

Alex Wilkins

5 **Camarilla:** If Alex successfully bleeds, the target Methuselah can burn 1 additional pool to steal him after resolution.

Illus: Trevor Claxton © 2018 White Wolf Entertainment AB

César Holfield

4 **Camarilla:** At the end of your minion phase, if there are any Gehenna events in play and César did not hunt, he burns 1 blood.

Illus: Justin Norman © 2018 White Wolf Entertainment AB

Count Zaroff

5 **Camarilla:** You can burn 1 pool to cancel a blood hunt called on Zaroff and move him to the uncontrolled region.

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Donald Cargill

5 **Camarilla:** Donald burns 1 blood after a referendum called by your predator passes.

Illus: Justin Norman © 2018 White Wolf Entertainment AB

Dr. Solomon Grey

5 **Camarilla:** Burn 1 pool as Solomon enters play.

Illus: Erica Danell © 2018 White Wolf Entertainment AB

Freddy Gage

5 **Camarilla:** Titled vampires get +1 bleed against you.

Illus: Veronica Jones © 2018 White Wolf Entertainment AB

Iris Bennett

5 **Camarilla:** If an older vampire blocks Iris, their controller can look at your hand before combat (if any).

Illus: Mathias Tapia © 2018 White Wolf Entertainment AB

Johan Wrede

4 **Camarilla:** While Johan is bleeding, any older vampire can burn 1 blood to reduce the bleed amount by 1.

Illus: Kari Christensen © 2018 White Wolf Entertainment AB

Walker Grimes

5 **Camarilla:** Master cards targeting Walker cost you 1 additional pool.

Illus: Kari Christensen © 2018 White Wolf Entertainment AB

Allanyan Serata



5

Camarilla primogen:
+1 strength.

9

Illus: Becky Jollensten © 2018 White Wolf Entertainment AB

Andre LeRoux



5

Camarilla: When a vampire you control would successfully bleed, you can reduce the bleed amount by 1 to give Andre +2 bleed this turn.

3

Illus: Juan Antonio Serrano Garcia © 2018 White Wolf Entertainment AB

Bethany Ray



5

Camarilla: Toreador and Toreador *antitribu* get +1 bleed against you.

4

Illus: Vince Locke © 2018 White Wolf Entertainment AB

Epikasta Rigatos



4

Camarilla Prince of New York: You can move an action card Epikasta played from your ash heap to your library after resolution (shuffle afterward).

8

Illus: Becky Jollensten © 2018 White Wolf Entertainment AB

Eugene



4

Camarilla primogen: Once each combat, Eugene can strike: dodge.

8

Illus: Matthias Kollros © 2018 White Wolf Entertainment AB

Gwendolyn Fleming



5

Camarilla.

6

Illus: Efrem Palacios © 2018 White Wolf Entertainment AB

Kateline Nadasdy



4

Camarilla: During the polling step of the referendum of a political action, Kateline can burn 1 blood to force a non-acting vampire to abstain.

7

Illus: Mike Gaydos © 2018 White Wolf Entertainment AB

Lindsay Yates



5

Camarilla.

5

Illus: Mike Gaydos © 2018 White Wolf Entertainment AB

Masdelá



5

Camarilla.

5

Illus: Mike Gaydos © 2018 White Wolf Entertainment AB

Montecalme



5 **Camarilla Toreador Justicar:** Montecalme can call a referendum to burn any location as a +1 stealth political action. **10**

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Philippe de Marseilles



5 **Camarilla primogen:** If there are any Gehenna cards in play during your unlock phase, you can remove Philippe from the game to gain 6 pool. **7**

Illus: Mathias Kollros © 2018 White Wolf Entertainment AB

Rafael de Corazon



4 **Camarilla Toreador Inner Circle:** Any vampire contesting Rafael's title must yield during their unlock phase. **+2 bleed.** **11**

Illus: Erica Daniell © 2018 White Wolf Entertainment AB

Sean Andrews



4 **Camarilla.** **2**

Illus: Tony Shosteen © 2018 White Wolf Entertainment AB

Sheva Carr



5 **Camarilla:** Sheva gets +1 strength in combat with a Lasombra. **4**

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Thomas De Lutrius



4 **Camarilla primogen:** Burn 1 pool after Thomas goes to torpor. **4**

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Tyler McGill



5 **Camarilla:** In a referendum, Tyler gets +1 vote after any Methuselah burns the Edge for a vote. He cannot block Nosferatu. **4**

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Vasily



5 **Camarilla Prince of Prague:** Contesting a title costs Vasily 1 additional blood unless you control the Edge. **6**

Illus: Mike Gaydos © 2018 White Wolf Entertainment AB

Aidan Lyle



5 **Camarilla:** Aidan gets 1 optional press each combat. **7**

Illus: Leif Jones © 2018 White Wolf Entertainment AB

Andrew Stuart



4

Camarilla: As Andrew plays a card requiring Thaumaturgy (before replacing the card), reveal the top card of your library. If it also requires Thaumaturgy, the card played is canceled and Andrew burns 1 blood.

