

Darlene Killian

5

Sabbat: Allies and retainers cost Darlene 1 additional blood. **Sterile.**

2

Dovey Ebfwe

6

Sabbat: Dovey gets +1 stealth when employing retainers. **Black Hand. Sterile.**

7

Helen Fairchild

6

Sabbat: Helen cannot have or use equipment. **Sterile.**

4

Sahana

4

Sabbat: Sterile.

5

Sylvie Helgon

6

Sabbat: During an action, Sylvie can discard a political action card to get +1 stealth or +1 intercept. **Sterile.**

9

Evil Jensen

4

Independent: Evil Jensen can search your crypt for any vampire and move them to your uncontrolled region as a +1 stealth action that costs 2 pool (shuffle afterward). She must burn 1 blood to attempt to block older vampires.

6

Harlan Graves

6

Independent: If Harlan is diablerized, no blood hunt can be called. He gets -1 intercept against non-bleed actions.

4

Hillanvale

6

Independent: During an action, Hillanvale can burn 1 blood and discard a card requiring Melpominee to get +1 bleed. She gets -1 intercept against non-Independent, non-Anarch vampires.

5

Janet Langer

5

Independent: Janet must burn 1 blood to attempt to block.

3

Scout Youngwood



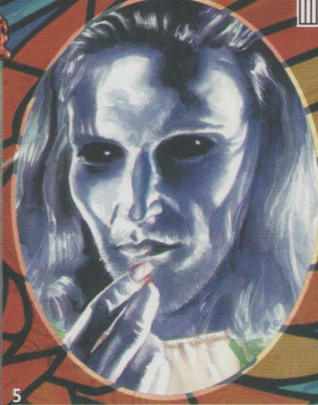
6

Independent. 2 votes (titled): During your unlock phase, Scout can burn 2 blood to lock an ally or younger vampire controlled by your prey. Reaction cards cost her 1 additional blood.

8

Illus. Klaus Fajon © 2018 White Wolf Entertainment AB

The Arcadian



5

Sabbat: The Arcadian can bleed with +1 bleed as a +1 stealth Ⓛ action that costs 1 blood.

8

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

Greer Worder



6

Sabbat.

4

Illus. Justin Norman © 2018 White Wolf Entertainment AB

Isanwayen



4

Sabbat: If Isanwayen is ready during your master phase, you can lock him to get +1 master phase action. Rescuing him from torpor costs 1 additional blood.

6

Illus. James Stowe © 2018 White Wolf Entertainment AB

Myrna Goldman



6

Sabbat: During your unlock phase, you can look at the top 3 cards of your library. +1 bleed.

9

Illus. Marco Nelor © 2018 White Wolf Entertainment AB

Nitidas



6

Sabbat: You can lock Nitidas to get +1 hand size until the end of the turn.

5

Illus. Eric Kofgren © 2018 White Wolf Entertainment AB

Ariel



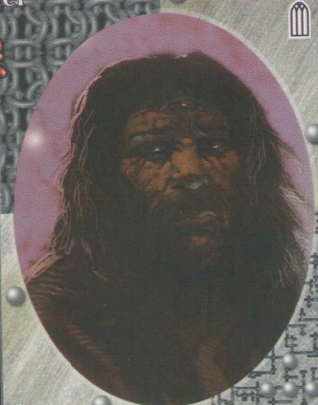
6

Sabbat.

6

Illus. Justin Norman © 2018 White Wolf Entertainment AB

Azrael



6

Sabbat: Azrael can move 1 of the blood he would gain from a hunt to another vampire you control instead. He cannot press to end combat.

5

Illus. Justin Norman © 2018 White Wolf Entertainment AB

Qawiyya el-Ghaduba



5

Sabbat: Qawiyya can burn 2 blood to unlock during your minion phase. Red List. +2 strength.

