

Adana de Sforza

4

Camarilla Brujah Inner
Circle: Combat cards cost Adana 1 less blood. +2 bleed.

Illus: Marian Churchland ©2008 CCP M. All Rights Reserved

Carlak

5

Camarilla Prince of Prague: When votes are tallied during any referendum, Carlak gains 1 blood for each Methuselah casting no votes in favor and at least 1 vote against the referendum. He gets an optional press each combat.

8

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Dmitra Ilyanova

5

Camarilla Brujah Justicar: Dmitra may call a referendum to distribute 4 blood from the blood bank among one or more ready vampires as a +1 stealth political action.

9

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Don Caravelli

5

Camarilla: Once each combat involving another vampire you control, Don Caravelli can burn a blood to give a press to the vampire you control in combat.

8

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Don Cerro

5

Camarilla.

7

Illus: Mathias Toppa ©2008 CCP M. All Rights Reserved

Garret

4

Camarilla.

3

Illus: Efreem Palacios ©2008 CCP M. All Rights Reserved

Gracetius

5

Camarilla: While you have the Edge, Gracetius may play reaction cards and attempt to block as if untapped. +1 strength.

10

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Herbert Westin

4

Camarilla: When Herbert successfully performs an equip action, you may draw an additional card (discard afterward).

5

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Honest Abe

5

Camarilla.

2

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Jann Berger



5

4

Camarilla Prince of Monaco:
Cards that require Potence cost Jann 1 less blood. +1 bleed.

10

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Karen Suadela



5

7

Camarilla Prince of Houston:
Gehenna cards do not affect Karen while she is a prince. She gets +1 stealth on undirected actions.

7

Illus: Heather Kreiter ©2008 CCP M. All Rights Reserved

Lynn Thompson



5

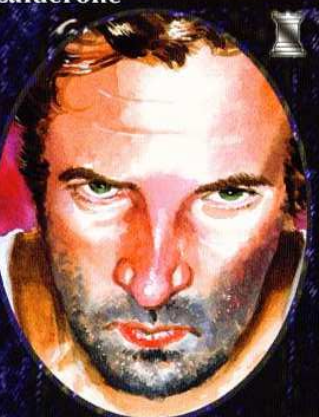
3

Camarilla: Lynn cannot have a haven. Any haven that she would receive is burned instead.

3

Illus: Heather Kreiter ©2008 CCP M. All Rights Reserved

Paul Calderone



5

4

Camarilla.

4

Illus: Steve Ellis ©2008 CCP M. All Rights Reserved

Reginald Moore



4

4

Camarilla primogen: Reginald gets +1 strength in combat with Tremere *antitribu* and Tremere *antitribu*. He cannot block vampires of those clans or attempt actions to enter combat with them.

4

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Tara



5

6

Camarilla Prince of San Diego.

6

Illus: Heather Kreiter ©2008 CCP M. All Rights Reserved

Themistocles



5

8

Camarilla: Themistocles may burn a location as a **D** action that costs 1 blood.

8

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Tomaine



4

6

Camarilla primogen: If your prey controls a ready Sabbat vampire, he or she gets +1 hand size while Tomaine is ready.

6

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Alex Wilkins



5

1

Camarilla: If Alex successfully bleeds, the target Methuselah may burn an additional pool to take control of Alex.

1

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César Holfield

4

Camarilla: At the end of your minion phase, if there are any Gehenna cards in play and César did not hunt, he burns 1 blood.

1

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Count Zaroff

5

Camarilla: Once each turn, you may burn a pool to cancel a blood hunt called on Zaroff and return him to the uncontrolled region.

4

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Donald Cargill

5

Camarilla: When a referendum called by your predator passes, Donald burns 1 blood.

1

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Dr. Solomon Grey

5

Camarilla: Burn 1 pool when you move Solomon from your uncontrolled region to your ready region.

2

Illus: Erica Danell ©2008 CCP M. All Rights Reserved

Freddy Gage

5

Camarilla: Titled vampires get +1 bleed when bleeding you.

1

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Iris Bennett

5

Camarilla: When an older vampire blocks Iris, his or her controller may look at your hand (before combat, if any).

1

Illus: Mathias Tapia ©2008 CCP M. All Rights Reserved

Johan Wrede

4

Camarilla: While Johan is bleeding, any older vampire can burn 1 blood to reduce the bleed amount by 1.

1

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Walker Grimes

5

Camarilla: Master cards that target Walker cost you an additional pool.

1

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Ariadne

5

Camarilla: Blood hunts cannot be called on Ariadne. She gains an additional blood when she successfully hunts.

8

Illus: Veronica Jones ©2008 CCP M. All Rights Reserved

Bernard, the Scourge



4

Camarilla: Bernard can call a blood hunt on a vampire of capacity 4 or less as a +1 stealth political action.

5

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Fakir al Sidi



4

Independent: Before votes are cast, Fakir may burn 3 blood to cause the referendum of a political action to fail. He gets an optional press each combat. +1 bleed. +1 strength.

11

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Fergus Alexander



5

Camarilla: Fergus can enter combat with a tapped Sabbat vampire as a Ⓚ action.

3

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Gunnar



4

Independent.

4

Illus: Mattias Tapia ©2008 CCP M. All Rights Reserved

Gwyedd



4

Camarilla primogen: When Gwyedd is performing an undirected action, any younger vampire who attempts to block and fails is tapped after resolution.

10

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Lillian



5

Independent.

3

Illus: Andrew Trabbold ©2008 CCP M. All Rights Reserved

Lisé



5

Independent.

6

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Mictlantecuhtli



5

Independent: Mictlantecuhtli is immune to damage from weapons. When he commits diablerie, each of your other ready vampires gains 1 blood from the blood bank. +1 strength.

10

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Randall



4

Independent: Randall has 1 vote (titled). Once each minion phase, he may burn 1 blood to prevent 1 non-aggravated damage done to any other minion in combat.

8

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Rathmere

5

Independent: Rathmere gets +1 strength in combat with a Sabbat vampire.

5

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Robert Price

4

Independent.

2

Illus: Ken Meyer, Jr. ©2008 CFP M. All Rights Reserved

Shiloh Marie, Vengeance

5

Independent: Shiloh can enter combat with a younger vampire as a (D) action. During your untap phase, if Shiloh is ready, another ready vampire you control takes 1 unpreventable damage.

6

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Talbot

5

Independent: Talbot may burn a master card from your hand to attempt to enter combat with any minion as a +1 stealth (D) action.

7

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Viktor, The Night General

5

Independent: +1 stealth.

9

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Aleister Crowley

5

Camarilla: Frenzy cards cannot be played on Aleister.

7

Illus: Vince Lopez ©2008 CFP M. All Rights Reserved

The Ankou

5

Camarilla: When any vampire successfully hunts while the Ankou is ready and untapped, the Ankou may burn that vampire as a (D) action that turn (even on another Methuselah's turn).

10

Illus: Warren Eddy ©2008 CFP M. All Rights Reserved

Arthur Denholm

5

Camarilla.

5

Illus: Veronica Lopez ©2008 CFP M. All Rights Reserved

Bela

5

Independent: Bela cannot attempt political actions. -1 stealth.

3

Illus: Heather Victor ©2008 CFP M. All Rights Reserved

Bloody Mary

5

Camarilla primogen: +1 bleed.

8

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Cassandra Langely, The Waif

4

Camarilla.

2

Illustration by Leah Johnson, © 2012 for M. M. Knight Books

Florentina Lengauer

4

Camarilla.

4

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Gem Ghastly

5

Camarilla primogen: You and Gem may play cards that require **Venture** as if Gem were a **Venture**.

6

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Kalila

5

Camarilla: Kalila gets +1 stealth when performing a **D** action that targets a location.

3

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Keller Thiel

5

Camarilla: While Keller is ready and untapped, any minion who successfully bleeds you burns 1 blood or life.

4

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Lord Fianna

5

Camarilla. Red List: Allies cannot block Lord Fianna. +1 stealth.

8

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Lutz von Hohenzollern

5

Camarilla Malkavian Inner Circle: While Lutz is ready, your prey burns a pool each time the referendum of a political action passes. +2 bleed.

11

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Morel

4

Camarilla.

6

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Reiner Stoschka



5

Camarilla: While Reiner is ready, master: Discipline cards may be played as truffles.

7

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Santaleous



5

Camarilla: Santaleous gets +1 bleed for each unique hunting ground in play. He may burn 3 blood to cancel a master card as it is played.

9

Illus: John Doe ©2018 CCP M. All Rights Reserved

Tryphosa



4

Camarilla Prince of Rome: While Tryphosa is ready, any Malkavian's bleed action costs an additional blood and gets +1 stealth.

10

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Unmada



5

Camarilla Malkavian Justicar: While Unmada is ready, you get an additional discard phase action during your discard phase and +1 hand size.

10

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Alonso Petrodon



5

Camarilla Nosferatu Justicar: When Alonso bleeds successfully, each anarch controlled by the target takes 1 unpreventable damage. +1 bleed.

10

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Baron Dieudonne



4

Camarilla Prince of Brussels: Once during your minion phase when Dieudonne successfully resolves an action, he may burn 1 blood to untap.

9

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Beetleman



4

Camarilla.

4

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Benjamin Rose



5

Camarilla Prince of Washington, D.C.: Benjamin can call a referendum to give you +1 hand size for the remainder of the game as a +1 stealth political action.

7

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Federico di Padua



5

Camarilla: Federico gets an optional maneuver in the first round of combat.

7

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Foureyes

4

Camarilla.

3

Illus: Joel Biske

Gustape Brunnelle

4

Camarilla primogen: Gustape can enter combat with a minion controlled by your predator or prey as a Ⓚ action.

8

Illus: Joel Biske

Harold Tanner

4

Camarilla: When Harold is in combat, the controller of the opposing minion plays with an open hand.

6

Illus: Mathias Tapia

Jeremy "Wix" Wyzchovsky

4

Camarilla: Jeremy may bleed at +1 bleed as a Ⓚ action.

5

Illus: Andrew Trabbold

Josef von Bauren

4

Camarilla Nosferatu Inner Circle: You may use a discard phase action to discard a card at random from your predator or prey's hand. +1 bleed. +1 stealth.

11

Illus: Joel Biske

Nichodemus

5

Camarilla.

2

Illus: Leif Jones

Ruxandra

5

Camarilla: Ventrue / get -1 intercept when Ruxandra is acting. As a discard phase action, you may tap Ruxandra to discard any number of cards from your hand.

5

Illus: Andrew Trabbold

Sergei Voshkov, The Eye

5

Camarilla: When Sergei blocks an action, you may look at the acting Methuselah's hand, and Sergei may burn 1 blood to discard an action card from it (before combat, if any). +1 intercept.

10

Illus: Erica Danell

Slag

5

Camarilla: While Slag is ready, any Methuselah playing or discarding a card during a referendum must show you the card drawn to replace it.

4

Illus: Joel Biske

Zelios



5

Camarilla primogen: If Zelios is ready, you may tap him to pay the pool cost of a location with his blood instead. +1 strength.

8

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Allanyan Serata



5

Camarilla primogen: +1 strength.

9

Illus: Becky Jollensten ©2018 CCP M. All Rights Reserved

Andre LeRoux



5

Camarilla: When a vampire you control successfully bleeds, you may reduce the bleed amount by 1 to give Andre +2 bleed this turn.

3

Illus: Juan Antonio Serrano Garcia ©2018 CCP M. All Rights Reserved

Bethany Ray



5

Camarilla: Toreador and Toreador *antitribu* get +1 bleed when bleeding you.

4

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Epikasta Rigatos



4

Camarilla Prince of New York: You may move an action card Epikasta plays from your ash heap to your library at the end of the action (shuffle afterward).

8

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Eugene




4

Camarilla primogen: Once each combat, Eugene may dodge as a strike.

8

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Kateline Nadasdy



4

Camarilla: During a political action, Kateline may burn 1 blood to force a non-acting vampire to abstain.

7

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Lindsay Yates



5

Camarilla.

5

Illus: Mike Gaydos ©2018 CCP M. All Rights Reserved

Masdela



5

Camarilla.

