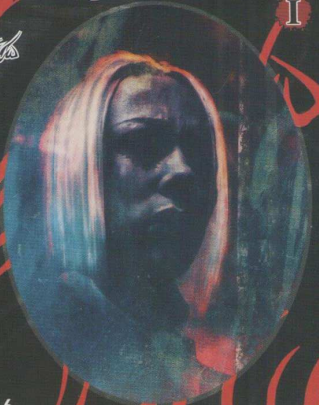


Flavia, Avenging Angel I



6

Independent: Blood cursed. 6

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

Karif al Numair I



5

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

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Omer I

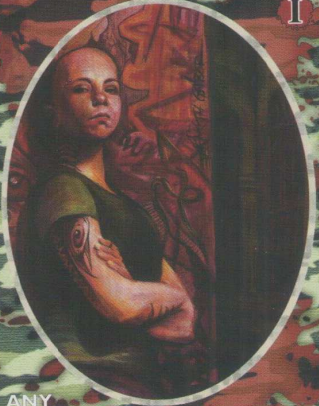


6

Independent: Blood cursed. 5

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

New Blood I



ANY

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

Illus: Jason Meyer © 2018 White Wolf Entertainment AB

Appolonius I



1

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

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Salvador Garcia I



4

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

Illus: Carmen Cornet © 2018 White Wolf Entertainment AB

Dark Selina I



5

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

Illus: Christel Espenkrong © 2018 White Wolf Entertainment AB

Gold Pan Dan I

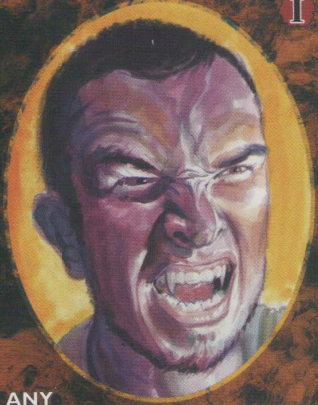


5

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

Illus: Lawrence Snelly © 2018 White Wolf Entertainment AB

Anarch Convert I

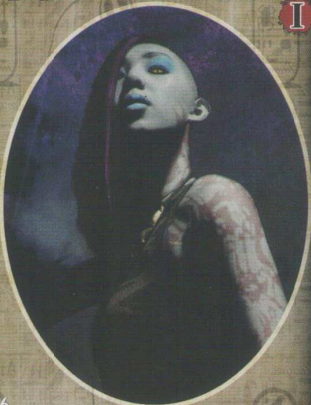


ANY

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

Illus: Lawrence Snelly © 2018 White Wolf Entertainment AB

Cao Nguyen



6

Sabbat.

3

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

Sarrasine



2

Camarilla Prince of Sydney.

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

8

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

Shahara al-Rashwa



6

Independent.

5

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Brunhilde



3

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

☐ Brunhilde can enter combat with a non-Anarch vampire as a Ⓧ action.

8

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

Inyanga



4

Camarilla primogen: Allies requiring Gangrel Ⓧ cost Inyanga 1 less blood or pool. +1 intercept.

9

Illus: Riccardo Fabiani © 2018 White Wolf Entertainment AB

Matasuntha



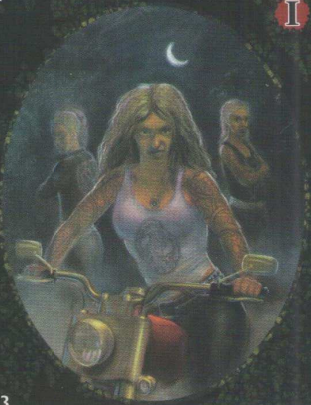
5

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

10

Illus: Noora Hirvonen © 2018 White Wolf Entertainment AB

Valkyrie



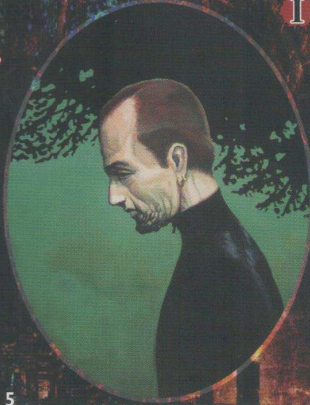
3

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

4

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Alex Camille



5

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

5

Illus: Jarkko Suvela © 2018 White Wolf Entertainment AB

Mimir



5

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

10

Illus: Jarkko Suvela © 2018 White Wolf Entertainment AB

Synner-G I

5

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

5

Illus: Mick Bertolozzi © 2018 White Wolf Entertainment AB

Alabástrom I

6

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

7

Illus: Gines Quinero © 2018 White Wolf Entertainment AB

Domenic Giovanni I

6

Independent.

4

Illus: Laia López Tubau © 2018 White Wolf Entertainment AB

Salvatore Giovanni I

6

Independent.

5

Illus: Carmen Cornet © 2018 White Wolf Entertainment AB

Badr, Shadow of Granada I

5

Independent: Cards requiring Obtenebration cost Badr 1 less blood.

7

Illus: Francesc Grimalt © 2018 White Wolf Entertainment AB

Pearl I

5

Sabbat.

4

Illus: Kelly Hewlett © 2018 White Wolf Entertainment AB

The Medic I

5

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

6

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

Skull I

5

Sabbat.

4

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

Desiree Narayan, Anarch Historian I

6

Anarch.

