

Constanza Vinti

Prince of Rome:
If your prey has a ready Ventrue, Constanza gets +2 bleed.

8

Illus. Lawrence Snelly

Dónal O'Connor

Prince of Dublin:
Any vampire blocking Dónal burns 1 blood before combat begins.

8

Illus. Lawrence Snelly

Gwendolyn

Inner Circle: (4 votes) +2 bleed

11

Illus. Ken Meyer, Jr.

Volker, The Puppet Prince

Prince of Frankfurt: Volker cannot attempt to block Primogen.

5

Illus. Alison Maddocks

Antoinette DuChamp

If Antoinette uses an action or strike that requires Celerity, she burns an additional blood.

1

Illus. Max Shade Fellwalker

Franciscus

Franciscus is burned (instead of going into torpor) if he takes more than 3 damage during combat.

1

Illus. Mark Tedin

Magdalena Schaefer

If Magdalena uses a strike that requires Thaumaturgy, she burns an additional blood.

2

Illus. Ken Meyer, Jr.

Chandler Hungerford

Chandler gets +1 intercept when attempting to block other Gangrel.

3

Illus. Ron Spencer

Ingrid Rossler

Prince of Geneva: If Ingrid is ready, you get two extra transfers during your influence phase.

9

Illus. Ron Spencer

Katarina 



Prince of Glasgow: If your prey has a ready Ravnos, Katarina gets +1 bleed. **9**

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Stanislava 



Inner Circle: (4 votes) Retainers employed by a minion opposing Stanislava lose their abilities until the end of combat; allies cannot block Stanislava. +2 bleed **11**

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Carlotta Giovanni 



Non-Camarilla. As a +1 stealth action, Carlotta may burn 1 blood to exchange any library card in your ash heap for any card in your hand. **7**

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Cristofero Giovanni 



Non-Camarilla **3**

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Enzo Giovanni, Pentex Board of Directors 



Non-Camarilla. Enzo may attempt to block any political action attempted by any Methuselah; he gets +1 intercept against any political action not attempted by a Prince, Justicar, or Inner Circle member. **8**

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Francesca Giovanni 



Non-Camarilla **4**

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Gaspere Giovanni 



Non-Camarilla. During your master phase, Gaspere may burn 2 blood to move a burned vampire from your ash heap to the top of your crypt. +1 hand damage **6**

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Gloria Giovanni 



Non-Camarilla **4**

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Regina Giovanni, The Right Hand of Augustus 



Non-Camarilla. Regina has 2 votes. Recruiting allies and employing retainers costs Regina 1 less pool (but never less than 0 pool). **10**

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Rudolpho Giovanni

Non-Camarilla

3

Illus. Doug Gregory

Stefano Giovanni

Non-Camarilla. During a political action, Stefano may burn 1 blood to gain one vote.

6

Illus. Steve Casper

Vittorio Giovanni

Non-Camarilla

5

Illus. Pete Venters

Greger Anderssen

Prince of Stockholm

7

Illus. Lawrence Snelly

Leandro

Inner Circle: (4 votes) If Leandro is ready during any Methuselah's untap phase (except yours), that Methuselah births 1 pool or loses all transfers during his or her next influence phase. +2 bleed

11

Illus. Drew Tucker

Victoria

If Victoria is ready during your master phase, you may forfeit the Edge to gain 2 pool.

5

Illus. Drew Tucker

Zoe

Zoe does not get the usual +1 stealth when hunting.

3

Illus. Daniel Gelon

Amadeo

Primogen: If Amadeo successfully hunts, he gains 1 additional blood.

8

Illus. Daniel Gelon

Daliyah

4

Illus. Mark Tedin

Harrod 



Inner Circle: (4 votes) During your untap phase, you may look at one card in your prey's inactive region. +2 bleed **11**

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Nikolaus Vermeulen 



Prince of Brussels: During your untap phase, you may move 1 blood from Nikolaus to any uncontrolled Nosferatu. **7**

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Andrei Puxón 



Non-Camarilla **5**

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Darius Styx 



Non-Camarilla: As a (D) action, Darius may pick one card at random from a Methuselah's hand. If it is an equipment or rebuyer card, place it on Darius at no cost; otherwise, return it to the Methuselah's hand. **9**

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Joaquina Amaya 



Non-Camarilla: Joaquina gets an additional +1 stealth when equipping. **6**

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Kostantin, Baro of the Caravan 



Non-Camarilla: Kostantin may steal equipment from another minion as a +1 stealth (D) action. **9**

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Natalia 



Non-Camarilla. +1 bleed **7**

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Salvatore Bokkengro 



Non-Camarilla **4**

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Sasha Miklos 



Non-Camarilla **2**

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Tereza Rostas

Non-Camarilla. Tereza may burn 2 blood to attempt to get the Edge from another Methuselah as a **Ⓛ** action.