5

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Montecalme



5

Camarilla Toreador Justicar: Montecalme may call a referendum to burn any location as a +1 stealth political action.

10

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Philippe de Marseilles



5

Camarilla primogen: During your untap phase, if there are any Gehenna cards in play, you may remove Philippe from the game to gain 6 pool.

7

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Rafael de Corazon



4

Camarilla Toreador Inner Circle: Any vampire contesting Rafael's title must yield during his or her untap phase. +2 bleed.

11

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Sean Andrews



4

Camarilla.

2

Illus: Tony Shasteen ©2008 CFP M. All Rights Reserved

Sheva Carr



5

Camarilla: Sheva gets +1 strength in combat with a Lasombra.

4

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Thomas De Lutrius



4

Camarilla primogen: If Thomas goes to torpor, burn 1 pool.

4

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Tyler McGill



5

Camarilla: Tyler gets an additional vote when any Methuselah burns the Edge for a vote. He cannot block Nosferatu.

4

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Vasily



5

Camarilla Prince of Prague: Contesting a title costs Vasily an additional blood unless you control the Edge.

6

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Vidal Jarbeaux



5

Camarilla: Vidal can meet the clan, sect, or non-infernal vampire trait (e.g., anarch) requirement to play any card. He can meet a given requirement only once each game. +1 bleed.

8

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Aidan Lyle

5

Camarilla: Aidan gets an optional press each combat.

7

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Andrew Stuart

4

Camarilla: When Andrew plays a card that requires Thaumaturgy, reveal the top card of your library (before drawing to replace). If it also requires Thaumaturgy, the card is canceled and Andrew burns 1 blood.

5

Illus: Mike Gaydos & Mike Chaney ©2008 CCP M. All Rights Reserved

Claus Wegener

5

Camarilla.

5

Illus: Sam Arraya ©2008 CCP M. All Rights Reserved

Dr. John Dee

4

Camarilla Prince of London: Ventrue in combat with John may not end combat as a strike. During a referendum, John may burn a card that requires Thaumaturgy from your hand to gain two additional votes.

9

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Ezra Hawthorne

4

Camarilla.

2

Illus: Mattias Tapia ©2008 CCP M. All Rights Reserved

Frank Weissshadel

4

Camarilla.

4

Illus: Mathias Kollros ©2008 CCP M. All Rights Reserved

Gabrielle di Righetti

5

Camarilla Tremere Justicar: Gabrielle may steal 2 blood (or life) from a ready minion as a +1 stealth Ⓢ action.

10

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Gerald Windham

5

Camarilla: If Gerald has no title, he gets an additional vote for each ready titled vampire controlled by other Methuselahs. +1 stealth.

9

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Lord Ephraim Wainwright

5

Camarilla: When Ephraim plays an action card, you may search your library for another copy of that card and move it to your ash heap. If the action succeeds, move the card to your hand.

6

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MacAlister Marshall

5

Camarilla: Other Tremere get +1 intercept when attempting to block a action directed at MacAlister.

6

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Miguel Cordovera

5

Camarilla: During your predator's minion phase, your predator may burn a pool to untap and take control of Miguel until the end of the minion phase. +1 bleed.

6

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Mistress Fanchon

4

Camarilla Tremere Inner Circle: Mistress Fanchon may search your library (shuffle afterward) for any minion card and move that card to your hand as a +1 stealth action. +2 bleed.

11

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Rutor

5

Camarilla: Tzimisce get -1 intercept when attempting to block Rutor.

7

Illus: Eric Gist ©2008 CCP M. All Rights Reserved

Tarrence Moore

5

Camarilla.

4

Illus: Ken Meyer, Jr. ©2008 CCP M. All Rights Reserved

Troius

4

Camarilla Prince of Geneva: Troius cannot vote against a blood hunt referendum. +1 strength.

8

Illus: Marian Churchland ©2008 CCP M. All Rights Reserved

William Thorbecke

5

Camarilla primogen: During your discard phase, William may burn 2 blood to untap a minion you control.

10

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Zane

5

Camarilla primogen: If Zane is not a prince, he can call a referendum to receive (and contest) the title held by a prince in play as a +1 stealth political action.

5

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Beth Malcolm

5

Camarilla: +1 bleed.

6

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Bulscu



5

Camarilla: If you control the Edge, Bulscu can steal a location or an equipment in play that costs 3 or less pool or blood as a **Ⓚ** action.

8

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Emily Carson



5

Camarilla primogen: During your discard phase, you may burn the Edge to untap Emily.

5

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Gotsdam, The Tired Warrior



4

Camarilla: Gotsdam may end combat as a strike that costs 1 blood. He treats aggravated damage as normal damage in combat. He is immune to frenzy cards.

9

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Graham Gottesman



5

Camarilla Prince of Miami.

7

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Gustav Breidenstein



4

Camarilla Prince of Berlin: Gustav may tap during a referendum to gain 5 additional votes. +1 bleed.

10

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Hardestadt




4

Camarilla Ventrue Inner Circle: Any vampire contesting Hardestadt's title must yield during his or her untap phase. +1 bleed. +2 strength.

11

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Jackson Asher



4

Camarilla.

2

Illus: Ken Meyer, Jr. ©2009 CEP, Inc. All Rights Reserved.

Jack Tredegar



5

Camarilla.

2

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João Bilé



4

Camarilla: While João has no title, he cannot block titled vampires. He gets +1 stealth on actions to put vampires into play.

5

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Johannes Castelein



4

Camarilla Prince of Amsterdam: If a political action card Johannes plays or a referendum he calls is canceled, the Methuselah canceling it burns 2 pool.

9

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Joseph DiGiacomo



5

Camarilla: Joseph untaps whenever any Methuselah puts a master: location in play.

6

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Lodin (Olaf Holte)



5

Camarilla Prince of Chicago: Lodin can prevent 1 damage from the opposing minion's strike once each combat.

8

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Mary Anne Blaire




5

Camarilla Ventrue Justicar: Mary Anne can move 2 blood from the bank to a vampire in your uncontrolled region as a +1 stealth action. Inner Circle members get -2 bleed while she is ready.

10

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Pedrag Hasek



5

Camarilla: Pedrag cannot commit diablerie.

7

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Portia



5

Camarilla: Portia gets +1 stealth when hunting. If her hunt is blocked, she takes 1 damage before range is determined on the first round of the resulting combat.

4

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Victor Donaldson



5

Camarilla Prince of Atlanta: If a Golconda you play is canceled, you may move that card from your ash heap to your library (shuffle afterward).

6

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Aaron's Feeding Razor



Unique equipment.
When this vampire successfully hunts, he or she gains 1 additional blood.

1

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Abomination



+1 stealth action. Requires a ready non-sterile vampire.
Burn a ready untapped werewolf ally you control to put this card in play. It becomes a unique Independent Abomination with 4 capacity, superior Protean (♣), and +1 strength. Move up to 4 blood from the acting vampire to this vampire. This vampire gets an additional strike each round and an optional maneuver each combat. He may enter combat with a ready minion as a (♣) action.

4

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Academic Hunting Ground



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

Illus: Mike Huddleston ©2008 CCP M. All Rights Reserved

Aching Beauty



Master.
Put this card on a Toreador. If this Toreador is blocked, the controller of the blocking minion burns 1 pool (before combat occurs, if any).
*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"*

Illus: Chris Stevens ©2008 CCP M. All Rights Reserved

Agate Talisman



Equipment.
Only usable by a vampire with capacity 4 or more. The vampire with this equipment may tap it before votes are cast in a referendum to gain 1 vote in that referendum. A vampire may have only one Agate Talisman.

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Aid from Bats



☞ Strike: 1R damage, with an optional maneuver.
♦ **As above, with an optional press.**
DRAFT: Do not replace until after combat. Maneuver.
*Hanging upside down like rows of disgusting old rags
And grinning in their sleep. Bats!
D.H. Lawrence, "Bat"*

Illus: Eric Lofgren ©2008 CCP M. All Rights Reserved

Alastor



Requires a justicar or Inner Circle member.
Choose a ready Camarilla vampire. If this referendum is successful, search your library for an equipment card and place this card and the equipment on the chosen vampire. Pay half the cost (round down) of the equipment. This vampire may enter combat with any vampire controlled by another Methuselah as a +1 stealth action. This vampire cannot commit diablerie. A vampire may have only one Alastor.

Illus: Monte Moore ©2008 CCP M. All Rights Reserved

AI's Army Apparatus



Master: unique location.
During your minion phase, you may tap this card to search your library for a weapon and move it to your hand (shuffle and discard afterward).

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Amaranth



Only usable by a vampire who can commit diablerie. Only usable when the opposing vampire should go to torpor. Diablerize the opposing vampire instead. Not usable by a vampire being burned or going to torpor.
*Thou shalt not slay thy sire and drink his heart's blood.
The Book of Nod*

Illus: Alejandro Collucci ©2008 CCP M. All Rights Reserved

Anarch Troublemaker



Unique master.
During your untap phase, you may tap up to 2 vampires controlled by your prey or burn an equipment on one of your prey's minions. If you do so, your prey takes control of the Anarch Troublemaker.
*I am the accuser and avenger of blood...
William Blake, "The Ghost of Abel"*

Illus: Peter Berging ©2008 CCP M. All Rights Reserved

Anima Gathering



+1 stealth action.
☑ Put this card on this acting vampire and choose another minion you control. Burn this card if this minion untaps. During your untap phase, you may choose not to untap this minion as normal. The chosen minion gets +2 intercept.
♦ **As above, and the chosen minion also gets +1 bleed.**

Illus: Jeff Holt ©2008 CCP M. All Rights Reserved

The Ankara Citadel, Turkey



This equipment card represents a unique location and does not count as equipment while in play. The vampire with this location pays only half of the blood cost for any cards he or she plays (round down).

2

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Approximation of Loyalty



Requires a vampire with capacity 5 or more.

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

1

Illus: Monte Moore ©2008 CFP M. All Rights Reserved

Arcane Appraiser



Unique ghoul with 1 life, 0 strength, 1 bleed. Arcane Appraiser may move an equipment card from a vampire in torpor to a ready minion you control as a +1 stealth action. If a second copy of a unique equipment card you control would enter play, it is burned instead.

Illus: Tony Shasteen ©2008 CFP M. All Rights Reserved

Arcane Library



Master: unique location. During your influence phase, you may tap this card to move 1 blood from the blood bank to a Tremere in your uncontrolled region.

2

Illus: William O'Connor ©2008 CFP M. All Rights Reserved

Archon Investigation



Master: out-of-turn. Only usable when a minion is attempting to bleed you and the bleed amount is 4 or more. Burn the acting minion. (The action is not successful.)

3

Illus: Peter Bergting ©2008 CFP M. All Rights Reserved

Armor of Vitality



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

1

Illus: Eric Lofgren ©2008 CFP M. All Rights Reserved

Arms Dealer



Mortal with 1 life, 1 strength, 0 bleed. Arms Dealer may take a +1 stealth action to allow you to search your library for a weapon and move it to your hand. Shuffle and discard afterward.

Illus: Mierzan Yanner ©2008 CFP M. All Rights Reserved

Art Museum



Master: unique location. During your influence phase, you may tap this card to move 1 blood from the blood bank to a Toreador in your uncontrolled region.

2

Illus: Andrew Trabbold ©2008 CFP M. All Rights Reserved

Ashur Tablets



Master. Put this card in play. If you have three copies in play, remove all copies in play (even controlled by other Methuselahs) from the game to gain 3 pool and choose up to thirteen cards from your ash heap. Move one of those cards to your hand and shuffle the others into your library.

Illus: Sandra Chang ©2008 CFP M. All Rights Reserved

Assault Rifle



Weapon: gun.
Strike: 4R damage, with an optional maneuver each combat.

5

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Asylum Hunting Ground



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

2

Illus: Brian LeBlanc ©2008 CCP Inc. All Rights Reserved

Aura of Invincibility



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

1

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Aura Reading



Only usable before range is chosen.
 The opposing minion's controller plays with an open hand for the remainder of combat.
 ♦ You get +2 hand size for the remainder of this combat. A vampire can play only one Aura Reading at superior each combat.

