

**Clifton Derrick**

4

**Camarilla.**

2

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**Jack Drake**

4

**Independent. Anarch:** When you put a younger vampire in play from your uncontrolled region, that vampire may burn a blood to become anarch. +1 strength.

8

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**Marguerite Foccart**

4

**Camarilla:** Marguerite gets +1 intercept vs. political actions.

6

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**Anarch Convert**

**ANY**

**Independent. Anarch:** When the convert enters play, you may remove him from the game to make a non-titled vampire you control anarch and either gain 1 pool or draw a card from your crypt.

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**Andy**

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**Camarilla:** An older vampire opposing Andy gets one optional press each combat.

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**Dirk**

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**Camarilla:** Titled vampires get +1 intercept when attempting to block Dirk.

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**Calvin Cleaver**

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**Camarilla:** Calvin may add a blood to an anarch as a +1 stealth action. Once each turn, an anarch may add a blood to Calvin as a +1 stealth action.

3

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**Jacob Fermor**

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**Independent:** While Jacob is ready, werewolves you control get +1 bleed. Jacob gets an optional press each combat.

5

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**T.J.**

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**Independent:** T.J. may tap and burn 2 blood to cancel a referendum called by a titled Camarilla vampire.

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**Antoine, The Lost**



**Camarilla:**

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**Sean Rycék**



**Camarilla:** Once each referendum, Sean may tap or burn a blood to gain 2 votes. He may burn a boon as a +1 stealth D action.

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**Toby**



**Camarilla:** Once each action, Toby can burn a blood to give an acting anarch +1 bleed.

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**Topaz**



**Camarilla:** When Topaz successfully equips from your hand, you may look at your prey's hand, and Topaz may take an equipment from it instead (discard the original equipment card).

7

**Laecanus**



**Camarilla:** Once each combat, Laecanus may press to end combat. He is immune to frenzy cards.

5

**Lin Jun**



**Camarilla:** If Jun is in torpor, vampires with Thaumaturgy controlled by your predator get +1 bleed.

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**Preston Varrick**



**Camarilla:** Preston gets +1 bleed when bleeding a Methuselah who controls a ready ally.

7

**Tarautas**



**Camarilla:** While Tarautas is ready, Blood Doll and Minion Tap cards cost an additional pool.

4

**Juniper**



**Camarilla:** Juniper may steal an ally controlled by your predator or prey as a +1 stealth D action.

6

**Louis Fortier**



4

**Camarilla.**

5

Illustration: Ken Hayes, Jr.

**Reverend Adams**



4

**Advanced, Camarilla:** During your master phase, you may look at the top X cards of your library, where X is the number of Gehenna cards in play. Older vampires do not tap for successfully blocking Adams.

4

Illustration: Yves Laha

**An Anarch Manifesto**



**Equipment.**  
The anarch with this equipment gets +1 stealth on actions that require an anarch. Titled non-anarch vampires get +1 strength in combat with this minion. A minion may have only one Anarch Manifesto.

**DRAFT:** As above, and a vampire becomes anarch when he or she equips with this card.

Illustration: David Frantz

**Anonymous Freight**



**+3 stealth equip action. Requires a vampire.**  
Equip this vampire with a non-location equipment card from your hand (requirements and cost apply as normal).  
**DRAFT:** As above, but ignore requirements of the equipment.

Illustration: Brian LeBlanc

**Baseball Bat**



**Melee weapon. Do not replace until the end of this action.**  
Strength+1 damage each strike. If the action to equip with the Baseball Bat is successful, untap the acting minion at the end of the turn.

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Illustration: Brian LeBlanc

**Blade Clot**



**Requires an anarch.**  
Only usable when this anarch diablerizes a vampire with capacity above 6. Put this card in play with 3 clot counters. When an anarch you control inflicts hand or melee weapon damage, you may move a clot counter from this card to the opposing minion. A minion with a clot counter goes to torpor or is burned during his or her untap phase. If an older vampire rescues the vampire, burn the clot counter.

Illustration: Heather Estroff

**Blood Turnip**



**Unique master. Requires a ready anarch.**  
Put this card on any minion. When this minion enters combat, he or she moves this card and 1 blood (or life) to the opposing minion. If the opposing minion is an anarch, that anarch can move this card onto any minion instead (but it must move).

Illustration: Tom Bonadio

**Chameleon**



**+1 stealth action. Requires a baron.**  
Take control of a younger vampire with capacity of X, who entered play since your last minion phase. That vampire becomes anarch (and independent).  
*He who seeks to deceive will always find someone who will allow himself to be deceived.*  
Niccolò Machiavelli, *The Prince*

Illustration: Josh Panfili

**Club Illusion**



**Master: unique location.**  
When any anarch vampire declares a bleed action, he or she can burn 1 blood to get +1 bleed on that action (only usable once each action).  
*Look at them. They walk in there as bold as you please, openly defying the prince's edict.*  
Lucas, *Ventrue*

Illustration: Tom Bonadio

**Constant Revolution** 



**+1 stealth action. Requires an anarchy. Unique.**  
 Put this card in play with 1 counter. During your untap phase, put a counter on this card. During each other Methuselah's untap phase, he or she must burn X pool and/or cards at random from his or her hand, where X is the number of counters on this card. Any vampire may burn this card as a  action that costs 1 pool.