8

Illus. Doug Gregory

Tsigane

Non-Camarilla

3

Illus. Ken Meyer, Jr.

Vaclav Petalengro

Non-Camarilla. Vaclav gets +1 intercept when attempting to block Gangrel.

6

Illus. Anson Maddocks

Alexandra

Inner Circle: (4 votes) Once during your turn, Alexandra may tap or untap another ready Toreador. +2 bleed

11

Illus. Lawrence Snelly

Francois Villon

Prince of Paris: Francois may steal up to 2 blood from a younger vampire as a +1 stealth **Ⓛ** action. +1 bleed

10

Illus. Anson Maddocks

Klaus van der Veken

Prince of Amsterdam: Klaus may cancel the effects of one of your prey's hunting ground cards.

9

Illus. Sandra Everingham

Sigrid Bekker

If your prey has a ready Nosferatu, Sigrid gets +1 bleed.

6

Illus. Ken Meyer, Jr.

Blythe Candelaria

Blythe gets -1 hand damage when in combat with a Malkavian.

3

Illus. Ken Meyer, Jr.

Etrius

Inner Circle: (4 votes) Etrius may steal up to 3 blood from another Tremere as a +1 stealth **Ⓛ** action. +2 bleed

11

Illus. Steve Casper

Javier Montoya



Prince of Barcelona:
Javier burns 1 less pool when rescuing a vampire in torpor. +1 bleed

9

Illus. Sandra Everingham

Rebekka, Chantry Elder of Munich



Rebekka gets +1 stealth on each of her actions. If your prey has a ready Malkavian, Rebekka gets +1 bleed.

8

Illus. Anson Maddocks

Arika



Inner Circle: (4 votes) If Arika is ready during your prey's untap phase, your prey chooses which locations he or she keeps in play for each location he or she controls; your prey burns 1 pool or burns the location. +2 bleed

11

Illus. Sandra Everingham

Queen Anne



Prince of London:
If your prey has a ready Tremere, Anne gets an additional +1 bleed. +1 bleed

10

Illus. Ken Meyer, Jr.

Ranjan Rishi, Camarilla Scholar



If your prey has a ready Brujah, Ranjan gets +1 bleed.

5

Illus. Edward Beard, Jr.

Wilhelm Waldburg



Prince of Berlin: If Wilhelm's title is contested, the contesting vampire burns 1 additional blood each turn he or she does not yield.

9

Illus. Doug Gregory

Acquired Ventrue Assets



Master
Put an amount of blood counters (from the blood bank) on this card equal to the number of Giovanni you control. During each master phase, you may move 1 blood from this card to any Giovanni you control. Burn this card if there is no blood on it. This card may be burned by any minion who is not Ventrue as a (D) action.

2

Illus. Richard Kane Ferguson

Aire of Elation



You cannot play another action modifier to further increase the bleed for this action.
+1 bleed; +2 bleed if acting vampire is Toreador
+2 bleed; +3 bleed if acting vampire is Toreador

Illus. Greg Simanson

Anathema



Political Card—Worth 1 Vote
Called by any Prince or Justicar at +1 stealth
Choose a ready vampire. If the vote is successful, put this card on that vampire. If that vampire is reduced to zero blood due to combat, he or she is burned, and the Methuselah controlling the opposing minion gains pool equal to the burned vampire's capacity.

Illus. Steve Casper

Antediluvian Awakening 



Unique Master
Put this card in play. Each Methuselah burns 1 pool at the start of each of his or her untap phases. Any Methuselah can burn this card by voluntarily burning one minion with a blood capacity above 3 that he or she controls.

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Apparition 



Do not replace until after combat. Prevent up to 1 damage to this minion each round of combat.
As above, but prevent up to 2 damage.
Girls would come out of inadequate graves and stand near...
Rilke, "Duino Elegy #7"

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Artistically Inept 



Master
Put this card on any ready Brujah. Toreador cannot attempt to block the actions of that vampire. This card may be burned by any Toreador as a  action.

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Barishment 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth. Choose a ready vampire. Successful vote means that vampire is moved from the controlling Methuselah's active region to the inactive region (place him or her face down). The vampire is uncontrolled. The vampire's blood counters, master cards, and minion cards stay with that vampire.

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Blessing of Durga Syn 



Strike: steal equipment
Strike: steal equipment with First Strike
And blessedness goes where the wind goes...
Yeats, "The Blessed"

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Brujah Debate 



Master
Put this card in play. Each Methuselah with a ready Brujah must tap the highest capacity Brujah he or she controls during his or her master phase. Each Brujah gets +1 hand damage and an optional maneuver each combat. This card may be burned by any minion who is not Ventrue as a  action.

