

**Aisata Swanou**

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**Laibon:** During your master phase, you may draw a card and move a card from your hand to either your ash heap or the top of your library.

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**Kamiri wa Itherero**

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**Laibon:** Kamiri can inflict 2 unpreventable damage on a minion as a **Ⓛ** action.  
 Once each action, Kamiri may burn 1 blood to give an acting Laibon +1 stealth.

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**Nestor Kaba**

4

**Laibon.**

4

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**Socrate Cidibe**

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**Laibon.**

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**Umdava**

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**Laibon magaji:** You may use a master phase action to search your library or ash heap for an Aye or Orun to place on a ready Laibon.

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**Batsheva**

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**Laibon:** Batsheva gets +1 strength in combat with a Malkavian.  
 +1 strength (in addition to her bonus against Malkavian and Tzimisce).

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**Fode Kourouma**

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**Laibon.**

5

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**Lucian, the Perfect**

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**Laibon:** Strikes against Lucian cost an additional blood or life. A minion opposing Lucian may choose not to strike. +3 bleed.

11

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**Nana Buruku**

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**Laibon:** While Nana is ready, you get two master phase actions (instead of one) each master phase and +1 hand size.

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**Ngozi Ekwensu**

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**Laibon magaji:** Once each combat, Ngozi may tap an Orun on her to make damage from her hand strikes aggravated for the current round.

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**Abu Nuwasi**

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**Laibon.**

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**Elizabeth Conde**

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**Laibon.**

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**Jibade el-Bahrawi**

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**Laibon:** If Jibade is ready, he may burn a blood and tap X Aye on him to prevent X damage to any ally or retainer in combat.

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**Luanda Magere**

4

**Laibon:** Luanda gets +1 strength for each Orun he has.

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**Undele**

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**Laibon magaji:** Undele may call a referendum to move two minion cards from your ash heap to your hand as a +1 stealth political action (discard afterward).

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**Abiku**

4

**Laibon:** Abiku gets +1 stealth when hunting.

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**Arriette Sylla**

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**Laibon:** If Arriette has no Orun, she gets -1 bleed.

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**Cesewayo**

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**Laibon magaji:** During a **D** action against you, Cesewayo may tap an Aye on him to untap. Cesewayo gets two additional votes.

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**Mamadou Keita**



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**Laibon magaji:** Mamadou may call a referendum to do 1 unpreventable damage to a ready minion as a +1 stealth political action.

7

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**Titi Camara**



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**Laibon.**

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**419 Operation**



+1 stealth action.

Put this card in play. During your untap phase, you may move 1 pool from your prey's pool to this card or move the pool on this card to your pool. Your prey can burn the Edge to move the counters on this card to his or her pool and burn this card.

**DRAFT:** Put this card on this Laibon and untap him or her. This card counts as an Aye and an Orun, even when not in play.

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**Aye**



**Master: trifle.**

Put this card on a Laibon. This Laibon may tap this card to cancel a Frenzy card played on him or her as it is played. This Laibon may burn a blood and tap three of his or her Aye to be able to play reaction cards and attempt to block as if untapped for the current action. If this Laibon burns a minion, equipment, or location in play, he or she burns one Aye. Burn this card if this Laibon has more Orun and Aye than his or her capacity.

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**Bamba**



**Requires a non-sterile Laibon with capacity 4 or more. +1 stealth action.**

Put this card in play; it becomes a 1-capacity non-unique Laibon of the same clan and cannot act this turn. If the acting Laibon is a magaji, you may search your library, hand and ash heap for a master: Discipline card to play on this vampire (pay cost as normal) and you may move 1 blood from that magaji to this Laibon.

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**Bestial Vengeance**



**Requires a Laibon.**

Only usable before range is determined. Choose a retainer on this Laibon. This combat, this Laibon is immune to frenzy cards and the opposing minion takes 1 damage during strike resolution if the retainer is ready. A vampire can play only one Bestial Vengeance each combat.

As above, but for 2 damage.

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**The Bitter and Sweet Story**



**Event.**

Each Methuselah gets +2 hand size for each victory point he or she has.

*Keep a little and let a little come back to me.*

2

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**Blood Shield**



**Unique equipment.**

The minion with this equipment may prevent 1 damage from an opposing minion's strike each round. If used to prevent damage from a hand strike made by a vampire with capacity 6 or less, that vampire burns 2 blood.

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**Brutal Influence**



Bleed at +1 bleed. When the action is announced, this vampire may tap X Orun on him or her to get an additional +X bleed.

+1 stealth action. Tap X Orun on this vampire to move X blood from the bank to a younger Laibon in your uncontrolled region.

**DRAFT:** As above.

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### Despiral



**+1 stealth action.**  
Put this card on this Ishtarri and put 1 counter on this card. This Ishtarri gets +X bleed, where X is the number of counters on this card. This Ishtarri can add a counter to this card as a +1 stealth action that costs X blood.

