

Darlene Killian

5

Sabbat: Allies and retainers cost Darlene an additional blood. Sterile.

2

Dovey Ebfwe

6

Sabbat. Black Hand: Dovey gets an additional +1 stealth when employing retainers. Sterile.

7

Helen Fairchild

6

Sabbat: Helen cannot have or use equipment. Sterile.

4

Sahana

4

Sabbat: Sterile.

5

Sylvie Helgon

6

Sabbat: Once each action, Sylvie may burn a political action card (A) from your hand to get +1 stealth or +1 intercept. Sterile.

9

Annazir

5

Independent: Annazir has 2 votes (titled). He may burn a location or steal an equipment as a (D) action. +1 bleed. Infernal.

9

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Arishat

6

Independent: Arishat has 1 vote (titled). Once each referendum, she may burn 1 blood (♠) to force a vampire to abstain. Infernal.

6

Illus: Samuel Araya ©2009 CCP/M. All Rights Reserved

The Horde

6

Independent: Non-unique. The Horde may tap to give another infernal minion +1 bleed for the current action. Infernal.

3

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The unnamed

6

Independent: The unnamed may strike: 2R aggravated damage as a strike that costs 1 blood (♠). If it successfully bleeds, you gain 2 pool. Infernal.

10

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Xeper, Sultan of Lepers

6

Independent: Xeper gets 1 additional vote for each ready unique infernal vampire you control. He may steal an ally controlled by another Methuselah as a \odot action. Infernal.

7

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Danylo

5

Sabbat. Kiev Circle: Danylo may search your library for a location to move to your hand as an action that costs 1 pool \heartsuit (discard afterward). Sterile.

4

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Gavrylo

5

Sabbat. Kiev Circle: Allies and younger vampires get -1 intercept when Gavrylo is acting. Sterile.

4

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Kyrylo

5

Sabbat. Kiev Circle: Sterile.

4

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Pavlo

5

Sabbat. Kiev Circle: During your untap phase, you may move a blood from Pavlo to a ready Blood Brother in the Kiev Circle. Sterile.

4

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Volo

5

Sabbat. Kiev Circle: Volo gets -1 stealth when hunting. Sterile.

4

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Evil Jensen

4

Independent: Evil can search your crypt for a vampire to move to your uncontrolled region as a +1 stealth action that costs 2 pool \heartsuit . She must burn 1 blood \heartsuit to attempt to block older vampires.

6

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Harlan Graves

6

Independent: If Harlan is diablerized, no blood hunt can be called. He gets -1 intercept against non-bleed actions.

4

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Hillanvale

6

Independent: Once each bleed action, Hillanvale may burn a blood and a card that requires Melpominee from your hand to get +1 bleed. She gets -1 intercept against non-Independent vampires.

5

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Janet Langer



5

Independent: Janet must burn 1 blood to attempt to block.

3

Scout Youngwood




6

Independent: Scout has 2 votes (titled). During your untap phase, she may burn 2 blood & to tap an ally or younger vampire controlled by your prey. Reaction cards cost her an additional blood.

8

Cedric



4

Camarilla. Tremere slave: If Cedric successfully blocks a Ⓚ action, he may burn 1 blood when the action ends (after combat, if any) to untap. Flight

6

Chaundice



4

Sabbat. Tremere antitribu slave: Twice each combat, Chaundice may prevent up to 2 non-aggravated damage from the opposing minion's strikes that round. Flight

8

Fustuk



5

Sabbat. Tremere antitribu slave: You may tap Fustuk to untap a Tremere antitribu. Flight

6

Grotesque



6

Camarilla. Tremere slave: Non-unique. When played, choose a location you control not chosen for a Grotesque. Remove this Grotesque from the game if you no longer control the location. Flight

3

Malachai



6

Independent: Flight

5

Rocia



4

Camarilla: Rocia gets +1 intercept when attempting to block Tremere or Tremere antitribu. She gets an optional press each combat. Flight

8

Rusticus



5

Camarilla. Tremere slave: Flight

4

Alcoan

6

Sabbat: When Alcoan is in combat with an ally or younger vampire, you may look at the opposing minion's controller's hand before range is determined on the first round.

7

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Byzar

6

Sabbat: If Byzar would be burned, put a burn counter on him and move him to torpor instead. If he has three burn counters, remove him from the game. +1 stealth.

10

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La Viuda Blanca

6

Sabbat: La Viuda may draw up to two cards from your library as a +1 stealth action (discard afterward).

6

Illus: Samuel Araya ©2009 CCP LLC. All Rights Reserved

Mordechai Ben-Nun

5

Sabbat: +1 intercept.

8

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Nicomedes

4

Sabbat. Black Hand: Once each of your turns, Nicomedes may burn a blood to shuffle your hand into your library (draw afterward).

5

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The Arcadian

5

Sabbat: The Arcadian may bleed at +1 stealth and +1 bleed as a Ⓚ action that costs 1 blood. Cold iron vulnerability.

8

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Dame Hollerton

4

Sabbat: Cold iron vulnerability.

5

Illus: Mark Nelson ©2009 CCP LLC. All Rights Reserved

Greer Worder

6

Sabbat: Cold iron vulnerability.

4

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Isanwayen

4

Sabbat: While ready, Isanwayen may tap to give you an additional master phase action. Rescuing him from torpor costs an additional blood. Cold iron vulnerability.

6

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Myrna Goldman

6 **Sabbat:** During your untap phase you may look at the top three cards of your library. +1 bleed. Cold iron vulnerability.

9

Illustration: Marco Nebel

Nitidas

6 **Sabbat:** You may tap Nitidas to get +1 hand size for the remainder of the turn. Cold iron vulnerability.

5

Illustration: Eric Lofgren

Omme Enberbenight

4 **Sabbat priscus:** Cards that require Mytherceria cost Omme 1 less blood. Cold iron vulnerability.

7

Illustration: Mark Nelson

Pherydima

4 **Sabbat bishop:** During your discard phase, you may burn a pool to untap Pherydima. Cold iron vulnerability.

8

Illustration: Mark Nelson

Roderick Phillips March

4 **Sabbat:** While Roderick is ready, your minions get an additional +1 stealth on equip actions. Cold iron vulnerability.

7

Illustration: Mark Nelson

Andrew Emory

4 **Sabbat bishop.**

5

Illustration: Steve Eidson

Black Wallace

4 **Sabbat.**

6

Illustration: Mark Poole

Ermenegildo, The Rake

4 **Sabbat. Black Hand.**

5

Illustration: Ken Meyer, Jr.

Lord Vauxhall

4 **Sabbat.**

7

Illustration: Leif Jones

Luca Italicus

4

Sabbat Archbishop of Philadelphia: Once each round after the first, Luca can strike for 2R damage.

10

Illus: Jim DiBarolo ©2009 CCP M. All Rights Reserved

Virginie, Prodigy

VRE

4

Sabbat bishop: Once each action, Virginie may burn 1 blood to get +1 bleed.

6

Illus: Ken Meyer, Jr. ©2009 CCP M. All Rights Reserved

Anu Diptinatpa

6

Independent: Once each action, Anu may burn a blood to give the acting minion +1 bleed. Scarce.

7

Illus: Robin Chyo ©2009 CCP M. All Rights Reserved

Asguresh

5

Independent: Once each combat, Asguresh may cancel a combat card played by the opposing minion as it is played (no cost is paid). Scarce.

6

Illus: Robin Chyo ©2009 CCP M. All Rights Reserved

Jozz

6

Independent: Jozz may enter combat with a vampire no more than twice his capacity or with an ally as a Ⓚ action. Scarce.

2

Illus: Jim Pavelec ©2009 CCP M. All Rights Reserved

Veejay Vinod

6

Independent: Once each action, Veejay may burn 2 blood to get +1 stealth. Scarce.

3

Illus: Juan Calle ©2009 CCP M. All Rights Reserved

Federico di Padua

5

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

7

Illus: Tony Skaitaan ©2009 CCP M. All Rights Reserved

Harold Tanner

4

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

6

Illus: Matthias Toppa ©2009 CCP M. All Rights Reserved

Petra

4

Camarilla: Damage Petra inflicts on Baali ☉ is aggravated. A vampire burns an additional blood whenever he or she uses a press to continue combat with Petra.

5

Illus: Chad Michael Ward ©2009 CCP M. All Rights Reserved

Shahid

4

Camarilla: You may tap Shahid during any other Methuselah's untap phase to increase your hand size by X for the remainder of the turn, where X is the number of ready minions that Methuselah controls.

7

Illustration: Mark Nelson

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

Illustration: Joel Burke

Topaz

4

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

7

Illustration: Eric Meyer Jr.

Matthew

6

Independent: Once each turn, if Matthew is ready, he may reduce the cost of a non-out-of-turn master card you play by 1 pool. Scarce.

7

Illustration: [unreadable]

Nahum Enosh

6

Independent: If Nahum is ready during your untap phase, another ready vampire you control gains 1 blood, +1 bleed. Scarce.

10

Illustration: [unreadable]

Obaluaye

5

Laibon: Obaluaye gets +1 stealth when hunting. If you control four or more Salubri, burn Obaluaye. Scarce.

5

Illustration: [unreadable]

Serenna the White

6

Independent: Once each turn, if Serenna is ready, she may burn 1 blood to reduce a bleed against you by 2. Scarce.

8

Illustration: [unreadable]

Aredhel

4

Sabbat. Black Hand.

5

Illustration: David Day

Ariel

6

Sabbat.

6

Illustration: Justin Norman

Azrael

6

Sabbat: When Azrael hunts, he may move one of the blood he would gain to another vampire you control. He cannot press to end combat.

5

Illus: Justin Norman

Langa

4

Laibon: Langa may enter combat with a vampire controlled by another Methuselah as a Ⓚ action.