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Bureaucratic Overload 



Unique Master
Put this card in play. Any minion attempting a political action burns 1 additional blood. This card may be burned by a successful vote. Calling that vote is a +1 stealth action.
Create constancy of purpose toward improvement of products and services, with the aim to become competitive...
Dr. Deming, "Fourteen Points for the Transformation of Management"

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Burning Wrath 



Strike: +1 hand damage, aggravated
Strike: +2 hand damage, aggravated
Wrath killed the foolish man...
Job 5:2

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Chimerstry 



Master: Discipline
Put this card on a vampire. This vampire has Chimerstry.  If the vampire already had Chimerstry, he or she now has superior Chimerstry. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Chimerstry.

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Clan Loyalty



1

Only usable when a vampire you control is blocked by a vampire of the same clan. The action is not blocked, and no other vampires of that clan may block the acting vampire until the end of the turn.

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Closed Session



Requires ready Prince, Justicar, or Inner Circle member.
Only usable during a political action. Non-Camarilla vampires cannot vote on the current political action. Non-Camarilla vampires can still attempt to block the action.

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Command of the Harpies



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a ready Prince.
Put this card on that vampire.
Successful vote means the Prince forfeits his or her title.

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Compel the Spirit



1

+1 stealth action
Only usable if a retainer or ally you control has been burned since your last turn. Move the card from your ash heap to your hand. As above, but you may move the ally or retainer to the active region without paying the cost to put him or her in play. If a retainer is chosen, he or she must be placed on the acting minion.

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Conflict of Interests



Only usable during a political action. Cancel the votes of a vampire who belongs to the same clan as this reacting vampire.

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Corpse Minion



Retainer with 1 life.
Vampire with this retainer may burn X blood to get +X intercept for the current action.
*You who all things spurn
And wound, when death shall come,
Even the wolves will scorn
Your cadaver, starved and numb.*
Paul Verlaine, "Grottesques"

Illus. Allen Rabinowitz
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Dartmoor, England



2

This equipment card represents a unique location.
The cost for this location is paid by a vampire; put this card on that vampire. The vampire with this location gets +1 stealth on any action requiring Animalism or Protean.
*In the spell-bound north, convulsive now
with a dream near morning...*
D.H. Lawrence, *The North Country*

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Destructive Secrets



1

+1 stealth action
Choose any minion; if this action is successful, that minion cannot block Nosferatu until the end of the turn.
*Dull and malevolent,
And odious, they seem,
With shades of twilight blended,
Part of an evil dream...*
D.H. Lawrence, "Elysium"

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Elysium: The Palace of Versailles



Master; unique location
Only usable during a political action. Tap to give 1 extra vote to each Inner Circle member, Justicar, Prince, and Primogen you control.

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Eyes of the Dead 



Only usable when a reacting vampire you control attempts to block a vampire who is attempting to diablerize one of your minions. This reacting vampire gets +1 intercept. **As above, but with +2 intercept.**

*Above all else I loved her eyes,
More clear than stars of any skies,
Those eyes maliciously wise.
D.H. Lawrence, "Elysium"*

Illus. Max Shade Fellwalker

Faithful Servant 



Retainer with 1 life.
If the minion with this retainer is in torpor, he or she gains 1 blood at the beginning of his or her minion phase.

*Like a child to her mother
I have flown to you.
Sappho*

Illus. Max Shade Fellwalker

Far Fatus 



Strike: 2R; only usable at long range
As above, and prevent all damage from opponent's strikes for the remainder of this round.

Illus. Harold McNeill

Fata Morgana 



You cannot play another action modifier to further increase the bleed for this action.
+1 stealth
+1 bleed and +1 stealth

*Seek those images
That constitute the wild...
Yeats, "Those Images"*

Illus. Dave Roach and Pete Burges

Fear of Mekhet 



Master
Put this card on a ready Justicar or Inner Circle member. Tap that vampire. During his or her untap phase, that vampire burns 5 blood. If he or she cannot burn the blood, burn this card and burn that vampire; otherwise, the card is placed on another IC member of the Methuselah's choice; if there are no other ready IC members, burn this card.

Illus. Pete Venters

Force of Will 



Only usable by a tapped vampire. Untap this acting vampire; he or she bleeds at +1 bleed as a  action, but takes 2 points of aggravated damage (damage not preventable), even if the action is blocked. Damage occurs after the action or combat is resolved. **As above, but the  bleed is at +2 bleed and the acting vampire takes 1 point of aggravated damage (damage not preventable).**

Illus. Ron Spencer

Forest of Shadows 



Master: unique location
Tap this card to give a Malkavian you control +X stealth until the end of turn, where X is the amount of blood the Malkavian burns. You may only increase your stealth to 1 greater than your opponent's current intercept. This location may be burned by any minion as a  action.