5

Illus: Mike Goydos & Mike Chaney © 2018 White Wolf Entertainment AB

Claus Wegener



5

Camarilla.

5

Illus: Samuel Araya © 2018 White Wolf Entertainment AB

Dr. John Dee



4

Camarilla Prince of London: Ventrue // in combat with John cannot strike; combat ends. During the polling step of any referendum, he can discard a card requiring Thaumaturgy to get +2 votes.

9

Illus: Trevor Coxton © 2018 White Wolf Entertainment AB

Ezra Hawthorne



4

Camarilla.

2

Illus: Matthias Tapia © 2018 White Wolf Entertainment AB

Frank Weissshadel



4

Camarilla.

4

Illus: Matthias Kollros © 2018 White Wolf Entertainment AB

Gabrielle di Righetti



5

Camarilla Tremere Justicar: Gabrielle can steal 2 blood (or life) from a ready minion as a +1 stealth (D) action.

10

Illus: Matt Smith © 2018 White Wolf Entertainment AB

Gerald Windham



5

Camarilla: While Gerald has no title, he gets +1 vote for each ready titled vampire controlled by other Methuselahs. +1 stealth.

9

Illus: Matthias Tapia © 2018 White Wolf Entertainment AB

Lord Ephraim Wainwright



5

Camarilla: You can search your library for another copy of an action card Ephraim plays after it is played and move that copy to your ash heap (shuffle afterward). If the action succeeds, move the card to your hand.

6

Illus: Leif Jones © 2018 White Wolf Entertainment AB

MacAlister Marshall



5

Camarilla: Other Tremere get +1 intercept during (D) actions against MacAlister.

6

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Miguel Cordovera



5

Camarilla: During your predator's minion phase, they can burn 1 pool to unlock and take control of Miguel until the end of the minion phase. **+1 bleed.**

6

Illus: Mattias Tapia © 2018 White Wolf Entertainment AB

Mistress Fanchon



4

Camarilla Tremere Inner Circle: Mistress Fanchon can search your library for any minion card, reveal it, and move it to your hand as a +1 stealth action. **+2 bleed.**

11

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Rutor



5

Camarilla: Tzimisce get -1 intercept against Rutor.

7

Illus: E.M. Gist © 2018 White Wolf Entertainment AB

Tarrence Moore



5

Camarilla.

4

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Troius



4

Camarilla Prince of Geneva: Troius cannot cast votes or ballots against blood hunt referendums. **+1 strength.**

8

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

William Thorbecke



5

Camarilla primogen: During your discard phase, William can burn 2 blood to unlock a minion you control.

10

Illus: Trevor Claxton © 2018 White Wolf Entertainment AB

Zane



5

Camarilla primogen: If Zane is not a prince, he can call a referendum to receive (and contest) the title held by a prince as a +1 stealth political action.

5

Illus: Mattias Tapia © 2018 White Wolf Entertainment AB

Beth Malcolm



5

Camarilla: +1 bleed.

6

Illus: Leif Jones © 2018 White Wolf Entertainment AB

Bulscu



5

Camarilla: If you control the Edge, Bulscu can steal a location or an equipment costing 3 or less blood or pool as a Ⓢ action.

8

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Emily Carson

5

Camarilla primogen: During your discard phase, Emily can burn the Edge to unlock.

5

Illus: Trevor Claxton © 2018 White Wolf Entertainment AB

Gotsdam, The Tired Warrior

4

Camarilla: Gotsdam can burn 1 blood to strike: combat ends. He treats aggravated damage as normal damage in combat. Frenzy cards cannot be played on him.

9

Illus: Jim DiBartolo © 2018 White Wolf Entertainment AB

Graham Gottesman

5

Camarilla Prince of Miami.

7

Illus: Leif Jones © 2018 White Wolf Entertainment AB

Gustav Breidenstein

4

Camarilla Prince of Berlin: Gustav can lock during the polling step of any referendum to get +5 votes. +1 bleed.

10

Illus: Matt Smith © 2018 White Wolf Entertainment AB

Hardestadt

4

Camarilla Ventrue Inner Circle: Any vampire contesting Hardestadt's title must yield during their unlock phase. +1 bleed. +2 strength.