5

Illus: Fanti Bay

Nkechi

4

Laibon: When Nkechi is in combat, she may burn a blood before range is determined on the first round to allow you to look at the opposing minion's controller's hand.

4

Illus: Fanti Bay

Qawiyya el-Ghaduba

5

Sabbat. Red List: Qawiyya may burn 2 blood to untap once during your minion phase. +2 strength.

9

Illus: Juan Calle

Rashiel

4

Sabbat.

3

Illus: Daniel Diaz

Silas

6

Sabbat: If Silas is ready during your discard phase, he may burn 1 blood to give you an additional discard phase action.

5

Illus: Ken Meyer, Jr.

Uriel

4

Sabbat bishop: In combat, the controller of the opposing minion plays with an open hand.

8

Illus: Justin Norman

Abebe

4

Independent.

4

Illus: James Sauer

Angel Chavarria

6

Independent.

3

Illus: Samuel Araya

Baroque



5

Independent: Baroque can enter combat with a younger vampire who is not Giovanni or Nosferatu as a \odot action.

7

Illus: Justin Norman

Brigitte Mandisa



6

Independent.

5

Illus: Samuel Araya

Josette



6

Independent: Josette may move a minion from any torpor or incapacitated region to your own as a \odot action that costs 2 blood.

8

Illus: Samuel Araya

Macoute



4

Independent.

6

Illus: James Meyer

Morlock



4

Sabbat. Black Hand: Morlock can burn a retainer as a ranged strike. +1 bleed.

8

Illus: Ken Meyer, Jr.

Tangine



4

Independent: When in combat with a Salubri, Tangine cannot strike except to dodge or end combat. She may inflict 1 damage on any non-Salubri minion or retainer as a \odot action.

7

Illus: James Meyer

Toy



5

Sabbat. Malkavian antitribu slave: Toy cannot act or block. Toy Chest Test cannot be played on him.

2

Illus: Tom Duocan

Troglodytia



4

Independent: When any Methuselah plays a master card, you may look at that Methuselah's hand (after the replacement card is drawn). +1 strength.

10

Illus: James Lowe

Claus Wegener



5

Camarilla.

5

Illus: Sam Araya

Frank Weissshadel



4

Camarilla.

4

Illus: Mathias Kollros ©2009 CCP M. All Rights Reserved

Hector Trelane



4

Independent: On the first round of combat, Hector can use strikes that require Thaumaturgy 2 that are not usable on the first round. If Hector is sent to torpor or burned in combat, he is burned, and the controller of the opposing minion gains 4 pool.

5

Illus: Thomas Denmark ©2009 CCP M. All Rights Reserved

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

Illus: Leif Jones ©2009 CCP M. All Rights Reserved

Muhsin Samir



4

Camarilla.

6

Illus: Thomas Denmark ©2009 CCP M. All Rights Reserved

Tarrence Moore



5

Camarilla.

4

Illus: Ken Meyer, Jr. ©2009 CCP M. All Rights Reserved

Al-Muntathir, God's Witness



5

Sabbat, Black Hand: If you control four or more True Brujah, burn Al-Muntathir. He cannot play cards that require Celerity 1. Scarce.

8

Lydia, Grand Praetor




6

Independent: Lydia has 1 vote (titled). Once each action, she can burn 1 blood for +1 stealth. She cannot play cards that require Celerity 1. Scarce.

9

Mikael Birkholm




6

Independent: When choosing a gun strike, Mikael may use the first aim card found in your library (shuffle afterward). He cannot play cards that require Celerity 1. +1 hand size. Scarce.

8

Shalmath



6

Independent: Shalmath may search your library for an action card to move to your research area as a +1 stealth action. Once each turn, he may untap. He cannot play cards that require Celerity 1. Scarce.

10

Jefferson Foster



4

Sabbat bishop.

6

Illus: Thomas Manning ©2009 CFP M. All Rights Reserved

Jephta Hester



4

Sabbat.

5

Illus: Eric Deschamps ©2009 CFP M. All Rights Reserved

Mariel St. John



4

Sabbat.

6

Illus: Becky Jollensten ©2009 CFP M. All Rights Reserved

Neighbor John



4

Sabbat: +1 intercept.

5

Illus: Jim Pavlec ©2009 CFP M. All Rights Reserved

Polly Kay Fisher



4

Sabbat Archbishop of New York.

8

Illus: Eric Deschamps ©2009 CFP M. All Rights Reserved

Titus Camille



4

Sabbat: Titus can steal equipment from a minion controlled by your predator or prey as a Ⓛ action. +1 strength.

8

Illus: Avery Butterworth ©2009 CFP M. All Rights Reserved

Abbot



+1 stealth action. Requires a Sabbat vampire.

Put this card on this acting Sabbat vampire and untap him or her. This Sabbat vampire gets +1 intercept against Ⓛ actions directed at his or her controller. A vampire may have only one Abbot.

Illus: John Bridges ©2009 CFP M. All Rights Reserved

Absorb the Mind



☒ Strike: dodge.

☒ Strike: ranged. Steal 1 blood.

♠ Strike: ranged. Steal 1 blood and steal 1 master: Discipline card from the opposing vampire (put it on this striking vampire).

Illus: Steve Ellis ©2009 CFP M. All Rights Reserved

Agent of Power



Master: Discipline. Trifle. Unique.

Put this card on a vampire you control and choose a Discipline. This vampire gains 1 level of that Discipline. Burn this card during your discard phase.

Illus: Jeff Holt ©2009 CFP M. All Rights Reserved

The Ailing Spirit







  Bleed at +1 bleed.
  Bleed at +1 bleed. Vampires with Dementia , mortals and mages get -1 intercept during this action.
 +1 stealth action.  Take control of a Malkavian , Malkavian *antitribu* , mortal or mage until the end of the turn.

Illus: Aaron Acevedo ©2009 CFP M. All Rights Reserved

Amulet of Temporal Perception






Unique equipment.
 This vampire may burn 1 blood to play a card that requires basic Temporis  from your hand. This equipment can be used only once each turn.
DRAFT: This vampire gains 1 level of Temporis.

Illus: Nicolas Bigot ©2009 CFP M. All Rights Reserved

Antediluvian Awakening



Unique master.
 Put this card in play. During each Methuselah's untap phase, he or she burns 1 pool, or he or she may burn a vampire he or she controls with a capacity 4 or more to burn this card.

Illus: Gary Chatterton ©2009 CFP M. All Rights Reserved

As the Crow






 Only usable after a successful action. Untap this minion. A minion can play only one As the Crow each turn.
DRAFT: As above, but only usable on the first action of a turn.

Illus: Avery Butterworth ©2009 CFP M. All Rights Reserved

Aura Absorption








  This vampire burns 1 blood to get +1 intercept.
 +1 intercept.
 +1 stealth.
A young man. William Reed. Pacing nervously. Grabs a sealed envelope and keys from the table. Hmmm. That's all I see. Four hours ago, no more. Bartholomew, Kiasyd

Illus: Mike Maza ©2009 CFP M. 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.

Illus: Greg Simanson ©2009 CFP M. All Rights Reserved

Autonomic Mastery






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

Illus: Peter Bergting ©2009 CFP M. All Rights Reserved

Barrenness







+1 stealth action.
  Put this card on a vampire and untap this acting vampire. This vampire is sterile and his or her capacity decreases by 2 (to a minimum of 1.)  is not a Discipline.
  Burn a vampire whose capacity is 1.

Illus: Veronica Jones ©2009 CFP M. All Rights Reserved

The Barrens



Master: unique location.
 Tap to discard a card from your hand (draw afterward).

Illus: Ron Spencer ©2009 CFP M. All Rights Reserved

Baseball Bat



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

Illus: Brian LeBlanc ©2009 CFP M. All Rights Reserved

Benefit Performance



Successful referendum means you gain X pool, where X is the number of ready Daughters of Cacophony you control, and each non-Daughter of Cacophony vampire who voted in favor gains 1 blood.

Illus: Brian LeBlanc ©2009 CFP M. All Rights Reserved

The Black Beast



Only usable before range is determined in combat with a Camarilla vampire.
Put this card on this vampire. When in combat with a Camarilla vampire, this vampire gets +1 strength and may burn this card for a press, only usable to continue combat. A vampire may have only one Black Beast.

Illus: Brian LeBlanc ©2009 CFP M. All Rights Reserved

Blanket of Night



+1 stealth.
Only usable by a vampire other than the acting minion when a minion attempts to block an acting minion you control. Tap this modifying vampire to cause the block to fail; that blocking minion cannot attempt to block this action again.

Illus: Brian LeBlanc ©2009 CFP M. All Rights Reserved

Blessed Resilience



Master.
Choose a vampire in your ash heap with superior Fortitude and superior Necromancy who was burned from play. Move that vampire to your ready region.
DRAFT: Move a vampire from torpor to the ready region. That vampire gains 1 blood from the bank.

Illus: Leif Jones ©2009 CFP M. All Rights Reserved

Blessing of the Beast



Master.
Put this card on an Ahrimane with any number of cards that require Spiritus from your hand (face down). You may look at these cards at any time. This Ahrimane may play these cards as if from your hand. Burn this card when it has no more of these cards on it. A vampire may have only one Blessing of the Beast.

Illus: Paul Tobin ©2009 CFP M. All Rights Reserved

Blessing of the Name



+1 stealth action.
Usable by a tapped Salubri *antitribu*. You may not play this card if you have a Blessing of the Name in play. Put this card in play and choose this acting vampire and up to two other minions you control. The chosen minions untap, and they have +1 intercept and inflict +1 damage with melee weapons while this card is in play. During your untap phase, burn this card and tap the chosen minions.

Illus: William O'Connor ©2009 CFP M. All Rights Reserved

Blind Spot



Master.
Choose a vampire you control and an ally or younger vampire controlled by your prey. While the first chosen vampire is acting this turn, the other chosen minion cannot block or play reaction cards.

