John Keats, "This Living Hand"

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Dramatic Upheaval

Ⓛ
 Ⓛ

Political Card—Worth 1 Vote Called by any vampire at +1 stealth
 Choose a Methuselah.
 Successful vote means you switch places with that Methuselah.

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Drawing Out the Beast

Ⓛ
 Ⓜ

Only usable before range is determined on the first round. During this combat, opposing vampire gets +1 hand damage, but he or she can only use maneuvers to cancel maneuvers, can only use presses to continue combat, and cannot use equipment.
As above, and opposing vampire takes 1 damage after each round. This damage cannot be prevented.

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Dread Gaze

Ⓛ
 Ⓜ

Only usable during a political action. This reacting vampire gains 2 votes.
As above, but this vampire gains 4 votes.
*Whence this secret dread, and inward horror,
 Of falling into naught? Why shinks the soul.*
 Joseph Addison, *Cato*, act 5, scene 1

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Eagle's Sight

Ⓛ
 Ⓛ

This reacting vampire gets +1 intercept.
This reacting vampire attempt to block any action of any minion.

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Earth Control

Ⓛ
 Ⓜ
 Ⓛ

+1 stealth
+2 stealth

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Earth Meld

Ⓛ
 Ⓜ

Strike: combat ends
As above, and untap this vampire.
*Down into the denseness of soil and rock,
 Down into the dust you have left behind.*
 Baudelaire, "The Unforeseen"

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Ecoterrorists



Master: unique location
During your influence phase, tap to move 1 blood from the blood bank to one of your uncontrolled Gangrel.

...today you can murder land for private profit. You can leave the corpse for all to see, and nobody calls the cops.
Paul Brooks, *The Pursuit of Wilderness*

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Effective Management



Master
Move the next vampire in your crypt to your inactive region.

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Elder Intervention



Do not replace until after combat.
Only usable after a bleed is declared against you. This reacting vampire gets +2 intercept.

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Elder Kindred Network



Only usable during a political action before any votes are cast. This card has no effect if the vote succeeds. If the vote fails, the Methuselah calling the vote burns 1 pool in the case of a tie and 1 extra pool for each vote difference. A prince is also respected when he is a true friend or an outright enemy.
Machiavelli, *The Prince*

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Elder Library



Master: unique location
If you control the Elder Library, your hand size is one card larger.

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

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Elysium: The Arboretum



Master: unique location
Only usable before range is determined. Tap to end a combat involving a vampire you control. Any vampire can burn this card with a successful vote; calling this vote is a +1 stealth action.

"Go to Elysium to rinse yourself of the filth of war. There, none shall lay the hand of violence upon you lest they wish to know the wrath of the prince." Sebastian Marley of Oz Noferatu

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The Embrace



Requires a ready vampire.
+1 stealth action
Create a 1 capacity vampire. Go through your library, ash heap, or hand to find a Discipline card for this card; otherwise, the vampire remains at 1 capacity. This vampire is not considered unique, must hunt the turn he or she is created, and is the same clan as the acting vampire.

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Enchant Kindred



Bleed with +1 bleed.
A younger, uncontrolled vampire gains 2 blood.

*I saw pale kings and princes too,
Pale warriors, death pale were they all;
They cried—"La Belle Dame sans Merci
Hath thee in thrall!"*
Keats, "La Belle Dame Sans Merci"

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Enhanced Senses



This reacting vampire gets +1 intercept.
This reacting vampire gets +2 intercept.

*My eye, turned inward, darkly can discern
This hellish picture self-distorted thus...*
Baudelaire, "The Gaming Table"

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Entrancement



[C] [M]

[D] Bleed with +1 bleed.
 [D] Take control of an ally controlled by another Methuselah. This is a +1 stealth action.
*Your perfume disconcerts me
 And in your opalescence
 I see the full heavens of yore
 As through an open door.*
 Raoul Ponchon, "L'Absinthe"

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Faceless Night



[C] [M]

+1 stealth
 +1 stealth, and tap any vampire that attempts to block this action regardless of whether the block is successful
You are eternity's hostage, a captive of time.
 Boris Pasternak, "Night"

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Fake Out



[C] [M]

Do not replace until after combat.
 Maneuver

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Fame



Unique Master
 Put this card on a ready vampire. If he or she goes into torpor, the prey of the vampire's controller burns 3 pool. Each Methuselah burns 1 pool during his or her untap phase if this vampire is torpor.

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Far Mastery



[C] [M]

+1 stealth action
 [D] The acting vampire takes control of a retainer controlled by another vampire.
 [D] Take control of an ally controlled by another Methuselah.

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Fast Hands



[C] [M]

Strike: steal weapon
 Strike: steal weapon with First Strike

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Fast Reaction



Only usable after a blocking minion you control other than this vampire has just completed combat. Tap this vampire. This vampire now enters combat with the opposing minion. The first round of this new combat, the opposing minion cannot use any strikes.
 As above, with an optional press.

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The Fifth Tradition: Hospitality



[C] [M]

Requires ready Prince or Justicar.
 +1 stealth action
 Choose a controlled vampire. That vampire gains enough blood from the blood bank to reach full capacity.
*When thou comest to a foreign city,
 thou shall present thyself
 to the one who ruleth there.*

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The First Tradition: The Masquerade



Political Card—Worth 1 Vote Called by any Prince or Justicar at +1 stealth
 Successful vote means each Methuselah must skip a turn or burn 2 pool. Burn this card when you have either skipped 3 turns or paid 6 pool in cumulative penalties.
Thou shalt not reveal thy true nature to those not of the blood.

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Fists of Death

Only usable before range is chosen. This vampire gets +1 hand damage for the remainder of the combat.
As above, but with +2 hand damage.

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Flak Jacket

Flak Jacket prevents 1 damage each combat to the minion with this equipment.