Illus. Ken Meyer, Jr.

Fortune Teller 



Retainer with 1 life.
During your minion phase, you may look at one card picked at random from your prey's hand.

Women excel in the manifestation of certain qualities which are associated with mystery...
Charles Godfrey Leland,
Gypsy Sorcery and Fortune-Telling

Illus. Daniel Gelon

Fortune Teller Shop 



Master: unique location
Tap to give any Ravnos +1 stealth.

Illus. Michael Weaver

Gangrel Revel 



Master
Put this card in play. Each Gangrel you control gets +1 hand damage. This card may be burned by any minion who is not Ravnos as a  action.

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Giovanni Acceptance 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
If this vote is successful, all Giovanni change their status from Non-Camarilla vampires to Camarilla vampires for the rest of the game. All options available to Camarilla clans are now open to the Giovanni.

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Giovanni Discrimination 



Unique Master
Put this card in play. Any Giovanni burns 1 additional blood when attempting to block an action. This card may be burned by any minion as a  action.

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Guiseppe, Gravedigger 



Unique Retainer with 1 life.
Vampire with this retainer gets +1 stealth on any action that requires Necromancy.
*I've longed to dig myself a good deep grave
There to stretch my old bones at ease...*
Baudelaire, "The Gladly Dead"

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Goodnight, Sweet Prince 



Master
Only usable if you have at least one untapped Ravnos in play.
Tap one of your Ravnos. Move the next vampire in the crypt of any Methuselah to that Methuselah's ash heap. If the vampire you place in the ash heap is a Prince, gain 2 pool.

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Heidelberg Castle, Germany 



Master: Unique Location
Tap to transfer equipment cards, move blood, and transfer retainers between any two ready vampires you control. (You may choose the amount of blood you move and which cards you transfer.)
*Night Rain. The lurid sky that lets
The spires and towers show grey silhouettes
Of an old Gothic town by distance dimmed.*
Paul Verlaine, "Night Effect"

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Horrid Reality 



Only usable before range is determined in combat. Equip this minion with the first piece of equipment you find in your library (working down from the top). Do not pay the cost for this weapon. Reshuffle afterwards. At the end of the combat, burn the weapon. As above, but at the end of combat, return the equipment to the library. Reshuffle afterwards.

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Horrific Countenance 



Only usable after a vampire you control is blocked. Untap the blocking minion. This action is not blocked, and it is now unblockable.

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The Hunt Club 



Unique Master
Put this card on any ready vampire. This vampire gets +1 stealth when attempting to commit diablerie. If a Blood Hunt is called against this vampire, he or she cannot cast votes during the Blood Hunt.

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Ignis Fatuus 



The acting minion gets -1 stealth for the remainder of the turn. Reduce a bleed against any Methuselah by 1.
*Because there is safety in derision, I talked about an apparition...
 Yeats, "The Apparitions"*

Illus. Ron Spencer

Inbase Discotek, Frankfurt 



Master: unique location
 Tap to give a vampire who successfully hunts an additional blood from the blood bank. (Ignore excess blood.)
*Come to me now, you delicate Graces...
 Sappho*

Illus. Michael Weaver

Incriminating Videotape 



Choose a minion your prey controls. For the rest of the game, the chosen minion cannot block the minion with this equipment.

Illus. Greg Simanson

Inveraray, Scotland 



This equipment card represents a unique location.
 The cost for this location is paid by a vampire; put this card on that vampire. The vampire with this location may move 1 blood to this card as a minion phase action; no more than 3 blood may be put on this card. The vampire gets +X bleed, where X is the amount of blood on the card.

Illus. Drew Tucker

Jar the Soul 



+1 stealth action
 Tap any ready minion.
 As above, and that minion burns 1 blood.

Illus. Anson Maddocks

Judgment: Camarilla Segregation 



Requires ready Prince or Justicar. +1 stealth action
 Put this card in play. Each Methuselah controlling a Non-Camarilla vampire burns 1 pool at the start of his or her untap phase. Any Methuselah may burn this card by burning a Non-Camarilla vampire he or she controls during his or her minion phase.

Illus. Richard Kane Ferguson

Judgment: Death to the Brujah! 



Requires ready Prince or Justicar. +1 stealth action
 Put this card in play. Any vampire may take a action to enter combat with any Brujah controlled by another Methuselah. Any Methuselah may burn this card by burning a Brujah he or she controls during his or her minion phase. Only one Death to the Brujah card may be played during a game.