11

Illus: Eivem Palacios © 2018 White Wolf Entertainment AB

Hiram "Hide" DeVries

5

Camarilla: While Hiram is ready, actions to burn a location you control cost 1 additional blood.

3

Illus: Mattias Japja © 2018 White Wolf Entertainment AB

Jack Tredegar

5

Camarilla.

2

Illus: Leif Jones © 2018 White Wolf Entertainment AB

Jackson Asher

4

Camarilla.

2

Illus: Ken Meyers, Jr. © 2018 White Wolf Entertainment AB

Joao Bilé

4

Camarilla: While João has no title, he cannot block titled vampires. He gets +1 stealth on actions to put vampires in play.

5

Illus: Trevor Claxton © 2018 White Wolf Entertainment AB


Johannes Castelein



4
Camarilla Prince of Amsterdam: If a political action card Johannes plays or a referendum he calls is canceled, the Methuselah canceling it burns 2 pool.

Illus: Matt Smith © 2018 White Wolf Entertainment AB

Joseph DiGiacomo



5
Camarilla: Unlock Joseph after any Methuselah puts a master location in play.

Illus: Jim Pavlec © 2018 White Wolf Entertainment AB

Lodin (Olaf Holte)



5
Camarilla Prince of Chicago: Lodin can prevent 1 damage from the opposing minion's strike once each combat.

Illus: Jim Pavlec © 2018 White Wolf Entertainment AB

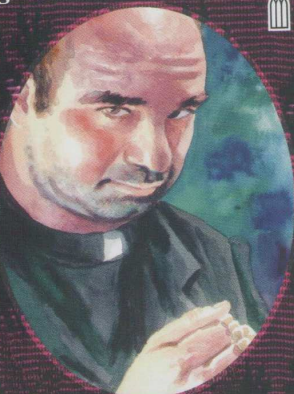
Mary Anne Blaire



5
Camarilla Ventrue Justicar: Mary Anne can add 2 blood to a vampire in your uncontrolled region as a +1 stealth action. Inner Circle members get -2 bleed while she is ready.

Illus: Matt Smith © 2018 White Wolf Entertainment AB

Pedrag Hasek



5
Camarilla: Pedrag cannot commit diablerie.

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Portia



5
Camarilla: Portia gets +1 stealth when hunting. If her hunt is blocked, she takes 1 environmental damage before range is determined during the first round of the resulting combat.

Illus: Ken Meyer, Jr. © 2018 White Wolf Entertainment AB

Victor Donaldson



5
Camarilla Prince of Atlanta: If a Golconda: Inner Peace you play is canceled, you can move that card from your ash heap to your library (shuffle afterward).

Illus: Matt Smith © 2018 White Wolf Entertainment AB

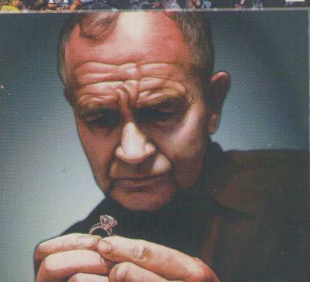
Agate Talisman



Only usable by a vampire with capacity 4 or more.
 The bearer can lock this card during the polling step of any referendum before votes and ballots are cast to get +1 vote. A vampire can have only one Agate Talisman.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Arcane Appraiser



Unique ghoul with 1 life, 0 strength, 1 bleed.
 Arcane Appraiser can move an equipment from a vampire in torpor to a ready minion you control as a +1 stealth (D) action. If a second copy of a unique equipment you control would enter play, it is burned instead.

Illus: Tony Shasteen © 2018 White Wolf Entertainment AB

Blood of Sandman



ACTION

2

☒ +1 stealth action. Ⓛ Burn an ally.
 ⬠ +6 stealth action. Ⓛ Put this card on a ready locked younger vampire. Reaction cards the attached vampire plays while locked are canceled as they are played (their cost must be paid still). Burn this card if the attached vampire is in torpor.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Charismatic Aura




COMBAT

1

☒☒ Burn 1 blood to cancel the opposing minion's strike card (the minion chooses another strike) or grapple card as it is played, and its cost is not paid. A vampire can play only one Charismatic Aura at basic each round.
 ⬠☒ **Strike: combat ends.**

Illus: Juan Antonio Serrano Garcia © 2018 White Wolf Entertainment AB

Ephor



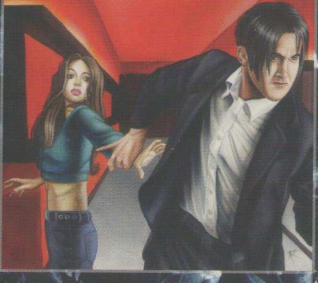
MASTER

1

Unique.
Put this card on a Ventrue with capacity 8 or more. This Ventrue gets +1 intercept and +1 vote. This Ventrue can force any vampire to yield a contested title as a +1 stealth Ⓛ action.