Illus: Leif Jones ©2008 CCP Inc. All Rights Reserved

Auspex



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

+1

Illus: Richard Thomas ©2008 CCP Inc. All Rights Reserved

Backstep



Maneuver, only usable to go to long range. If the opposing minion's strike successfully inflicts any damage on this minion this round, the opposing minion gets an optional press.

Illus: Monte Moore ©2008 CCP Inc. All Rights Reserved

Backways



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

2

Illus: Mike Chaney ©2008 CCP Inc. All Rights Reserved

Bang Nakh—Tiger's Claws



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

2

Illus: Ross Spencer ©2008 CCP Inc. All Rights Reserved

The Becoming



+1 stealth action. Requires a non-sterile vampire.
Put this card in play. It becomes a 0-capacity vampire of the same clan as the acting vampire. Move up to 1 blood from the acting vampire and up to 3 Discipline cards from your hand to this vampire. This vampire cannot act this turn. If this vampire has no capacity-increasing Discipline cards, burn him or her.

0

Illus: Kyri Koniatis ©2008 CCP Inc. All Rights Reserved

Behind You!






Only usable on the first round of combat.

- Maneuver.
- ◆ Strike: dodge.

Illus: Chris Stevens ©2008 CCP M. All Rights Reserved

Beretta 9mm






Weapon, gun.

Strike: 1R damage. Or, if bearer has another Beretta 9mm, strike: 2R damage, with an optional maneuver each combat (a minion may use only one Beretta 9mm to maneuver each round).



Illus: James Stovie ©2008 CCP M. All Rights Reserved

Blade of Enoch






Unique melee weapon.

Strike: strength+1 damage, only usable by a vampire with capacity above 5. Damage inflicted by this weapon on a Brujah ☉ or Brujah antitribu ☿ is aggravated. This vampire with capacity above 5 is immune to the effects of Frenzy cards.



Illus: Patrick McEvoy ©2008 CCP M. All Rights Reserved

Bleeding the Vine



Unique master.

Put this card into play. During your untap phase, tap this card or burn 1 pool. You may tap this card to cancel a non-out-of-turn master card played by another Methuselah as that card is played. That card has no effect (no cost is paid), and that Methuselah gains another master phase action.



Illus: Joel Biske ©2008 CCP M. All Rights Reserved

Blood Hunt





+1 stealth action. Requires a ready prince or justicar.

Ⓛ Put this card on a vampire who is not a prince, a justicar or an Inner Circle member. Any vampire controlled by another Methuselah may enter combat with this vampire as a +1 stealth Ⓛ action.

Only the eldest among thee shall call the blood hunt.

Illus: Mike Danza ©2008 CCP M. All Rights Reserved

Blood of Sandman






+1 stealth action. Ⓛ Burn an ally.

◆ **+6 stealth action. Ⓛ Put this card on a ready younger tapped vampire. Reaction cards this vampire plays while tapped are canceled as they are played. Burn this card if this vampire goes to torpor.**



Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Blood Weakens



Gehenna. Do not replace until a vampire commits diablerie.

Cards minions play that require any Disciplines are not replaced until the end of the current action or until any Methuselah's hand is empty (whichever comes first). Any vampire who commits diablerie is immune to this effect until the next Gehenna card is played.

Regain the power that is yours! Feel the blood flow through you, as it should!

Karen Suadela, Brujah prince



Illus: Jeff Holt ©2008 CCP M. All Rights Reserved

Bomb






Weapon.

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



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Bounty



Master.

Put this card on any ready vampire and put X+1 counters on this card. If this vampire is sent to torpor in combat, the opposing minion's controller moves up to 2 counters from this card to his or her pool. If this vampire is burned in combat or by diablerie, the controller of the opposing minion or diablerist takes all of the counters from this card. Burn this card when it has no counters.

6 pool to anyone who destroys Amella, Malkavians, Montreal 2002. Storyline.



Illus: Steve Ellis ©2008 CCP M. All Rights Reserved

Bowl of Convergence



Unique equipment.
If the bearer is a vampire who has Auspex \square , the bearer gets +1 intercept. If the bearer has superior Auspex \diamond , he or she can burn 1 blood once during each action to get an additional +1 intercept for the current action.

Illus: Jeff Holt ©2008 CCP M. All Rights Reserved

Brick Laying



☐ ① Burn a haven on an ally or younger vampire, or tap an ally or younger vampire.
◇ As above, and inflict 1 damage on that minion.

She spoke with the cold-blooded complacency of the aged throwing earth into the grave of young hopes.
Edith Wharton, *The Age of Innocence*

Illus: Fred Harper ©2008 CCP M. All Rights Reserved

Brujah Justicar



Title.
Choose a ready Brujah \heartsuit . If this referendum passes, put this card on the chosen Brujah to represent the unique Camarilla title of Brujah Justicar. In this referendum, each ready Brujah gets 1 additional vote.

Illus: Steve Prescott ©2008 CCP M. All Rights Reserved

Brute Force



Do not replace until after combat.
☐ Strike: hand strike at +1 damage or use a melee weapon strike at +2 damage.
◇ Strike: hand strike at +2 damage or use a melee weapon strike at +3 damage.

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

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Bundi



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

Illus: Franz Vohwinkel ©2008 CCP M. All Rights Reserved

Burst of Sunlight



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

Illus: Andrew Trabbold ©2008 CCP M. All Rights Reserved

Camera Phone



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

Illus: Craig Grant ©2008 CCP M. All Rights Reserved

Can't Take it with You



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

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

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Carrion Crows



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

Illus: Richard Thomas ©2008 CCP M. All Rights Reserved

Caseless Rounds



Ammo.
Only usable before resolution of a gun's strike. For the remainder of combat, once each round when the bearer strikes with this gun, the bearer gets an optional additional strike, only usable to strike with this gun. No more than one ammo card can be used on a gun each combat.

Illus: Jeff Holt ©2008 CCP M. All Rights Reserved

Celerity



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

Illus: Peter Morbacher ©2008 CCP M. All Rights Reserved

Chain of Command



+1 stealth action.
Put X younger vampires from your uncontrolled region in play with 1 blood from the blood bank each (and with any blood they already have). You cannot choose any unique vampires already in play. These vampires must bleed. When one of them bleeds successfully, or when all that can bleed have, move them all to the bottom of your crypt.
As above, but move X+1 younger vampires.

Illus: Joel Biske ©2008 CCP M. All Rights Reserved

Change of Target



Only usable when this acting minion is blocked (play before combat, if any). Untap the acting minion, do not tap the blocking minion, and end the current action (it is not successful). This minion cannot perform the same action again this turn.

Illus: Chris Stevens ©2008 CCP M. All Rights Reserved

Charisma



Unique master.
Put this card on a ready vampire. This vampire's recruit ally actions cost 1 less blood or pool (but never less than 0 blood or pool).
Beauty is power; a smile is its sword.
Charles Reade

Illus: Talon Dunning ©2008 CCP M. All Rights Reserved

Charismatic Aura



Burn 1 blood to cancel the opposing minion's strike card or grapple card as it is played (no cost is paid). A vampire may play only one Charismatic Aura at inferior each round.
Strike: combat ends.
DRAFT: or Strike: dodge.

Illus: Juan Antonio Serrano Garcia ©2008 CCP M. All Rights Reserved

Charming Lobby



+1 stealth political action.
This vampire calls a referendum listed on a political action card in your hand (play that card) or allowed by an effect in play. If the referendum passes, then the next referendum called by any vampire thereafter passes automatically.
As above, and this vampire gains 2 votes in that first referendum.

Illus: Steve Prescott ©2008 CCP M. All Rights Reserved

Charnas the Imp



Unique demon with 1 life.
Put Charnas on any minion (employing Charnas is a +1 stealth action if that minion is controlled by another Methuselah). The minion with this retainer takes 1 damage during his or her untap phase. Charnas is immune to damage from that minion. If the minion is burned, his or her controlling Methuselah can put Charnas on any minion.

Illus: Mark Nelson ©2008 CCP M. All Rights Reserved

Childling Muse



Changeling with 1 life.
This Malkavian gets +1 bleed.

Illus: Heather Wright ©2008 CCP M. All Rights Reserved

Claws of the Dead







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

 **Maneuver.**

DRAFT:  As  above.

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

Illus: Ron Spenser ©2008 CFP M. All Rights Reserved

Cloak the Gathering







 +1 stealth.

 **Only usable by a ready vampire other than the acting minion you control. The action gets +1 stealth.**

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

Illus: Eric Deschamps ©2008 CFP M. All Rights Reserved

Concealed Weapon





Only usable before range is determined.

This minion equips with a non-unique weapon card from your hand (requirements and cost apply as normal). The weapon cannot cost 3 or more pool or inflict (with a regular strike) aggravated damage or 4 or more damage.

Illus: Alejandro Collucci ©2008 CFP M. All Rights Reserved

Conditioning







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

 +2 bleed
 +3 bleed.

Illus: John Bridges ©2008 CFP M. All Rights Reserved

Contingency Planning





Master: out-of-turn.

Only usable when a minion you control is bleeding. You may play this card during your turn. Cancel a minion card that would change the target of the bleed as it is played (no cost is paid). If more than 1 pool is bled in this action, ignore the excess.

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Cooler









Equipment.

Put 4 blood counters on this card. During your untap phase, if the vampire with this equipment is ready, you may move 1 blood from this card to this vampire. Burn this card when it has no counters.

*Get yourself a cooler, lay yourself low
 Coincidental murder, with nothing to show
 Aerosmith, "Same Old Song and Dance"*

Illus: Aaron York ©2008 CFP M. All Rights Reserved

Coterie Tactics





Choose another ready untapped vampire you control of the same sect as this reacting vampire. These two vampires attempt to block, using the sum of their intercept to see if the block succeeds. If successful, both tap and then you choose one to be the blocking vampire (and the other ceases to be blocking).

Illus: Cos Reynolds ©2008 CFP M. All Rights Reserved

The Coven





Unique master. Trifle.

Put this card into play. Tap to move 2 blood from the blood bank to a ready vampire you control. During your discard phase, your predator takes control of The Coven.

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Crocodile's Tongue







 Only usable when an ally or a younger vampire attempts to block. That block is canceled (the minion is not tapped). The blocking minion's controller cannot attempt to block this action again. The blocking minion can cancel this card by burning a blood or life.

 **As above, but canceling this card requires an additional blood or life.**

Illus: Leif Jones ©2008 CFP M. All Rights Reserved

Dark Influences



Master: out-of-turn.
Cancel a minion card as it is played. No cost is paid. That card cannot be played again for the remainder of the turn. Put this card in play. The next card played that would cancel another Methuselah's minion card as it is played is canceled (no cost) and this card is burned instead.

2

Illus: Sam Arraya ©2008 CFP M. All Rights Reserved

Dark Mirror of the Mind



Requires a vampire of capacity 8 or more.
+1 stealth action.
Gain 2 pool.

Illus: Marian Churchland ©2008 CFP M. All Rights Reserved

Dawn Operation



If this action 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.

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Day Operation



Only usable as the action is announced. Vampires cannot block this action. The acting vampire goes to torpor after resolving the action.
As above, but usable if a minion is attempting to block.

1

Illus: Fred Hooper ©2008 CFP M. All Rights Reserved

Deep Song



Bleed at +1 bleed.
Frenzy. Tap a ready vampire controlled by another Methuselah and enter combat with that vampire. In that combat, that vampire is considered the acting minion.

Illus: Jeremy McHugh ©2008 CFP M. All Rights Reserved

Delaying Tactics



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

1

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Delivery Truck



Vehicle.
During your master phase, you may show a non-location equipment card from your hand to the other players and place it face down on the Delivery Truck if it doesn't already have one. You may look at the card at any time. Any minion you control may equip that card (face up) as a +1 stealth action (requirements and cost apply as normal). A minion may have only one vehicle.