Illus: Pat McEvoy ©2009 CFP M. All Rights Reserved

Bliss



Cancel a frenzy card as it is played. Usable by a vampire not involved in the current combat, if any.
Strike: combat ends.
DRAFT: As above.

Illus: Sandra Chang-Adair ©2009 CFP M. All Rights Reserved

Blissful Agony







 1

☞ Strike: hand strike at +1 damage.
 ☑ Only usable at close range before strikes are chosen. Opposing minion takes 1 unpreventable damage during strike resolution each round this combat when the range is close. A vampire may play only one Blissful Agony at ☑ each combat.
 ⬠ Strike: combat ends. Choose a minion controlled by a Methuselah other than the opposing vampire's controller. The opposing vampire enters combat with that minion.

Illus: Bedy Cloonan ©2009 CFP M. All Rights Reserved

Blooding by the Code






 1

Master.
 Put this card on a Salubri *antitribu* you control. This Salubri *antitribu* gains one level of Valeren ☑ and gets +1 strength. Capacity increases by 1: the Salubri *antitribu* is one generation older. A vampire can have only one Blooding by the Code.

Illus: Veronica Jones ©2009 CFP M. All Rights Reserved

Blood Tempering







 1

+1 stealth action.
 ☑☑ Put this card on an equipment. This melee weapon inflicts an additional damage each strike. When this equipment prevents damage in combat, it can prevent an additional point. An equipment can have only one Blood Tempering.
 ⬠☑☑ As above, and untap this acting vampire.

Illus: Heather V. Kreiter ©2009 CFP M. All Rights Reserved

Bonding







You cannot play another action modifier to increase this bleed amount. (Only usable during a bleed action.)
 ☑☑ +1 bleed.
 ⬠☑☑ +1 stealth and +1 bleed.
*In every voice, in every ban,
 The mind-forged manacles I hear.
 William Blake, "London"*

Illus: Gary Chatterton ©2009 CFP M. All Rights Reserved

Brick by Brick







 1

☑ Maneuver.
 ☑ Strike: 2R damage, with an optional maneuver.
 ⬠☑ Only usable before range is determined. This vampire sets the range this round.

Illus: Peter Berging ©2009 CFP M. All Rights Reserved

Brother in Arms








 1

+1 stealth action. Requires a ready, non-sterile Salubri *antitribu* with capacity above 2.
 Put this card in play; it becomes a 2-capacity, non-unique Salubri *antitribu* with basic Valeren ☑. Move 1 blood from the acting vampire to this vampire. This vampire cannot act this turn. During your untap phase, if you control more ready Brothers in Arms than ready unique Salubri *antitribu*, burn the excess ready Brothers in Arms.

Illus: Andrew Trabbold ©2009 CFP M. All Rights Reserved

Bum's Rush



Do not replace until the end of this action.
 Ⓛ Enter combat with a ready minion controlled by another Methuselah. The acting minion gets an optional maneuver during this combat.

Illus: Gary Chatterton ©2009 CFP M. All Rights Reserved

Camera Phone







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

Illus: Craig Grant ©2009 CFP M. All Rights Reserved

Capitalist






Master: archetype.
 Put this card on a Sabbat vampire you control. Once per turn, when this vampire successfully bleeds his or her prey, he or she gains 1 blood from the bank. A vampire can have only one archetype.

Illus: Aaron Voss ©2009 CFP M. All Rights Reserved

Cavalier



Master: archetype.
Put this card on a vampire you control. Once per turn, when this vampire successfully performs an action that costs 1 or more blood, he or she may burn an additional blood to untap.

Illus: Brian LeBlanc ©2009 CFP M. All Rights Reserved

Channel 10



Master: unique location.
Tap to give a minion you control +2 intercept for the current action. Not usable on the first action in a minion phase.

They're only too happy to get a real story to help fill the hour, even from unknown sources. We both win.
Cock Robin, Nosferatu Justicar

Illus: Steve Ellis ©2009 CFP M. All Rights Reserved

Chantry



Master: unique location.
During your master phase, you may tap this card and burn 1 pool or 1 blood from any ready Tremere you control to move any Tremere from torpor to his or her controller's ready region.

*In books that are as altars where we kneel
To consecrate the flicker, not the flame.*
Edwin Arlington Robinson, "George Crabbe"

Illus: Jeff Holt ©2009 CFP M. All Rights Reserved

Charge of the Buffalo



Enter combat with a tapped minion.
Enter combat with a minion. The first round of that combat, range is automatically close, and this vampire's initial strike is strike: hand strike at +1 damage.
As above, but the strike is at +2 damage.

Illus: Jim DiBartolo ©2009 CFP M. All Rights Reserved

Cheat the Fates



Bleed at +2 bleed.
Bleed. Minions without Temporis cannot block, and this minion cannot play other cards that require Disciplines this action.
As above, and this acting minion untaps at the end of the action.

Illus: Doug Stambaugh ©2009 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 ©2009 CFP M. All Rights Reserved

Clockwerx



Only usable before range is determined. Move an equipment from a ready Blood Brother of the same circle to this vampire in combat.
As above, but usable any time during combat.
DRAFT: Strike: 2R damage.

Illus: Marian Churchland ©2009 CFP M. All Rights Reserved

Code of Samiel



Unique master.
Put this card in play. During your untap phase, a Salubri *antitribu* you control gains 1 blood. When a Salubri *antitribu* burns a ready vampire or sends a vampire to torpor in combat or as a action, he or she untaps after the end of the minion phase.

Illus: Peter Berging ©2009 CFP M. All Rights Reserved

Cold Aura



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

Illus: Veronica Jones ©2009 CFP M. All Rights Reserved

Command Performance



Unique master.
Put this card in play. Tap during your minion phase to untap a ready Daughter of Cacophony. Any titled vampire may call a referendum to burn this card as a +1 stealth political action.

DRAFT: As above, and you may tap this card during a referendum to gain 2 votes.

Illus: Marco Nelor ©2009 CCP M. All Rights Reserved

Compress



Strike: hand strike at +2 damage.
Strike: 2 aggravated damage.
Strike: 3 aggravated damage.

He was screaming, and his face just shrunk in until it was nothing more than a skull mask.
Max Lowell, Gangrel antitribu

Illus: Ron Spencer ©2009 CCP M. All Rights Reserved

Computer Hacking



Bleed with +1 bleed.

Look, d00d, those "D3mons33d 3lit3" hackers aren't kewl. They just can't spell...
Synner-G, City Gangrel antitribu hacker

Illus: Gary Chatterton ©2009 CCP M. All Rights Reserved

Conditioning



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

- +2 bleed
- +3 bleed.

Illus: John Bridges ©2009 CCP M. All Rights Reserved

Coroner's Contact



Master:
Search your crypt to find a Samedi. Show it to all players and place it in your uncontrolled region with 1 blood from the bank.

Joseph Eldred—died of a self-inflicted wound in his neck. Weapon not found. Seneca County, NY, Coroner's Inquest

Illus: Steve Ellis ©2009 CCP M. All Rights Reserved

Corporate Hunting Ground



Master: unique location. Hunting ground.

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

A room full of suits slaughtered by a pack of bloodsucking thieves? Sounds like poetic justice to me.
Mitchell, The Headhunter, Pander

Illus: Gary Chatterton ©2009 CCP M. All Rights Reserved

Covincraft



Reduce a bleed against you by 1.
Only usable during a referendum. This Kiasyd gains 4 votes.

We are false and evanescent, and aware of our deceit, From the straw that is our vitals to the clay that is our feet.
Edwin Arlington Robinson, "The False Gods"

Illus: Brian Kibbey ©2009 CCP M. All Rights Reserved

Create Gargoyle



+1 stealth action. Requires a non-sterile vampire.

Put this card into play; it represents a 2-capacity slave Gargoyle of the same sect enslaved to the acting vampire's clan with basic Visceratika and flight. You may search your hand, library and/or ash heap for a master: Discipline to place on this Gargoyle. Move up to 3 blood from the acting vampire to this Gargoyle. This Gargoyle cannot act this turn.

Illus: Darwin Talon ©2009 CCP M. All Rights Reserved

Dabbler



Master: archetype. Trifle.

Put this card on a vampire you control. Once each turn when this vampire uses 3 or more Disciplines to play cards during an action, he or she may gain 1 blood from the bank or burn 1 blood to untap (after the action is resolved). A vampire can have only one archetype.

Illus: Matt Smith ©2009 CCP M. All Rights Reserved

Dagger



Melee weapon. Cold iron.
 You may put a second Dagger from your hand or ash heap on this minion when you equip this Dagger from your hand. Strike: strength+1 damage. Alternatively, strike: strength ranged damage and, after strike resolution, put this weapon out of play until the end of the action. Burn this weapon if any damage from it is prevented.

1

Illus: Joel Burke ©2009 CFP M. All Rights Reserved

Darkness Within



Put this card into play before range is determined. Once each round, during strike resolution, move 1 blood or life from the opposing minion to this card (even at long range). When combat ends, move half the blood (rounded up) on this card to this vampire and burn this card. A minion can play only one Darkness Within each combat.

As above, with an optional maneuver.

1

Illus: William O'Connor ©2009 CFP M. All Rights Reserved

Dawn Operation



If this action is blocked, all damage inflicted to vampires in the resulting combat is aggravated. Any vampire attempting to block may now choose not to block.

As above, but vampires attempting to block cannot back out.

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Death Seeker



Cancel a combat card played by the opposing minion as it is played (no cost is paid). A vampire can play only one Death Seeker each round.

DRAFT: Strike: hand strike at +1 damage.

1

Illus: Erica Danell ©2009 CFP M. All Rights Reserved

Decompose



+1 stealth action.
 Put this card on a minion. This minion gets -1 stealth on non-hunt actions and cannot use additional strikes. During this minion's untap phase, he or she may burn 2 blood or life to burn this card.

