

Annazir

5
Independent. 2 votes (titled): Annazir can burn a location or steal an equipment as a Ⓣ action.
Infernal. +1 bleed.

Illustration: Nicolas Bigot

Arishat

6
Independent. 1 vote (titled): During the polling step of a referendum, Arishat can burn 1 blood to force any vampire to abstain.
Infernal.

Illustration: Samuel Araya

The Horde

6
Independent: The Horde can lock to give another infernal minion +1 bleed.
Infernal. Non-unique.

Illustration: James Stowe

The unnamed

6
Independent: The unnamed can burn 1 blood to strike: 2R aggravated damage. You can gain 2 pool after it successfully bleeds.
Infernal.

Illustration: Samuel Araya

Xeper, Sultan of Lepers

6
Independent: Xeper gets +1 vote for each ready unique infernal vampire you control. He can steal an ally controlled by another Methuselah as a Ⓣ action.

Illustration: James Stowe

Danylo

5
Sabbat: Danylo can search your library for a location, reveal it, and move it to your hand as an action that costs 1 pool (shuffle and discard down afterward).
Kiev circle. Sterile.

Illustration: James Stowe

Gavrylo

5
Sabbat: Allies and younger vampires get -1 intercept against Gavrylo.
Kiev circle. Sterile.

Illustration: G.J. Tavares

Kyrylo

5
Sabbat: Kiev circle. Sterile.

Illustration: G.J. Tavares

Pavlo

5
Sabbat: During your unlock phase, you can move 1 blood from Pavlo to a ready Blood Brother of the Kiev circle.
Kiev circle. Sterile.

Illustration: G.J. Tavares

Volo

5

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

4

Illustration: Samuel Kraya © 2018 White Wolf Entertainment AB

Chaundice

4

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

8

Illustration: Samuel Kraya © 2018 White Wolf Entertainment AB

Fustuk

5

Sabbat: You can lock Fustuk to unlock a Tremere antitribu . **Flight** . **Tremere antitribu** slave.

6

Illustration: Eg. Tragon © 2018 White Wolf Entertainment AB

Grotesque

6

Camarilla: As this Grotesque enters play, choose a location you control not chosen for a Grotesque. Remove this Grotesque from the game if you no longer control the location. **Flight** .

Tremere slave. **Non-unique.**

3

Illustration: Samuel Kraya © 2018 White Wolf Entertainment AB

Malachai

6

Independent: **Flight** .

5

Illustration: Eg. Tragon © 2018 White Wolf Entertainment AB

Rusticus

5

Camarilla: **Flight** . **Tremere** slave.

4

Illustration: Yacine Mavlan © 2018 White Wolf Entertainment AB

Alcoan

6

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

7

Illustration: Justin Neiman © 2018 White Wolf Entertainment AB

Byzar

6

Sabbat: If Byzar would be burned, put 1 burn counter on him and move him to torpor instead. If he has 3 burn counters, remove him from the game. **+1 stealth.**

10

Illustration: Lawrence Shelly © 2018 White Wolf Entertainment AB

La Viuda Blanca

6

Sabbat: La Viuda can draw up to 2 cards as a +1 stealth action (discard down afterward).

6

Illustration: Samuel Kraya © 2018 White Wolf Entertainment AB

Mordechai Ben-Nun

5

Sabbat: +1 intercept.

8

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

Nicomedes

4

Sabbat: During your turn, Nicomedes can burn 1 blood to shuffle your hand into your library (draw up afterward). **Black Hand.**

5

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

Anu Diptinatpa

6

Independent: During an action, Anu can burn 1 blood to give any minion +1 bleed. **Scarce.**

7

Illus: Robin Chyo © 2018 White Wolf Entertainment AB

Asguresh

5

Independent: During a combat, Asguresh can cancel a combat card played by the opposing minion as it is played, and its cost is not paid. **Scarce.**

6

Illus: Robin Chyo © 2018 White Wolf Entertainment AB

Jozz

6

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

2

Illus: Jan Pavelec © 2018 White Wolf Entertainment AB

Veejay Vinod

6

Independent: During an action, Veejay can burn 2 blood to get +1 stealth. **Scarce.**

3

Illus: Juan Cille © 2018 White Wolf Entertainment AB

Angel Chavarria

6

Independent.

3

Illus: Samuel Araya © 2018 White Wolf Entertainment AB

Baroque

5

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

7

Illus: Justin Norman © 2018 White Wolf Entertainment AB

Brigitte Mandisa

6

Independent.

5

Illus: Samuel Araya © 2018 White Wolf Entertainment AB

Josette



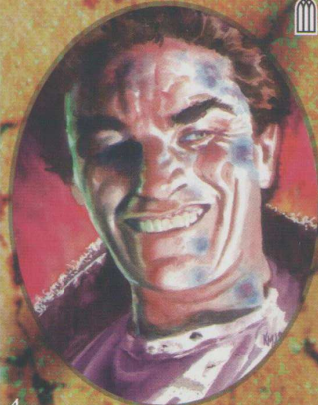
6

Independent: Josette can steal a vampire in torpor as a **Ⓛ** action that costs 2 blood (the stolen vampire stays in torpor).