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**CrimethInc.** 



**Requires an anarchy. Play after resolving a successful action that requires an anarchy or makes this vampire an anarchy.**  
 ☞ Untap this anarchy.  
 ☞ Untap another ready anarchy.  
 ☞ Put this card in play. During your minion phase, you may burn a pool to untap a ready anarchy you control.

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**Crypt's Sons** 



**Unique mortal with 3 life. Requires an anarchy.**  
 Whenever this anarchy is blocked, he or she may burn a life from the Sons to cancel combat and continue the action as if unblocked. The Sons inflict 1 R damage each round of combat during normal strike resolution.

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**Detect Authority** 



**Requires an anarchy.**  
 ☞ Only usable during a  action directed at a minion or location you control. The action ends (no cost is paid), unless the acting minion burns 2 blood immediately.  
 ☞ +1 intercept.  
 ☞ Reduce a bleed against you by 2.

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**Elixir of Distillation** 



**Weapon. Requires an anarchy.**  
 Ranged strike; burn 1 blood from the opposing vampire and reduce his or her capacity by 1 (capacity cannot be reduced below 1). That reduction lasts until that vampire's controller uses a master phase action to tap that vampire. Burn this weapon after use.

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**Exclusion Principle** 



**1 Vote** 

Successful referendum means each Methuselah gains 1 pool for each ready independent vampire he or she controls. We are becoming perfect in our desperation, our hostility, our instinct to survive. We are the cockroaches of vampire society, scurrying in the shadows of our hunters and feeding in their ruin.  
 Kemintiri, Follower of Set

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**Failsafe** 



**Master: unique trifle.**  
 Put this card in play. If you have fewer than 3 pool, you may use a master phase action to burn this card and gain 4 pool.  
*He who has not first laid his foundations may be able with great ability to lay them afterwards, but they will be laid with trouble to the architect and danger to the building.*  
 Niccolò Machiavelli, *The Prince*

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**Final Loosening** 



**Requires an anarchy.**  
 ☞ Play when the acting vampire would gain 1 or more blood. The acting vampire and this reacting anarchy each gain 1 blood instead.  
 ☞ Gain 4 votes.  
 ☞ Only usable when an ally is acting. The action fails and the ally takes 1 damage. Tap this reacting anarchy.

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**The Framing** 



**+1 stealth action. Requires an anarchy.**  
 ☞ Put this card on the acting anarchy and choose a ready minion. If the anarchy with this card is blocked, this card is burned. Then the blocking minion enters combat with the chosen minion instead of this anarchy (or the action ends with no combat if that combat cannot occur).

**2** 

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**Garibaldi-Meucci Museum** ★



**Master: unique location.**  
Tap and burn 1 pool during your untap phase to exchange a card in your ash heap that requires an anarch for a card from your hand. Tap before range is determined to end combat between an anarch you control and another anarch.  
**DRAFT:** As above, and you may tap this card to make a vampire you control an anarch.

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**Grey Thorne** ★



**Unique ghoul with 2 life. 1 strength, 1 bleed. Requires an anarch.**  
Grey may play cards that require Celerity [C] or Potence [P] as an anarch vampire. During your untap phase, if Grey has only 1 life, any ready anarch may burn a blood to add 1 life to him.

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**Haven Hunting** ★



**+1 stealth action. Requires an anarch.**  
Put this card in play. At the end of a combat involving an anarch you control, if both combatants are still ready, you may burn this card to have the two combatants begin another combat.  
**DRAFT:** [S] Enter combat with a ready minion.

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**Hell-for-Leather** ★



**Requires an anarch. Only one Hell-for-Leather may be played at a given Discipline each combat.**  
[S] Strike: dodge, with an additional strike.  
[C] Additional strike (that doesn't count against the limit).  
[P] Play if this anarch is ready and the opposing minion is not. The opposing minion's controller burns 2 pool.

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**Keystone Kine** ★



**Requires an anarch.**  
[C] and/or [P] and/or [S] [D] Bleed. If using [C], he or she gains 1 blood. If using [P], the bleed is at +1 bleed. If using [S], you may burn an ally controlled by your prey whose cost is not greater than the bleed amount.

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**Lam Into** ★



**Requires an anarch. Do not replace until after combat. Strike: hand strike or use a melee weapon strike.**  
[C] This strike is at +1 damage, with an optional maneuver.  
[P] This strike is at +2 damage.  
[S] This strike is at +1 damage, with an optional press. If another round of combat occurs, range is automatically close.

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**Libertas** ★



**Master. Requires an anarch.**  
Put this card on an anarch. Allies cannot block this anarch. Cards that require Dominate [D] or Presence [P] cost other minions an additional blood while this anarch is acting, attempting to block, or in combat.