As above, and presses cost this minion an additional blood or life to use.

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Deep Song



Bleed at +1 bleed.

Frenzy. Enter combat with and tap a ready vampire controlled by another Methuselah. In that combat, that vampire is considered the acting minion.

Illus: Jeremy McHugh ©2009 CFP M. All Rights Reserved

Defender of the Haven



+1 stealth action.
 Put this card on a slave Gargoyle with a capacity above 4. This Gargoyle gets +2 intercept against actions. A Gargoyle can have only one Defender of the Haven.

This is my master's house, and she does not receive visitors unannounced. You do not look like you have business here, so best be on your way.
 Pufgar, slave Gargoyle

1

Illus: Jeff Holt ©2009 CFP M. All Rights Reserved

Deflection




Only usable when you are being bled, after blocks are declined. Tap this reacting vampire. Choose another Methuselah other than the controller of the acting minion. The acting minion is now bleeding that Methuselah.

As above, but do not tap this vampire.

1

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Depravity



Unique master.
 Put this card on a ready vampire you control. This vampire has +1 strength, and he or she gets +1 stealth on diablerie actions. He or she cannot recruit allies or employ retainers.

1

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Development



Master: trifle.
When drawing to replace this card, you may take your choice of one of the cards from your research area instead of drawing from your library.

DRAFT: Search your library for a card, shuffle your library, and put the chosen card on the top of your library.

Illus: Jenny Frison ©2009 CFP M. All Rights Reserved

Diabolic Lure



☑ Reduce a bleed against you by 1.
☑ Requires an infernal vampire. Only usable when this vampire successfully blocks. Put 4 pact counters on the acting minion. If the number of pact counters equals or exceeds his or her capacity or cost, burn them to make him or her infernal.

◆ As ☑ above, and the acting minion's controller burns 1 pool.

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Din of the Damned



Only usable on an undirected action as the action is announced.
Equipment and conviction cards cannot grant intercept this action (any intercept they grant is lost). Reaction cards (and powers) that grant intercept for this action cost an additional blood or life.

DRAFT: ☑ As above.

Illus: Avery Butterworth ©2009 CFP M. All Rights Reserved

Dive Bomb




+1 stealth action.
☑ ☐ Enter combat with a ready minion. In the first round of this combat, this minion gets an optional maneuver. If this action is blocked, the blocking minion gets an optional press in the first round of the resulting combat.

DRAFT: ☑ As above.

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Divine Sign



+1 stealth action.
☑ ☐ Choose a minion. Put this card on this acting minion and untap him or her. This minion gets +2 intercept against the chosen minion. That minion may burn this card as a ☐ action. A minion may have only one Divine Sign.

◆ As above, and if this minion successfully blocks the chosen minion, his or her controller plays with an open hand in the resulting combat.

Illus: David Day ©2009 CFP 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 ©2009 CFP M. All Rights Reserved

Draeven Softfoot (Changeling)



Unique changeling with 1 life. 1 strength, 0 bleed.
Draeven may tap to prevent 1 damage done in combat to a Kiasyd. Cards that require Chimerstry ☑ cannot target him nor be played while he is acting, blocking or in combat. He cannot block a minion who has a cold iron card.

Illus: Paul Ballard ©2009 CFP M. All Rights Reserved

Dragonbound



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

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

Illus: Richard Thomas ©2009 CFP M. All Rights Reserved

Dreams of the Sphinx



Unique master.
Put this card in play. Put a counter on this card each time you tap it. When the third counter is added, burn this card. Tap this card to get +2 burn size until the end of the current turn. Tap during your untap phase to gain an additional pool if you have the Edge. Tap to move a blood from the bank to a vampire in your uncontrolled region.

1

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Dummy Corporation



Master: unique location.
You may burn this card when you are being bled to reduce the bleed amount by 2.

Cardinal Networks guarantees client confidentiality and customer satisfaction in all transactions.
Willa Gebenstaler, Caitiff

Illus: James Stowe ©2009 CFP M. All Rights Reserved

Ears of the Hare



☐ This vampire burns 1 blood to get +1 intercept.
☑ +1 intercept.
◆ +2 intercept.

Illus: Veronique Jones ©2009 CFP M. All Rights Reserved

Effective Management



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

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Elder Intervention



Do not replace until the end of this action.
Only usable during a bleed against you. This vampire gets +2 intercept. A vampire cannot play both Pack Tactics and Elder Intervention in the same action.

1

Illus: Jeffrey Orfan ©2009 CFP M. All Rights Reserved

Enhanced Senses



☑ +1 intercept.
◆ +2 intercept.

*Perhaps to our senses things offer only their rejections.
Perfume is what the flowers throw away.*
Paul Valéry

Illus: Bob Jones ©2009 CFP M. All Rights Reserved

Ensconced



☑ +1 stealth action. Put this card on a location and untap this vampire. While this vampire is ready, his or her controller may burn this card during a **Ⓛ** action against this location to cause the acting minion to enter combat with this vampire (the action is unsuccessful).
☑ **☑** Play (and burn) during a **Ⓛ** action against a location as above.

Illus: Marian Churchland ©2009 CFP M. All Rights Reserved

Eternal Vigilance



+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.
Put this card on the acting vampire. During an action, this Sabbat vampire can burn 1 blood to untap and attempt to block. Burn this card if this vampire goes to torpor.

I look forward to observing. You must forgive me, however, if I abandon this seat of honor and instead take up my duties.
Talley, The Hound, Lasombra

1

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Evil Eye



Do not replace until your untap phase.
☑ **☑** Cancel a strike card played by the opposing minion as it is played (no cost is paid). The opposing minion cannot choose another strike and gets no strike instead. **☑** is not a Discipline.
☑ **☑** Cancel an action card as it is played and tap the acting minion.

1

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Eye of Unforgiving Heaven



☑ **☑** Strike: 2R aggravated damage to all vampires, demon allies and demon retainers in combat. If this striking vampire is burned during the resolution of this strike, you gain 2 pool.
◆ **◆** As above, but the damage done to this striking vampire is normal, not aggravated.

Illus: Abrar Ajmal ©2009 CFP M. All Rights Reserved

Eyes of Argus



Only usable during a **Ⓛ** action against 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 Kretzer ©2009 CCP M. All Rights Reserved

Fae Contortion



Cancel a grapple card played on this vampire as it is played (no cost is paid).
 Maneuver.
 Maneuver.
 +1 stealth.

*For in the word death
There is nothing to grasp; nothing to catch
or claim.*
Philip Larkin, "And the wave sings because it is moving."

Illus: Brian LeBlanc ©2009 CCP M. All Rights Reserved

Faerie Wards



Only usable when an ally or younger vampire is taking a **Ⓛ** action against you.
 +2 intercept.
 The action fails. Tap this reacting vampire.

As above, and the acting minion does not untap as normal during his or her next untap phase.

2

Illus: Aaron Acevedo ©2009 CCP M. All Rights Reserved

Fame



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

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Fanfare for Elysium



1 Vote

Choose up to five older vampires. Successful referendum means each chosen vampire gains 1 blood.
 As above, and (if the referendum passes) put this card in play. Unique. You may burn this card before range to end any combat.

Illus: Aaron Acevedo ©2009 CCP M. All Rights Reserved

Flames of the Netherworld



Only usable at long range. This vampire burns 1 blood to strike for 1R aggravated damage.
 Strike: 1 aggravated damage.
 Strike: 1R aggravated damage.

Illus: Sandra Chang-Adair ©2009 CCP M. All Rights Reserved

Foldable Machine Gun



Weapon: Gun.
1R damage each strike, with an optional maneuver each combat. This maneuver cannot be used on the first round. When bearer strikes with this gun, he or she gets an optional additional strike this round, only usable to strike with this gun.

2

Illus: Brian LeBlanc ©2009 CCP M. All Rights Reserved

Folderol



This vampire burns 1 blood to reduce a bleed against you by 1.
 Reduce a bleed against you by 1.
 Reduce a bleed against any Methuselah by 1.

Hold your tongue as best you can. Those pointed ears can filter out your lies no matter how well you deliver them.
Qufur am-Heru, Follower of Set

Illus: Steve Prescott ©2009 CCP 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

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Fractura







X is 0. Strike: dodge.
 This vampire gets X additional strikes each round. Those additional strikes can only be hand strikes.  is not a Discipline.
 As  above, and this vampire gets +1 strength for the remainder of this combat.

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Freak Drive






 Only usable at the end of a successful action (after resolving the action). This vampire untaps.
 As above, but usable even if the action is blocked (play after combat, if any).

Illus: Nilson ©2009 CFP M. All Rights Reserved

Gift of Sleep







 +1 stealth.
  Only usable when this vampire is about to enter combat with an ally. Tap that ally and end the action. If this vampire is blocking, do not tap him or her.
 +1 stealth.

Illus: Heather V. Kreiter ©2009 CFP M. All Rights Reserved

Goblinism







  Burn a location.
 +1 stealth action. Search your library for a location or equipment that is a location while in play. Show it to the other players and put it in your hand. Shuffle and discard afterward.
 As  above, and if the location or equipment is a haven, you may put it on this vampire instead (requirements and cost, if any, must be met and paid as normal).

Illus: Roel Wiefinga ©2009 CFP M. All Rights Reserved

Govern the Unaligned






  Bleed with +2 bleed.
 +1 stealth action. Move 3 blood from the bank to a younger vampire in your uncontrolled region.

Illus: Oliver Meinerding ©2009 CFP M. All Rights Reserved

Graverobbing






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

Illus: Mike Danza ©2009 CFP M. All Rights Reserved

Greater Curse







+1 stealth action.
  Bleed and gain 1 pool.
  Put this card on an ally or a younger vampire. Bleed actions and combat cards cost this minion an additional blood or life. A minion can have only one Greater Curse.  is not a Discipline.
 As  above, but the vampire need not be younger.