Illus: Jeff Holt ©2008 CFP M. All Rights Reserved

Dementation



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

1

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Deny



Press.
+1 stealth.
What we believe is, in the end, of little consequence. The only consequence is what we do.
John Ruskin

Illus: Jim Nelson ©2008 CFP M. All Rights Reserved

Desert Eagle



Weapon, gun.
Strike: 2R damage.

Mike raised a pistol that, from Beckett's angle, appeared to be roughly the size of a howitzer.

1

Illus: Steve Prescott ©2008 CCP M. All Rights Reserved.

Dive into Madness



+1 stealth action.
 This vampire gains superior Dementation until the end of the turn and untaps.
 Put this card on the acting vampire. The vampire with this card gets +1 bleed. Any older vampire can burn this card as a action. A vampire can have no more than two Dive into Madness cards.

Illus: William O'Connor ©2008 CCP M. All Rights Reserved.

Diversity



1 Vote

Successful referendum means each Methuselah gains X pool, where X is the number of clans to which his or her ready vampires belong.

We must learn not just to accept differences between ourselves and our ideas, but to enthusiastically welcome and enjoy them.
Gene Roddenberry

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved.

Dominate



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

+1

Illus: Marco Marzoni ©2008 CCP M. All Rights Reserved.

Dominate Kine



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

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

2

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved.

Dragon's Breath Rounds



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

Illus: Steve Prescott ©2008 CCP M. All Rights Reserved.

Drum of Xipe Totec



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

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

2

Illus: Mark Nelson ©2008 CCP M. All Rights Reserved.

Eagle's Sight



+1 intercept.
 This reacting vampire attempts to block the current action, ignoring the normal prey, predator or target restrictions for blocking actions.

Illus: Chris Neaves ©2008 CCP M. All Rights Reserved.

Earthshock



Strike: strength ranged damage. This strike cannot be dodged. Not usable against a minion with flight.
 As above, but for strength+1 ranged damage.

1

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Ecoterrorists



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

...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*

Illus: Joel Biske ©2008 CFP M. All Rights Reserved

Effective Management



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

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Elder Kindred Network



Only usable during a referendum before any votes are cast.
If the referendum fails, the Methuselah calling the referendum burns 1 pool plus 1 additional pool for each vote difference.

A prince is also respected when he is a true friend or an outright enemy.
Machiavelli, *The Prince*

Illus: Peter Poligino ©2008 CFP M. All Rights Reserved

Eluding the Arms of Morpheus



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

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

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Elysium: Sforzesco Castle

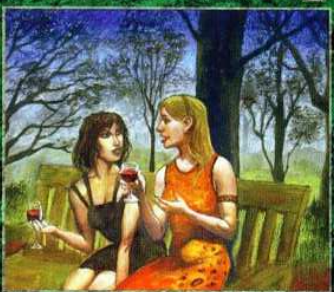


Master: unique location.
When a vampire you control blocks a Camarilla vampire, you may tap this card instead of tapping the blocking vampire.

Don't invite people you don't want to attend.

Illus: Mark Poole ©2008 CFP M. All Rights Reserved

Elysium: The Arboretum



Master: unique location.
Only usable when a Camarilla vampire you control is in combat with another Camarilla vampire. You may tap this card before range is determined to end combat. Any Camarilla vampire can call a referendum to burn this card as a +1 stealth political 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, *Nosferatu*

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Elysium: The Palace of Versailles



Master: unique location.
During the referendum of a political action, you may tap this card to give 1 additional vote to each ready titled Camarilla vampire you control.

Illus: Avery Butterworth ©2008 CFP M. All Rights Reserved

The Embrace



+1 stealth action. Requires a ready non-Sterile vampire.
Put this card in play; it becomes a non-unique vampire with 1 capacity of the same clan as the acting vampire. This vampire must hunt this turn.

Illus: Mark Nelson ©2008 CFP M. All Rights Reserved

Empowering the Puppet King



Only usable by a ready untapped vampire other than the acting minion you control. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

The acting minion gets +1 bleed.
 As above, but usable by a ready tapped vampire.

Illus: Pat McEvoy ©2008 CFP M. All Rights Reserved

Enkil Cog



Requires a vampire of capacity 10 or more. Unique.
 Only usable when this vampire successfully bleeds your prey (play after resolution). Put this card on this vampire. During any Methuselah's minion phase, this vampire may tap this card to attempt an action. This vampire has +1 bleed.

Illus: Marian Churchland ©2008 CFP M. All Rights Reserved

Enrage



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

Illus: Becky Jollensten ©2008 CFP M. All Rights Reserved

Entrancement



◆ Ⓛ Bleed with +1 bleed.
 ◆ Ⓛ +1 stealth action. Take control of an ally controlled by another Methuselah.

*Your perfume disconcerts me
 And in your opalescence
 I see the full heavens of yore
 As through an open door.
 Raoul Ponchon, "L'Absinthe"*

Illus: Steve Ellis ©2008 CFP M. All Rights Reserved

Entrenching



+1 stealth action.
 If this vampire has 4 or more blood, he or she gains 4 blood.

*Rather than a time of peace it was truly a time of preparation; it was peaceful only because the sword had grown dull and the lance was broken. Once reforged it would begin again.
 Anonymous Malkavian, Das Buch von der Grabkrieg*

Illus: Attila Adorjany ©2008 CFP M. All Rights Reserved

Ephor



Unique master.
 Put this card on a Ventrue with capacity 8 or more. This Ventrue gets +1 intercept and 1 additional vote. This Ventrue may force any vampire to yield a contested title as a +1 stealth Ⓛ action.

Illus: Timm Ecker ©2008 CFP M. All Rights Reserved

Esgrima



Master: unique trifle.
 Put this card in play. Tap during the referendum of a political action to give 3 additional votes to a vampire with a capacity above 6. During your discard phase, your predator takes control of Esgrima.

*Regular social interaction also serves a more fundamental function: survival. Whether a Kindred likes it or not, he is eventually drawn into the games of more experienced Kindred, and rarely is that a good thing.
 Nicholas Cardiff, ghoul*

Illus: Eric Kim (CHECK) ©2008 CFP M. All Rights Reserved

Eyes of Argus



☑ Only usable during a Ⓛ action directed at you (or a card you control). +2 intercept.
 ◆ Only usable by a tapped vampire. This vampire can play reaction cards and attempt to block as though untapped until the current action is concluded.

Illus: Heather Kreiter ©2008 CFP M. All Rights Reserved

Eyes of Chaos



You cannot play another action modifier to increase this bleed amount.
 ☑ +1 bleed.
 ◆ +2 bleed.

*We live in a rainbow of chaos.
 Paul Cézanne*

Illus: Eric LaCombe ©2008 CFP M. All Rights Reserved

Eyes of the Beast



☑ +1 intercept, and put this card on this reacting vampire. This vampire gets -1 stealth. Burn this card during your next discard phase.
 ◆ As above, with an optional maneuver during the first round of the resulting combat if this vampire successfully blocks.

Illus: Sam Andaya ©2008 CFP M. All Rights Reserved

Fame



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

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Fast Hands



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

Illus: Avery Butterworth ©2008 CCP M. All Rights Reserved

Fifth Tradition: Hospitality



+1 stealth action. Requires a ready prince or justicar.
Move 4 blood from the blood bank to a vampire other than this acting vampire.
When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there.

Illus: Peter Berging ©2008 CCP M. All Rights Reserved

Finding the Path



Choose at least half of the Methuselahs in the game. Successful referendum means each chosen Methuselah burns 1 pool and each of the other Methuselahs gains 1 pool.
Without understanding, Kapanews, everything else is so much ash and empty sound.
Beckett, Gangrel

Illus: Ken Meyer, Jr. ©2008 CCP M. All Rights Reserved

First Tradition: The Masquerade



Requires a prince or justicar.
If this referendum is successful, put this card in play. Each Methuselah must burn 2 pool during his or her untap phase. A Methuselah can choose to skip his or her entire turn. Burn this card when the controller has either skipped 3 turns or burned a total of 6 pool by this effect.
Thou shalt not reveal thy true nature to those not of the Blood.

Illus: Mike Danza ©2008 CCP M. All Rights Reserved

Fleetness



+1 stealth action.
Bleed.
Enter combat with a tapped minion. This acting vampire gets an optional maneuver during this combat.

Illus: John Bridges ©2008 CCP M. All Rights Reserved

Flesh of Marble



Only usable before range is chosen.
For the duration of the combat, when this vampire suffers a point of damage (that he or she does not prevent) in a given round, any additional damage inflicted on this vampire in the same round is automatically prevented. Aggravated damage cannot be prevented in this way.
As above, but aggravated damage is prevented in this way as well.

Illus: Jenny Frison ©2008 CCP M. All Rights Reserved

Flurry of Action



Bleed. If the bleed is successful, draw two cards (discard afterward).
Bleed. If the bleed is successful, this vampire untaps.
DRAFT: +1 stealth action. Discard up to three cards (draw afterward).
Jenna Cross and her damn flunkies have killed two more of my citizens and taken another nine neighborhoods in the past three months! Tara, Brujah Prince of San Diego

Illus: Steve Prescott ©2008 CCP M. All Rights Reserved

Forced Vigilance



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

Illus: Andrew Trabbold ©2008 CCP M. All Rights Reserved

Force of Personality



Strike: combat ends.
 Only usable as the action is announced. Vampires must burn a blood to attempt to block this action. Non-zombie allies cannot block this action.

1
*And when I walk the streets
 Kings and queens step aside.
 George Thorogood, "Bad to the Bone"*

Illus: Mathias Kollros ©2008 CFP M. All Rights Reserved

Forgery



Requires a ready vampire with capacity 5 or more.
 Bleed. If the bleed is successful, this acting vampire gains 1 blood.

Illus: Fred Hooper ©2008 CFP M. All Rights Reserved

Form of Mist



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

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

Illus: Mike Chaney ©2008 CFP M. All Rights Reserved

Fortitude



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

+1
Illus: Ron Spenser ©2008 CFP M. All Rights Reserved

Fourth Tradition: The Accounting



+1 stealth action. Requires a ready prince or justicar. Move 3 blood from the blood bank to a younger vampire in your uncontrolled region.

Those thou dost create are thine own children.

1
Illus: Kieran Yanner ©2008 CFP M. All Rights Reserved

Fragment of the Book of Nod



Unique master.
 Tap to draw 2 cards from your library (discard afterward). Any vampire can take control of the Fragment for his or her controller as a action.

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Freak Drive



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

As above, but usable even if the action is blocked (play after combat, if any).

1
Illus: Nilson ©2008 CFP M. All Rights Reserved

From a Sinking Ship



Master.
 Take control of a minion controlled by a Methuselah with 3 or fewer pool. Not usable to take control of a vampire with capacity 7 or more. Only one From a Sinking Ship can be played in a game.

*This is not what I signed up for.
 Theo Bell, Brujah archon.*

1
Illus: Brad Williams ©2008 CFP M. All Rights Reserved


Frontal Assault



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

Illus: David Day ©2008 CFP M. All Rights Reserved

Gambit Accepted



Master.
Only usable if you have at least 1 victory point. Lose 1 victory point and put this card in play. During your untap phase, move 1 pool from your prey's pool to your pool. If you are ousted, your predator gains an additional victory point. At the end of the game, if you have not been ousted, you gain an additional victory point.

Illus: Christopher Shy ©2008 CCP M. All Rights Reserved

Gather



+1 stealth action. Unique.
Put this card in play, tapped, and choose a younger Gangrel in your uncontrolled region. During the influence phase, you may tap this card to move that Gangrel from your uncontrolled region to your ready region, with any counters he or she has, unless that Gangrel would contest a vampire in play. Any vampire can burn this card as a \ominus action that costs 1 pool.

Illus: James Stowe ©2008 CCP M. All Rights Reserved

Ghoul Retainer



Ghoul with 2 life. 1 strength.
During the initial strike resolution each round, the Ghoul Retainer inflicts 1 damage or may use a weapon not used by the employing minion (or another retainer) that round (either before or after). This is not a strike, although it does count as "using" the weapon.