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Flamethrower

Weapon
 2R, aggravated, each strike
"Not a very subtle weapon, to say the least."
 Tusk, The Talebearer of Clan Nosferatu

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Flash

Maneuver or press
Maneuver, with an optional press; only usable when choosing range

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Flesh of Marble

Only usable before range is chosen. If the vampire takes more than 1 damage in a round, excess damage is prevented, although aggravated damage cannot be prevented. This lasts for the duration of the combat.
As above, but aggravated damage can be prevented.

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Form of Mist

Strike: dodge
Strike: combat ends.
This vampire can continue his or her action at +1 stealth as if unblocked. This action can still be blocked.
...and yet I am, and live, like vapours tossed.
 John Claire, "I Am"

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Form of the Ghost

Maneuver
Press
Nobody knows where I was, and now I am no longer there.
 Gwendolyn Brooks, "Boy Breaking Glass"

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Fortitude

Master: Discipline
 Put this card on a vampire. This vampire has Fortitude. 
 If the vampire already had Fortitude, he or she now has superior Fortitude. Capacity increases by 1: the vampire is one generation older. Cannot be played on a vampire with superior Fortitude.

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The Fourth Tradition: The Accounting

Requires ready Prince or Justicar.
+1 stealth action
 Move up to 3 blood from the blood bank to a younger, uncontrolled vampire.
Those thou dost create are thine own children.

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Fragment of the Book of Nod



Unique Master
Tap this card to draw two cards from your library. Discard down to your maximum hand size. Any vampire can take control of the Fragment for his or her controller as a **Ⓛ** action.

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Freak Drive



Only usable immediately after this vampire performs an action that is not blocked. Untap this vampire.
As above, but usable even if the action is blocked.

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Frenzy



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

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Game of Malkav



Master
Each Methuselah holds a hand out with between 1 and 5 pool in it. In your hand, you can hold between 1 and 6 pool. Open hands simultaneously. Each Methuselah gains the amount of pool revealed unless another Methuselah chose exactly one less than he or she did, in which case, it is the amount of pool he or she burns.

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Gangrel Atavism



Master
Put this card on a Gangrel. That vampire gets -1 bleed on each bleed action.

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Gangrel Justicar



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth. Choose a ready Gangrel. Successful vote means he or she is declared Gangrel Justicar. In this vote, each Gangrel gets 1 extra vote. This could lead to a contested title.

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Ghoul Escort



Retainer with 4 life.
When blocked, the vampire with this retainer may burn the Ghoul Escort and untap instead of entering combat. This does not untap the blocker.

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Ghoul Retainer



Retainer with 2 life.
Each round of combat during strike resolution, Ghoul can inflict 1 damage or use a weapon the controlling vampire is not using during that round of combat.

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Giant's Blood



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

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Gird Minions



Master
Move as much blood as you want from your blood pool to one or more of the vampires you control.

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Glaser Rounds



Only usable when damage from a gun is being resolved. Minion inflicts +2 damage each strike for the remainder of this combat. Not usable for the first strike in this combat. This is an ammo card. No more than one ammo card can be used on a gun card each combat.

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Gleam of Red Eyes



Press Maneuver
The glance of a serpent could not have produced a greater effect.
James Malcolm Rhymer, *Varney the Vampire*

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Golconda: Inner Peace



Master
Only usable on a vampire with a capacity above 7. Burn the vampire. His or her controller gains pool equal to the vampire's capacity. The controller may cancel this card by burning 2 pool.

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Govern the Unaligned



ⓓ Bleed with +2 bleed. A younger, uncontrolled vampire gains 3 blood. This action is at +1 stealth.

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Graverobbing



ⓓ Move a vampire from any Methuselah's torpor area to your own torpor area. You now control that vampire.
ⓓ As above, and the acting vampire may burn 2 blood to move the vampire into your controlled region.

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Grenade



Weapon
3R, as a strike; if Grenade is used at close range, minion with this weapon takes 1 damage. Burn after either use.

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Growing Fury



Strike: use your hand or melee weapon at +2 damage
Not usable first round of combat.
Strike: use your hand or melee weapon at +3 damage
Not usable first round of combat.

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Gypsies



Unique Ally with 1 life. 1 hand damage, 1 bleed.
Gypsies get +1 stealth on each of their actions.
...the gradations of the dark were like an underworld of death, but for the spark in the Gypsy boy's black eyes.
Edward Thomas, "The Gypsy"

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Haven Uncovered



Master
Put this card on any ready vampire. Any minion may enter combat with that vampire as a +1 stealth (D) action. That vampire can burn this card as a +1 stealth (D) action.
Come burrow through my ruins, shed not a tear.
Baudelaire, "The Gladly Dead"

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Hawg



Vehicle
Minion with this vehicle gets one optional press each round. A minion may have only one vehicle.

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Hell Hound



Ally with 2 life.
1 (hand) damage, 0 bleed.
Hell Hound can only block.
If the Hell Hound has 1 life during your untap phase, it gets a second life point.

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Hidden Lurker



Only usable after another minion you control has just completed combat. The acting vampire now enters combat with the blocking minion.
The first round of this combat, the opposing minion cannot use any strikes.
As above, with an optional press.

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High Stakes



Political Card—Worth 1 Vote Called by any vampire at +1 stealth
Only usable if playing for ante.
Successful vote means each Methuselah decides whether to ante the next card in his or her library or be ousted from the game. Decisions should be made simultaneously. Hold out your fist. A blood in it indicates that you choose not to be ousted.

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Homunculus



Retainer with 1 life.
During any Methuselah's untap phase, the vampire with this retainer can burn 1 blood to untap.
As above, but Homunculus has 2 life.
A pile of bones in a skin bag, a deflated balloon; a hideous bundle.
R. Chetwyn Hayes, "Looking for Something to Suck"

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Hostile Takeover



Master
Choose a controlled vampire. Each Methuselah bids pool for control of that vampire. The highest bid goes to the vampire's controller; the bidder then takes control of the vampire. If the controller wins, half the winning bid (rounded up) goes to the blood bank.