**DRAFT:** Put this card on this Laibon and untap him or her. This card counts as an Aye and an Orun, even when not in play.

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### Devil-Channel: Feet



Cancel a frenzy card played on this vampire as it is played.  
Frenzy (this vampire). Not usable if the opposing minion has flight.

Strike: dodge with an optional press.  
As above, and this vampire taps an Aye on him or her to untap.

**DRAFT:** As above, or As above.

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### Dusk Work



**Requires a Laibon with three or more Aye.**  
Play after resolving an action (successfully or not). Tap three Aye on this Laibon to untap him or her.

**DRAFT:** As above, but requires (and you tap) only two Aye.

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### Edge of the World



Usable by a ready Guruhi you control, acting or not. Only usable if you have gained a victory point during this action. You gain 4 pool. If this Guruhi is acting, he or she untaps and gains enough blood from the bank to reach full capacity. Only one Edge of the World can be played each action.

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### Exile



**+1 stealth action.**  
Tap an ally or younger vampire and untap this acting vampire.  
Tap X Orun on this vampire to send a vampire or imbued with capacity or cost 2X or less to his or her owner's uncontrolled region.

**DRAFT:** As above.

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### Familial Bond



**Requires a Laibon.**  
Only usable on an action directed at another Laibon you control or on a bleed against you. +1 intercept. If this block fails, the acting minion may choose to make the action fail. If the action succeeds, this Laibon may tap (after resolution) to enter combat with the acting minion.

**DRAFT:** This Laibon gets +1 intercept.

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### Guinea-Bissau Carnival



**Master.**  
Put this card in play. Each Laibon gets +X stealth when hunting and gains X+1 additional blood from the bank if successful, where X is the number of Aye he or she has. Burn this card during your next untap phase. Only one Guinea-Bissau Carnival may be played in a game.

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### Hiding in the Open



**Requires a Laibon.**  
If this referendum succeeds, put this card on the acting Laibon. This Laibon gets +1 bleed. Cards which require a non-Laibon title cannot be played on this Laibon nor while this Laibon is acting. A minion may have only one Hiding in the Open.

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### Ilomba



**Animal with 1 life. Requires a Laibon.**  
Put Ilomba on any minion (this is a +1 stealth action if that minion is controlled by another Methuselah). If Ilomba would burn a life (or would otherwise be burned), this minion burns a blood or life instead. If he or she cannot, he or she is burned. A minion may have only one Ilomba.

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### Impundulu



Unique demon with 1 life, 1 strength, 0 bleed. Impundulu has flight , gets one optional maneuver each combat, and may strike: 1R damage. He may steal 1 blood or life from a minion as a +1 stealth  action.

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### Invoke Poison Glands



Cancel a frenzy card played on this vampire as it is played. Strike: hand strike at +1 damage. Strike: burn the opposing animal or mortal, or strike: hand strike at +X damage, where X is the number of Orun on this vampire. DRAFT:  Strike: dodge.

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### Ishtarri Warlord



Master. Put this card on an Ishtarri you control. This Ishtarri gets an optional maneuver or press each combat. A minion can have only one Ishtarri Warlord. When the lion grows old, even flies attack him. Wadchagga proverb

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### Jua Vema



This vampire treats aggravated damage as normal damage this round. As above, but for the remainder of the action if you tap an Aye on him or her. DRAFT:  Prevent 1 damage.

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### Kuta



Requires a Laibon. Choose a younger vampire with capacity 6 or less. If this referendum succeeds, put this card on that vampire. Directed actions cost this vampire an additional blood . This vampire cannot block older vampires. Any vampire may call a referendum to burn this card as a +1 stealth political action.

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### Make an Example



Only usable by a non-acting Guruhi when an acting Laibon you control is blocked (before combat). Inflict 2 unpreventable damage on both the acting Laibon and the blocking minion and end the action (without combat).

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### Mapatano Utando



Unique master. Put this card in play. You may tap this card to reduce a bleed against you by 1. During your influence phase, you may tap this card and burn the Edge to gain 4 transfers. Any vampire may burn this card as a  action that costs 1 blood .

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### Mundane



Master. Put this card on a Laibon with no Orun and no Mundane. Cards that require Disciplines cost this vampire 1 additional blood . Burn this card if this vampire gets an Orun. Alternatively, when a minion with no Orun plays an action card requiring a Discipline or Virtue, play this card to your ash heap as an out-of-turn master to cancel that card as it is played.

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### My Kin Against the World



Choose X younger vampires of the same clan as this acting vampire. If this vampire is Laibon, you may choose younger Laibon regardless of clan. If this referendum passes, untap this acting vampire and the chosen vampires. Only one My Kin Against the World can be called each turn.

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**Neebi**



Requires a Laibon with three or more Aye. Only usable before range is determined. Set the range for this round. Skip the determine range step this round.  
**DRAFT:** As above, but requires only two Aye.