1

Illus: Mathias Kollros ©2009 CFP M. All Rights Reserved

Great Symposium





Master.
 Search your crypt for a Kiasyd and put that vampire in your uncontrolled region. Then distribute 3 blood from the bank among one or more Kiasyds in your uncontrolled region. Only one Great Symposium can be played in a game.
DRAFT: As above.

Illus: Peter Berging ©2009 CFP M. All Rights Reserved

Gremlins







  Bleed at +1 bleed.
 +1 stealth action.  Burn an equipment. Not usable on melee weapons.
 +1 stealth action.  Bleed at +1 bleed.
Hee hee hee. You really don't know how you got here? Hee hee hee.
 Fae Kidnapper

Illus: Peter Berging ©2009 CFP M. All Rights Reserved

Groaning Corpse



Only usable before range is determined.

☒ X is the number of Groaning Corpses already played this combat. The opposing minion takes 1 damage each round of combat during strike resolution if the range is close.

◆ As above, but for 2 damage. A vampire may play only one Groaning Corpse at superior each combat.

Illus: Juan Calle ©2009 CCP M. All Rights Reserved

Guardian Angel



Master.

Put this card on a ready vampire you control. This vampire gets +1 intercept when you are being bled. This vampire may prevent 1 damage each combat. Burn this card if this vampire goes to torpor.

Illus: Anna Christensen ©2009 CCP M. All Rights Reserved

Hag's Wrinkles



Only usable on an equip action.

◆ +2 stealth.

☒ Untap this acting vampire if the action is successful.

◆ As ☒ above, but with +1 stealth.

People look twice when you go in a posh place like that, but let 'em look. They'll never catch you lifting because they don't know what they're looking for.
Reg Driscoll, Samedì

Illus: Mark Nelson ©2009 CCP M. All Rights Reserved

Harmony



+1 stealth action.

☉ Your prey burns 3 pool for each Choir card you control. Burn all Choir cards you control.

DRAFT: ☉ Your prey burns 3 pool.

Their songs are at once captivating and deadly—much like I suspect the Sirens to be themselves.
Jan Pieterzoon, Ventrue

Illus: E.M. Gist ©2009 CCP M. All Rights Reserved

Hatchling



+1 stealth action. Requires a non-sterile Gargoyle.

Put this card into play. This card represents a 1-capacity Gargoyle of the same sect with basic Visceratika ☒. Move 1 blood from the bank to this Gargoyle. This Gargoyle cannot act this turn. Once this game, this Gargoyle can burn 1 blood during your untap phase to gain flight.

Illus: Richard Thomas ©2009 CCP M. All Rights Reserved

Hatch the Viper



Retainer with 1 life.

☒ This minion can prevent 1 damage each combat. The opposing minion takes 1 damage each round during strike resolution when the range is close.

◆ As above, but the opposing minion takes 2 damage.

DRAFT: ☒ or ☒ As ☒ above.

Illus: Justin Norman ©2009 CCP M. All Rights Reserved

Hay Ride



☒ Only usable after resolving an action (successfully or not). Choose a Blood Brother of the same circle as this acting vampire. As your next action, that Blood Brother may play the action card used for this action from your ash heap as if from your hand.

◆ As above, but the cost of this card is reduced by 1 blood.

Illus: Jeremy McHugh ©2009 CCP M. All Rights Reserved

Hexe



☒ Strike: 2R damage.

☒ Strike: 1R aggravated damage. ☒ is not a Discipline.

◆ As ☒ above, and the damage is unpreventable.

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Hide the Heart



☒ Reduce a bleed against you by 1.

☒ The action ends (unsuccessfully). The acting minion may burn 1 blood to cancel this card as it is played. Only one Hide the Heart may be played at ☒ each action.

◆ Reduce a bleed against you by 2, or tap to reduce a bleed against any Methuselah by 2.

Illus: Kari Whitteman ©2009 CCP M. All Rights Reserved

Hive Mind



+1 stealth action.
 ☐ Untap this vampire and another ready Blood Brother of the same circle. Only one Hive Mind may be played at ☐ each turn.
 ⬠ Move 3 blood from the bank to a Blood Brother of the same circle in your uncontrolled region.
DRAFT: ☐ ☐ Bleed (without the restriction of ☐ above).

Illus: Jami Waggoner ©2009 CFP M. All Rights Reserved

Horseshoes



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

Illus: Jim Pavlec ©2009 CFP M. All Rights Reserved

Hougan



Unique master.
 Put this card on a ready Samedí you control. During your untap phase, this Samedí gains 1 blood from the bank, and he or she may tap to gain an additional blood. Any other Samedí may move this card to himself or herself as a +1 stealth action.

Illus: Durwin Talon ©2009 CFP M. All Rights Reserved

Hunger Moon



Transient.
 Whenever a vampire successfully hunts, move 1 blood from that vampire to this card. Burn this card when it has five counters.

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I am Legion



☐ ☐ +1 stealth.
 ☐ ☐ Cancel a card that requires Auspex ☐ as it is played.
 ⬠ ⬠ As ☐ ☐ above, and/or gain 1 pool if this action is successful (after resolving the action).

Illus: Mathias Kollros ©2009 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.

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Indomitability



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

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Infernal Servitor



Unique demon with 2 life, 1 strength, 3 bleed. Requires an infernal vampire.
 ☐ Move the servitor to the ready region when recruited. Remove her from the game if she successfully performs an action (after resolution) or if you control no infernal vampires.
 ⬠ As above, and the servitor may play cards requiring Daimoinon ☐ or Obfuscate ☐ as a vampire.

Illus: Eric Danel ©2009 CFP M. All Rights Reserved

Information Highway



Master: unique location.
 During your influence phase, you get 2 additional transfers.

Illus: Melissa Urban ©2009 CFP M. All Rights Reserved

Jar of Skin Eaters



Weapon.
The bearer may use this weapon only if it has a blood on it. Strike: 3R aggravated damage. This minion may inflict 3 aggravated damage on another minion as a \textcircled{D} action. Burn after either use. Any Gargoyle enslaved to this vampire may move 1 blood to this card as a +1 stealth action.
DRAFT: \heartsuit As above, with 1 blood.

Illus: Erica Dorell ©2009 CFP M. All Rights Reserved


Joumlon's Axe



Unique melee weapon.
Cold iron.
Strike: strength+1 damage. Once each combat, bearer may cancel a grapple card played by the opposing minion as it is played (no cost is paid), and bearer's initial strike this round must be (or have been) with this weapon (not usable otherwise).

Illus: Eric Lofgren ©2009 CFP M. All Rights Reserved

Journal of Hrorsh



Unique equipment.
When this Salubri performs a successful action, put a counter on this card. Burn these counters if this card is moved. You may remove this ready Salubri from the game to move these counters to your pool (not usable during an action).
DRAFT: \heartsuit As above, but for this Kiasyd.

Illus: Brian LeBlanc ©2009 CFP M. All Rights Reserved

J. S. Simmons, Esq.



Unique mortal with 1 life.
The minion with this retainer gets +1 bleed.

Illus: Bob Stevie ©2009 CFP M. All Rights Reserved

Knotted Cord



Requires an infernal vampire. Only usable during a referendum.
Choose a younger vampire. The chosen vampire abstains. This can cancel that vampire's votes.

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Lead Fist



\boxtimes Strike: hand strike at +1 damage.
 \heartsuit As \boxtimes above, and once this round this vampire can burn a blood to get a press, only usable to continue combat.
 \spadesuit As \heartsuit above, but at +2 damage.

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Lily Prelude



\heartsuit Allocate 4 points among one or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point assigned.
 \spadesuit As above, and choose a Methuselah. Successful referendum means that chosen Methuselah gains 1 pool.

1

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Little Mountain Cemetery



+1 stealth action.
This acting Samedi and all younger Samedi in your uncontrolled region each gain a blood from the bank.
*Dark hills at evening in the west,
Where sunset hovers like a sound
Of golden horns that sang to rest
Old bones of warriors underground...*
Edwin Arlington Robinson, "The Dark Hills"

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Lord of Serenity



+1 stealth action.
 \heartsuit Rescue up to two vampires from torpor. Any ready vampire may attempt to block this action.
 \spadesuit Put this card on the acting vampire. During your untap phase, this vampire gains 1 blood. Any vampire may burn this card as a \textcircled{D} action.
 \spadesuit As \spadesuit above, but this vampire gains 2 blood.

3

Illus: Vatche Mavian ©2009 CFP M. All Rights Reserved

Lost in Crowds



■ +1 stealth. Into Thin Air and Lost in Crowds cannot both be played on the same action.
 ◆ **As above, but for +2 stealth.**
*...he knows a frightful fiend
 Doth close behind him tread.
 Samuel Taylor Coleridge, "The Rime of the Ancient Mariner"*

Illus: Melissa Uran ©2009 CCP M. All Rights Reserved

Loving Agony



Only usable at close range.
 ☒ Strike: hand strike at +1 damage.
 ☑ Strike: combat ends and the opposing minion takes 1 damage.
 ◆ **As ☑ above, and this vampire may burn 1 blood to untap before combat ends.**

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Maleficia



Master: trifle.
 Put this card on an infernal vampire. This vampire may play cards that require Maleficia (not a Discipline). With two of these cards, he or she may play cards that require superior Maleficia. Burn this card if this vampire is not infernal.
DRAFT: Make a vampire you control infernal, and play this card as above.