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Illegal Search and Seizure



Master
You may burn one weapon that costs more than 2 pool or inflicts more than 3 damage. The bearer of the weapon takes 1 damage. This damage cannot be prevented.

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Immortal Grapple



Only usable at close range before strikes are chosen. Only hand strikes may be used in this combat.
As above, with an optional press.
If a second round of combat occurs, do not determine range; second round of combat is at close range.

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Indomitability



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

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Infernal Pursuit



Press
For the remainder of the combat,
each time you replace a card,
draw an additional card and then
burn one card in your hand for
each additional card drawn.
Hunt. Hunt again.
If you do not find it, you will die.
Robert Penn Warren, "Treasure Hunt"

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Information Highway



Master: unique location
The Methuselah with this card
gets two extra transfers during
his or her influence phase.

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IR Goggles



Minion with this equipment
gets one optional maneuver
each combat.
*To see as a God sees, and take the depth
Of things as nimbly as the outward eye.*
John Keats, "The Fall of Hyperion"

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Ivory Bow



Unique weapon
IR each strike, aggravated

Illus. Tom Wänerstrand
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J. S. Simmons, Esq.



**Unique Retainer
with 1 life.**
The vampire with this retainer
gets +1 bleed with each
bleed action.

Illus. Chris McLoughlin
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Jackie Therman



**Unique Retainer
with 1 life.**
The vampire with this retainer
gets one optional maneuver
each combat.

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Justicar Retribution



Political Card—Worth 1 Vote
**Called by any vampire
at +1 stealth**
Successful vote burns all vampires
with a current bleed of 3 or more.

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Kindred Intelligence



+1 stealth action
Move the next vampire
in your crypt to your
inactive region.

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Kindred Restructure



**Political Card—Worth 1 Vote
Called by any Prince
or Justicar at +1 stealth**
Choose a new seating order.
Successful vote means each Methuselah
takes his or her new seat.

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Kindred Segregation



**Political Card—Worth 1 Vote
Called by any vampire
at +1 stealth**
Successful vote means that all allies
are burned. Any Methuselah can keep
an ally or allies he or she controls
by repaying the pool to put each ally
into play.

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Kindred Society Games



Master
Put this card on a ready vampire.
During that vampire's untap phase,
he or she either burns 1 blood to untap
or does not untap and instead puts
Society Games on a younger tapped
vampire. If there is no younger tapped
vampire, Society Games is burned.

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Kine Resources Contested



**Political Card—Worth 1 Vote
Called by any vampire
at +1 stealth**
Allocate 4 points between
two or more Methuselahs.
Successful vote means each Methuselah
burns 1 pool for each point assigned.

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The Knights



**Unique Ally with 2 life.
2 hand damage, 0 bleed.**

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KRCG News Radio



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

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The Labyrinth



Master: unique location
Tap to give a Nosferatu you control
+1 stealth.
*But in vague ways, I most insanely yearn
To meet some lean, dwarfed, fetid, hairy thing
With loathsome skin and bulging eyes
of rheum...*
Francis Saltus, "A Courtesan's Whim"

Illus. Pete Venters
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Laptop Computer



**Minion with this equipment
gets +1 bleed on each
bleed action.
A minion may have
only one Laptop Computer.**

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Legal Manipulations



**Bleed with +2 bleed.
As above, and gain 1 pool if
bleed is successful.**
*Believe me... if there's one thing
I cannot abide, it's deceitfulness.*
Christopher Hampton,
Dangerous Liaisons, act 1, scene 5

Illus. Stuart Bee!
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Letter from Vienna



Master
Tap all ready Tremere.
The rulers of the Tremere clan, the Circle of Seven, reside in their chantry in Vienna. All Tremere obey the decrees of the Circle of Seven without question.

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Lextalionis



Political Card—Worth 1 Vote Called by any vampire at +1 stealth
Choose a Methuselah who has received a victory point since your last turn. Successful vote means the Methuselah must immediately tap all of his or her minions; the minions do not untap during the Methuselah's next untap phase.

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Life Boon



Master: out-of-turn
Give pool to a Methuselah with no pool to keep him or her in the game; put this card in play. During each of his or her untap phases, you can collect 1 pool from that Methuselah. The first victory point (and ante) that the Methuselah wins is given to you (even if you are ousted by then). This Life Boon is then burned.

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Lost in Crowds



**+1 stealth
+2 stealth**
*...he knows a frightful fiend doth close behind him tread.
Coleridge, "The Rime of the Ancient Mariner"*

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Loyal Street Gang



**Ally with 2 life.
1 hand damage, 0 bleed.**
*These are the hired bravos who defend the tyrant's throne—the bullies of his fear.
Percy Bysshe Shelly, "Queen Mab"*

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Lucky Blow



**Do not replace until after combat.
Strike: use your hand or melee weapon at +1 damage**

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Madness Network



Unique Master
Put this card in play. After another Methuselah has finished all of his or her minion phase actions, any untapped Malkavian can take an action (go clockwise if two or more attempt to take actions). Any minion can burn this card as an action that any untapped Malkavian can attempt to block (go clockwise if two or more attempt to block).

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Magic of the Smith



+1 stealth action
Go through your library, find a piece of equipment, and equip the acting vampire. (Pay cost to equip.) Reshuffle afterwards.
As above, but as a +3 stealth action.

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Majesty



**Strike: combat ends
As above, and this vampire may burn 1 blood to untap.**
*All these will I give you if you fall down and warship me.
Matthew 4:9*

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Major Boon



Master: out-of-turn
Take another Methuselah's blood pool loss due to a bleed (must be at least 1 blood) and put this card in play. You may also play modifiers to the bleed after you play this card. Later in the game, you may force the rescued Methuselah to take a loss due to a bleed against you. This Major Boon is then burned.