Illus. L.A. Williams

Kindred Coercion 



Only usable during a political action. This reacting vampire may cancel the votes of X minions. The affected minions cannot be older than the reacting minion.
As above, but you may change the votes of the affected minions to votes of your choice.

Illus. Stuart Beel

Legacy of Power 



Requires ready Prince, Justicar, or Inner Circle member.
 Only usable when a vampire you control enters combat. A second vampire you control may play this card to end combat. Tap the second vampire. Combat ends. Both vampires engaged in combat go into torpor.

Illus. Steve Casper

Legendary Vampire 



Unique Master
Choose a vampire with a capacity above 6 who was moved into your active region during your last turn. Put this card on that vampire. He or she gets +2 bleed and an additional 2 votes. This card may be burned by a vote called by any vampire as a +1 stealth action.

 2

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Leonardo, Mortician 



Unique Ally with 2 life. 1 hand damage, 0 bleed.
Leonardo may take a +1 stealth action to move 1 blood from the blood bank to any ready vampire.
Unnoticed in the house Of Hades, too, you'll wander Flittering after faded corpses.
Sappho

 1

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London Evening Star, Tabloid Newspaper 



Master: unique location
Tap to give any minion +1 intercept for the current action.
He... remarked that the smuts in London were not so bad as they used to be when he was a student there.
Bram Stoker, *Dracula*

 3

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The Louvre, Paris 



Master: unique location
Tap this card to tap any Toreador. If you control the Prince of Paris, you may tap this card to tap any minion in play. This location may be stolen by any minion for his or her controller as a  action.

 2

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Madness of the Bard 



Unique Master
Put this card in play. All players in the game must speak in rhyming sentences. If a player speaks without rhyming, he or she burns 1 pool. Any minion may burn this card as a  action.
*Would you, could you, in the rain?
I would not, could not, in the rain.
Not in the dark, not on a train...*
Dr. Seuss, *Green Eggs and Ham*

 2

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Malkavian Derangement: Alternate Personality 



Master
Choose a ready Malkavian. Put this card on the vampire. Each time the Malkavian takes an action, his or her controller flips a coin. If the result is heads, continue with the action. If the result is tails, the action fails: his or her controller burns 1 pool and taps the Malkavian.

 2

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The Malkavian Seven Miseries 



Master
Put this card in play. Any minion attempting a political action gets -1 stealth. This card may be burned by any minion who is not Tremere as a  action.

 1

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The Mausoleum, Venice 



Master: unique location
Only usable during a political action. Tap for 2 additional votes; if *Venture Headquarters* is in play, you only gain 1 vote.
*...even the spectres have beads of sweat.
I come from the dead tomb;
my end is at this door through which a gleam of light passes.*
Victor Hugo, "I am made of stone and marble..."

 1

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Morgue Hunting Ground 



Master: unique location
During your untap phase, a ready vampire you control gains 1 blood. A vampire can only gain 1 blood from Hunting Ground cards each turn.

 2

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Necromancy

Master: Discipline
Put this card on a vampire.
This vampire has Necromancy. If the vampire already had Necromancy, he or she now has superior Necromancy. Capacity increases by 1: the vampire is one generation older. Cannot be played on a vampire with superior Necromancy.

Illus. Anson Maddocks

Nosferatu Hosting

Master
You may use a master phase action to look at one vampire in another Methuselah's inactive region. This card may be burned by any minion who is not Toreador as a **D** action.

Illus. Drew Tucker

Nosferatu Performance Art

D Send any one Toreador into torpor or burn a location that requires a Toreador. If the Nosferatu performing this action has a capacity above 5, this action is at +1 stealth.

Illus. Mark Tedin

Of Noble Blood

Requires ready Primogen. +1 stealth action
Choose a vampire with a capacity above 5. Put this card on that vampire. The vampire is now a Primogen of his or her clan. Not usable on Caitiff.
Noblesse oblige.
Gaston Pierre Marc, *Maxims and Reflections*

Illus. Josh Timbrook

Order of Hermes Cabal

Unique Ally with 2 life. 1R aggravated, 1 bleed.
Cabal may enter combat with any Tremere controlled by another Methuselah as a **D** action.
*Am I not a jarring note
In the heavenly symphony?
Baudelaire, "Heautonimoroumen"*

Illus. Daniel Gelon

Oxford University, England

Master: unique location
Tap and burn 2X pool to get X votes during a political action. This location may be burned by any minion as a **D** action; Ventrue get +1 stealth when attempting that action.