Illus: Aaron Acevedo ©2009 CCP M. All Rights Reserved

Marked Path



Only usable after a successful Ⓞ action.
 ■ Put this card on the acting vampire. During a Ⓞ action against the same Methuselah (or same set of Methuselahs), this vampire may burn this card to get +1 stealth.
 ◆ **As above, but for +2 stealth.**

Illus: Joe Slucher ©2009 CCP M. All Rights Reserved

Masca



■ +1 stealth.
 ☑ This acting vampire gets an optional additional strike each round of combat until the end of this action. ☑ is not a Discipline.
 ◆ **As ☑ above, but with +2 stealth.**

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Mask of a Thousand Faces



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

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Melange



☑ +1 intercept.
 ◆ **As above, and if this vampire successfully blocks, put this card on the acting minion; you still control this card. When bleeding the controller of the minion with this card, this reacting vampire may burn this card to get +1 bleed.**

Illus: Britt McKelvin ©2009 CCP M. All Rights Reserved

Member of the Entourage



Mortal with 2 life. 0 strength, 0 bleed.
 This ally cannot take actions. During a Ⓞ action directed at you, this ally may burn 1 life to get +1 intercept. Burn this ally if he successfully blocks a vampire (no combat occurs).
DRAFT: ☑ As above.

Illus: Phil Wehr ©2009 CCP M. All Rights Reserved


Mind of the Wilds






☑☑ If this action is blocked, this vampire gets an optional maneuver in the first round of the resulting combat, and the blocking minion cannot strike to end combat.
 ◆ **As above, with +1 stealth.**
DRAFT: ☑☑ As ☑☑ above.

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Minor Curse



+1 stealth action.
 Put this card on any minion. This minion's controller doesn't replace cards played by this minion until the end of the action. is not a Discipline.
 As above, but the cards are not replaced until the discard phase of that turn.

Illus: Avery Butterworth ©2009 CCP M. All Rights Reserved

Mole's Tunneling







 Only usable when an ally or younger vampire is attempting to block. Allies and younger vampires get -1 intercept this action.
 +1 stealth.
 This vampire burns an additional blood to get +2 stealth.

Illus: Marian Churchland ©2009 CCP M. All Rights Reserved

Momentary Delay





Requires a vampire with capacity 7 or more.
 Only usable at the end of an action blocked by an ally or a vampire of capacity 5 or less (after any combats). Not usable if more than one round of combat has occurred nor if this vampire has lost 3 or more blood this action or ended combat before the press step. The action continues as if unblocked.

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Morphan Blow







Only usable at close range.
 Strike: combat ends.
 Strike: combat ends and put this card on the opposing minion. This minion cannot take actions or block. Burn this card at the end of the turn.
 As above, and if this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.

Illus: Michael Gaydos ©2009 CCP M. All Rights Reserved

Mr. Winthrop






Unique mortal with 1 life.
 The minion with this retainer gets +1 intercept.

Illus: Aona Christenson ©2009 CCP M. All Rights Reserved

Murmur of the False Will







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

Illus: Jim DiBartolo ©2009 CCP M. All Rights Reserved

New Moon Sigil







+1 stealth action. Moon sigil.
 Put this card on a vampire you control. This vampire gets an optional maneuver each combat. A vampire can have only one moon sigil.
 As above, and once each action, this vampire may burn 2 blood to get +1 stealth for the current action.

Illus: Doug Stambaugh ©2009 CCP M. All Rights Reserved

Night Moves





 Put this card on a vampire you control. Bleed your predator or prey at +3 stealth. If more than 1 pool is bled with this action, ignore the excess.
 As above, but bleed at +6 stealth.
Hung be the heavens with black, yield day to night!
 William Shakespeare, King Henry VI Part 1, act 1, scene 1

Illus: Britt Martin ©2009 CCP M. All Rights Reserved

Nocturn







Demon with 1 life. 1 strength, 1 bleed.
 Move Nocturn to the ready region when recruited. If this is this vampire's first successful recruit action this turn, he or she untaps. Nocturn can play non-ally cards that require basic Obtenebration as a vampire. Burn Nocturn during your untap phase.
 As above, and this vampire may perform this action again this turn, with the cost increased by 1 blood.

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Obedience



☐
☐

Only usable when this reacting vampire is about to enter combat with an acting younger vampire.
☑ Untap the acting vampire, do not tap this reacting vampire, and end the current action (and combat). The acting vampire cannot attempt the same action this turn.
◆ As above, but do not untap the acting vampire.

Illus: Oliver Mauerding ©2009 CCP M. All Rights Reserved

Obtenebration



☐

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

Illus: Melissa Uran ©2009 CCP M. All Rights Reserved

Off Kilter



☐
☐

+1 stealth action.
 Gain 1 pool. If you do not have the Edge, you get the Edge. Otherwise, you may burn the Edge to gain 1 additional pool.
DRAFT: Burn the Edge to gain 2 pool.

Illus: Leif Jones ©2009 CCP M. All Rights Reserved

Olid Loa



☐
☐

Only usable before range is determined. Retainers lose their abilities this combat. The opposing minion cannot maneuver to close or press to continue this combat.
DRAFT: Maneuver, only usable to go to long range.

Illus: Juan Calle ©2009 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.

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Oppugnant Night



☐
☐

+1 stealth action.
 Put this card in play and untap this Blood Brother. Each Blood Brother in this circle (including this one) may enter combat with any minion as a ☐ action. Burn this card at the end of this minion phase. Only one Oppugnant Night can be played each turn.
DRAFT: ☐ ☐ Enter combat with a ready minion.

Illus: Avery Butterworth ©2009 CCP M. All Rights Reserved

Oubliette



☐
☐

☐ Strike: combat ends.
◆ As above, and the opposing minion burns 1 blood or life after combat (even at long range).

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Outside the Hourglass



☐
☐
☐

■ Strike: dodge.
☐ Maneuver, or strike: dodge, with an optional maneuver.
◆ **Only usable before range is determined. Inflict 2 damage on the opposing minion. A vampire can play only one Outside the Hourglass at superior each round.**

Illus: Jim DiBarrolo ©2009 CCP M. All Rights Reserved

Patagia: Flaps Allowing Limited Flight



☐
☐

+1 stealth action.
 Put this card on the acting Nosferatu. This vampire gets an optional maneuver each combat. Once each combat, this vampire may burn 1 blood to gain flight ☐ for the remainder of the round. A vampire may have only 1 Patagia card.
Demon or bird! (said the boy's soul)
 Walt Whitman, "Out of the Cradle Endlessly Rocking"

Illus: Andrew Trabbold ©2009 CCP M. All Rights Reserved

The Path of Harmony



Unique master.
Put this card in play. Cards that require Spiritus $\frac{1}{2}$ cost Ahrimanes 1 less blood. Any minion may burn this card as a $\textcircled{1}$ action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

Illus: Paul Tobin ©2009 CFP M. All Rights Reserved

The Path of Retribution



Unique master.
Put this card in play. Cards that require Valeren $\frac{1}{2}$ cost Salubri *antitribu* 1 less blood. Any minion may burn this card as a $\textcircled{1}$ action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

Illus: Ken Hoyer, Jr. ©2009 CFP M. All Rights Reserved

The Path of Service



Unique master.
Put this card in play. Cards that require Visceratika $\frac{1}{2}$ cost slave Gargoyles 1 less blood. Any minion may burn this card as a $\textcircled{1}$ action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

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Patrol



+1 intercept.

He's a dutiful servant around the chantry, but it's the time he's able to spend in solitude flying above the chantry on patrol that he seems to earnestly enjoy.
Elisabetta Romano, Tremere

Illus: Steve Prescott ©2009 CFP M. All Rights Reserved

Penitent Resilience



$\frac{1}{2}$ $\frac{1}{2}$ This vampire treats aggravated damage as normal damage. Flash Grenades have no effect on this vampire.

$\frac{1}{2}$ $\frac{1}{2}$ As $\frac{1}{2}$ above, but for the remainder of combat.

$\frac{1}{2}$ $\frac{1}{2}$ $\textcircled{1}$ Only usable as the action is announced. Choose a vampire. That vampire cannot block this action.

Illus: Sandra Chang-Adair ©2009 CFP M. All Rights Reserved

Pocket Out of Time



$\frac{1}{2}$ This vampire burns 1 blood to get +1 stealth.

$\frac{1}{2}$ +1 stealth.

$\frac{1}{2}$ After any combat this action, this vampire can burn 1 blood to start a new combat with the opposing minion (if both combatants are still ready).

Illus: Marian Churchland ©2009 CFP M. All Rights Reserved

Political Hunting Ground



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

Illus: Melissa Urgan ©2009 CFP M. All Rights Reserved

Potio Martyrium



+1 stealth action.

Put this card on a Gargoyle enslaved to this vampire's clan. If this Gargoyle is burned or sent to torpor in combat, he or she burns and inflicts 3 aggravated damage on the opposing minion and each retainer in combat. A minion may have only one Potio Martyrium.

DRAFT: $\frac{1}{2}$ As above, but put this card on this Gargoyle.

Illus: Phillip Hilliker ©2009 CFP M. All Rights Reserved

Pounce



Strike: hand strike at +2 damage, and the opposing minion cannot strike for the remainder of the round (this doesn't affect the current strike resolution). If this strike is dodged, this striking minion takes 1 damage during strike resolution and the opposing minion gets an optional press.

Illus: John McCre ©2009 CFP M. All Rights Reserved

Precognition



+1 intercept.

◆ **As above, and this vampire can prevent up to 1 damage during the first round of the resulting combat if he or she successfully blocks this action.**

"It's a poor sort of memory that only works backwards," remarked the Queen. Lewis Carroll, Through the Looking Glass

Illus: Andy Wittenstein ©2009 CCP M. All Rights Reserved

Pressing Flesh



+1 stealth action.

☑ Choose an ally that was burned from play. Move that ally from the ash heap to your ready region with this card and life equal to its starting life. This ally is a zombie instead of what it used to be, gets -1 bleed, cannot gain life, and may play cards that require basic Fortitude ☑ as a vampire.

◆ **As above, but with an additional life.**

Illus: Doug Stambaugh ©2009 CCP M. All Rights Reserved

Psalm of the Damned



Burn 1 pool to get +1 bleed. You cannot play another action modifier to increase this bleed.