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Malkavian Dementia



Master
Take control of a ready Malkavian that another Methuselah controls until your next untap phase.
...but why will you say that I am mad? The disease had sharpened my senses—not destroyed, not dulled them. Edgar Allan Poe, "The Tell-Tale Heart"

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Malkavian Justicar



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a ready Malkavian. Successful vote means he or she is declared Malkavian Justicar. In this vote, each Malkavian gets 1 extra vote. This could lead to a contested title.

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Malkavian Prank



Master
Each Methuselah holds between 1 and 4 pool in his or her hand. Guess the amount of pool in each Methuselah's hand. Each time you guess correctly, you gain that pool. If you guess incorrectly, that Methuselah gains that much pool from the blood bank.

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Malkavian Time Auction



Master
Choose a card you control. Starting to your left and proceeding clockwise, other Methuselahs may bid pool for control of that card. Highest bidder takes control of the card. You collect pool from the two highest bidders.

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Manstopper Rounds



Only usable when damage from a gun is being resolved. Minion inflicts +1 damage each strike for the remainder of this combat. This is an ammo card. No more than one ammo card can be used on a gun each combat.

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Mask of a Thousand Faces



Only usable by an untapped vampire other than the acting minion. Untap the acting minion and tap this vampire instead. Now this vampire is the acting minion. The action resumes where it left off.
As above, with +1 stealth.

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Masquerade Endangered



Master: out-of-turn
Only usable when a vampire hunts. Put this card on that vampire. That vampire does not gain blood from hunting this turn. During that vampire's next untap phase, burn this card instead of untapping the vampire.

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Masquerade Enforcement



Political Card—Worth 1 Vote
Called by any Prince or Justicar at +1 stealth
Successful vote means that when any Methuselah moves a vampire from uncontrolled to controlled, he or she burns 1 pool. Leave this card in play; this card can be burned by a successful vote; calling that vote is a +1 stealth action.

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Metro Underground



Master: unique location
Tap and burn 1 pool to untap one vampire you control at the end of your turn.

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Mighty Grapple



Press, only usable to continue combat
Strike: use your hand or melee weapon at +1 damage, with an optional press only usable to continue combat

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Millicent Smith, Puritan Vampire Hunter



Unique Master
Put this card in play. If a vampire controlled by the Methuselah with Millicent is blocked, then Millicent and the acting vampire are burned without combat; otherwise, that Methuselah's predator takes control of Millicent at the end of the turn.

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Minion Tap



Master
Move as much blood as you want from one of the vampires you control to your blood pool.

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Minor Boon



Master: out-of-turn
Prevent a vampire controlled by another Methuselah from going into torpor. Put this card on the vampire; the vampire remains in the active region. In return, that vampire cannot bleed you until it rescues a vampire you control from torpor. This Minor Boon is then burned.

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Misdirection



Master
Tap a minion.

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Mob Connections



Unique Master
Tap to give a press, only usable to continue combat, to a minion you control. Any minion may take a Ⓛ action to burn this card.
"The Mafia is an invaluable asset, make no mistake, but their asinine belief that they wield the true power in the city amuses me."
Roman Alexander of Clan Gangrel

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Movement of the Mind



Press, only usable to end combat
Maneuver

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Mr. Winthrop



Unique Retainer with 1 life.
The vampire with this retainer gets +1 intercept when blocking.

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Muddled Vampire Hunter



Unique Ally with 1 life.
4 hand damage, 0 bleed.
 Hunter strikes with First Strike.
 As a **Ⓛ** action, Muddled Vampire Hunter may enter combat with any ready vampire.
*And catching sight of us, he bit himself,
 Like one whom fury devastates within.*
 Dante, *The Inferno*

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Murder of Crows



Retainer with 1 life.
 Murder of Crows inflicts 1R each round of combat during strike resolution.
As above, but Murder of Crows has 2 life.
*In cold and gray and mournful weather
 Scatter, hover, dive together!*
 Rimbaud, "Crows"

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Night Moves



Ⓛ Bleed your predator or prey at +3 stealth. If more than 1 pool is bled with this action, ignore the excess.
Ⓛ As above, but bleed at +6 stealth.
*I know not why I die and drown
 Before I enter the eternal abode
 I know not whose prey I am
 I know not whose love I am*
 Catherine Pozzi, "Nyx"

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Nimble Feet



Press
Additional strike

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Nosferatu Justicar



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Choose a ready Nosferatu. Successful vote means he or she is declared Nosferatu Justicar. In this vote, each Nosferatu gets 1 extra vote. This could lead to a contested title.

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Nosferatu Putrescence



Put this card on a Nosferatu in combat. That Nosferatu gets -1 hand damage each combat. You may play this card even if you are not involved in the current combat.
There is no more infection, simply the mark.
 Jewelle Gomez, "Louisiana! 1850"

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Obedience



Only usable when this reacting vampire is about to enter combat with an acting younger vampire. Instead of entering combat, this vampire remains untapped, untap the acting vampire. The acting vampire is blocked, and he or she cannot attempt the same action this turn.
As above, but do not untap the acting vampire.

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Obfuscate



Master: Discipline
 Put this card on a vampire. This vampire has Obfuscate.
 If the vampire already had Obfuscate, he or she now has superior Obfuscate. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Obfuscate.

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Open Grate



Press, only usable to end combat

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Outcast Mage

Ally with 2 life.
2R, 1 bleed.
Outcast Mage gets one optional maneuver each combat.
*Priests in black gowns
Were making their rounds
And binding with briars.
My joys and desires.*
William Blake, "Garden of Love"

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Owl Companion

Retainer with 1 life.
When the vampire with this retainer is in combat, controller of opposing minion plays with an open hand (any player may look at that player's hand).
As above, but Owl has 2 life.

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Parity Shift

Political Card—Worth 1 Vote
Called by any Prince or Justicar at +1 stealth
Choose a Methuselah who has more blood in his or her pool than you do. Successful vote means the chosen Methuselah loses an amount of pool equal to the number of players in the game; allocate this pool among the other remaining Methuselahs in the game (including you).