8

Illus: Samuel Araya © 2018 White Wolf Entertainment AB

Morlock



4

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

8

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

Toy



5


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

2

Illus: Tom Duncan © 2018 White Wolf Entertainment AB

Blessed Resilience

MASTER



Move a vampire in your ash heap with superior Fortitude **⬠** and superior Necromancy **⬠** who was burned from play to your ready region.

Illus: Leif Jones © 2018 White Wolf Entertainment AB

As the Crow

MODIFIER



Only usable after resolution of a successful action. A minion can play only one As the Crow each turn.
⬠ Unlock this minion.

Illus: Avery Butterworth © 2018 White Wolf Entertainment AB

Brick by Brick

COMBAT



⬠ Maneuver.
⬠ Strike: 2R damage, with 1 optional maneuver.
⬠ **Only usable before range is determined. This vampire sets the range for this round.**

1

Illus: Peter Berghing © 2018 White Wolf Entertainment AB

Cavalier

MASTER



Archetype.
Put this card on a vampire you control. Once each turn, this vampire can burn 1 blood to unlock after performing a successful action costing blood. A vampire can have only one archetype.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Clockwerx

COMBAT



⬠ Only usable before range is determined. Move an equipment from a ready Blood Brother **Ⓛ** of the same circle to this Blood Brother in combat.
⬠ As above, but usable any time during combat.

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

Decompose

ACTION



+1 stealth action.
⬠ **Ⓛ** Put this card on any minion. The attached minion gets -1 stealth on non-hunt actions and cannot use additional strikes. During their unlock phase, the attached minion can burn 2 blood or life to burn this card.
⬠ As **⬠** above, and presses cost the attached minion 1 additional blood or life to use.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Dive Bomb

ACTION



+1 stealth action.

☞ **Ⓚ** Enter combat with a minion. This acting minion gets 1 optional maneuver during the first round of that combat. If this action is blocked, the blocking minion gets 1 optional press during the first round of the resulting combat.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Ensneced

ACTION
REACTION



☞ **Ⓚ** +1 stealth action. Put this card on a location and unlock this vampire. While this vampire is ready, their controller can burn this card during a **Ⓚ** action against the attached location to have the action fail, and the acting minion and this vampire enter combat.

☞ **Ⓚ** Only usable during a **Ⓚ** action against any location. This vampire unlocks, the action fails, and the acting minion and this vampire enter combat.

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

Flames of the Netherworld

COMBAT



☞ Only usable at long range. Burn 1 blood to strike: 1R aggravated damage.

☞ Strike: 1 aggravated damage.

☞ Strike: 1R aggravated damage.

Illus: Sandra Chang-Adair © 2018 White Wolf Entertainment AB

Foldable Machine Gun

EQUIP ACTION



Weapon: gun.

Strike: 1R damage, with 1 optional maneuver each combat. This maneuver cannot be used during the first round. Once each round, if the bearer strikes with this gun, they get 1 optional additional strike this round, only usable to strike with this gun.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Groaning Corpse

COMBAT



Only usable before range is determined.

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

☞ As above, but for 2 environmental damage. A vampire can play only one Groaning Corpse at superior each combat.

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Hay Ride

MODIFIER



Only usable after action resolution (successful or not).

☞ Choose a Blood Brother **Ⓚ** of the same circle as this Blood Brother. As your next action, the chosen Blood Brother can play the action card used for this action from your ash heap as if from your hand.

☞ As above, but this card costs 1 fewer blood.

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

Hive Mind

ACTION



+1 stealth action.

☞ Unlock this Blood Brother **Ⓚ** and another ready Blood Brother of the same circle. Only one Hive Mind can be played at **Ⓚ** each turn.

☞ Add 3 blood to a Blood Brother of the same circle in your uncontrolled region.

Illus: Jami Waggoner © 2018 White Wolf Entertainment AB

Hunger Moon

EVENT



If a vampire successfully hunts, move 1 blood from that vampire to this card after resolution. Burn this card if it has 5 blood.

Illus: Joel Biske © 2018 White Wolf Entertainment AB

I am Legion

MODIFIER



+1 stealth.

☞ Cancel a reaction card requiring **Ⓚ** as it is played (cost must be paid).

☞ As **Ⓚ** above, and/or gain 1 pool after action resolution if the action is successful.

Illus: Mathias Kollros © 2018 White Wolf Entertainment AB

Infernal Servitor



RECRUIT ACTION

Unique demon with 2 life, 1 strength, 3 bleed. Requires an infernal vampire.

☑ Infernal Servitor can act the turn it is recruited. Remove it from the game if you control no infernal vampires, or after it performs a successful action.

◆ As above, and the Servitor can play cards requiring basic Dalmoinen ☑ or Obfuscate ☑ as a vampire.

1

Illus: Erica Janell © 2018 White Wolf Entertainment AB

Lead Fist



COMBAT

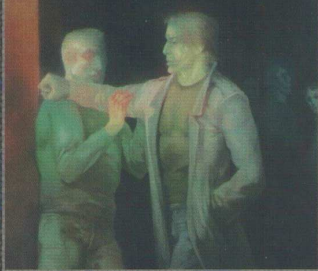
☑ Strike: hand strike at +1 damage.

