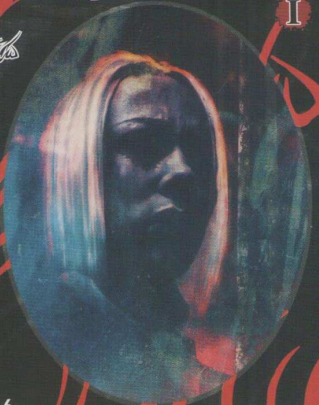


**Flavia, Avenging Angel** I



6

**Independent: Blood cursed.** 6

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

**Karif al Numair** I



5

**Sabbat:** During your turn, you can lock or unlock another ready Black Hand vampire. **Black Hand.** +1 bleed. +1 strength. 10

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

**Omer** I



6

**Independent: Blood cursed.** 5

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

**New Blood** I



ANY

**Sabbat:** As New Blood enters play during your influence phase, choose a circle and draw 1 card from your crypt. New Blood belongs to the chosen circle. **Sterile.** 2

Illus: Gabor Nyaradi © 2018 White Wolf Entertainment AB

**Appolonius** I



1

**Anarch:** Appolonius gets +1 bleed for each titled vampire controlled by the target Methuselah.  
**Baron of London:** Appolonius can enter combat with any minion as a Ⓚ action. 10

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB



**Salvador Garcia** I



4

**Anarch:** While Salvador is ready, cards requiring an anarch cost you and anarchs you control 1 less blood or pool. 7

Illus: Carmen Cornet © 2018 White Wolf Entertainment AB

**Dark Selina** I



5

**Sabbat cardinal:** Selina gets +1 stealth on political actions. 9

Illus: Christel Espenkron © 2018 White Wolf Entertainment AB

**Gold Pan Dan** I

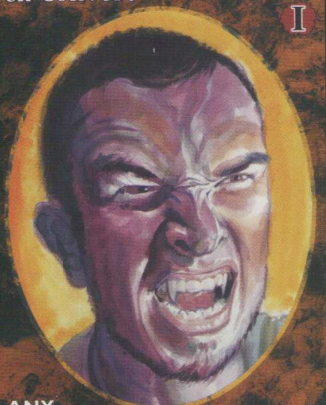


5

**Sabbat:** Once each turn after combat involving Dan ends, Dan can burn 1 blood to unlock if the opposing minion is not ready. 6

Illus: Lawrence Snelly © 2018 White Wolf Entertainment AB

**Anarch Convert** I



**ANY**

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

1

Illus: Lawrence Snelly © 2018 White Wolf Entertainment AB

**Cao Nguyen** I



6

**Sabbat.**

3

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

**Sarrasine** I



2

**Camarilla Prince of Sydney.**

If Sarrasine is ready during your unlock phase, you can put 1 corruption counter on a minion controlled by your prey.

8

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

**Shahara al-Rashwa** I



6

**Independent.**

5

Illus: Gimés Quiñero © 2018 White Wolf Entertainment AB



**Brunhilde** I



3

**Anarch Baron of Stockholm:** The action to become Anarch costs vampires you control 0 blood.

Brunhilde can enter combat with a non-Anarch vampire as a **(D)** action.

8

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

**Inyanga** I



4

**Camarilla primogen:** Allies requiring Gangrel **(C)** cost Inyanga 1 less blood or pool. **+1 intercept.**

9

Illus: Riccardo Fabiani © 2018 White Wolf Entertainment AB

**Matasuntha** I



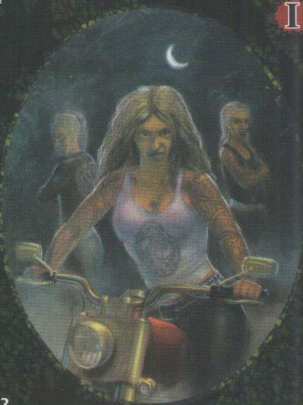
5

**Independent:** After a minion opposing Matasuntha in combat leaves the ready region, you can gain 1 pool. **+2 strength.**