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Patagia: Flaps Allowing Limited Flight

+1 stealth action
If this action succeeds, put this card on the acting Nosferatu. The vampire gets one optional maneuver each combat.
A vampire may have only one Patagia card.
Demon or bird! (said the boy's soul)
Walt Whitman,
"Out of the Cradle Endlessly Rocking"

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Peace Treaty

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

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Police Department

Master: unique location
Tap to give a press, only usable to end a combat, to a minion you control.

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Political Ally

Unique Ally with 1 life.
0 damage, 3 bleed.

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Political Backlash

Only usable when a vote fails. The controller of the vampire calling the failed vote burns 2 pool.

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Political Flux

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

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Potence



Master: Discipline
Put this card on a vampire.
This vampire has Potence. 
If the vampire already had Potence, he or she now has superior Potence. Capacity increases by 1: the vampire is one generation older. Cannot be played on a vampire with superior Potence.

+1

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Powerbase: Chicago



Master: unique location
During your untap phase, you may move 1 blood from the blood bank to the Powerbase or move all the blood on the 'base to your blood pool.
A vampire controlled by another Methuselah can move all the blood on the 'base to his or her controller's blood pool as a  action.

1

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Powerbase: Washington, D.C.



Master: unique location
During your untap phase, you may move up to 3 pool to the Powerbase and add 1 blood from the blood bank for each pool you move or move 1 blood from the 'base to your pool. A vampire controlled by another Methuselah may move all the blood on the 'base to his or her controller's pool as a  action.

1

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Praxis Seizure: Atlanta



Political Card—Worth 1 Vote Called by any vampire at +1 stealth
Successful vote means the acting vampire is declared Prince of Atlanta. This could lead to a contested title.

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Praxis Seizure: Boston



Political Card—Worth 1 Vote Called by any vampire at +1 stealth
Successful vote means the acting vampire is declared Prince of Boston. This could lead to a contested title.

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Praxis Seizure: Chicago



Political Card—Worth 1 Vote Called by any vampire at +1 stealth
Successful vote means the acting vampire is declared Prince of Chicago. This could lead to a contested title.

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Praxis Seizure: Cleveland



Political Card—Worth 1 Vote Called by any vampire at +1 stealth
Successful vote means the acting vampire is declared Prince of Cleveland. This could lead to a contested title.

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Praxis Seizure: Dallas



Political Card—Worth 1 Vote Called by any vampire at +1 stealth
Successful vote means the acting vampire is declared Prince of Dallas. This could lead to a contested title.

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Praxis Seizure: Houston



Political Card—Worth 1 Vote Called by any vampire at +1 stealth
Successful vote means the acting vampire is declared Prince of Houston. This could lead to a contested title.

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Praxis Seizure: Miami



**Political Card—Worth 1 Vote
Called by any vampire
at +1 stealth**
Successful vote means the acting vampire is declared Prince of Miami. This could lead to a contested title.

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Praxis Seizure: Seattle



**Political Card—Worth 1 Vote
Called by any vampire
at +1 stealth**
Successful vote means the acting vampire is declared Prince of Seattle. This could lead to a contested title.

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Praxis Seizure: Washington, D.C.



**Political Card—Worth 1 Vote
Called by any vampire
at +1 stealth**
Successful vote means the acting vampire is declared Prince of Washington, D.C. This could lead to a contested title.

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Praxis Solomon



**Political Card—Worth 1 Vote
Called by any vampire at +1 stealth**
Only usable if at least one card is contested. For each contested card, choose the Methuselah you want to yield. Successful vote means that all the chosen Methuselaha yield. *And the king said, "Divide the living child in two, and give half to one and half to the other."* 1 Kings 4:25

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Presence



Master: Discipline
Put this card on a vampire. This vampire has Presence. ✱
If the vampire already had Presence, he or she now has superior Presence. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Presence.

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Protean



Master: Discipline
Put this card on a vampire. This vampire has Protean. ♣
If the vampire already had Protean, he or she now has superior Protean. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Protean.

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Protected Resources



Master
If this card is in play, another Methuselah cannot bleed you for more than 2 pool. Burn this card if you successfully bleed another Methuselah.

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Protracted Investment



Master
Move 6 blood from the blood bank to this card. You may use a master phase action to move 1 blood from this card to your blood pool. Burn this card when all blood has been removed.

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Psyche!



Press
Only usable at the end of a combat when both combatants are still ready. Combat starts again. This is considered an entirely new combat; weapons can contribute their maneuvers for a second time, and so forth.

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Psychic Projection



+1 stealth action
A minion you control gets +2 intercept until your next untap phase.
Each minion you control gets +1 intercept until your next untap phase.

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

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Psychic Veil



All of your vampires' actions are at +1 stealth this turn.
All of your minions' actions are at +1 stealth this turn.

*...didst enter, wildly dancing, through
The doorways of my sense unlatched
To make my spirit thy domain...
Baudelaire, "The Vampire"*

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Pulled Fangs



Only usable when a minion in combat inflicts more damage at close range than the opposing vampire.
Not usable by a dying ally or a vampire going into torpor. Put this card on the opposing vampire and inflict 1 point of aggravated damage.
The victim cannot hunt until this card is removed.
Any vampire(s) may burn this card with two +1 stealth (D) actions. If the victim must hunt and cannot, he or she goes into torpor.

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Pulling Strings



Only usable during a political action. A younger vampire of your choice abstains from this vote. This card can cancel that younger vampire's votes. **As above, but the affected vampire can be the same age or older.**

*Pull the strings! Pull the strings!
The Puppetmaster, Glen or Glenda?*

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Pulse of the Canaille



+1 stealth action
For the remainder of this turn, you may look at any Methuselahs' hand. **If this the first time this card has been played on the acting vampire, the vampire gets +2 bleed on each bleed action.**

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The Rack



Master: unique location
When this card is brought into play, or the controller of this card changes, the controller chooses a ready vampire he or she controls. That vampire gains up to 2 blood from the blood bank during each of his or her untap phases as long as his or her controller controls this location. A vampire controlled by another Methuselah can steal this location for his or her controller as a (D) action.