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**Nkish**



Unique equipment. Requires a Laibon. You may use a master phase action to search your library or ash heap for an Aye or an Orun and put that card on this Laibon.  
*Somewhere between the axis of Heaven and Earth lies the link to humanity.*

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**Orun**



Master: trifle. Put this card on a Laibon. For non-Orun cards played by Methuselahs other than this Laibon's controller, this Laibon is considered to have 2 additional capacity. A Laibon gets an additional vote for every three Orun he or she has. If this Laibon successfully bleeds for more than 2 or successfully performs a Ⓛ action against a non-mortal minion, he or she burns one Orun. Burn this card if this Laibon has more Orun and Aye than his or her capacity.

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**Pallid**



Master. Put this card on a Laibon with no Aye and no Pallid. This vampire gets -1 stealth. Burn this card if this vampire gets an Aye. Alternatively, when a vampire with no Aye or a zombie is acting, play this card to your ash heap as an out-of-turn master to give a vampire you control +1 intercept.

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**Powerbase: Luanda**



Master: unique location. Requires a ready Laibon. Tap this card during your master phase and choose a vampire you control. Once this turn, the chosen vampire may enter combat with any minion as a +1 stealth Ⓛ action. Any vampire can steal this location as a Ⓛ action.

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**Reliquary: Trinket**



Equipment. If the bearer is a ready Laibon, you get +1 hand size. This Laibon may discard up to 3 cards from your hand as a +1 stealth action. A minion may have only one Reliquary: Trinket.

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**Remnant of the Endless Storm**



Unique werewolf with 5 life. 1 strength, 0 bleed. Requires a magaji. The Remnant gets +1 strength for each life it has. The Remnant may enter combat with any minion as a Ⓛ action. If any effect does more than 2 damage to the Remnant, ignore the excess. If the Remnant has 4 or fewer life during your untap phase, it gains 1 life from the blood bank.

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**Savannah Runner**



Requires a Laibon. ⚡ This Laibon burns 1 blood to get +1 intercept. ♦ Tap this Laibon or an Aye on him or her to untap another ready Laibon. Not usable by a blocking Laibon.  
**DRAFT:** As ⚡ above.

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**Sense Vibrations**



Master: trifle. Put this card on a Laibon with Auspex Ⓛ. This Laibon with Auspex may tap this card during a referendum to get 1 additional vote. A vampire can have only one Sense Vibrations.

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### Supernatural Resistance



Requires a Laibon with three or more Orun.

Tap an Orun on this Laibon to cancel an action card targeting this Laibon or a strike card as it is played. Not usable to cancel a card that doesn't require a Discipline or that requires Celerity or Potence.

**DRAFT:** As above, but requires only two Orun.

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### Taking the Skin: Minion



Cancel a frenzy card played on this vampire as it is played.

Skin. Play when this vampire burns a minion. Put this card on this vampire and untap him or her. This vampire may bleed an additional time this turn and gets +1 bleed and +1 stealth when bleeding. Burn this card during your discard phase. A minion can have only one skin.

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### Taking the Skin: Vulture



Cancel a frenzy card played on this vampire as it is played.

+1 intercept, and put this card on this vampire. This vampire has flight.

Burn this card during your next untap phase. A minion can have only one skin.

As above, and this vampire gets an optional maneuver each combat.

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### Taming the Beast



Cancel a frenzy card played on this vampire as it is played.

Strike: hand strike at +1 damage. This combat, this minion cannot cancel frenzy cards nor press to end.

As above, but strike: burn equipment.

**DRAFT:** Strike: hand strike at +1 damage.

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### Transcendent Laibon



Unique master. Put this card on a Laibon with at least three Aye and three Orun. During your untap phase, this Laibon gains 1 blood. Allies and younger vampires must burn 1 blood or life to attempt to block this Laibon or to target this Laibon with a action.

Burn this card if this minion is not ready or has fewer than three Aye or three Orun.

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### Tunnel Runner



Werewolf with 3 life. 1 strength, 1 bleed.

The Runner may play cards that require Animalism as a vampire and may burn 1 life to get +1 stealth. If he successfully bleeds, you may look at the target Methuselah's hand. A vampire stealing life from the Runner takes 1 damage for each point stolen. If the Runner has 2 or fewer life during your untap phase, he gains 1 life.

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### Unholy Radiance



Requires a Laibon with three or more Orun.

Only usable during a referendum. Usable by a tapped Laibon. Gain 4 votes.

**DRAFT:** As above, but requires only two Orun.

*Eze terrified both mortal and Laibon alike, for his unholy strength and overwhelming force of will.*

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### Well-Marked



+1 stealth action. Requires a Laibon.

Put this card on this Laibon. If his or her capacity is 5 or more, he or she untaps. Once each combat, this Laibon may prevent 1 non-aggravated damage from the opponent's strike. A minion can have only one Well-Marked.

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