

Karif al Numair 



5

Sabbat. Black Hand: During your turn, you can tap or untap another ready Black Hand vampire. +1 strength. +1 bleed.

10

Illus: Gines Quintero

Dark Selina 



5

Sabbat cardinal: Selina gets +1 stealth on political actions.

9

Illus: Christel Espenkrona

Gold Pan Dan 



5

Sabbat: Once each turn when combat involving Dan ends and the opposing minion is not ready, Dan can burn 1 blood to untap.

6

Illus: Lawrence Snelly

Alex Camille 



5

Sabbat: Once each action, Alex can burn 1 blood to get +1 intercept.

5

Illus: Jarkko Suvela

Mimir 



5

Sabbat cardinal: Other Methuselahs cannot play master cards that target Mimir. +1 bleed.

10

Illus: Jarkko Suvela

Synner-G 



5

Sabbat: Synner-G can untap after successfully equipping with an electronic equipment from your hand.

5

Illus: Mick Bertolozzi

Badr, Shadow of Granada 




   


5






Independent: Cards requiring Obtenebration cost Badr 1 less blood.

7

Illus: Francesc Grimalt

Carolina Valez 



5

Sabbat Archbishop of Montreal: Carolina is immune to damage from allies and retainers.

9

Illus: Christel Espenkrona

Claudia 



5

Sabbat. Black Hand.

2

Illus: Nicolas 'Dimple' Bigot

Drozodny 








5
Sabbat bishop: Drozodny can move a political action card from your ash heap to your hand as a +1 stealth action (discard afterward). 

Illus: Ginés Quintero

Pearl 






5
Sabbat. 

Illus: Kelly Howlett

Skull 






5
Sabbat. 

Illus: Nicolas Dimple Bigot

Strohmann 








5
Sabbat Archbishop of Berlin: Reaction cards requiring Auspex  cost 1 additional blood while Strohmann is acting. +1 bleed. 

Illus: Nicolas Dimple Bigot

Amber 






5
Sabbat. 

Illus: Ginés Quintero

Melusine d'Anjou 








5
Sabbat Archbishop of London: Once each action, if she is acting, Melusine can burn 1 blood to give a younger vampire -2 intercept. 

Illus: Jesús Ybarzabal

Gerald FitzGerald 







5
Sabbat. Black Hand. Seraph: During your untap phase, Gerald can burn 1 blood to make a younger untitled Sabbat vampire you control Black Hand. 

Illus: Ginés Quintero

Johannes Worrigen 







5
Sabbat Archbishop of Amsterdam. 

Illus: Heather V. Kreiter

Ludmijla Rakoczy 







5
Sabbat bishop: Cards requiring Animalism  cost Ludmijla 1 less blood. 

Illus: Eli Adams

Righteous Endeavor 



5 **Sabbat priscus:** Righteous gets +1 intercept against infernal minions and +1 strength in combat with an infernal minion. **8**

Illus: Gines Quiñero

Xipe Totec 



5 **Sabbat Archbishop of Guatemala City:** Xipe can steal a retainer or an ally as a +1 stealth  action that costs 1 blood. +1 strength. **9**


Illus: Nicolas 'Dimple' Bigot


Aimery Methuin 



5 **Sabbat:** Younger Camarilla vampires get -1 intercept against Aimery. **7**

Illus: Gabor Németh

De Sade 



5 **Sabbat Archbishop of Paris:** Vampires controlled by other Methuselahs must burn 1 blood to cast votes and ballots against referendums called by De Sade. **9**

Illus: Gines Quiñero

Dark Steel 



Only usable before range is determined. A minion can play only one Dark Steel each combat.

-   The opposing minion takes 1 damage each round of combat during normal strike resolution (at close range). This vampire gets an optional maneuver this round, only usable to go to close range.
-   As above, but for 2 damage.

Illus: Javier Santos

Esprit de Corps 



+1 stealth action. Unique.

-   Put this card in play and untap this vampire. Minions you control get +1 strength. Burn this card during your untap phase.
-   As above, and you can burn this card to cancel an action card requiring **Dementation** , **Dominare**  or **Presence**  that would target you or a card you control as it is played, and its cost is not paid.

Illus: August Bøgedal Hansen

Inside Dirt 



 Burn the Edge to burn 2 blood from a vampire controlled by another Methuselah, or to cause your prey to burn 2 pool.

Illus: Javier Santos

Instantaneous Transformation 



  +1 stealth.

-   Only usable at the end of a successful action (after action resolution). This vampire untaps. A vampire can play only one Instantaneous Transformation at superior each turn.

Illus: Riccardo Fabiani

Marked Territory 



+2 stealth action.

Put this card on this vampire and untap him or her. You can burn this card to give this vampire +2 intercept during a  action against you. A vampire can have only one Marked Territory.

Illus: August Bøgedal Hansen

Public Vilification



1 Vote

Requires a titled Sabbat vampire.
Choose a younger ready vampire controlled by another Methuselah. Successful referendum means this vampire steals 3 blood from the chosen vampire.

Illus: zelgaris

Recruitment Exercise



+1 stealth action. Requires a Black Hand vampire.
Show the top card of your crypt to all Methuselahs and move it to your uncontrolled region. Add 1 blood from the blood bank to it if it is a Black Hand vampire.

Illus: Anna Evertsdotter

Shadow Boxing



Maneuver, only usable to go to close range, or press, only usable to continue combat.
Only usable after a combat resulting from a block. Not usable if the blocking minion is ready. This vampire burns 1 blood to continue the action as if unblocked.

Illus: Javier Santos

Shakar: the Hunt



Master: contract. Trifle. Unique. Requires a Black Hand vampire.
Put this card on a ready minion. Every Black Hand vampire is considered chosen for this contract. Any Black Hand vampire can enter combat with this minion as a +1 stealth Ⓞ action. Burn this card when this minion leaves the ready region.

Illus: Javier Santos

Show of Force



Ⓞ Bleed at +1 bleed. If this action is blocked, before range is determined during the first round of the resulting combat, this vampire can gain +1 strength this combat.
As above, but at +2 bleed.

Illus: zelgaris

Spoils of War



Only usable after a successful Ⓞ action.
This vampire gains 1 blood and you gain 1 pool.

Illus: August Bøgedal Hansen

Under Siege



+1 stealth action. Unique. Requires a titled Sabbat vampire.
Put this card in play with 3 counters. Once each action, a Sabbat vampire you control can burn 1 counter from this card to untap and attempt to block with +1 intercept, even if intercept is not yet needed. Burn this card when it has no counters.

Illus: Anna Evertsdotter