☑ Choose a minion. The chosen minion cannot play reaction cards (including ☑ abilities of power cards) this action. ☑ is not a Discipline.

◆ **As above, and the chosen minion cannot block this action.**

Illus: Mathias Kolros ©2009 CCP M. All Rights Reserved

Raking Talons



Only usable before range is determined.

For the remainder of combat, damage from this Gargoyle's hand strikes is aggravated. A vampire may play only one Raking Talons each combat.

Illus: David Day ©2009 CCP M. All Rights Reserved

Rampage



☑ **ⓓ Burn any location. If you control the location, this is a +1 stealth action.**

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Ravager



Master.

Put this card on a Kiasyd. Non-changelings cannot block this Kiasyd's undirected hunt actions.

DRAFT: As above, but for any vampire.

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Raw Recruit



+1 stealth action. Requires a slave.

ⓓ Put this card in play and move a vampire in torpor to this card, out of play. A vampire you control to whom this Gargoyle is a slave may remove that vampire from the game as a +1 stealth action to turn this card into a Gargoyle with the same capacity and Fortitude ☑, Potence ☑, Visceratika ☑ and flight ☑, enslaved to the acting vampire's clan.

Illus: Jim Pavelec ©2009 CCP M. All Rights Reserved

Razor Bat



Gargoyle creature with 2 life.

The Gargoyle with this retainer gets +1 intercept. When the Gargoyle with this retainer is in combat, the opposing minion takes 1R damage during the initial strike resolution phase of each round, at long or close range.

But as I approached the window, this... winged rat erupted in a tempest of chittering and flapping, alerting the Tremere and scratching at my back. Christianus Lionel, Nosferatu antitribu

Illus: Jeff Hilt ©2009 CCP M. All Rights Reserved

Reanimated Corpse




Zombie with 2 life. 2 strength, 2 bleed.

☑ Put X pathos counters on this corpse when it enters play. During your untap phase, burn 1 pathos counter. Remove the corpse from the game if it has no pathos counters. The corpse can play combat cards that require basic Fortitude ☑ as a vampire.

◆ **As above, but put 2 additional pathos counters on the corpse.**

Illus: Reed Wiegala ©2009 CCP M. All Rights Reserved

Research



Master.
Search your library for three cards (shuffle afterward) and place them face down in your research area. You may look at the cards in your research area at any time. A Methuselah may play only one Research in a game.
DRAFT: As above, but place the cards on the top of your library.

Illus: Jenny Frison ©2009 CFP M. All Rights Reserved

The Rising



Gehenna. Do not replace until your prey is ousted.
Requires at least two other Gehenna cards in play. A Methuselah cannot gain pool during his or her own turn unless he or she has the Edge or at least one victory point. Any pool he or she would gain goes to the bank instead.
DRAFT: As above, but does not require two other Gehenna cards in play.

Illus: Samuel Araya ©2009 CFP M. All Rights Reserved

Ritual Scalpel



Unique equipment.
If this Nagaraja successfully hunts, he or she gains 1 additional blood.
This Nagaraja may inflict 1 unpreventable damage on a mortal (ally or retainer) to gain 2 blood as a **Ⓚ** action.
DRAFT: As above, but for this *Salubri antitribu*.

Illus: Peter Berghing ©2009 CFP M. All Rights Reserved

Rock Cat



Gargoyle creature with 4 life, 3 strength, 0 bleed.
Rock Cat may enter combat with a ready minion as a **Ⓚ** action. Opposing vampires with capacity 3 or less cannot strike in the first round. Rock Cat gets an optional press each combat. Rock Cat may play cards requiring basic Potence **Ⓚ** as a 3-capacity vampire.

Illus: Jeff Holt ©2009 CFP M. All Rights Reserved

Rockheart



Ⓚ Strike: dodge.
Ⓚ Prevent half the damage (round up) done by the opponent's strike. (Doing this twice would prevent all damage from the strike.)
Ⓚ As Ⓚ above, and prevent half the damage (round up) done by each strike of the opponent for the remainder of combat. A vampire may play only one Rockheart at superior each combat.

Illus: Alexander Dunnigan ©2009 CFP M. All Rights Reserved

Rumble



Requires a Sabbat vampire.
Ⓚ Enter combat with a ready minion controlled by another Methuselah. In that combat, your hand size is increased by one. If this acting vampire is not ready at the end of the action, you burn 1 pool.

Illus: Peter Berghing ©2009 CFP M. All Rights Reserved

Safe Passage



Ⓚ Allies get -1 intercept this action.
Ⓚ As Ⓚ above, and reaction cards (and powers) cost an additional blood or life this action.
Ⓚ As Ⓚ above, and put this card on this vampire. Actions directed at this vampire cost an additional blood or life. Burn this card during your untap phase.

Illus: Jim DiBartolo ©2009 CFP M. All Rights Reserved

Scarlet Lore



+1 stealth action.
Ⓚ Move a minion card from your ash heap to the top of your library.
Ⓚ Search your library for a minion card (shuffle afterward) to move to the top of your library.
Ⓚ As Ⓚ above, with an additional +1 stealth.

Illus: Leif Jones ©2009 CFP M. All Rights Reserved

Scobax



Ⓚ Reduce a bleed against you by 1.
Ⓚ The acting minion gets -1 stealth. **Ⓚ** is not a Discipline.
Ⓚ As Ⓚ above, and the action ends immediately (unsuccessfully) unless the acting minion burns 1 blood or life.

Illus: Aaron McCreedy ©2009 CFP M. All Rights Reserved

Scourge of Alecto

Frenzy. Only usable against a vampire or werewolf.
⚡ **⚡** Strike: X-2 ranged damage, where X is this vampire's capacity minus the target's capacity or cost. If more than 4 damage is inflicted with this strike, ignore the excess.
♦♦ As above, with an optional maneuver.
DRAFT: **⚡** As **⚡** above.

Illus: Patrick McEvoy ©2009 CCP M. All Rights Reserved

Scry the Hearthstone

Only usable during a **Ⓛ** action against you.
Ⓛ +1 intercept.
Ⓛ As **Ⓛ** above, with an optional maneuver in the resulting combat if this vampire successfully blocks.
Ⓛ Cancel an action card or action modifier card that requires Chimerstry **Ⓛ** or Obfuscate **Ⓛ** as it is played (no cost is paid).

Illus: Alexander Dunningan ©2009 CCP M. All Rights Reserved

Sense Death

+1 stealth action.
Ⓛ **Ⓛ** Enter combat with a younger vampire.
Ⓛ **Ⓛ** Enter combat with any minion. This acting vampire gets an optional press during this combat.
♦♦ As **Ⓛ** above, and this acting vampire gets an optional maneuver during this combat.

Illus: Veronica Jones ©2009 CCP M. All Rights Reserved

Shaal Fragment

Unique equipment. Nod fragment.
+2 hand size. Any vampire may steal this equipment as a **Ⓛ** action.

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Shadowed Eyes

+1 stealth action.
Ⓛ **Ⓛ** **Ⓛ** Put this card on an ally or younger vampire. This minion gets -2 intercept and cannot take **Ⓛ** actions or use ranged strikes. Any minion may burn this card as a +1 stealth action.
♦♦ As above, and the action to burn this card costs an additional blood or conviction.

Illus: Juan Calle ©2009 CCP M. All Rights Reserved

Shadow Play

+1 stealth.
♦♦ +2 stealth.
You will close your eyes, in order not to see, through the glass.
The evening shadows making faces.
Rimbaud, "A Dream for Winter"

Illus: Stuart Sawyer ©2009 CCP M. All Rights Reserved

Shattering Crescendo

Ⓛ **Ⓛ** Inflict 1 unpreventable damage on an ally or retainer.
Ⓛ **Ⓛ** Discard a Shattering Crescendo from your hand to inflict 2 unpreventable damage on each of up to 2 minions controlled by a single Methuselah.
♦♦ As **Ⓛ** above, but for 3 damage each.

Illus: Marian Churchland ©2009 CCP M. All Rights Reserved

Shatter the Gate

+1 stealth action. Requires an infernal Baali with capacity 9 or more.
 Put this card on this Baali. A vampire with capacity 6 or more may burn the Edge to burn this card as a **Ⓛ** action. If this Baali has three Shatter the Gates, burn them all to give each other Methuselah a shattered counter. A Methuselah with any shattered counters burns 3 pool during his or her untap phase.

Illus: Samuel Araya ©2009 CCP M. All Rights Reserved

Shroud of Absence

Ⓛ **Ⓛ** +1 stealth.
♦♦ As **Ⓛ** above, and if this action is blocked, this vampire may end combat as a strike during the first round of the resulting combat.
Oh! I didn't realize you had come in, Marconius. You catch the city sleeping, against its nature.
Andrea Giovannini

Illus: Brian LeBlanc ©2009 CCP M. All Rights Reserved

Slake the Thirst



Only usable when this vampire gains blood. Choose another ready Blood Brother of the same circle. That vampire gains the same amount of blood from the bank.
 As above, but usable as an action modifier.

Illus: Jami Waggoner ©2009 CCP M. All Rights Reserved

Slam



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

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Soak



A vampire may play only one Soak each round.
 Prevent 2 non-aggravated damage.
 Prevent 4 non-aggravated damage.

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

Illus: Andrew Trabbold ©2009 CCP M. All Rights Reserved

Song of Pan



+1 stealth action. **Unique.** Untap this acting Kiasyd and put this card in play. All Kiasyd and changeling allies get +1 bleed. During your discard phase, burn this card and inflict 1 unpreventable damage on each Kiasyd or changeling ally you control who did not successfully bleed this turn.

Illus: Ken Meyer, Jr. ©2009 CCP M. All Rights Reserved

Soul of the Earth



+1 stealth action. Put this card on a slave Gargoyle. The Gargoyle with this card can burn it to reduce the cost of recruiting or employing an ally or retainer that requires a Gargoyle by up to 3 blood or pool.