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Rampage



(D) Burn any location. If you choose a location you control, this is a +1 stealth action.

*No flesh shall be spared.
Mark 13:20*

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Rapid Healing



+1 stealth action
Only usable by a vampire in torpor. The acting vampire leaves torpor. If the vampire is blocked, there is no combat: the blocker has the opportunity to commit diablerie. **As above, and the vampire leaving torpor gains 1 blood from the blood bank.**

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Rats' Warning



Only usable by a tapped vampire after a bleed is declared against you. Untap this reacting vampire. **As above, with an optional press if this vampire successfully blocks this bleed.**

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Raven Spy



Retainer with 1 life.
Vampire with this retainer gets +1 intercept when blocking.
As above, but Raven has 2 life.

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Read Intentions



Press, only usable to end combat
Strike: dodge
I may gain more knowledge out of the folly of this madman than I shall from the teaching of the most wise.
Bram Stoker, *Dracula*

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Regaining the Upper Hand



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a Methuselah.
Successful vote means that Methuselah gets the Edge.

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Renegade Garou



Ally with 3 life.
2 damage, 0 bleed.
Renegade Garou gets one additional strike each round and one optional maneuver each combat. He may enter combat with any minion as a +1 stealth action. If Garou has less than 3 life during your untap phase, add 1 life.

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Resplendent Protector



Retainer with 1 life.
Once each combat, this retainer may prevent 1 damage to the vampire employing her.
*Grant that no Hagboblins fright me,
No hungrie devils rise up and bite me.*
John Day, 17th c. prayer

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Restoration



+1 stealth action
The acting vampire gains 2 blood from the blood bank.
The acting vampire gains 3 blood from the blood bank.
*Drive my dead thoughts over the universe
Like withered leaves to quicken a new birth!*
Percy Bysshe Shelley, "Ode to the West Wind"

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Reversal of Fortunes



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Successful vote reverses the direction of play. Prey is still to the left, however.
*O Fortune, you are like the moon:
ever waxing and waning.*
13th c. song, *Carmina Burana*

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Ritual Challenge



+1 stealth action
If this action succeeds, put this card on the acting Gangrel. The vampire gets +1 hand damage each combat. A vampire may have only one Ritual Challenge card.
*The teeth that bite to bitterness
are sheathed in truth.*
William Everson, "The Poet Is Dead"

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Ritual of the Bitter Rose



This card is both an action modifier card and a combat card.
Only usable in combat if an opposing vampire is disabled. Each ready vampire you control gains an amount of blood from the blood bank equal to the amount of blood on the burned vampire. Blood Hunt can only be called on the vampire who committed the diablerie.

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RPG Launcher



Weapon
6R each strike; only usable after the first round of combat; only usable at long range

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Rumors of Gehenna



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a set of Methuselahs. Successful vote means each chosen Methuselah receives 2 master phase actions during his or her master phase (instead of 1). Any vampire can burn this card with a successful vote; calling this vote is a +1 stealth action.

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Sabbat Threat



Political Card—Worth 1 Vote
Called by any Prince or Justicar at +1 stealth
Choose a set of Methuselahs. Successful vote means each chosen Methuselah gets 1 threat counter. Each Methuselah burns 1 pool for each threat counter he or she has during his or her untap phase. A Methuselah may never have more than 2 threat counters, and he or she may forfeit the Edge to remove all the threat counters he or she has.

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Saturday-Night Special



Weapon, Gun
1R each strike, with an optional maneuver each combat

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Sawed-Off Shotgun



Weapon, Gun
3R, only usable once per combat

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Scorn of Adonis



Any Methuselah casting or controlling a vampire casting at least 1 vote against the acting vampire burns 1 pool before the results are tallied.

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The Second Tradition: Domain



Requires ready Prince or Justicar.
Only usable by a tapped vampire.
Untap this vampire.
This reacting vampire gets +2 intercept.
None may challenge thy word while in thy domain.

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Seduction



Only usable when the acting vampire's action is announced. Choose a younger vampire. He or she cannot block the acting vampire.
As above, but the affected vampire can be the same age or older.
Letting go is the secret; giving up to me is the greatest pleasure of all...
Robbi Sommers, *Lilith*

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Sengir Dagger



Unique melee weapon
Minion with this weapon inflicts aggravated hand damage with each strike.

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Shadow of the Beast



If this action succeeds, put this card on the acting vampire. The vampire gets one optional maneuver each combat. A vampire may have only one Shadow of the Beast card. **As above, and this vampire gets an optional press each combat.**

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Shattering Blow



Strike: destroy equipment
Strike: destroy equipment with First Strike

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Short-Term Investment



Master
 Move 3 blood from the blood bank to this card. You may use a master phase action to move 1 blood from this card to your blood pool. Burn this card when all blood has been removed.

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Sideslip



Strike: dodge
Prevent 1 damage.
A vampire can only use one Sideslip each round to prevent damage.

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The Sixth Tradition: Destruction



Requires ready Prince or Justicar.
+1 stealth action
 Only usable when a vampire has committed diablerie since your last turn. Burn the diablerizing vampire. This action is not considered diablerie. *Thou art forbidden to destroy another of thy kind.*

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Skin of Night



Aggravated damage is treated as normal damage for this vampire 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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Skin of Rock



Prevent 1 damage.
Prevent 2 damage.
*Crushers of helpless misery,
 Crushing down justice, honoring Wrong:
 If that be feeble, this be strong.
 Emily Bronte: "Last Lines"*

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Skin of Steel



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

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The Slashers



Unique Ally with 3 life.
1R, 0 bleed.

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Slum Hunting Ground



Master: unique location
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.