Illus: Richard Thomas ©2008 CCP M. All Rights Reserved

Giant's Blood



Master.
Fill a vampire to full capacity with blood from the blood bank. Only one Giant's Blood can be played in a game.
Ox is already difficult to manage. He would have been unstoppable after drinking the Giant's Blood. We couldn't allow it!
Ventruue, Trondheim 2002 Storyline

Illus: Richard Thomas ©2008 CCP M. All Rights Reserved

Glancing Blow



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

Illus: Patrick McEvoy ©2008 CCP M. All Rights Reserved

Golconda: Inner Peace



Master.
Choose a vampire with a capacity 8 or more. Remove that vampire from the game. His or her controller gains pool equal to the vampire's capacity. His or her controller may cancel this card as it is played by burning 2 pool.

Illus: James Stowe ©2008 CCP M. All Rights Reserved

Graverobbing



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

Illus: Mike Danza ©2008 CCP M. All Rights Reserved

Gregory Winter



Unique ghoul with 4 life. 1 strength, 1 bleed.
During your untap phase, Gregory burns 1 life. He can steal a blood (gaining a life) from a vampire controlled by another Methuselah as a +1 stealth \ominus action. He can burn a vampire in torpor to gain 2 life as a \ominus action.

Illus: Chris Stevens ©2008 CCP M. All Rights Reserved

Harass



\ominus Enter combat with a vampire who has 3 or fewer blood or with any tapped minion. This acting minion gets an optional press, only usable to continue, in that combat.

Illus: Mike Danza ©2008 CCP M. All Rights Reserved

The Haunting




① Put this card on any minion. The minion with this card burns 1 blood or life during his or her untap phase. Any minion can burn this card as an action. A minion can have only one The Haunting.

As above, but this action is at +1 stealth.

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Haymaker



Play after range is determined. Only usable at close range. Not usable if this minion played a Haymaker last round.

This minion's initial strike this round will be strike: hand strike at +1 damage, and the opposing minion's initial strike this round gets first strike. If either minion inflicts more damage than the other this round, that minion gets an optional press this round.

Illus: Ben Mirabelli ©2008 CFP M. All Rights Reserved

Heart of Nizchetus



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

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

Illus: Patrick McEvoy ©2008 CFP M. All Rights Reserved

Heart of the City



+1 stealth action. Put this card on the acting vampire. This vampire gets +1 bleed. A vampire can have only one Heart of the City.

As above, but this vampire gets +2 bleed.

If you would be so kind as to step into my office, I shall be so kind as to let you delight in my presence.
 Sebastian Melmoth, Toreador Prince of San Francisco

Illus: Avery Butterworth ©2008 CFP M. All Rights Reserved

Helicopter



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

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

Illus: Eric Lofgren ©2008 CFP M. All Rights Reserved

Heroic Might



+3 stealth action. Put this card on this vampire. This vampire has +1 strength. This vampire may destroy equipment as a strike. A vampire can have only one Heroic Might. Burn this card if this vampire goes to torpor.

As above, with an additional +1 strength, and this vampire can strike for 2R damage.

Illus: Mathias Kollros ©2008 CFP M. All Rights Reserved


High Ground



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

Illus: Alejandro Collucci ©2008 CFP M. All Rights Reserved

High Museum of Art, Atlanta



Master: unique location. Gain 4 pool when you put this card into play or gain control of it. Any vampire can steal this location for his or her controller as a ① action. Burn 4 pool when you lose control of the High Museum (including when it is burned or becomes contested).

Illus: William O'Connor ©2008 CFP M. All Rights Reserved

Honor the Elders



Successful referendum means each ready vampire with capacity of 8 or more gains 1 blood from the blood bank, and each vampire with capacity of 8 or more in any uncontrolled region gains 1 blood from the blood bank.

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Horseshoes



Inflict 1 unpreventable damage on a ready minion.
 Inflict 2 unpreventable damage on a ready minion.

Illus: Jim Pavelec ©2008 CFP M. All Rights Reserved

Hostile Takeover



Master.
 Choose a vampire with capacity of 6 or less. Each Methuselah bids pool for control of that vampire. The highest bid goes to the vampire's controller; that bidder then takes control of the vampire. If the controller wins, half the winning bid (rounded up) goes to the blood bank.

Illus: James Stowe ©2008 CFP M. All Rights Reserved

Immortal Grapple



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

Illus: Avery Butterworth ©2008 CFP M. All Rights Reserved

Improvised Flamethrower



Weapon.
 Strike: 2R aggravated damage, only usable once per combat. If the opposing minion inflicts any damage on this minion at long range (even if it is prevented), this weapon is burned and the bearer takes 2 aggravated (non-strike) damage.
He just exploded. Never seen anything like it without a Tremere around.
 Roger MacEllen, Lasombra Ductus

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Indomitability



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

Illus: Chris Stevens ©2008 CFP M. All Rights Reserved

Instability



Master.
 Only usable if your prey controls the Edge or the Edge is uncontrolled. Your prey may take the Edge if it is uncontrolled. You gain 2 pool. Only one Instability may be played each turn.
A wise man gets more use from his enemies than a fool from his friends.
 Baltasar Gracian

Illus: Patrick McEvoy ©2008 CFP M. All Rights Reserved

Instinctive Reaction



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

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Into Thin Air



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

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IR Goggles



Electronic equipment.
 This minion gets an optional maneuver each combat.
*To see as a God sees, and take the depth
 Of things as nimbly as the outward eye.*
 John Keats, "The Fall of Hyperion"

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Ivory Bow



Unique weapon.
Strike: 1R aggravated damage.

1

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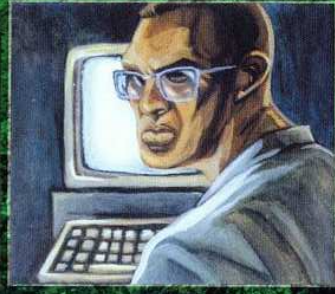
Jackie Therman



Unique mortal with 1 life.
This minion gets an optional maneuver each combat.

Illus: Fred Hooper ©2008 CCP M. All Rights Reserved

Jake Washington (Hunter)



Unique master.
Put this card in play. While in play, this card represents a mortal ally with 1 life, 0 strength and 0 bleed and doesn't count as a master card. During your untap phase, you may burn Jake to move up to 4 blood from the blood bank to a ready vampire with no blood.

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Justicar Retribution



1 Vote

Requires a Camarilla vampire.
Successful referendum burns all vampires with a current bleed of 3 or more.

Illus: Andrew Trabbold ©2008 CCP M. All Rights Reserved

Keep it Simple



Reduce a bleed against you by 1 for each point of stealth the acting minion has when this card is played.

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

1

Illus: Glenn Rieberger ©2008 CCP M. All Rights Reserved

Kevlar Vest



Bearer may prevent 2 damage from gun strikes or 1 damage from any other source each combat. A minion may have only one Kevlar Vest.

1

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Kindred Intelligence



+1 stealth action.
Move the top card from your crypt to your uncontrolled region.

Illus: Mike Danza ©2008 CCP M. All Rights Reserved

Kindred Spirits



Bleed any Methuselah.
Gain 1 pool if this bleed is successful (for 1 or more).
As above, with +1 bleed.
Like kindred drops, been mingled into one.
William Cowper, "The Timepiece"

Illus: Jenny Frison ©2008 CCP M. All Rights Reserved

Kine Resources Contested



1 Vote

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

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King's Rising



Master.
If you have 5 or fewer pool, gain 3 pool. Otherwise, gain 1 pool. In either case, put this card in play. You cannot use transfers to move counters to or from your uncontrolled minions. If you control the Edge during your untap phase, burn this card.

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KRCG News Radio



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

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The Labyrinth



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

Illus: Mark Nelson ©2008 CFP M. All Rights Reserved

Leadership Vacuum



Master: out-of-turn. Unique.
Only usable when a ready titled vampire controlled by another Methuselah is burned or sent to torpor. Usable during your turn. Put this card in play and put X counters on this card where X is the number of votes that vampire has. That Methuselah burns X pool during each of his or her untap phases. During his or her untap phase, if he or she controls a ready vampire with a capacity of 8 or more or with a title, burn this card.

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Learjet



Vehicle.
Each time you draw to replace a card this minion played as an acting minion, you may draw an additional card (discard afterward). A minion may have only one vehicle.
*Pieterzoon's got a plane waiting, or if you've
arranged one I can get you there, but we
gotta go now.*
Theo Bell, Brujah archon

Illus: John Bridges ©2008 CFP M. All Rights Reserved

Leech



Requires a ready mortal, ghoul, or mage.
Steal a blood (it becomes a life) from a vampire controlled by another Methuselah and untap this ally. Burn any conviction on this ally. This ally may play cards requiring Potence on a vampire until his or her next untap phase.

Illus: Marian Churchland ©2008 CFP M. All Rights Reserved

Leverage



Burn the Edge to get +1 bleed for this action. You cannot gain the Edge this action. If you would get the Edge, it is burned instead.
DRAFT: +1 stealth.
It is a mistake to try to look too far ahead. The chain of destiny can only be grasped one link at a time.
Sir Winston Churchill

Illus: Jim DiBartolo ©2008 CFP M. All Rights Reserved

Liberty Club Intrigue



Requires a ready titled non-anarch vampire. +1 stealth action.
Choose up to two anarch vampires with capacities of 5 or less. Each chosen vampire is tapped and does not untap as normal on his or her next untap phase.

Illus: Peter Berging ©2008 CFP M. All Rights Reserved

Life in the City



Master: trifle.
Move 1 blood from the blood bank to a ready vampire.
I steer clear of paying customers who might be missed, but solos are fair game. The black marketers think I'm doing a little slave trade on the side.
Ingrid Galt, anarch

Illus: Fred Hooper ©2008 CFP M. All Rights Reserved

Light Intensifying Goggles



Electronic equipment.
This minion gets an optional maneuver on the first round of combat. You may move any aim card this minion uses to this card (even if it is canceled). This minion may play an aim card on this equipment as if from your hand. Remove that aim card from the game.

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Lightning Reflexes



Additional strike.
♦ This vampire may burn X blood to gain X additional strikes.

Celerity is never more admired Than by the negligent.
William Shakespeare, *Antony & Cleopatra*, act III, scene 7

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Loki's Gift



+1 stealth hunt action.
☐ Gain 1 blood and this card. This vampire can burn this card and 1 blood to get +1 stealth. A vampire can have only one Loki's Gift.

Ⓛ Ⓛ **As above, and burn a blood from any vampire. This vampire may burn this card as above, or may burn it during a referendum to gain 2 votes.**

Illus: Justin Norman ©2008 CFP M. All Rights Reserved

Loyal Street Gang



Mortal with 2 life. 1 strength, 0 bleed.

These are the hired bravos who defend The tyrant's throne—the bullies of his fear.
Percy Bysshe Shelley, "Queen Mab"

Illus: Chris Stevens ©2008 CFP M. All Rights Reserved


Madness Network



Unique master.
Put this card in play. Untapped Malkavians can take actions in any Methuselah's minion phase (follow normal sequencing rules). Any minion can burn this card as an action that any untapped Malkavian (in addition to the normally eligible blockers) can attempt to block.

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Magazine



Only usable before range is determined.
Put this card on a gun on this minion and put an ammo card from your hand on this card. When using this gun, you may use the effect of the ammo card as if it were played from your hand (requirements and cost apply as normal).

A little unusual ammo can make all the difference when fighting Donal.
Brujah, Castro Valley 2002 Fall Storyline

Illus: Aaron Voss ©2008 CFP M. All Rights Reserved

Magic of the Smith



+1 stealth action.
☐ Search your library for an equipment card and equip this acting vampire with it (requirements and cost apply as normal). Shuffle afterward.

♦ **As above, but this is a +3 stealth action.**
DRAFT: As ☐ above.

Illus: Andrew Trabbold ©2008 CFP M. All Rights Reserved

Majesty



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

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

Illus: Joel Biske ©2008 CFP M. All Rights Reserved

Major Boon



Master: out-of-turn. Boon.
Put this card in play when another Methuselah is successfully bled. Not usable if you control the acting minion. Modifiers to the bleed amount may be played after you play this card. You burn pool for the bleed instead of the target Methuselah (must be at least 1 pool or this card is burned). When you are successfully bled, you may burn this card to have that Methuselah burn pool instead of you.