Illus. Michael Weaver

Palatial Estate

This equipment card represents a unique location.
The cost for this location is paid by a vampire; put this card on that vampire. The vampire with this location gains 1 blood at the beginning of each of your master phases. (Ignore excess blood.)
*Welcome to my house!
Come freely. Go safely...*
Bram Stoker, *Dracula*

Illus. Greg Simanson

Park Hunting Ground

Master: unique location
During your untap phase, a ready vampire you control gains 1 blood. A vampire can only gain 1 blood from Hunting Ground cards each turn.

Illus. Pete Venters

Pentex Subversion

Unique Master
Put this card on any ready minion. This minion cannot take any further actions and he or she cannot block actions until this card is burned. This card may be burned by any other minion as a **D** action.

Illus. Pete Venters

Pere Lachaise, France

Master: unique location
 You may place one of your burned vampires on this card. You may use a master phase action to move 1 blood from the blood bank to this vampire. If the blood on the vampire equals the vampire's capacity, place the vampire in the active region at the end of the master phase and burn this card. Any minion can burn this card as a **D** action and send the vampire on it directly to the ash heap.

Illus. Rob Alexander

Playing for Keeps

Unique Master
 Only usable if playing for ante. The cost of this card (X) represents the number of Methuselahs currently in the game. When a Methuselah's prey is ousted, the surviving Methuselah wins his or her prey's ante and antes an additional card.

Illus. Harold McNeill

Possession

Move any vampire from your ash heap to your inactive region. **Move a vampire from your ash heap to your active region (turn him or her face up) and move 1 blood from the blood bank to the vampire.**
My name is Legion, for we are many...
 Matthew 5:9

Illus. Stuart Beel

Powerbase: Berlin

Master: unique location
 You may use a master phase action to move 1 blood from the blood bank to the Powerbase. Any Ventrue you control may move 1 blood to the 'base as a +1 stealth action. Tap and burn X blood from the 'base to give a Ventrue +X intercept against a political action. The 'base can be stolen with a successful vote called at +1 stealth. If controlling Methuselah has no Ventrue in play, burn this card.

Illus. Michael Weaver

Powerbase: Rome

Master: unique location
 You may use a master phase action to put 1 pool on the Powerbase. Any Giovanni you control may move up to 2 blood to the 'base as a +1 stealth action. Tap and burn X counters from the 'base to gain X votes during a political action. This card may be stolen by any minion for his or her controlling Methuselah as a **D** action.

Illus. Greg Simanson

Praxis Seizure: Amsterdam

Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Amsterdam. This could lead to a contested title.

Illus. Michael Weaver

Praxis Seizure: Barcelona

Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Barcelona. This could lead to a contested title. If the Prince is Tremere, his or her capacity increases by 1.

Illus. Dave Roach and Pete Bieganski

Praxis Seizure: Berlin

Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Berlin. This could lead to a contested title. If the Prince is Ventrue, his or her capacity increases by 1.

Illus. L.A. Williams

Praxis Seizure: Brussels

Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Brussels. This could lead to a contested title. If the Prince is Nosferatu, his or her capacity increases by 1.

Illus. Tom Wänerstrand

Praxis Seizure: Dublin 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Dublin. This could lead to a contested title.

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Praxis Seizure: Frankfurt 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Frankfurt. This could lead to a contested title.

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Praxis Seizure: Geneva 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Geneva. This could lead to a contested title. If the Prince is Ventrue, his or her capacity increases by 1.

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Praxis Seizure: Glasgow 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Glasgow. This could lead to a contested title. If the Prince is Gangrel, his or her capacity increases by 1.

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Praxis Seizure: London 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of London. This could lead to a contested title.
This was the being I was helping transfer to London where he might... create a new and ever-widening circle of semi-demons...
 Bram Stoker, *Dracula*

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Praxis Seizure: Paris 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Paris. This could lead to a contested title. If the Prince is Toreador, his or her capacity increases by 1.

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Praxis Seizure: Rome 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Rome. This could lead to a contested title. If the Prince is Brujah, his or her capacity increases by 1.

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Praxis Seizure: Stockholm 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Stockholm. This could lead to a contested title. If the Prince is Malkavian, his or her capacity increases by 1.

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Praxis Seizure: Venice 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Venice. This could lead to a contested title. Each Giovanni gets one additional vote for this political action. If the vampire declared Prince is not Giovanni, tap all Giovanni.

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Precognizant Mobility 



+1 stealth action
This acting minion may untap a younger vampire or an ally.
As above, but the affected vampire can be the same age or older.

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Ravnos Acceptance 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
If this vote is successful, all Ravnos change their status from Non-Camarilla vampires to Camarilla vampires for the rest of the game. All options available to Camarilla clans are now open to the Ravnos.
Sometimes at that moment a wave of light breaks into our darkness... as though a voice says, "You are accepted."
Paul Johannes Tillich, *The Shaking of the Foundations*

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Ravnos Cache 



Master: unique location
During your master phase, you may put 1 pool on this card and add 1 blood counter from the blood bank. When equipping a minion, tap this card to use the blood counters on it to pay for the cost of the equipment. This location may be burned by any minion as a  action.