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Smiling Jack, The Anarch



Unique Master
 During your untap phase, move 1 blood from your pool to Jack. During each Methuselah's untap phase, he or she burns 1 pool or burns 1 blood from a vampire he or she controls for each blood on Jack. Any vampire may burn this card as a \textcircled{D} action.

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Social Charm



\textcircled{D} Bleed with +1 bleed.
 \textcircled{D} As above, and gain 1 pool if bleed is successful.

With torn and bleeding hearts, we smile and mouth with myriad subtleties.
 Paul Lawrence Dunbar, "We Wear The Mask"

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Society Hunting Ground



Master: unique location
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.

The Toreador are imprisoned by their lust for the night life. Like a siren, it beckons them with promises of forbidden pleasures.

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Society of Leopold



Unique Master
 Put this card on a vampire. During his or her controller's untap phase, the vampire with this card either burns 1 blood or is burned (the controlling Methuselah chooses). A vampire with this card can put it on any other vampire as a +1 stealth \textcircled{D} action.

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Soul Gem of Etrius



Unique equipment
 If bearer is burned, draw a card from your crypt. If the new vampire is younger, vampire comes into play at maximum capacity (with blood from the blood bank) and inherits the Soul Gem; otherwise, place the vampire in your uncontrolled area and burn this card. If bearer is diablerized, burn this card.

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The Spawning Pool



Master: unique location
 During your untap phase, you may move 1 blood from a ready Nosferatu you control to this card. If a minion you control successfully blocks a bleed against you and a second round of combat begins, tap this card to inflict 1 damage to the acting minion for each blood on the Spawning Pool. This damage cannot be prevented.

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Spirit's Touch



This reacting vampire gets +1 intercept.
 As above, with an optional maneuver if combat occurs.

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

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Sport Bike



Vehicle
 Minion with this vehicle gets +1 intercept when blocking. A minion may have only one vehicle.

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Spying Mission



This acting vampire gets +1 stealth. Only usable during your bleed action. Instead of removing pool from the Methuselah you're bleeding, 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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Storm Sewers



Master: unique location
Tap as you declare an action. If the action is blocked, don't choose range during the combat; the combat is at close range. Lakes that endlessly outspread Their lone waters, lone and dead, Their still waters, still and chilly With the snows of the lolling lily. Poe, "Dream-Land"

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Submachine Gun



Weapon, Gun
3R each strike, with an optional maneuver each combat

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Succubus Club



Master: unique location
Methuselahs can give you pool, and you can give them pool. You can trade cards from your hand or in play. These trades can only happen during your untap phase and cannot result in any Methuselah having less than his or her hand size. Any additional terms can be established, but none are enforced by the rules.

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Sudden Reversal



Master: out-of-turn
Burn a master card played by another Methuselah as the card is played. That card has no effect, but any pool burned for that card is retrieved by that Methuselah.

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Surprise Influence



Only usable during a political action. This reacting vampire gains 2 votes.

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Talbot's Chainsaw



Unique weapon
3 damage each strike. If bearer is ready during your untap phase, a ready minion you control takes 3 damage (damage not preventable). Bearer cannot hunt. If ready and untapped during your minion phase, bearer may attack any minion as a +1 stealth (D) action, presses at the end of the first round, and may prevent up to 1 damage each combat.

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Tasha Morgan



Unique Retainer with 1 life.
The vampire with this retainer gets +1 bleed on each bleed action.

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Taste of Vitae



Only usable after strike resolution. This vampire gains an amount of blood equal to the amount lost by the opposing vampire during this round of combat. Not usable by a vampire going into torpor.

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Telepathic Counter



Reduce a bleed against you by 1. Note that a bleed action that bleeds for less than 1 pool is not considered successful.
As above, but reduce bleed by 2.

Illus. Susan Van Camp

Telepathic Misdirection



This reacting vampire gets +1 intercept.
Only usable during a bleed action.
 Tap this reacting vampire.
Choose a Methuselah other than the one controlling the minion bleeding you. The acting minion is now attempting to bleed that Methuselah.

Illus. Edward Beard, Jr.

Telepathic Vote Counting



Cancel a political action.
 If you played a political card to call this vote, take the card back into your hand. Any votes cast are discarded.
Only usable during a political action. A vampire of your choice abstains from voting.

Illus. Richard Thomas

Temptation of Greater Power



Master: Requires ready Justicar.
 Choose a vampire. Any Methuselah may bid pool for control of the vampire. Highest bidder burns pool and takes control of the vampire. Methuselahs may bid up to 5 pool on credit; highest bidder pays 1 pool toward his or her debt at the end of each of his or her turns until debt is repaid.

Illus. Christopher Rush

Thadius Zho, Mage



Unique Ally with 2 life. 2R, 2 bleed.
 Thadius Zho gets one optional maneuver each combat. He may burn 1 blood from any controlled vampire as a +1 stealth $\text{\textcircled{D}}$ action.

Illus. Christopher Rush

Thaumaturgy



Master: Discipline
 Put this card on a vampire.
 This vampire has Thaumaturgy $\text{\textcircled{W}}$.
 If the vampire already had Thaumaturgy, he or she now has superior Thaumaturgy. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Thaumaturgy.

Illus. Anson Maddocks

Theft of Vitae



Strike: steal 1 blood
 Usable at long range.
 Strike: steal 2 blood
 Usable at long range.
*Body galvanized for sufferings yet to come,
 You drink once more
 the bitter draught that saves!
 Rimbaud, "Parisian Orgy"*

Illus. Ron Spencer

The Third Tradition: Progeny



Requires ready Prince or Justicar. +1 stealth action
 Create a 1 capacity vampire. Go through your library, ash heap, or hand to find one Discipline card to put on this card. Move up to 2 blood from the acting vampire to this card. This vampire is not considered unique, cannot act the turn it is created, and is the same clan as the acting vampire.
Thou shall only sire another with the permission of thine elder.