6

Illus: Noora Hirvonen © 2018 White Wolf Entertainment AB

Dhita Choudhair I

6

Independent. 5

Illus: Carmen Cornet © 2018 White Wolf Entertainment AB

Dr. Lawrence Mayhew I

5

Independent. 6

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

Masika I

1

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

Prince of Lisbon. 10

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Monica Chang I

5

Anarch. 3

Illus: Noah Harka © 2018 White Wolf Entertainment AB

Gerald FitzGerald I

5

Sabbat: During your unlock phase, Gerald can burn 1 blood to make a younger non-titled Sabbat vampire you control **Black Hand. Black Hand. Seraph.** 7

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Ludmijla Rakoczy I

5

Sabbat bishop: Cards requiring Animalism cost Ludmijla 1 less blood. 7

Illus: Eli Adams © 2018 White Wolf Entertainment AB

Louis Fortier I

4

Anarch. 5

Louis gets +1 level of Dominate and Presence

Illus: Riccardo Fabiani © 2018 White Wolf Entertainment AB

Ashur Tablets I

MASTER

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

Illus: Sandra Chang © 2018 White Wolf Entertainment AB

Carlton Van Wyk I

RECRUIT ACTION

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

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

Illus: Mark Poole © 2018 White Wolf Entertainment AB

Deep Song I

ACTION



⚔️ **Ⓛ** Bleed at +1 bleed.
♠️ **Frenzy.** **Ⓛ** Enter combat with and lock any vampire. That vampire is considered the acting minion in that combat.

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

Enkil Cog I

MODIFIER



Unique. Requires a vampire with capacity 10 or more. Only usable after resolution of a successful bleed against your prey.
 Put this card on this vampire. This vampire gets +1 bleed. During any Methuselah's minion phase, this vampire can lock this card to take an action.

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

Eyes of Argus I

REACTION



⊠️ Only usable during a **Ⓛ** action against you (or a card you control). +2 intercept.
♠️ Only usable by a locked vampire. This vampire wakes (they can play reaction cards and attempt to block even though locked until the current action is concluded).

Illus: Heidecker Kreiter © 2018 White Wolf Entertainment AB

Field Training I

ACTION



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

1

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Heart of Nizchetus I

EQUIP ACTION



Unique.
 If the bearer is ready during your unlock phase, you can draw up to 3 cards and then move the same number of cards from your hand to the bottom of your library.
Occasionally, I think I see it beat. Just dancing shadows, perhaps, but fortune follows.
 Radu Bistri, Tzimisce

1

Illus: Patrick McEvoy © 2018 White Wolf Entertainment AB

Instantaneous Transformation I

MODIFIER



⚡️ **Ⓛ** +1 stealth.
♠️ **Ⓛ** Only usable after resolution of a successful action. Unlock this vampire. A vampire can play only one Instantaneous Transformation at superior each turn.

Illus: Riccardo Fabiani © 2018 White Wolf Entertainment AB

Legacy I

ACTION




+2 stealth action. Requires an unmerged advanced vampire. Unlock this vampire, search your crypt (shuffle afterward), uncontrolled region, and/or ash heap for their base version, and merge them with it.

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Liquidation I

MASTER



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

3

Illus: James Stowe © 2018 White Wolf Entertainment AB

Monastery of Shadows I

MASTER



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

3

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

New Carthage I

MASTER



Unique location.
Titled Brujah ☞ get +1 bleed and +1 vote. Ventruue / get -1 vote.

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

Shroud of Absence I

MODIFIER



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

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Spiritual Guidance I

COMBAT



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

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Summon History I

ACTION

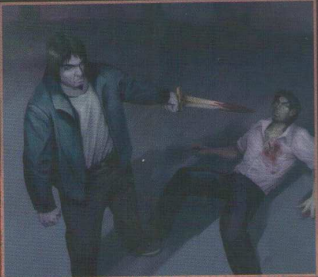


☑ Search your library (shuffle afterward) and/or ash heap for an ally, retainer or equipment whose cost is X or less and put that card in play, on this vampire and with life equal to its starting life if applicable.
☞ Search your crypt (shuffle afterward) and/or ash heap for a non-scarce vampire with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

Illus: Andrew Hepworth © 2018 White Wolf Entertainment AB

Target Vitals I

COMBAT



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

Illus: Imaginary Friends Studios © 2018 White Wolf Entertainment AB

Under Siege I

ACTION



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

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

The Unmasking I

EVENT



Gehenna. Do not replace until your next discard phase. Allies get +1 intercept against vampires.
Those in the grip of panic have an unfortunate habit of disregarding our traditions of Masquerade.
Hardestadt, Ventruue

Illus: Steve Ellis © 2018 White Wolf Entertainment AB

Unleash Hell's Fury I

ACTION



+1 stealth action. Requires an infernal vampire. Unique.
☑ Put this card in play. This card can attempt to block a ☉ action against you and is considered a 9-capacity infernal vampire with +2 intercept during that attempt; if successful, the acting minion takes 1 unpreventable environmental aggravated damage and this card is burned.
☞ As above, and unlock this vampire.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

Zephyr I

MODIFIER



Only usable after resolution of an unsuccessful action.
☑ Unlock this vampire at the end of the turn.
☞ Unlock this vampire.

Illus: Javier Santos © 2018 White Wolf Entertainment AB