This ritual will cushion the creature's mind and body against the shock of your embrace.
 Rebekka, Tremere Chantry Elder

Illus: Steve Prescott ©2009 CCP M. All Rights Reserved

Spirit Claws



For the remainder of this round, damage from this vampire's hand strikes is aggravated.
 Maneuver and as above.
 +1 stealth action. **Unique.** Put this card on this vampire. Damage from this vampire's hand strikes is aggravated.

Illus: John Bridges ©2009 CCP M. All Rights Reserved

Sport Bike



Vehicle. This minion gets +1 intercept. A minion may have only one vehicle.

Illus: Ron Schrier ©2009 CCP M. All Rights Reserved

Steadfastness



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

Illus: Dimples ©2009 CCP M. All Rights Reserved

Stiff Contempt



Only usable as the action is announced. Vampires must burn 1 blood to attempt to block this action.
DRAFT: As above.

Horrid, repulsive and coarse. Someone should do something about them.
 Victoria Ash, Toreador primogen

Illus: Philip Hilliker ©2009 CCP M. All Rights Reserved

Stonestrength



Press, only usable to continue combat.
 Press, or prevent 1 damage.
 Prevent 2 damage.

What does not destroy me, makes me stronger.
 Friedrich Nietzsche, *The Twilight of the Idols*

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Stone Travel



This vampire burns 1 blood to get +1 stealth.
 +1 stealth. If this action is blocked, this acting vampire may choose to cancel the resulting combat.

Half a hole is more than enough.
 Bartholomew, Kiasyd

Illus: Brian LeBlanc ©2009 CFP M. All Rights Reserved

Striga



Master: trifle.
 Put this card on an infernal vampire. This vampire may play cards that require Striga (not a Discipline). With two of these cards, he or she may play cards that require superior Striga. Burn this card if this vampire is not infernal.

DRAFT: Make a vampire you control infernal, and play this card as above.

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Strix



+1 intercept, even if intercept is not yet needed. If this vampire successfully blocks this action, he or she untaps at the end of the action. is not a Discipline.

Only usable when a bleed against you is successful. The bleed burns no pool. Instead, this vampire taps and enters combat with the acting minion.

1

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Sudden Reversal



Master: out-of-turn.
 Cancel a master card played by another Methuselah as it is played (no cost is paid).

Illus: Anna Christenson ©2009 CFP M. All Rights Reserved

Summon History



Search your library and/or ash heap for an ally, retainer or equipment whose cost is X or less. Put that card in play (on this vampire and with starting life from the bank as needed).

Search your crypt and/or ash heap for a non-scarce vampire with capacity X or less. Put that vampire in play, with no blood.

X

Illus: Andrew Hepworth ©2009 CFP M. All Rights Reserved

Sword of the Righteous



Only usable before range is determined.

Choose one of this vampire's melee weapons. For the remainder of combat, this vampire inflicts +1 damage each strike with that weapon. A vampire can play only one Sword of the Righteous each combat.

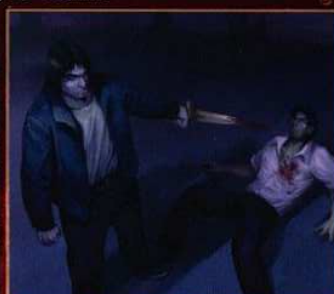
As above, and the damage this vampire inflicts with the weapon is aggravated.

As above, and this vampire may prevent 1 damage this round.

1

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Target Vitals



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

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Telepathic Counter



Reduce a bleed against you by 1.

Reduce a bleed against you by 2.

Illus: Joe Sawyer ©2009 CFP M. All Rights Reserved

Tend the Flock



Master.
Choose a ready, untapped, infernal Baali you control. Move 3 pool from the bank to a younger infernal vampire in your uncontrolled region.

DRAFT: Choose a ready vampire you control. Move 2 pool from the bank to a younger vampire in your uncontrolled region.

Illus: Paul Ballard ©2009 CFP M. All Rights Reserved

Thaumaturgy



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

Illus: Arkady Hoytman ©2009 CFP M. All Rights Reserved

Thicker than Blood



Master.
Choose a ready Blood Brother you control. Move a unique Blood Brother of the same circle from your uncontrolled region to your ready region. Not usable if he or she would contest a card in play.

DRAFT: Put this card in play. It represents a non-unique Blood Brother with the same circle, capacity and Disciplines as one you control.

Illus: Phil Wohr ©2009 CFP M. All Rights Reserved

Threading the Path of Orpheus



+1 stealth action.
Burn a card played by another Methuselah on a vampire you control. Tap that vampire.

DRAFT: Move a card from your ash heap to your hand (discard afterward).

Illus: John Bridges ©2009 CFP M. All Rights Reserved

Three's a Crowd



Requires a ready untapped Blood Brother of the same circle as another one you control in combat.

Only usable before range is determined. The range this round is automatically close, and the Blood Brother in combat gets an optional press, only usable to continue combat.

Illus: Avery Butterworth ©2009 CFP M. All Rights Reserved

Tinglestripe



Weapon.
Strike: 2R damage. This weapon can be used as a strike only once each round.

As above, or strike: 1R damage, with an optional maneuver each combat.

DRAFT: As above.

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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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Treat the Sick Mind



- Untap an ally or younger vampire.
- As above, with +1 stealth.
- Cancel a card played by another Methuselah that would be placed on a vampire with Dementia he or she does not control. Usable even if there is no action.

Illus: Mathias Kollros ©2009 CFP M. All Rights Reserved

Underbridge Stray



Animal with 1 life. 0 strength, 0 bleed.

- The Stray may burn 1 life to give a minion you control a press. During a action directed at you, you may burn the Stray to untap a ready minion you control (not usable if the Stray is blocking).
- As above, but the Stray has 2 life and 1 strength.

Illus: James Scow ©2009 CFP M. All Rights Reserved

Under My Skin



+1 stealth.
 +1 stealth and put this card on this vampire. On any action after this one, this vampire may burn this card to get +1 stealth.
 As above, but for +2 stealth when played.

Illus: Kari Christensen ©2009 CCP M. All Rights Reserved

Unflinching Persistence



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

Illus: Ron Spencer ©2009 CCP M. All Rights Reserved

Unleash Hell's Fury



+1 stealth action. Requires an infernal vampire. Unique.
 Put this card in play. This card may attempt to block a action against you and is considered a 9-capacity infernal vampire with +2 intercept during that attempt; if successful, the acting minion takes 1 unpreventable aggravated damage, and this card is burned.
 As above, and untap this vampire.

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Vaticination



+3 stealth action.
 Look at each Methuselah's hand and select one card from among all those hands to discard (it may be one from your own hand).
DRAFT: As above.

Illus: Sandra Chang-Adair ©2009 CCP M. All Rights Reserved

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.

Illus: Thomas Manning ©2009 CCP M. All Rights Reserved

Veneficti (Mage)



Unique mage with 2 life. 1 strength, 2 bleed. Requires an infernal vampire.
 Veneficti has +1 stealth. He can steal a demon ally or burn a demon retainer as a action. He cannot be the target of a action by a vampire with capacity less than 7 or an ally.
DRAFT: As above, usable by a non-infernal vampire.

Illus: Paul Ballard ©2009 CCP M. All Rights Reserved

Vengeance of Samiel



Strike: hand strike or use a melee weapon strike. This strike is at +1 damage.
 As above, and this strike cannot be dodged.
 As above, but this strike is at +2 damage.

Tonight, there would be a small measure of vengeance, one grain of sand to add to a desert that would in time stretch across the face of the Earth.
 Parmenides, Assamite

Illus: Durwin Talon ©2009 CCP M. All Rights Reserved

Vessel



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

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Villein



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 you an additional pool. Villein costs an additional pool to play on this vampire.

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Virtuosa

+1 stealth.
 +1 stealth and +2 bleed, or +2 bleed. You cannot play another action modifier to increase this bleed amount.
Only usable when the action is announced. This action is unblockable.

3

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Visionquest

+1 stealth action.
 Put this card on the acting Ahrimane. This Ahrimane gets an additional level of Spiritus . If this action is blocked, this Ahrimane does not untap as normal during his or her next untap phase.
DRAFT: Hunt. If this hunt is successful, this vampire untaps.

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Voices of the Castle

This vampire burns 1 blood to get +1 intercept.
 +1 intercept, or give +1 intercept to a vampire to whom this vampire is enslaved.
Reduce a bleed against you by 2.

Illus: Kari Lohmestren ©2009 CFP M. All Rights Reserved

Wake with Evening's Freshness

Do not replace until your next untap phase.
 Only usable by a tapped vampire. This reacting vampire can play reaction cards and attempt to block as though untapped until the current action is concluded.

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Warding the Beast

+1 stealth action. Untap a younger non-infernal vampire.
 +1 stealth action. Rescue a non-infernal vampire from torpor.
Diablerize a vampire in torpor. Vampires cannot vote in favor of the blood hunt unless they are Baali , Tremere or Tremere antitribu .

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Warsaw Station

2

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.

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Wasserschloss Anif, Austria

Master: unique location.
 During your master phase, a Tremere you control may move 1 blood to this card. During your influence phase, you may tap this card to move all counters on this card to a Tremere in your uncontrolled region. This card may be burned by any minion as a action; Malkavians get +1 stealth when attempting that action.

1

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Wider View

Master: trifle.
 Put this card in play. You may use a transfer to move the top card from your crypt to your uncontrolled region and then remove a crypt card in your uncontrolled region from the game. You may use four transfers to burn this card and gain 2 pool.

1

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Zaire River Ferry

2

This equipment card represents a unique location and does not count as equipment while in play. Haven.
 You may tap this location when a action directed at this Lasombra is announced to cause that action to fail. The Lasombra with this location may tap it to get +1 stealth for the current action. A vampire may have only one haven.

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