9

Illus. Juan Calle © 2018 White Wolf Entertainment AB

Silas



6

Sabbat: If Silas is ready during your discard phase, he can burn 1 blood to give you +1 discard phase action. **5**

Illustration: Ken Meyer, Jr. © 2018 White Wolf Entertainment AS

Uriel



4

Sabbat bishop: In combat, the controller of the minion opposing Uriel plays with an open hand. **8**

Illustration: Justin Norman © 2018 White Wolf Entertainment AS

Matthew



6

Independent: If Matthew is ready during your master phase, he can reduce the cost of a master card you play by 1 pool. **Scarce.** **7**

Illustration: Jam Wilson © 2018 White Wolf Entertainment AS

Nahum Enosh



6

Independent: If Nahum is ready during your unlock phase, another ready vampire you control can gain 1 blood. **Scarce. +1 bleed.** **10**

Illustration: Mike Plocher © 2018 White Wolf Entertainment AS

Obaluaye



5

Laibon: Obaluaye gets +1 stealth when hunting. If you control four or more Salubri, burn him. **Scarce.** **5**

Illustration: Robb Staro © 2018 White Wolf Entertainment AS

Serenna the White



6

Independent: Once each turn, if Serenna is ready, she can burn 1 blood to reduce a bleed against you by 2. **Scarce.** **8**

Illustration: Ed Turner © 2018 White Wolf Entertainment AS

Al-Muntathir, God's Witness

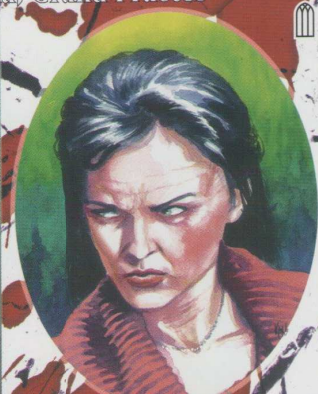


5

Sabbat: If you control four or more True Brujah, burn Al-Muntathir. He cannot use cards requiring Celerity. **Black Hand. Scarce.** **8**

Illustration: Mike Plocher © 2018 White Wolf Entertainment AS

Lydia, Grand Praetor



6

Independent. 1 vote (titled): During an action, Lydia can burn 1 blood to get +1 stealth. She cannot use cards requiring Celerity. **Scarce.** **9**

Illustration: Mike Plocher © 2018 White Wolf Entertainment AS

Mikael Birkholm




6

Independent: As Mikael chooses a gun strike, he can use the first aim card found in your library (shuffle afterward). He cannot use cards requiring Celerity. **Scarce. +1 hand size.** **8**

Illustration: Mike Plocher © 2018 White Wolf Entertainment AS

Shalmath



6

Independent: Once each turn, Shalmath can unlock. He cannot use cards requiring Celerity **1**. **Scarce.**

10

Illus: Paul Tobin © 2018 White Wolf Entertainment AB

Blessing of the Beast



Put this card on an **Ahrimane** you control with any cards requiring Spiritus **7** from your hand (before replacing), face down (you can look at the cards at any time). This Ahrimane can play these cards as if from your hand. Burn this card if it has no cards on it. A vampire can have only one Blessing of the Beast.

Illus: Paul Tobin © 2018 White Wolf Entertainment AB

Code of Samiel



Unique.
Put this card in play. During your unlock phase, a **Salubri antitribu** you control can gain 1 blood. If a **Salubri antitribu** burns a ready vampire or sends a vampire to torpor in combat or as a **D** action, that **Salubri antitribu** can unlock after the end of the minion phase.

2

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

Command Performance



Unique.
Put this card in play. Lock during your minion phase to unlock a ready **Daughter of Cacophony**. Any titled vampire can call a referendum to burn this card as a +1 stealth political action.

2

Illus: Marco Nelor © 2018 White Wolf Entertainment AB

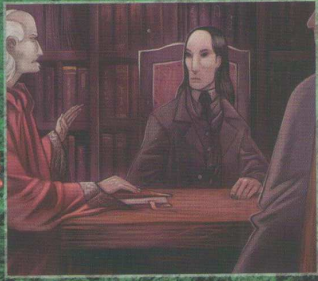
Dabbler



Archetype. Trifle.
Put this card on a vampire you control. Once each turn, this vampire can gain 1 blood or burn 1 blood to unlock after performing an action (successful or not) during which they used 3 or more Disciplines to play cards. A vampire can have only one archetype.