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Release of the Shackled Soul 



 Burn an ally or retainer controlled by your prey.
As above, with +1 stealth.
Self is the only prison that can ever bind the soul.
Henry Van Dyke, *The Prison and the Angel*

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Riposte 



Strike: combat ends
Opposing minion takes 1 damage (damage not preventable).
Not usable on the first round of combat.
Strike: combat ends
Opposing minion takes 2 damage (damage not preventable).
Not usable on the first round of combat.

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Rom Gypsy 



Ally with 2 life.
1R, 0 bleed.
Rom Gypsy gets one optional maneuver each combat. Tap to give a Ravnos you control +1 stealth.
*The dark-eyed ancient tribe that never rests
Took up the age-old journey yesterday...*
Baudelaire, "Gypsies on the Road"

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Ruins of Villars Abbey, Belgium 



This equipment card represents a unique location.
The cost for this location is paid by a vampire; put this card on that vampire. The vampire with this location pays X blood before a combat begins to get X optional maneuvers for that combat.
*Under heavy loads of trampled clay,
Lie bodies of the vampires full of blood;
Their shrouds are bloody, and their lips are wet.*
Yeats, "Oil and Blood"

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Rutor's Hand 



+1 stealth action
Put this card on the acting vampire. The vampire takes 1 aggravated damage (damage not preventable). Beginning with your next turn, the vampire gets one additional untap during each of your minion phases for the remainder of the game.
As above, but the aggravated damage may be prevented.

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Sacre Cour Cathedral, France 



This equipment card represents a unique location.
The cost for this location is paid by a vampire; put this card on that vampire. Allies cannot block the vampire with this location.
When the death agony of our cathedrals has been accomplished, our country will be transformed, dishonored.
Auguste Rodin, *Cathedrals of France*

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Sacrificial Lamb 







Burn a vampire in torpor that you control. The acting vampire gains blood equal to the burned vampire's capacity. (Ignore excess blood.) You may also transfer equipment from the burned vampire to this one. This action is not considered diablerie.

① As above, but you may choose a vampire in another Methuselah's torpor region.

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Scapelli, The Family "Mechanic" 






Unique Ally with 3 life. 2R, 1 bleed.
Once each combat, Scapelli may press to continue combat.



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Secure Haven 





Master: unique location
Put this card on a minion you control. This minion cannot be affected by  actions. Any Methuselah burns an additional pool when playing master cards on this minion. Burn this card if this minion enters torpor.

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Sensory Deprivation 







Choose an ally or retainer in play. If an ally is chosen, he or she does not untap during the untap phase as long as the acting vampire remains in play. If a retainer is chosen, that retainer is burned.

As above, but a vampire may be chosen; he or she does not untap during the untap phase as long as the acting vampire remains in play.

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Shackles of Enkidu 






Unique equipment. Before range is chosen in a round of combat, you may put the Shackles on any minion opposing the vampire with this card. Combat ends. The Shakkled minion does not untap during his or her untap phases; he or she burns 2 blood during each of your untap phases. Any minion may burn this card as a  action.



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Shepherd's Innocence 







+1 stealth action
Take control of a card in play that requires Animalism. If it is an equipment or retainer card, place it on any vampire you control. **Take control of all cards in play that require Animalism. You may put the equipment and retainer cards on any vampires you control.**

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Soul Stealing 






Only usable when a vampire you control burns a vampire controlled by your prey. Your vampire gains an amount of blood equal to half of the burned vampire's capacity (round down). (Ignore excess blood.)

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Spectral Divination 







This card can be played as an action modifier card or a reaction card.
If this vampire is acting, he or she gets +1 stealth.
If this vampire is reacting, he or she gets +1 intercept.

*My locks are uncurled with dripping, drenching dew.
You know the old, whilst I know the new.
But tomorrow you shall know this too.
Christina Rossetti, "The Poor Ghost"*

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Spiritual Intervention 






Strike: dodge
Strike: combat ends

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Spiritual Protector 



Unique Retainer with 1 life.
Spiritual Protector is immune to damage that is not aggravated.
Minions blocking or blocked by the vampire with this retainer cannot use equipment in combat.

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Strained Vitae Supply 



Master
If this card is in play, vampires do not get stealth when hunting. Any Methuselah may use a master phase action to put 1 pool on this card. If the number of counters on this card equals the number of Methuselaha in the game, burn this card.