Illus: Vince Locke © 2018 White Wolf Entertainment AB

Eyes of Argus



REACTION

1

☒ Only usable during a Ⓛ action against you (or a card you control). +2 intercept.
 ⬠ Only usable by a locked vampire. This vampire wakes (they ignore the requirement to be unlocked for playing reaction cards and attempting to block until the end of the action).

Illus: Heather V. Kreiter © 2018 White Wolf Entertainment AB

Fleetness



ACTION

1

+1 stealth action.
 Ⓛ Ⓛ Bleed.
 ⬠ Ⓛ Enter combat with a locked minion. This acting vampire gets 1 optional maneuver during that combat.

Illus: John Bridges © 2018 White Wolf Entertainment AB

Force of Personality



MODIFIER

COMBAT

1

☒☒ **Strike: combat ends.**
 ⬠☒ Only usable as the action is announced. Vampires must burn 1 blood to attempt to block this action. Non-zombie allies cannot block this action.
*And when I walk the streets
Kings and queens step aside.
George Thorogood, Bad to the Bone*

Illus: Mathias Kollros © 2018 White Wolf Entertainment AB

Kevlar Vest



EQUIP ACTION

1

Once each combat, the bearer can prevent 2 damage from gun strikes or 1 damage from any other source. A minion can have only one Kevlar Vest.

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Light Intensifying Goggles



EQUIP ACTION

Electronic.
The bearer gets 1 optional maneuver during the first round of combat. You can move any aim card the bearer uses to this card (even if it is canceled). The bearer can play an aim card on this equipment as if from your hand; it is then removed from the game.

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Mouthpiece



MODIFIER

1

☒ Only usable during a bleed action. +1 bleed (limited).
 ⬠ Only usable by a ready vampire other than the acting minion. The acting minion can play cards requiring basic Dominate ☒ as a vampire until the end of this action.

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Perfect Paragon

MODIFIER



1

Only usable during the polling step of a political action. This vampire gets +3 votes.
 Allies and younger vampires get -1 intercept.

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

Persona Non Grata

POLITICAL ACTION
1 Vote



Requires a titled vampire. Choose a non-titled or an Anarch vampire. Successful referendum means this card is put on the chosen vampire. This vampire cannot gain a non-Anarch title and gets -1 stealth on actions. A vampire can have only one Persona Non Grata.

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Ponticulus

RECRUIT ACTION



Unique wraith with 1 life, 0 strength, 0 bleed. Ponticulus gets +1 intercept during actions against you. He can lock to give any Tremere +1 intercept. He is immune to non-aggravated damage. He cannot act and he cannot have or use equipment.

2

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Rego Motus

COMBAT



1

A vampire can play only one Rego Motus each round.
 Prevent 2 damage from the opposing minion's strike.
 Prevent 4 damage from the opposing minion's strike.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Scourge of the Enochians

EVENT



During your discard phase, you can burn a vampire with capacity 2 or less, and your predator takes control of this card (even if you do not burn a vampire).

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

Soul Scan

ACTION



+1 stealth action.
 Search your crypt for a younger vampire without Obfuscate, reveal them, and move them to your uncontrolled region (shuffle afterward).
 As above, but you can search for a younger vampire with up to one level of Obfuscate.

1

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

Steadfastness

REACTION



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

Illus: Dimple © 2018 White Wolf Entertainment AB

Target Retainer

COMBAT



Aim. Only usable as this minion chooses a strike. A minion can play only one aim each strike. You can target a retainer on the opposing minion with this strike (instead of the opposing minion directly as usual), but if any damage from this strike is successfully inflicted, this strike inflicts +1 damage. The opposing minion can discard two combat cards to cancel this card as it is played.

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

Torrent

COMBAT



Additional strike.
 Strike: combat ends. If this vampire was blocked while performing an action, the action continues as if unblocked.

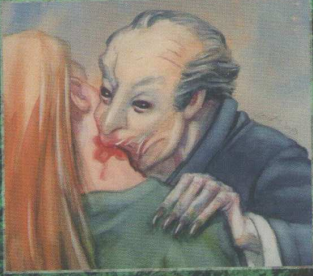
2

Illus: John Bridges © 2018 White Wolf Entertainment AB

Villein



MASTER



Trifle.

Put this card on a vampire you control and move 2 to 5 blood from that vampire to your pool (usable on a vampire with 1 or less blood). Minion Tap costs you 1 additional pool. Villein costs 1 additional pool to play on this vampire.

Illus: Vince Locke

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