☑ As ☑ above, and once this round this vampire can burn 1 blood to get 1 press, only usable to continue combat.

◆ As ☑ above, but at +2 damage.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Momentary Delay



MODIFIER

Requires a vampire with capacity 7 or more. Only usable after resolution of an action blocked by an ally or a vampire with capacity 5 or less. Not usable if, during this action, more than 1 round of combat has occurred or if this vampire has lost 3 or more blood or ended combat before the press step. The action continues as if unblocked.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Off Kilter



ACTION

+1 stealth action.

Gain 1 pool. If you do not have the Edge, you get the Edge. Otherwise, you can burn the Edge to gain 1 additional pool.

Illus: Leaf Jones © 2018 White Wolf Entertainment AB

Oppugnant Night



ACTION

+1 stealth action. Only one Oppugnant Night can be played each turn.

Put this card in play and unlock this Blood Brother ☑. Each Blood Brother of this circle (including this one) can enter combat with a minion as a Ⓧ action. Burn this card at the end of this minion phase.

Illus: Avery Butterworth © 2018 White Wolf Entertainment AB

Pressing Flesh



ACTION

+1 stealth action.

☑ Move an ally in any ash heap who was burned from play 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 can play cards requiring basic Fortitude ☑ as a vampire.

◆ As above, but with 1 additional life.

Illus: Doug Szambaugh © 2018 White Wolf Entertainment AB

Raw Recruit



ACTION

+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 enslaved can remove that vampire from the game as a +1 stealth action to turn this card into a Gargoyle with the same capacity, Fortitude ☑, Potence ☑, Visceratika ☑ and flight ☑, enslaved to the acting vampire's clan.

1

Illus: Jim Pavelec © 2018 White Wolf Entertainment AB

The Path of Service



MASTER

Unique.

Put this card in play. Cards requiring Visceratika ☑ cost slave Gargoyles ☑ 1 fewer blood. Any minion can burn this card as a Ⓧ action that inflicts 1 unpreventable environmental damage on acting vampires.

1

Illus: Avery Butterworth © 2018 White Wolf Entertainment AB

The Rising



EVENT

Gehenna. Requires at least 2 other Gehenna events in play. Do not replace until your prey is ousted.

A Methuselah cannot gain pool during their own turn unless they have the Edge or at least 1 victory point (any pool they would gain goes to the blood bank instead).

Illus: Samuel Araya © 2018 White Wolf Entertainment AB

Ritual Scalpel



Unique.
This Nagaraja  gets +1 hunt. This Nagaraja can inflict 1 unpreventable damage on a mortal (ally or retainer) to gain 2 blood as a  action.

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

Shaal Fragment



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

Illus: Paul Ballard © 2018 White Wolf Entertainment AB

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 can burn the Edge to burn this card as a  action. If this Baali has three Shatter the Gate, burn them all to give each other Methuselah 1 shattered counter. A Methuselah with any shattered counters burns 3 pool during their unlock phase.

Illus: Samuel Araya © 2018 White Wolf Entertainment AB

Slake the Thirst



Only usable after this Blood Brother  gains blood.
  Choose another ready Blood Brother of the same circle. The chosen Blood Brother gains the same amount of blood.
  **As above, but usable as an action modifier.**

Illus: Jami Waggoner © 2018 White Wolf Entertainment AB

Tend the Flock



Choose a ready unlocked infernal Baali  you control. Add 3 pool to a younger infernal vampire in your uncontrolled region.

Illus: Paul Ballard © 2018 White Wolf Entertainment AB

Thicker than Blood



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 they would contest a card in play.

Illus: Phil Woehr © 2018 White Wolf Entertainment AB

Under My Skin



+1 stealth.
 +1 stealth, and put this card on this vampire. During any action after this one, this vampire can burn this card to get +1 stealth.
  **As above, but for +2 stealth this action.**

Illus: Kari Christensen © 2018 White Wolf Entertainment AB

Veneficti



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 6 or less or an ally.

Illus: Paul Ballard © 2018 White Wolf Entertainment AB

Voices of the Castle



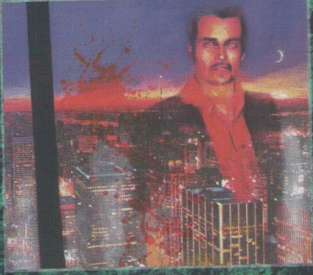
 Burn 1 blood to get +1 intercept.
 +1 intercept, or give +1 intercept to a vampire to whom this vampire is enslaved.
 **Reduce a bleed against you by 2.**

Illus: Kari Christensen © 2018 White Wolf Entertainment AB

Wider View



MASTER



Trifle.

Put this card in play. You can use 1 transfer to draw 1 card from your crypt and then remove a crypt card in your uncontrolled region from the game. You can use 4 transfers to burn this card and gain 2 pool.



Illus: Michael Gaydos

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