Illus: Ron Spencer ©2008 CFP M. All Rights Reserved

Malkavian Justicar




1 Vote

Title.
Choose a ready Malkavian. If this referendum is successful, put this card on the chosen Malkavian to represent the unique Camarilla title of Malkavian Justicar. In this referendum, each Malkavian gets 1 extra vote.

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Malkavian Prank



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

Illus: Mike Huddleston ©2008 CFP M. All Rights Reserved

Mark V



Weapon, gun.
Strike: 4R damage, only usable once each round and only at long range.
She's the latest thing in home defense, she is.
Drew Baxter, arms dealer

2

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Martinelli's Ring



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

Illus: Eric Lofgren ©2008 CFP M. All Rights Reserved

Mask of a Thousand Faces



Only usable by a ready, untapped vampire other than the acting minion who is capable of performing the action. Not usable if any action modifiers or other effects have been used that could not have been used if this vampire were the acting vampire. Untap the acting minion and tap this vampire instead. The action continues with this vampire as the acting minion.
◆ As above, with +1 stealth.

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Meat Hook



Melee weapon.
Strike: strength+1 damage, only usable once each round. Once each combat, if this weapon is used to strike at close range and the opponent doesn't dodge the strike, the bearer gets an optional press this round, only usable to continue combat. At close range, a vampire with Potence may destroy this weapon as a strike with first strike that costs 1 blood.

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Metro Underground



Master: unique location.
During your discard phase, you may tap this card and burn 1 pool to untap a vampire you control.

Illus: Becky Cloonan ©2008 CFP M. All Rights Reserved

Millicent Smith, Puritan Vampire Hunter



Unique master.
Put this card in play. If any of your vampires are blocked, burn Millicent and your acting vampire (without combat). During your discard phase, your predator takes control of Millicent.

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Mind Rape



Bleed with +2 bleed.
Tap a younger vampire and put this card on that vampire; you still control this card. This vampire does not untap as normal. During your next minion phase, burn this card to untap this vampire and take control of him or her until the end of your turn.

2

Illus: Brian LeBlanc ©2008 CFP M. All Rights Reserved

Minor Boon



Master: out-of-turn. Boon.
Only usable when a vampire controlled by another Methuselah is going into torpor. Put this card on that vampire to prevent that vampire from going to torpor (combat still ends, if any). This vampire cannot bleed you. Burn this card if this vampire rescues a vampire you control from torpor.

Illus: Alejandro Colucci ©2008 CCP M. All Rights Reserved

Minor Irritation



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

Illus: David Day ©2008 CCP M. All Rights Reserved

Mirror Walk



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

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

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Momentum's Edge



Unique master. Only usable if you have one or more victory points.
Put this card in play. You may tap this card during your untap phase to gain 1 pool.

It might have made Rufus feel better to know that he was far from the first Kindred to vanish off the streets of a Camarilla city in recent nights, and that he would be even farther from the last.

Illus: David Day ©2008 CCP M. All Rights Reserved

Monastery of Shadows



Master: unique location.
You have +1 hand size. Tap to give a vampire with capacity 8 or more +1 stealth.

3

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Monocle of Clarity



Unique equipment.
During your untap phase, if bearer is ready, you can ask any Methuselah a yes-or-no question pertaining to the game. He or she must answer "yes" or "no" truthfully. If the question pertains to the future, the answer is not binding.

Illus: Jeff Hest ©2008 CCP M. All Rights Reserved

Mouthpiece



+1 bleed. You cannot play another action modifier to increase this bleed.
Only usable by a ready vampire other than the acting minion. The acting minion may play cards that require basic Dominate as a vampire for the remainder of this action.

Illus: Juan Calle ©2008 CCP M. All Rights Reserved

Movement of the Slow Body



+2 stealth action. Only usable by a tapped vampire in torpor.
The acting vampire untaps. If this action is blocked, there is no combat. If the blocking minion is a vampire, he or she gets the opportunity to diablerize this acting vampire.
As above, and this vampire also gains 1 blood from the blood bank.

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Muddled Vampire Hunter



Unique mortal with 1 life. 4 strength, 0 bleed.
The Muddled Vampire Hunter strikes with first strike. He may enter combat with a ready vampire controlled by another Methuselah as a action.
And catching sight of us, he bit himself, Like one whom fury devastates within.
Dante, *The Inferno*

2

Illus: Mike Danza ©2008 CCP M. All Rights Reserved

Murmur of the False Will



Icons: [Vampire] [Action] [Reaction]

Text:

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

Illus: Jim DiBartolo ©2008 CCP M. All Rights Reserved

National Guard Support



Icons: [Vampire] [Action] [Reaction]

Text:

- Requires a titled vampire.
- You may not play this card if another National Guard Support is in play. If this referendum is successful, put this card in play. Minions get -1 stealth on ☞ actions. During your untap phase, put a counter on this card. Any vampire can call a referendum to burn this card as a +1 stealth political action; in that referendum, each counter represents a vote in favor of burning the card.

Illus: Jeff Holt ©2008 CCP M. All Rights Reserved

Neonate Breach



Icons: [Vampire] [Action] [Reaction]

Text:

- Select one or more Methuselaha. Successful referendum means each chosen Methuselah burns 1 pool plus 3 additional pool if he or she controls a ready vampire of capacity 4 or less.

Illus: Jeremy McHugh ©2008 CCP M. All Rights Reserved

New Carthage



Icons: [Vampire] [Action] [Reaction]

Text:

- Master: unique location.** Titled Brujah vampires get +1 bleed and 1 additional vote. Ventruue / get 1 fewer vote.

Illus: Peter Berping ©2008 CCP M. All Rights Reserved

New Management



Icons: [Vampire] [Action] [Reaction]

Text:

- Do not replace until the end of this action.
- ☞ Take control of a location that is free or costs 1 blood or pool.
- DRAFT: ☞ Burn a location.**
- There was never anything by the wit of man so well devised, or so sure established, which in continuance of time hath not been corrupted.*
Book of Common Prayer

Illus: Mark Poole ©2008 CCP M. All Rights Reserved

No Trace



Icons: [Vampire] [Action] [Reaction]

Text:

- Only usable at long range.
- Strike: combat ends.
- ◆ Strike: combat ends.

Illus: Erica Danell ©2008 CCP M. All Rights Reserved

Nocturn Theater



Icons: [Vampire] [Action] [Reaction]

Text:

- Master: unique location.** During your untap phase, you may tap this card and a ready vampire you control to tap a minion controlled by your prey. Any titled vampire may burn this card as a ☞ action.

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Nod



Icons: [Vampire] [Action] [Reaction]

Text:

- Master: trifle.** Beginning with you and going clockwise once around the table, each Methuselah can rearrange the equipment on his or her ready minions.
- A smart Lick could move merchandise, people, drugs or just about anything else using the club as cover.*

Illus: Joel Biske ©2008 CCP M. All Rights Reserved

Nosferatu Bestial



Icons: [Vampire] [Action] [Reaction]

Text:

- +1 stealth action. Unique.** Put this card into play. This card represents a unique Nosferatu with 2 capacity and basic Animalism ☞. The Bestial cannot act except to hunt, cannot cast votes and cannot have equipment. During your untap phase, this Bestial may employ a retainer from your hand that requires Animalism (requirements and cost apply as normal). This is not an action and cannot be blocked.

Illus: Mark Nelson ©2008 CCP M. All Rights Reserved

Nosferatu Justicar



1 Vote

Title.
Choose a ready Nosferatu. If this referendum is successful, put this card on the chosen Nosferatu to represent the unique Camarilla title of Nosferatu Justicar. In this referendum, each Nosferatu gets 1 extra vote.

Illus: Fred Hooper ©2008 CCP M. All Rights Reserved


NRA PAC



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

Illus: Eric Lofgren ©2008 CCP M. All Rights Reserved

The Oath



Play when a vampire gains blood from a Taste of Vitae or steals blood from this vampire. Put an oath counter on that vampire. This vampire may put another oath counter on that vampire as a **1** action. A vampire with 2 oath counters from this vampire cannot block or enter combat with this vampire. A vampire can play only one Oath each round.

Illus: Sandra Chang ©2008 CCP M. All Rights Reserved

Obfuscate



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

Illus: John Bridges ©2008 CCP M. All Rights Reserved

Old Friends



Do not replace until your untap phase.
+1 bleed. You cannot play another action modifier to increase this bleed.
Only usable during a referendum. This vampire gains 2 votes.

Illus: Jeremy McHugh ©2008 CCP M. All Rights Reserved

On the Qui Vive



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

Illus: David Bay ©2008 CCP M. All Rights Reserved

Ossian



Unique werewolf with 4 life, 2 strength, 0 bleed. Red List.
Ossian may enter combat with any vampire as a +1 stealth **1** action. In the first round of combat with a vampire who has played a card that requires Auspex during this action, that vampire cannot use any maneuvers or strikes. Ossian gains 1 life at the end of each round for each blood the opposing vampire used to heal damage or prevent destruction that round.

3

Illus: Roel Wijelaga ©2008 CCP M. All Rights Reserved

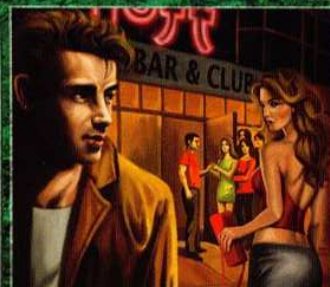
Owl Companion



Animal with 1 life.
While this minion is in combat, the controller of the opposing minion plays with an open hand.
As above, but the Owl Companion has 2 life.

Illus: Jeff Holt ©2008 CCP M. All Rights Reserved

Papillon



Master: unique location.
Requires a ready vampire with a city title. Hunting ground. During your untap phase, you may move 2 blood from the blood bank to a ready titled vampire you control. A vampire can gain blood from only one hunting ground card each turn.

3

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Perfectionist

Master: archetype.
Put this card on a vampire you control. Once per turn, when this vampire successfully performs an action and no reaction cards are played, he or she gains 1 blood after the action is resolved. A vampire can have only one archetype.

Tegyrius did not raise his hands to fight against the inevitable. He did not scream.

Illus: Ken Meyer, Jr. ©2008 CCP M. All Rights Reserved

Perfect Paragon

Only usable during a referendum. This vampire gains 3 votes.

Allyes and younger vampires get -1 intercept when attempting to block this action.

1

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Persona Non Grata

Requires a titled vampire. Choose a non-titled vampire or an anarch vampire. If this referendum is successful, put this card on the chosen vampire. This vampire cannot gain a non-anarch title and gets -1 stealth on \textcircled{D} actions. A vampire can have only 1 Persona Non Grata.

1 Vote

Illus: Juan Calle ©2008 CCP M. All Rights Reserved

Petra Resonance

+1 stealth action. Not usable if any Methuselah's crypt is empty. Each Methuselah reveals the top card of his or her crypt. If there is a tie for highest or lowest cost among the revealed cards, every Methuselah burns 1 pool. Otherwise, the Methuselah revealing the highest cost steals 3 pool from the Methuselah revealing the lowest cost. All Methuselah shuffle their crypts afterward.

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Phased Motion Detector

Electronic equipment. Once each action, when a vampire plays an action modifier that requires Chimerstry \textcircled{C} , Obfuscate \textcircled{O} or Obtenebration \textcircled{N} , this minion gets +1 intercept for the current action, even if intercept is not yet needed. A minion may have only one Phased Motion Detector.

Illus: Travis Ingram ©2008 CCP M. All Rights Reserved

Pier 13, Port of Baltimore

This equipment card represents a unique location and does not count as equipment while in play. During your influence phase, this minion may equip with a non-location, non-unique equipment card from your hand (requirements and cost apply as normal). This is not an action and cannot be blocked.