Illus. L.A. Williams

Threats



After playing this card, you cannot play another action modifier to further increase the bleed for this action.
 +1 bleed
 +2 bleed
*As others might with tenderness
 Rule your life and your youngness
 I shall rule you with a fear.
 Baudelaire, "The Ghost"*

Illus. Mark Tedin

Thrown Gate



Strike: 1R, with an optional maneuver
Strike: 2R, with an optional maneuver

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Thrown Sewer Lid



Strike: 3R; only usable at long range
As above, with an optional press

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Toreador Justicar



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a ready Toreador.
Successful vote means he or she is declared Toreador Justicar. In this vote, each Toreador gets 1 extra vote. This could lead to a contested title.

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Torn Signpost



Only usable before range is determined. This vampire can inflict 2 hand damage as a strike for remainder of the combat.
As above, but vampire can inflict 3 hand damage as a strike for the remainder of the combat.

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Tragic Love Affair



Master

Put this card on a Toreador. Tap that Toreador. The Toreador suffering the Tragic Love Affair does not untap during the untap phase. The Toreador's controller may burn 1 pool during his or her master phase to transfer this card to another Toreador. A Methuselah can burn this card by forfeiting the Edge.

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Trap



Only usable before range is determined on the first round. Combat automatically has a press, only usable to continue combat each round. This continues until 3 rounds of combat pass with no cards played.

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Tremere Justicar



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a ready Tremere.
Successful vote means he or she is declared Tremere Justicar. In this vote, each Tremere gets 1 extra vote. This could lead to a contested title.

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Undead Persistence



Only usable when this vampire should go into torpor. Vampire has an optional press and will not go into torpor until combat ends or 3 rounds of combat pass with no cards played.
Prevent 2 damage.

Illus. Scott Kirschner

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Undead Strength



Strike: use your hand or melee weapon at +1 damage
Strike: use your hand or melee weapon at +2 damage
When my energies first surged through me, I discovered... how to borrow the strength of the earth...
The Book of Nod

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Unflinching Persistence



Prevent 1 damage.
Maneuver; prevent up to 1 damage later this round
 Only usable when choosing range.

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Unnatural Disaster



Master
 Burn any location.
They raise and stir up hailstorms and tempests.
 Heinrich Kramer, *Malleus Maleficarum*

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Uptown Hunting Ground



Master: unique location
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.

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Vampiric Disease



Master
 Choose a controlled vampire; put a disease counter on him or her if he or she does not have one. Each time a vampire with a disease counter is in combat at close range with another vampire, the second vampire gets a counter as well. An afflicted vampire cannot gain blood by hunting. When an afflicted vampire untaps, he or she burns a blood, or, if unable, loses all disease counters.

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Vampiric Speed



Strike: dodge
Strike: dodge, with an optional press

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Vanish from the Mind's Eye



Press, only usable to end combat
Press
*Night, voluptuous and vast,
 Arises, making hunger tame,
 Hiding all things, even shame.*
 Baudelaire, "The End of the Day"

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Vast Wealth



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

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Venture Headquarters



Master: unique location
 Tap to gain 3 votes.
The Venture clan is organized much like a multi-national corporation. Each major city has a meeting place where Venture may seek allegiance and obtain information.

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Venture Justicar



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Choose a ready Venture.
 Successful vote means he or she is declared Venture Justicar. In this vote, each Venture gets 1 extra vote. This could lead to a contested title.

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Voter Captivation



Only usable if the acting vampire's vote succeeds. The acting vampire gains X blood, where X is the number of votes the motion passed by. **As above, but up to 2 of those blood counters go to your pool.**

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Vulnerability



Master
Burn a vampire in torpor. This is not considered diablerie.

*Race of Cain, what time will bring
The end of your torment and woes?
Baudelaire, "Abel and Cain"*

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Wake with Evening's Freshness



Do not replace until after combat. Only usable by a tapped vampire. This reacting vampire can use reaction cards and attempt to block as though untapped until the current action is concluded.

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Walk of Flame



Strike: 1R, aggravated damage
Not usable first round of combat.
Strike: 2R, aggravated damage
Not usable first round of combat.

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

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Warzone Hunting Ground



Master: unique location
During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.

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Weather Control



Only usable at beginning of combat. Both combatants and each of their retainers take 1 damage before range is determined each round. This damage cannot be prevented. **As above, but the amount of damage inflicted increases by 1 each round.**

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Well-Aimed Car



Strike: 4R; only usable at long range
Not usable first round of combat.
As above, with an optional press.

*"We shall discuss your breach of the
Masquerade later..."
Tusk, The Talebearer of Clan Nosferatu*

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Wolf Claws



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

Press

*And death is on the air
like the smell of ashes!
D. H. Lawrence, "The Ship of Death"*

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Wolf Companion



Retainer with 2 life.
Only usable at close range. When the vampire with this retainer is in combat, opposing minion takes 1 damage during strike resolution. **As above, but Wolf has 3 life.**

*From deep inside, he sang a song
to the wolves' god, the moon.
Bruce Elliot, Wolves Don't Cry*

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Wooden Stake



Melee Weapon
 Minion with this equipment inflicts hand damage as a strike. If more than 1 damage is inflicted with this weapon, all additional damage is aggravated.
 If the victim is sent to torpor, transfer this card to the victim; the victim does not untap while in torpor.

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XTC-Laced Blood



Master: out-of-turn
 Only usable when a vampire successfully hunts. Put this card on that vampire.
 That vampire hunts each round, even if at capacity. Any vampire may burn this card as a +1 stealth (D) action, although the vampire with this card must still hunt that turn.

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Zip Gun



Weapon, Gun
 May only be brought into play before range is chosen. 1R each strike, with an optional maneuver each combat. Minion with this weapon takes 1 damage during strike resolution, but only once each combat. This card is kept as normal equipment and not discarded after combat.

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Zoo Hunting Ground



Master: unique location
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank.
 A vampire can only gain 1 blood from Hunting Ground cards each turn.

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