10

Illus: Noora Hirvonen © 2018 White Wolf Entertainment AB

Valkyrie I



3

**Independent:** Valkyrie cannot perform Ⓚ actions unless Brunhilde is ready.  
**Non-unique. +1 strength.**

4

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Alex Camille I



5

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

5

Illus: Jarkko Suvela © 2018 White Wolf Entertainment AB



Mimir I



5

**Sabbat cardinal:** Other Methuselahs cannot play master cards targeting Mimir. +1 bleed.

10

Illus: Jarkko Suvela © 2018 White Wolf Entertainment AB



Synner-G I



5

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

5

Illus: Mick Bertlorenzi © 2018 White Wolf Entertainment AB

Alabástrom I



6

**Anarch:** If Alabástrom is ready during your turn, you can unlock another ready Gargoyle Ⓢ you control. **Fight** Ⓢ.

7

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Domenic Giovanni I



6

**Independent.**

4

Illus: Laila López Tubau © 2018 White Wolf Entertainment AB

Salvatore Giovanni I



6

**Independent.**

5

Illus: Carmen Cornet © 2018 White Wolf Entertainment AB

**Badr, Shadow of Granada** I

5

**Independent:** Cards requiring Obtenebration cost Badr: 1 less blood.

7

Illus: Francesc Grimalt © 2018 White Wolf Entertainment AB



**Pearl** I

5

**Sabbat.**

4

Illus: Kelly Howlett © 2018 White Wolf Entertainment AB

**The Medic** I

5

**Anarch:** During your turn, you can burn the Edge to add 1 blood to an anarch you control.

6

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

**Skulk** I

5

**Sabbat.**

4

Illus: Nicolas "Dimple" Bigot © 2018 White Wolf Entertainment AB

**Desiree Narayan, Anarch Historian** I

6

**Anarch.**

6

Illus: Noora Hirvonen © 2018 White Wolf Entertainment AB

**Dhita Choudhair** I

6

**Independent.**

5

Illus: Carmen Cornet © 2018 White Wolf Entertainment AB

**Dr. Lawrence Mayhew** I

5

**Independent.**

6

Illus: Alejandro F. Giraldo © 2018 White Wolf Entertainment AB





**Masika** I

1

**Camarilla primogen:** Once each action, Masika can discard a political action card to give a minion you control +1 intercept.

Prince of Lisbon.

10

Illus: Gines Quiñero © 2018 White Wolf Entertainment AB

**Monica Chang** I

5

**Anarch.**

3

Illus: Noah Hirka © 2018 White Wolf Entertainment AB

**Gerald FitzGerald** I

5

**Sabbat:** During your unlock phase, Gerald can burn 1 blood to make a younger non-titled Sabbat vampire you control **Black Hand. Black Hand. Seraph.**

7

Illus: Gines Quiñero © 2018 White Wolf Entertainment AB

**Ludmijla Rakoczy** I

5

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

7

Illus: Eli Adams © 2018 White Wolf Entertainment AB



**Louis Fortier** I

4

**Anarch.**

Louis gets +1 level of Dominate and Presence.

5

Illus: Riccardo Fabiani © 2018 White Wolf Entertainment AB



**Ashur Tablets** I

MASTER

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

Illus: Sandra Ciang © 2018 White Wolf Entertainment AB

**Carlton Van Wyk** I

RECRUIT ACTION

Unique mortal with 2 life. 0 strength, 0 bleed.

Carlton can strike: IR damage. Once each combat, he can strike: dodge. Carlton gets +1 intercept against vampires. During your discard phase, you can burn Carlton to burn a vampire who has committed diablerie since your last turn.

2

Illus: Mark Poole © 2018 White Wolf Entertainment AB

**Deep Song** I

ACTION

Ⓢ Ⓛ Bleed at +1 bleed.

◆ Ⓛ **Frenzy.** Ⓛ **Enter combat with and lock any vampire. That vampire is considered the acting minion in that combat.**

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

**Enkil Cog** I

MODIFIER

Unique. Requires a vampire with capacity 10 or more. Only usable after resolution of a successful bleed against your prey.

Put this card on this vampire. This vampire gets +1 bleed. During any Methuselah's minion phase, this vampire can lock this card to take an action.

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

**Eyes of Argus** I

REACTION

Ⓢ Only usable during a Ⓛ action against you (or a card you control). +2 intercept.