Illus: Matt Smith © 2018 White Wolf Entertainment AB

Great Symposium



Only one Great Symposium can be played in a game.
Search your crypt for any **Kiasyd** (shuffle afterward), reveal them, and move them to your uncontrolled region, then distribute 3 blood from the blood bank among one or more **Kiasyd** in your uncontrolled region.

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

The Path of Harmony



Unique.
Put this card in play. Cards requiring Spiritus **7** cost Ahrimanes **1** fewer blood. Any minion can burn this card as a **D** action that inflicts 1 unpreventable environmental damage on acting vampires.

1

Illus: Paul Tobin © 2018 White Wolf Entertainment AB

Draeven Softfoot



Unique changeling with 1 life. 1 strength, 0 bleed.
Draeven can lock to prevent 1 damage inflicted in combat on a **Kiasyd**. Cards requiring **Chimerstry** can neither be played while he is acting, blocking, or in combat, nor target him.

Illus: Paul Ballard © 2018 White Wolf Entertainment AB

Member of the Entourage



Mortal with 2 life. 0 strength, 0 bleed.
This ally cannot act. During a **D** action against you (or a card you control), this ally can burn 1 life to get +1 intercept. Burn this ally if he blocks a vampire, before block resolution.

Illus: Phil Wahr © 2018 White Wolf Entertainment AB

Amulet of Temporal Perception

Unique.
This vampire can burn 1 blood to play a card requiring basic Temporis from your hand. This equipment can be used only once each turn.

Illus: Nuzela Bigot © 2018 White Wolf Entertainment AB

Dagger

Melee weapon.
You can put a second Dagger from your hand or ash heap on this minion after they equip this Dagger from your hand. Damage inflicted on a Kiasyd by this weapon is aggravated. Strike: strength+1 damage. Alternatively, ranged strike: strength damage and, after strike resolution, put this weapon out of play until the end of the action. Burn this weapon if any damage from it is prevented.

Illus: Joel Biske © 2018 White Wolf Entertainment AB

Journal of Hrorsh

Unique.
Add 1 counter on this card after this Salubri performs a successful action. Burn these counters if this card is moved. Except during an action, you can remove this ready Salubri from the game to move these counters to your pool.

Illus: Bogdan LeBlanc © 2018 White Wolf Entertainment AB

Joumlon's Axe

Unique melee weapon.
Strike: strength+1 damage. Damage inflicted on a Kiasyd by this weapon is aggravated. Once each combat, the bearer can cancel a grapple card played by the opposing minion as it is played, its cost is not paid, and the bearer's initial strike this round must be or have been with this weapon (not usable otherwise).

Illus: Eric Lafgren © 2018 White Wolf Entertainment AB

Tinglestripe

Weapon. This weapon can be used to strike only once each round.
Strike: 2R damage.
As above, or strike: 1R damage, with 1 optional maneuver each combat.

Illus: Justin Norman © 2018 White Wolf Entertainment AB

Charge of the Buffalo

Enter combat with a locked minion.
Enter combat with a minion. Set the range for the first round of that combat to close, and this acting vampire's initial strike during that round is strike: hand strike at +1 damage.
As above, but the strike is at +2 damage.

Illus: Jim DiBarrolo © 2018 White Wolf Entertainment AB

Cheat the Fates

Bleed with +2 bleed.
Bleed. Minions without Temporis cannot block, and this vampire cannot play other cards requiring any Discipline this action.
As above, and unlock this vampire.