2

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Poison Pill

Only usable during a referendum, before votes are cast. If the referendum passes and the effect of the referendum causes you to lose pool, the controller of the acting vampire loses the same amount of pool (in addition to the effects of the referendum).

It's your call. You do understand that if this goes sour, I'm going to be the one howling loudest for your head, right?

Jenna Cross, thin-blood

Illus: Jeff Holt ©2008 CCP M. All Rights Reserved

Political Ally

Unique mortal with 1 life. 0 strength, 3 bleed.

2

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Ponticulus

Unique wraith with 1 life. 0 strength, 0 bleed. Ponticulus cannot take actions or have or use equipment. He gets +1 intercept during \textcircled{D} actions against you. He may tap to give any Tremere +1 intercept. He is immune to non-aggravated damage.

2

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Potence 



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

Illus: John Bridges ©2008 CCP M. All Rights Reserved

Powerbase: Chicago 



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



Illus: William O'Connor ©2008 CCP M. All Rights Reserved

Powerbase: Montreal 



Master: unique location.
During your influence phase, you may move 1 blood from the blood bank to a vampire in your uncontrolled region. Any vampire may steal this location for his or her controller as a  action.

Illus: Patrick Lambert ©2008 CCP M. All Rights Reserved

Praxis Seizure: Atlanta 





1 Vote

Requires a Camarilla vampire. Title.
If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Atlanta.

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Praxis Seizure: Chicago 





1 Vote

Requires a Camarilla vampire. Title.
If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Chicago.

Illus: Jim Nelson ©2008 CCP M. All Rights Reserved

Praxis Seizure: Houston 





1 Vote

Requires a Camarilla vampire. Title.
If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Houston.

Illus: Durwin Talon ©2008 CCP M. All Rights Reserved

Praxis Seizure: Miami 





1 Vote

Requires a Camarilla vampire. Title.
If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Miami.

Illus: James Stowe ©2008 CCP M. All Rights Reserved

Praxis Seizure: Washington, D.C. 





1 Vote

Requires a Camarilla vampire. Title.
If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Washington, D.C.

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Presence 



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

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Protected Resources



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

Illus: Chris Stevens ©2008 CCP M. All Rights Reserved

Psyche!



Press.
◆ Only usable at the end of combat when both combatants are still ready. Begin another combat with the opposing minion.

Illus: Eric Lofgren ©2008 CCP M. All Rights Reserved

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 unclatched
To make my spirit thy domain...
Baudelaire, "The Vampire"*

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Public Trust



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

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Pursuit



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

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved


Quick Meld



Maneuver.
Ⓛ As above, and once this round, this vampire may burn 1 blood for an additional maneuver.
DRAFT: **Maneuver.**
*So let us melt, and make no noise...
John Donne, "A Valediction Forbidding Mourning"*

Illus: Paul Ballard ©2008 CCP M. All Rights Reserved

The Rack



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

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Raven Spy



Animal with 1 life.
Ⓧ This minion gets +1 intercept.
◆ As above, but the Raven Spy has 2 life.

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Read Intentions



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

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Rego Motus



 Prevent 2 damage from the opposing minion's strike. A vampire may play only one Rego Motus each round.

 **As above, but for 4 damage.**



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Reins of Power



 I Vote

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

Illus: Christopher Sky ©2008 CCP M. All Rights Reserved

Relentless Pursuit



 Press.

 **Press, and if another round of combat starts, you get +2 hand size for the remainder of combat.**



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Renegade Garou





Werewolf with 3 life, 2 strength, 0 bleed.

Renegade Garou gets an additional strike each round and an optional maneuver each combat. He may enter combat with a minion controlled by another Methuselah as a +1 stealth (D) action. If Renegade Garou has 2 or fewer life during your untap phase, he gains 1 life from the blood bank.



Illus: John Boidges ©2008 CCP M. All Rights Reserved

Repair the Undead Flesh





+3 stealth action.

 Put this card on this vampire. In combat, this vampire may heal aggravated damage by burning 3 blood per point healed. Burn this card if this vampire goes to torpor.

 **As above, but burn only 2 blood per point.**

Illus: Eferem Palacios ©2008 CCP M. All Rights Reserved

Resist Earth's Grasp









 **Press, or maneuver with an optional press.**

 **+1 stealth.**



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Rowan Ring







Unique melee weapon.

Strike: Send the opposing vampire to torpor. This card is transferred to that vampire, and he or she doesn't untap as normal during the untap phase as long as he or she remains in torpor.



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Rumors of Gehenna



 I Vote

Choose one or more Methuselahs. If this referendum is successful, put this card into play. Each chosen Methuselah receives two master phase actions during his or her master phase (instead of one). Any vampire can call a referendum to burn this card as a +1 stealth political action.

Illus: Andrew Trabbold ©2008 CCP M. All Rights Reserved

Scattershot





Ammo.

Only usable before resolution of a gun's strike. This gun inflicts +2 damage at close range and -2 damage at long range each strike for the remainder of this combat. No more than one ammo card can be used on a gun each combat.

Tara fired once, blindly, over the table and into the doorway. Her objective wasn't actually to hit anyone (though she certainly wouldn't mind), but to keep the thin-bloods back for another moment.

Illus: Steve Ellis ©2008 CCP M. All Rights Reserved

Scorn of Adonis



Only usable during a referendum.
Any Methuselah casting (including having a vampire casting) at least 1 vote against the referendum burns 1 pool before the results are tallied.

Illus: Kieran Yanner ©2008 CFP M. All Rights Reserved

Scourge



Requires a titled vampire.
Choose a vampire of the same sect. If this referendum is successful, put this card on the chosen vampire and untap this acting vampire. The vampire with this card may enter combat with a vampire with capacity 4 or less or with an ally as a +1 stealth \odot action.

1 Vote

Illus: Justin Norman ©2008 CFP M. All Rights Reserved

Scourge of the Enochians



Event.
During your discard phase, you may burn a vampire of capacity 2 or less, and your predator takes control of this card (even if you do not burn a vampire).

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Scrounging



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

Illus: William O'Connor ©2008 CFP M. All Rights Reserved

Seal of Veddarda



Unique equipment.
Only usable by a vampire with capacity above 5. This vampire can bleed at +1 bleed as a \odot action. During each of your untap phases, put a counter on this card if it has 3 or fewer counters. The first 2 counters each grant this vampire one level of Dominate \odot . The next 2 each grant this vampire one level of Fortitude \heartsuit . Remove all counters from this card if another minion gains control of it.

1

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Second Tradition: Domain



Requires a ready prince or justicar.
+2 intercept. Also usable by a tapped prince or justicar, even if intercept is not yet needed, to burn a blood to untap and attempt to block with +2 intercept.
None may challenge thy word while in thy domain.

Illus: Durwin Talon ©2008 CFP M. All Rights Reserved

Seduction



Only usable as the acting vampire's action is announced.
 \odot Choose a younger vampire. That vampire cannot block this action.
 \heartsuit As above, but you may chose a vampire the same age or older.
Letting go is the secret; giving up to me is the greatest pleasure of all...
Robbi Sommers, Lilith

Illus: Jim Dibartolo ©2008 CFP M. All Rights Reserved

Sengir Dagger



Unique melee weapon.
Strike: strength aggravated damage.

2

Illus: Richard Thomas ©2008 CFP M. All Rights Reserved

Sense the Savage Way



Requires a vampire with capacity above 6.
 \heartsuit +1 intercept.
 \heartsuit Only usable by a tapped vampire. This vampire untaps and attempts to block.

Illus: Eric J. Jensen ©2008 CFP M. All Rights Reserved

Serenading the Kami



☐ ☐

Only usable as the action is announced.
☐ The acting vampire gets +1 strength this action.
◆ As above, but with +2 strength.

1

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Shape Mastery



☐ ☐

☐ ☐ Cancel a combat card that requires Obtenebration ☐, Protean, or Vicesitude ☐ as it is played (no cost is paid). The opposing minion cannot play that card against this action.
☐ ☐ As above, but cancel an action modifier that requires any of those Disciplines.

Illus: Mike Chaney ©2008 CFP M. All Rights Reserved

Shattered Mirror



☐ ☐

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

Illus: Brian Labrecq ©2008 CFP M. All Rights Reserved

Sixth Tradition: Destruction



☐ ☐

+1 stealth action. Requires a ready prince or justicar.
Ⓛ Burn a vampire who has committed diablerie since your last turn.
Thou art forbidden to destroy another of thy kind.

Illus: William O'Connor ©2008 CFP M. All Rights Reserved

Slam



☐ ☐

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

1

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Sleep of Reason



☐ ☐

☐ Ⓛ Send a younger vampire with 0 or 1 blood to torpor.
◆ As above, but the vampire can be the same age or older.
We're all in our own personal traps. We scratch and claw, but only at the air.
 Norman Bates, Psycho

2

Illus: matrix von z ©2008 CFP M. All Rights Reserved

Sleep Unseen



☐ ☐

■ Only usable at the end of a successful action (after resolving the action). Put this card on this acting vampire. Minions without Auspex ☐ cannot direct Ⓛ actions at the vampire with this card. Burn this card during your next untap phase.
◆ As above, but minions without superior Auspex ☐ cannot direct Ⓛ actions at this vampire.

1

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Slum Hunting Ground




☐ ☐

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

2

Illus: L. A. Williams ©2008 CFP M. All Rights Reserved

Smiling Jack, The Anarch



☐ ☐

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

Illus: Kieran Yanner ©2008 CFP M. All Rights Reserved

Sniper Rifle



Weapon, gun.
2R damage each strike. Only usable at long range. If the bearer blocks an action, he or she may, before range is determined, set the range for the first round of the resulting combat to long; if he or she does so, skip the determine range step that round, and the bearer's initial strike that round must be with this weapon.

Weapons are tools of ill omen.
Sun Tzu, *The Art of War*

Illus: Jeff Holt ©2008 CCP M. All Rights Reserved

Soak



A vampire may play only one Soak each round.

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

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

Illus: Andrew Trabbold ©2008 CCP M. All Rights Reserved


Social Ladder



Master.
Put this card on a ready vampire you control. During your influence phase, remove this vampire from the game and move all the blood counters from that vampire to an older vampire in your uncontrolled region.

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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 controller's choice). The vampire with this card can move it to any other vampire as a +1 stealth Ⓞ action.

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Sonar



Do not replace until the end of the current turn.

- Ⓞ +1 intercept, only usable against a Ⓞ action.
- Ⓞ +1 intercept.

O dark dark dark. They all go into the dark.
T.S. Eliot, *East Coker*

Illus: Avery Nutterworth ©2008 CCP M. All Rights Reserved

Soul Gem of Etrius



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

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Soul Scan



+1 stealth action.

- ☐ Search your crypt for a younger vampire without Obfuscate ■ (shuffle afterward). Move that minion to your uncontrolled region.
- ◆ As above, but you may search for a younger vampire with up to one level of Obfuscate.

Illus: Peter Berping ©2008 CCP M. All Rights Reserved

Special Report



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

Illus: Fred Hooper ©2008 CCP M. All Rights Reserved

Specialization



Unique master.
Put this card in play. During your untap phase, you may tap this card and discard two copies of the same card from your hand to gain 1 pool (draw afterward).

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Spirit's Touch



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

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

Illus: Brian LeBlanc ©2008 CCP M. All Rights Reserved

Spying Mission



+1 stealth.
 ♦ Only usable when a bleed would be successful. The bleed burns no pool; it is unsuccessful. Instead, put this card on the acting vampire. The next time this vampire successfully bleeds the same Methuselah, burn this card for +2 bleed.

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

Illus: Julie Collins ©2008 CCP M. All Rights Reserved

Steadfastness



Only usable during a ① action directed at you (or a card you control). +1 intercept.
 ♦ Reduce a bleed against you by 1.

Illus: Dimples ©2008 CCP M. All Rights Reserved

Still the Mortal Flesh



Only usable in combat with an ally or younger vampire. Not usable against a mummy, wraith, or zombie.
 Maneuver or press.
 ♦ Strike: burn the opposing ally.

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Storm Sewers



Master: unique location.
 You may tap this card as a minion you control announces an action. If the action is blocked, the range of each round of the resulting combat is automatically close. Skip the determine range step each round.