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**Monkey Wrench** ★



**Requires an anarch.**  
+X bleed. X must be 1, 2 or 3. You cannot play another action modifier to increase this bleed amount.  
*The chief weapon of sea pirates, however, was their capacity to astonish. Nobody else could believe, until it was too late, how heartless and greedy they were. Kurt Vonnegut, Breakfast of Champions*

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**No Confidence** ★



**Play after resolving a successful action that requires an anarch.**  
Put this card on a titled non-anarch vampire controlled by the target of the action (or by your predator or prey if the action is undirected). A vampire with two No Confidence cards loses the benefit of his or her title. Burn this card if this acting vampire leaves the ready region.

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### Open War

**+1 stealth action. Requires a baron.**  
Put this card in play. Anarch vampires can enter combat with any minion as a **[D]** action. They can burn a location as a **[D]** action that costs 2 pool. Any Methuselah may use a master phase action to move 1 counter from his or her pool to this card. When this card has 4 pool, burn it and gain 4 pool. Only one Open War may be played in a game.

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### Patsy

**Requires a baron. Only usable if you control the Edge.**  
Choose a titled non-anarch vampire. Successful referendum means that you burn the edge to remove that vampire's title and burn 2 pool from his or her controller.  
**DRAFT:** Requires any vampire (and the Edge). Successful referendum means your prey burns 3 pool.

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### Piper

**Master. Requires a ready anarch.**  
A ready untapped anarch you control employs or recruits a retainer or ally from your hand (requirements and cost apply as normal). This is not an action and cannot be blocked. Tap that anarch.

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### Poacher's Hunting Ground

**Master. Location. Hunting ground. Derivative.**  
During your untap phase, choose up to X ready anarchs you control who each gain 1 blood, where X is the number of non-derivative hunting grounds controlled by other Methuselahs. A vampire can gain blood from only one hunting ground card each turn.

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### Power of All

**Requires a ready anarch.**  
Tap this anarch and one other untapped ready anarch you control to cancel a library card as it is played. Usable even if there is no action. Not usable during your own turn.  
**DRAFT:** As above, but you do not tap another anarch.

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### Power of One

**Requires an anarch.**  
**[F]** Only usable when an action is blocked. The blocking minion burns 2 blood or life (before combat, if any). **[D]** +1 bleed.  
**[D]** +1 bleed, or +1 bleed and +1 stealth. You cannot play another action modifier to increase this bleed amount.

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### Revolutionary Council

**Requires a baron.**  
Choose X, then choose X ready untapped anarchs you control and allocate 2X points among one or more Methuselahs, locations, and equipment. Successful referendum means each chosen anarch is tapped, each Methuselah burns 1 pool for each point assigned, and each location or equipment assigned a point is burned.

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### Shattering

**Requires an anarch.**  
**[D]** +1 stealth action. **[D]** Look at another Methuselah's hand and discard a card from it.  
**[D]** +2 stealth action. Burn an event (undirected, no matter who controls the event).  
**[D]** **[D]** Inflict 2 unpreventable damage on a ready minion.

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### Shoulder Drop

**Grapple.**  
Play when you successfully inflict damage from a hand strike. After strike resolution, if this minion is still ready, the opposing minion takes 1 additional damage. The opposing minion cannot press this round. A minion may play only one Shoulder Drop each strike.

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### Smear Campaign



**Unique master. Requires a ready anarch.**  
Put this card in play. Tap during your untap phase and choose a tapped non-anarch minion controlled by your predator or prey to burn a card on that minion. Cannot be used to burn an equipment or a retainer. That minion's controller then takes control of this card.

1

Illustration: Leif Jones

### Stealing Years



**+1 stealth action. Requires an anarch.**  
 Dabberize an older vampire in torpor and put this card on the acting anarch. Capacity increases by 1. In the resulting blood hunt referendum, each anarch gets an additional vote.  
*What's blood for, if not for shedding?*  
 Clive Barker and Bernard Rose, "Candyman"

Illustration: Becky Johnson

### Steely Tenacity



**Requires an anarch. Do not replace until the end of this action. When you would replace this card, you may take this card from your ash heap instead.**  
  Strike: hand strike or use a melee weapon strike. This strike is at +1 damage, with an optional press.  
  Bleed at +1 bleed.  
  +1 stealth action,  Enter combat with a ready minion.

1

Illustration: Peter Berging

### Twilight Camp



**Master.**  
Put this card in play with 4 counters. When you put a non-tided, non-anarch vampire in play from your uncontrolled region, you may burn a counter from this card to make that vampire anarch (and independent). You may burn a counter from this card to add a blood to an anarch as a master phase action. Burn this card when it has no counters.

2

Illustration: Leif Jones

### The World's a Canvas



**Requires an anarch.**  
  Burn half the counters on an uncontrolled minion in your prey's uncontrolled region (round down).  
 +1 stealth action,  Burn a location.  
  Burn 4 blood from a ready, tided, non-anarch vampire.

2

Illustration: Brian LeBlanc

### Zip Line



**+2 stealth action.**  
Put this card on the acting minion. This minion may burn this card to get +1 stealth.  
*I have always found that plans are useless, but planning is indispensable.*  
 Dwight Eisenhower

Illustration: Brian LeBlanc