Illus: Doug Stambaugh © 2018 White Wolf Entertainment AB

Gremlins

Bleed with +1 bleed.
+1 stealth action. Burn an equipment. Not usable on melee weapons.
+1 stealth action.
Bleed with +1 bleed.
Hee hee hee. You really don't know how you got here? Hee hee hee.
Fae Kidnapper

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

Harmony

+1 stealth action.
Your prey burns 3 pool for each Choir card you control. Burn all Choir cards you control.
Their songs are at once captivating and deadly — much like I suspect the Sirens to be themselves.
Jan Pieterzoon, Ventrue

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

Lord of Serenity



ACTION

+1 stealth action.

- ☑ Rescue up to two vampires from torpor. Ready vampires can ignore the normal prey, predator or target restrictions for blocking this action.
- ☑ Put this card on this vampire. During your unlock phase, this vampire can gain 1 blood. Any vampire can burn this card as a Ⓛ action.
- ◆ As ☑ above, but this vampire can gain 2 blood.

Illus: Vatche Mavlian © 2018 White Wolf Entertainment AB

New Moon Sigil



ACTION

+1 stealth action.

- ☑ Put this card on a vampire you control. The attached vampire gets 1 optional maneuver each combat. A vampire can have only one New Moon Sigil.
- ◆ As above, and during an action, the attached vampire can burn 2 blood to get +1 stealth.

Illus: Doug Stambaugh © 2018 White Wolf Entertainment AB

Scarlet Lore



ACTION

+1 stealth action.

- ☑ Move a minion card from your ash heap to the top of your library.
- ☑ Search your library for a minion card (shuffle afterward), reveal it, and move it to the top of your library.
- ◆ As ☑ above, with an additional +1 stealth.

Illus: Leif Jones © 2018 White Wolf Entertainment AB

Shattering Crescendo



ACTION

COMBAT

- ☑ Ⓛ Inflict 1 unpreventable damage on an ally or retainer.
- ☑ Ⓛ Discard a Shattering Crescendo to inflict 2 unpreventable damage on each of up to 2 minions controlled by a single Methuselah.
- ◆ As ☑ above, but for 3 unpreventable damage each.

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

Spirit Claws



ACTION

COMBAT

- ☑ Ⓛ Damage from this vampire's hand strikes is aggravated this round.
- ☑ ☑ ☑ Maneuver and as ☑ above.
- ◆ ☑ ☑ +1 stealth action. **Unique.** Put this card on this vampire. Damage from this vampire's hand strikes is aggravated.

Illus: John Bridges © 2018 White Wolf Entertainment AB

The Ailing Spirit



ACTION

- ☑ Ⓛ Bleed with +1 bleed.
- ☑ Ⓛ Bleed with +1 bleed. Vampires with Dementation ☑, mortals, and mages get -1 intercept against this action.
- ◆ +1 stealth action. Ⓛ Take control of any Malkavian ☑, Malkavian *antitribu* ☑, mortal, or mage until the end of the turn.

Illus: Aaron Acevedo © 2018 White Wolf Entertainment AB

Vaticination



ACTION

+3 stealth action.

- Ⓛ Look at each Methuselah's hand and discard 1 card from among all those hands (even from your own hand).

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

Visionquest



ACTION

+1 stealth action.

- Put this card on this Ahrimane ☑. This Ahrimane gets +1 level of Spiritus ☑. If this action is blocked, this Ahrimane does not unlock as normal during their next unlock phase.

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

Benefit Performance



POLITICAL ACTION

I Vote

Successful referendum means you gain 1 pool for each ready Daughter of Cacophony ☑ you control, and each non-Daughter of Cacophony vampire who cast votes or ballots in favor gains 1 blood.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Fanfare for Elysium



MODIFIER
POLITICAL ACTION
1 Vote

Choose up to five older vampires. Successful referendum means each chosen vampire gains 1 blood.

◆ As above, and successful referendum means this card is put in in play. Unique. You can burn this card before range is determined to end any combat.

Illus: Aaron Acevedo © 2018 White Wolf Entertainment AB

Lily Prelude



MODIFIER
POLITICAL ACTION
1 Vote

Allocate 4 points among one or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point allocated.

◆ As above, and choose any Methuselah. Successful referendum means the chosen Methuselah gains 1 pool.