*Lakes that endlessly outspread
 Their lone waters, lone and dead,
 Their still waters, still and chilly
 With the snows of the lolling lily.*
 Edgar Allan Poe, "Dream-Land"

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Stunt Cycle



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

DRAFT: Strike: 2R damage.

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Stutter-Step



Strike: dodge.
 ♦ Strike: hand strike and dodge. Only usable if both strike: hand strike and strike: dodges could be chosen (individually). Only usable at close range. Not usable as an additional strike, and this vampire cannot use any additional strikes this round.

It is better to have less thunder in the mouth and more lightning in the hand.
 General Ben Chidlaw

Illus: Steve Ellis ©2008 CCP M. All Rights Reserved

The Summoning



+1 stealth action.
 Search your library for an ally or retainer. Show it to all players and put it in your hand (shuffle and discard afterward).
 ♦ Search your library for an ally. This vampire recruits that ally (requirements and cost apply as normal). Shuffle afterward.

Illus: Talon Dunning ©2008 CCP M. All Rights Reserved

Suppressing Fire



Only usable by a ready untapped minion with a gun other than the acting minion. The blocking minion gets -1 intercept.

Illus: Travis Ingram ©2008 CCP M. All Rights Reserved

Sword of Nuln



Unique melee weapon.
Strike: strength damage.
Vampires must spend twice the normal amount of blood to heal the damage from this weapon's strikes.

1

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Sword of Troile



Unique melee weapon.
Strike: strength+2 damage. The vampire with this card has superior Potence \diamond and superior Presence \diamond . Each strike the bearer makes at close range must be with this weapon if possible. Bearer cannot use maneuvers to go to long range.

3

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Tainted Spring



Only usable when an action to employ or recruit an animal is announced. If this action is successful, the animal gets +1 strength (for an ally) or inflicts an additional damage (for damage-dealing retainers).
 \diamond As above, and the animal gets an additional starting life.

1

Illus: Dimple ©2008 CIP M. All Rights Reserved.

Talbot's Chainsaw



Unique weapon.
Strike: 3 damage. If bearer is ready during your untap phase, a ready minion you control takes 3 unpreventable damage. Bearer cannot hunt. Bearer may enter combat with a minion controlled by another Methuselah as a +1 stealth \odot action. Bearer gets a press, only usable to continue combat on the first round, and may prevent up to 1 damage each combat.

3

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Tapestry of Blood



Unique equipment.
This vampire can look at the top three cards of any Methuselah's library and burn up to one of those as a +1 stealth action that costs 1 blood. If that action is successful, this vampire untaps at the end of the turn. This vampire gains 1 blood when a Gehenna event is played.

1

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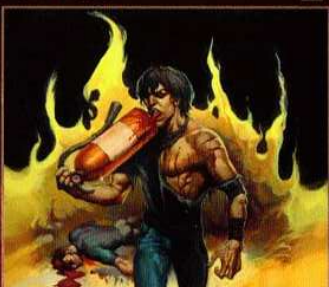
Target Retainer



Aim. Play when choosing a strike.
You may target a retainer on the opposing minion with this strike (instead of the opposing minion). Or you may target him or her directly as usual, but if any damage from this strike is successfully inflicted, this strike inflicts an additional damage. The opposing minion may discard two combat cards \odot to cancel this card. A minion may play only one aim each strike.

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Taste of Vitae



Only usable at the end of a round of combat. Not usable by a vampire being burned or going to torpor.
This vampire gains an amount of blood equal to the amount lost by the opposing vampire to damage during this round. A vampire may play only one Taste of Vitae each round.

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Taunt the Caged Beast



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

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Telepathic Misdirection



+1 intercept.
 \diamond **Only usable when a minion is bleeding you, after blocks are declined. Tap this reacting vampire. Choose another Methuselah other than the acting minion's controller. The acting minion is now bleeding that Methuselah.**

1

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Temptation of Greater Power



Master. Requires a ready justicar.
Choose a vampire. Methuselahs may bid pool for control of that vampire. The winner pays the bid to the blood bank and takes control. Methuselahs may be credited up to 5 pool on the bid; winner pays 1 pool toward his or her debt during his or her discard phase until the debt is repaid. Only 1 Temptation of Greater Power can be played in a game.

The Toreador's loyalty was easily won with cheap trinkets and even cheaper promises.
Gangrel, Newark 2002 Storyline

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Tension in the Ranks



Unique master.
Put this card in play. Whenever a ready minion is burned or sent to torpor, his or her controller burns 1 pool. Any Methuselah can burn this card by discarding two master cards as a master phase action.

Even the war ghouls look nervous.
Assamites, Seekonk 2002 Storyline.

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Theft of Vitae



Strike: ranged. Steal 1 blood.
Strike: ranged. Steal 2 blood.
DRAFT: As above.

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

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Third Tradition: Progeny



+1 stealth action. Requires a ready non-Sterile prince or justicar.
Put this card in play; it becomes a non-unique 1-capacity vampire of the same clan as the acting vampire. You may go through your library (shuffle afterward), ash heap or hand to find a Discipline card for this vampire. Move up to 2 blood from the acting vampire to this vampire. This vampire cannot take any actions this turn.

Thou shalt only sire another with the permission of thine elder.

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Toreador Grand Ball



Master.
Put this card in play. Choose 2 ready Toreador you control. The first Toreador's non-bleed actions cannot be blocked. The second Toreador does not untap as normal during the untap phase; tap the second Toreador. Any minion may burn this card as a 1 action; Nosferatu get -1 stealth when attempting that action.

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Toreador Justicar



Title.
Choose a ready Toreador. If this referendum is successful, put this card on the chosen Toreador to represent the unique Camarilla title of Toreador Justicar. In this referendum, each Toreador gets 1 extra vote.

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Torn Signpost



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

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Torpid Blood



Gehenna. Do not replace until a vampire moves from torpor to the ready region.
Actions taken by vampires in torpor cost an additional blood. Rescuing an older vampire from torpor costs an additional blood.

There is no after for us, and yet there is an after if kine survive.
Anonymous Malkavian, Das Buch von der Grabkrieg

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Torrent



Additional strike.
Strike: combat ends. If this vampire was blocked while performing an action, the action continues as if unblocked.

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Touch of Clarity



Usable by an acting minion or any untapped ready minion.

- Cancel a non-combat card that requires Dementation, Dominate or Presence as it is played (no cost is paid). Tap this vampire.
- As above, but do not tap this vampire.

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Tremere Justicar



1 Vote

Title.
Choose a ready Tremere. If this referendum is successful, put this card on the chosen Tremere to represent the unique Camarilla title of Tremere Justicar. In this referendum, each Tremere gets 1 extra vote.

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Undying Tenacity



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

- Press or prevent 1 damage.

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The Unmasking



Gehenna. Do not replace until your next discard phase.
Allies get +1 intercept when attempting to block vampires.

Those in the grip of panic have an unfortunate habit of disregarding our traditions of Masquerade.
Hardestadt, Ventrue

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Uptown Hunting Ground



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

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Vast Wealth



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

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Veil the Legions



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

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Veles' Hunt



Blood hunt referendum.
Choose an ally or younger non-titled vampire controlled by your prey. Successful referendum means that minion is burned. If this referendum fails or is canceled, no more Veles' Hunts can be played this game.

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Veneficorum Artum Sanguis



Unique equipment.
The vampire with this equipment has superior Thaumaturgy. Any Tremere or Tremere antitribu may enter combat with the minion with this equipment as a action.

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Venture Headquarters



Master: unique location.
During a referendum, you may tap this card to gain 3 votes.

The Venture clan is organized much like a multinational corporation. Each major city has a meeting place where Venture may seek allegiance and obtain information.

1

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Venture Justicar



1 Vote

Title.
Choose a ready Venture. If this referendum is successful, put this card on the chosen Venture to represent the unique Camarilla title of Venture Justicar. In this referendum, each Venture gets 1 extra vote.

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Vessel



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

1

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Victim of Habit



+1 stealth action.
Put this card in play and choose a card in your prey's ash heap by name. During any Methuselah's untap phase, you may tap this card to remove three copies of the chosen card in your prey's ash heap from the game to cause your prey to burn 1 pool.

1

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Villain



Master: trifle.
Put this card on a vampire you control and move 2 or more blood from that vampire to your pool. Minion Tap cards cost an additional pool. Villain costs an additional pool to play on this vampire.

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Voice of Madness



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

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

1

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Vulnerability



Master.
Burn a vampire in torpor.

Quentin fell into torpor after the encounter with Meshenka and has not been heard from since. A stronger power may have pulled him to Final Death.

Tzimisce, Dublin 2002 Storyline

1

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Waiting Game



Transient.
Put this card in play with 10 counters. Whenever a non-anarch vampire takes an action, burn a counter from this card. Burn this card when it has no counters. During your untap phase, each anarch burns 1 blood or becomes Camarilla, and each ally burns 1 life.

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Walk of Flame



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

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

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Warsaw Station



Master: unique location.
You may tap this card when a Nosferatu announces an undirected action. If that action is successful, the acting Nosferatu untaps. You may burn this card (even if it is tapped) to move a Nosferatu in torpor to the ready region.

2

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Warzone Hunting Ground



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

2

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Wash



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

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Weather Control



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

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Weighted Walking Stick



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

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Wendell Delburton (Hunter)



Unique mortal with 3 life, 0 strength, 0 bleed.
Wendell may strike for 2R damage. He gets one optional maneuver each combat and inflicts +2 damage with melee weapons. He may enter combat with a minion controlled by another Methuselah as a \diamond action. During your untap phase, if Wendell has 2 or fewer life, add 1 life. During your untap phase, a ready vampire you control takes 2 unpreventable damage.

3

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White Nights Massacre



Transient.
During your next discard phase, you must burn this card, and you may either burn a vampire in torpor or, by tapping a ready werewolf ally you control or discarding a White Nights Massacre from your hand, burn all vampires in torpor.

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Will of the Council



+1 stealth action. Requires a ready primogen.
Put this card on the acting primogen. During the referendum of a political action, this primogen can burn 1 blood to gain 1 vote. This primogen can burn this card to play a card that requires a prince as if he or she were a prince. This primogen can burn this card when a prince enters torpor to receive (and contest) the same title as that prince. A vampire can have only 1 Will of the Council.

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Winchester Mansion



This equipment card represents a unique location and does not count as equipment while in play.
The vampire with this location has superior Dementation \diamond . During each of your master phases, if you do not play a master card from your hand, this vampire burns 1 blood.
I am glad that it is old and big. I myself am of an old family, and to live in a new house would kill me.
Bram Stoker, Dracula

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Wooden Stake



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

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Wrong and Crosswise



Reduce a bleed against you by 2.
Only usable during a referendum. Gain 4 votes against the referendum.

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XTC-Laced Blood



Master: out-of-turn.
Only usable when a vampire successfully hunts. Put this card on that vampire. During this vampire's minion phase, he or she must hunt, even if at capacity. Any vampire may burn this card as a +1 stealth (D) action.

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Year of Fortune



Choose one or more Methuselahs who are not chosen for any other Year of Fortune in play. If this referendum is successful, put this card into play. Each chosen Methuselah gets +1 hand size. Any vampire can call a referendum to burn this card as a +1 stealth political action.

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Zillah's Valley



Master.
Move 4 blood from the blood bank to a vampire in your uncontrolled region with a capacity 8 or more.
And each night, for three nights, Zillah drank from her Sire, though she did not know it. And, on the third night, Caine announced he would marry Zillah, his sweetest Childe, and she agreed.
The Book of Nod

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Zoning Board



Unique master.
Put this card in play. During your master phase, you may choose a location controlled by another Methuselah. Until the end of your minion phase, any minion can move that location to its owner's library as a (D) action (the owner shuffles afterward). If that action is successful, that controller gains X pool, where X is the pool cost of the location. Any vampire can call a referendum to burn this card as a +1 stealth political action. You may tap this card to gain 1 vote in that referendum.

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Zoo Hunting Ground



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

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