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Tara, The Hollow One (Mage) 



Unique Ally with 2 life.
1R, 0 bleed.
Tara may burn any equipment card controlled by a Ravnos as a  action. The Ravnos gains blood equal to the cost of the equipment card. (Ignore excess blood.)
If the equipment card has no cost, then the Ravnos gains 1 blood.

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Thoughts Betrayed 



Only usable before combat begins. Opposing minion takes an additional 1 damage in the first round of combat during strike resolution.
Only usable before combat begins. Opposing minion cannot use any cards until after combat.

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Toreador Grand Ball 



Master
Put this card in play. Choose two ready Toreador you control. The first Toreador cannot be blocked unless he or she attempts to bleed. The second Toreador does not untap as normal during the untap phase; tap the second Toreador. This card may be burned by any minion as a  action; Nosferatu get -1 stealth when attempting that action.

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Torment the Soul 



Strike: 1R; only usable after the first round of combat
Strike: 1R, aggravated; only usable after the first round of combat
*Suppose the yesterdays ate up our grand tomorrows?
If the old madness came this way?
Paul Verlaine, Sagesse, Book One*

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Tradition Upheld 



Political Card—Worth 1 Vote Called by any Prince, Justicar, or Inner Circle member at +1 stealth
Choose a ready Caitiff. If this vote is successful, burn that Caitiff.
The tradition finally becomes holy and inspires awe.
Nietzsche, Human, All Too Human

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The Treatment 



Master
Choose a Prince who has successfully bled you since your last turn. Put this card on that Prince. Each time that Prince untaps, he or she takes 1 point of damage (damage not preventable); the Prince may take an action to burn this card.

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Tremere Convocation 



Master
Put this card in play. Tremere get +1 stealth when attempting actions that require Thaumaturgy. During combat, vampires with basic Thaumaturgy may use Thaumaturgy combat cards at the superior level. This card may be burned as a  action; Malkavians get -1 stealth when attempting that action.

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The Trick of Danya 



+1 stealth action
Steal 1 blood from a vampire in your prey's inactive region and move it either to your pool or to a vampire in your inactive region.

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Triole's Revenge 



+1 stealth action
① Put this card on a Ventrue who is not at full capacity. A Ventrue suffering Triole's Revenge hunts each turn. If the Ventrue hunts while at full capacity, he or she is burned. Any Ventrue can take an action to burn this card.

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Veiled Sight 



Only usable by a reacting minion who attempts to block the acting minion. The acting minion's stealth is reduced to 0. After this card is played, the acting minion may still increase his or her stealth. **As above, and this reacting vampire may steal 1 blood from the acting minion as a strike if combat begins.**

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Ventrue Directorate Assembly 



Master
Put this card in play. Each ready Ventrue gets an additional vote during political actions. This card may be burned by any minion as a ① action; Brujah get +1 stealth when attempting that action.

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Vial of Elder Vitae 



If a vampire is equipped with this Vial, you may burn this card to give the vampire any one Discipline until the beginning of your next untap phase. If the vampire has that Discipline, he or she gets the superior level of that Discipline. You cannot choose a Discipline the vampire already has at the superior level.

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Vial of Garou Blood 



If a vampire is equipped with this Vial, you may burn this card before range is chosen in a round of combat. This vampire then gets +1 hand damage and an additional strike each round for the remainder of combat; he or she cannot use other equipment cards during that combat.

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Wasserschloss Anif, Austria 



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

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Werewolf Pack 



Unique Ally with 3 life. 3 hand damage, 0 bleed.
Werewolf Pack is not affected by damage from melee weapons.
Has the red wolf trotted east and east and east, Far from the far, far other end of the day, To fear a few fangs?
D.H. Lawrence, "The Red Wolf"

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Whispers of the Nictuku 



Unique Master
Put this card in play. Any Nosferatu burns 1 additional blood to untap during his or her controller's untap phase. Any Methuselah can burn this card by burning 1 pool and spending four transfers during his or her influence phase.
"And the bastard childer of Nosferatu still roam the dark places of the Earth hunting their favored cousins..."
Tusk, The Talebearer of Clan Nosferatu

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Wrath of the Inner Circle 



Political Card—Worth 1 Vote
Called by any Inner Circle member
at +1 stealth

Choose a ready Justicar. If the vote is successful, put this card on that Justicar. The Justicar forfeits his or her title, and his or her capacity decreases by 1. (A vampire's capacity cannot go below 1.)

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Zombie 



Retainer with 2 life.
 Only usable at close range.
 When the vampire with this retainer is in combat, opposing minion takes 1 additional damage during strike resolution. As a +1 stealth action, the controlling vampire may burn the Zombie to gain 2 blood.

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