1

Illus: Leif Jones © 2018 White Wolf Entertainment AB

Gift of Sleep



MODIFIER
REACTION

■ +1 stealth.

◆ Only usable when this vampire is about to enter combat with an ally. Lock that ally and end the action. (Do not lock this vampire if they are blocking.)

◆ +1 stealth.

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

Mole's Tunneling



MODIFIER

Only usable if an ally or younger vampire attempts to block. Allies and younger vampires get -1 intercept.


◆ +1 stealth.

◆ Burn 1 blood to get +2 stealth.

1

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

Penitent Resilience



MODIFIER
COMBAT

This round, this vampire treats aggravated damage as normal damage and Flash Grenades have no effect on this vampire.

◆ As above, but until the end of combat.

◆ Only usable as the action is announced. Choose any vampire. The chosen vampire cannot block this action.

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

Pocket Out of Time



MODIFIER


Burn 1 blood to get +1 stealth.

◆ +1 stealth.

◆ Usable after combat. After any combat this action, this vampire can burn 1 blood to start a new combat with the opposing minion (if both combatants are still ready).

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

Safe Passage



MODIFIER

Allies get -1 intercept.

◆ As above, and reaction cards cost 1 additional blood or life this action.

◆ As above, and put this card on this vampire. Actions against this vampire cost 1 additional blood or life. Burn this card during your unlock phase.

Illus: Jim DiBartolo © 2018 White Wolf Entertainment AB

Virtuosa



MODIFIER

* +1 stealth.

◆ Only usable during a bleed action. +1 stealth and +2 bleed, or +2 bleed.

◆ Only usable as the action is announced. This action is unblockable.

3

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Death Seeker



COMBAT

A vampire can play only one Death Seeker each round. Cancel a combat card played by the opposing minion as it is played, and its cost is not paid.

1

Illus: Erica Danell © 2018 White Wolf Entertainment AB

Loving Agony

COMBAT



Strike: hand strike at +1 damage.
 Strike: combat ends, and inflict 1 unpreventable damage on the opposing minion after combat ends.
 ♦ As above, and this vampire can burn 1 blood to unlock before combat ends.

1

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Morphean Blow

COMBAT



Strike: combat ends, and put this card on the opposing minion. The attached minion cannot act or block.
 ♦ As above, and if this vampire was blocked while performing a non-bleed action, the action continues as if unblocked.

1

Illus: Michael Gaydos © 2018 White Wolf Entertainment AB

Outside the Hourglass

COMBAT



Strike: dodge.
 Maneuver, or strike: dodge, with 1 optional maneuver.
 ♦ Only usable before range is determined. Inflict 2 damage on the opposing minion. A vampire can play only one Outside the Hourglass at superior each round.

Illus: Jim DBarbato © 2018 White Wolf Entertainment AB

The Black Beast

COMBAT



Only usable before range is determined in combat with a Camarilla vampire.
 Put this card on this vampire. In combat with a Camarilla vampire, this vampire gets +1 strength and can burn this card to get 1 press, only usable to continue combat. A vampire can have only one Black Beast.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Ears of the Hare

REACTION



Burn 1 blood to get +1 intercept.
 +1 intercept.
 ♦ +2 intercept.

Illus: Weyanka Jones © 2018 White Wolf Entertainment AB

Faerie Wards

REACTION



Only usable if an ally or younger vampire is taking a Ⓢ action against you.
 +2 intercept.
 The action fails. Lock this reacting vampire.
 ♦ As above, and the acting minion does not unlock as normal during their next unlock phase.

2

Illus: Adam Acevedo © 2018 White Wolf Entertainment AB

Hide the Heart

REACTION



Reduce a bleed against you by 1.
 The action fails, unless the acting minion burns 1 blood. Only one Hide the Heart can be played at each action.
 ♦ Reduce a bleed against you by 2, or lock to reduce a bleed against any Methuselah by 2.

Illus: Ryan Christensen © 2018 White Wolf Entertainment AB