◆ Only usable by a locked vampire. This vampire wakes (they can play reaction cards and attempt to block even though locked until the current action is concluded).

1

Illus: Heather Kreiter © 2018 White Wolf Entertainment AB

**Field Training** I

ACTION

+1 stealth action. Requires an anarch.

Unlock this vampire, choose a Discipline they have at superior, and put this card on another ready non-titled vampire you control. The attached vampire is considered Anarch and gets +1 level of the chosen Discipline. If the attached vampire changes sect, burn this card. A vampire can have only one Field Training.

1

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

**Heart of Nizchetus** I

EQUIP ACTION

Unique.

If the bearer is ready during your unlock phase, you can draw up to 3 cards and then move the same number of cards from your hand to the bottom of your library.

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

Radu Bistri, Tzimisce

1

Illus: Patrick McEvoy © 2018 White Wolf Entertainment AB

**Instantaneous Transformation** I

MODIFIER

Ⓢ Ⓛ +1 stealth.

◆ Ⓛ Only usable after resolution of a successful action. Unlock this vampire. A vampire can play only one Instantaneous Transformation at superior each turn.

Illus: Riccardo Fabiani © 2018 White Wolf Entertainment AB

**Legacy** I

ACTION

+2 stealth action. Requires an unmerged advanced vampire.

Unlock this vampire, search your crypt (shuffle afterward), uncontrolled region, and/or ash heap for their base version, and merge them with it.


Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

**VAMPIRE**

**PECKWISCH**

**Liquidation** I

MASTER



**Do not replace until your discard phase.**  
Burn 7 cards from the top of your library to gain 3 pool.  
*How little you know about the age you live in if you think that honey is sweeter than cash in hand.*  
Ovid

Illus: James Stowe © 2018 White Wolf Entertainment AB

**Monastery of Shadows** I

MASTER



**Unique location.**  
+1 hand size. Lock to give a vampire with capacity 8 or more +1 stealth.

 3

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

**New Carthage** I

MASTER



**Unique location.**  
Titled Brujah  get +1 bleed and +1 vote. Ventrue  get -1 vote.

 3

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

**Shroud of Absence** I

MODIFIER



 +1 stealth.  
 **As above, and this vampire can strike: combat ends during the first round of the resulting combat if this action is blocked.**  
*Oh! I didn't realize you had come in, Marconius. You catch the city sleeping, against its nature.*  
Andrea Giovanni

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

**Spiritual Guidance** I

COMBAT



**A vampire can play only one Spiritual Guidance each combat.**  
Play a combat card from your ash heap as if from your hand. When that card would be burned, remove it from the game instead.

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

**Summon History** I

ACTION



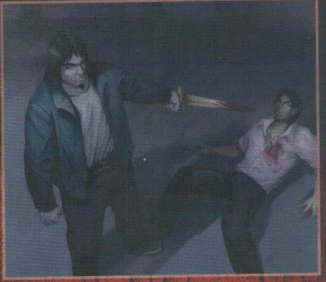
 Search your library (shuffle afterward) and/or ash heap for an ally, retainer or equipment whose cost is X or less and put that card in play, on this vampire and with life equal to its starting life if applicable.  
 **Search your crypt (shuffle afterward) and/or ash heap for a non-scarce vampire with capacity X or less and put that vampire in play (with no blood).**


 X


Illus: Andrew Hepworth © 2018 White Wolf Entertainment AB

**Target Vitals** I

COMBAT



**Aim. Only usable as this minion chooses a strike. A minion can play only one aim each strike.**  
If any damage from this strike is successfully inflicted on the opposing minion, they take +2 damage from this strike, and they cannot press this round. They can discard two combat cards  to cancel this card as it is played.

 1

Illus: Imaginary Friends Studios © 2018 White Wolf Entertainment AB

**Under Siege** I

ACTION



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

 1

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

**Unleash Hell's Fury** I

ACTION



**+1 stealth action. Requires an infernal vampire. Unique.**  
 Put this card in play. This card can 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 environmental aggravated damage and this card is burned.  
 **As above, and unlock this vampire.**

 2

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

