

Anton de Concepcion

4

**Sabbat Archbishop of Chicago:** Anton gets 1 optional maneuver during the first round of combat.

9

Illus: Quinton Hoover © 2018 White Wolf Entertainment AB

Carolina Valez

5

**Sabbat Archbishop of Montreal:** Carolina is immune to damage from allies and retainers.

9

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

Charles Delmare

5

**Sabbat cardinal:** Charles gets 1 optional press each combat.

8

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

Lord Leopold Valdemar

5

**Sabbat priscus:** Leopold can strike, ranged: steal 2 blood.

8

Illus: Gimés Quiñero © 2018 White Wolf Entertainment AB

Luca Italicus

4

**Sabbat Archbishop of Philadelphia:** Once each round after the first, Luca can strike: 2R damage.

10

Illus: Jim Di Bartolo © 2018 White Wolf Entertainment AB

Percival

5

**Sabbat Archbishop of Guadalajara.**

8

Illus: Christopher Shy © 2018 White Wolf Entertainment AB

Conchita Morales

5

**Sabbat.**

5

Illus: Gimés Quiñero © 2018 White Wolf Entertainment AB

Guggenheim

5

**Sabbat.**

6

Illus: Noora Hirvonen © 2018 White Wolf Entertainment AB

Jonathan Gursel

4

**Sabbat.**

3

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

**Justine Chen, Innocent**

4

Sabbat.

2

Illus: Jim Di Bartolo © 2018 White Wolf Entertainment AB

**Klaus Konrecht**

4

Sabbat cardinal.

8

Illus: Jim Di Bartolo © 2018 White Wolf Entertainment AB

**L'Épuisette**

4

Sabbat: L'Épuisette gets +1 bleed against a Methuselah who controls a ready Toreador.

4

Illus: Mark Poole © 2018 White Wolf Entertainment AB

**Loonar**

4

Sabbat.

4

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

**Monique Kim**

4

Sabbat.

3

Illus: John Bridges © 2018 White Wolf Entertainment AB

**Antonio d'Erlette**

4

Sabbat: While Antonio is ready, you can use 4 transfers to search your library (shuffle afterward) and/or hand for a mage ally he could play. Put that ally in play with life equal to its starting life and pay its cost as normal.

5

Illus: David Day © 2018 White Wolf Entertainment AB

**Ember Wright**

3

Sabbat.

3

Illus: Andrew Trabbold © 2018 White Wolf Entertainment AB

**Fron dator**

4

Sabbat bishop: Rescuing a vampire from torpor costs Frondator 1 fewer blood.

5

Illus: Rik Martin © 2018 White Wolf Entertainment AB

**Janine**

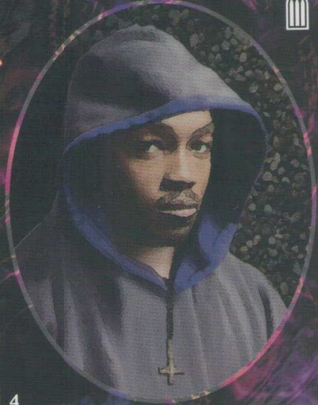
4

Sabbat.

4

Illus: Rebecca Guay © 2018 White Wolf Entertainment AB

**Keith Moody**



4

**Sabbat:** Your prey can burn the Edge during your unlock phase to burn 1 blood from Keith.

3

Illus: Katie McCaskill © 2018 White Wolf Entertainment AB

**Lectora**



4

**Sabbat.**

3

Illus: Becky Jollensten © 2018 White Wolf Entertainment AB

**Mosfair**



4

**Sabbat: Black Hand.**

4

Illus: Mark Poole © 2018 White Wolf Entertainment AB

**Saiz**



3

**Sabbat.**

3

Illus: Fred Hooper © 2018 White Wolf Entertainment AB

**America Johnson**



5

**Sabbat.**

4

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

**Dr. Morrow, The Skindector**



5

**Sabbat:** Morrow can put 1 graft counter on an ally as a Ⓢ action. An ally with any graft counters gets -1 stealth. **Black Hand.**

5

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

**Duality**



4

**Sabbat:** You can draw 1 additional card after replacing a card requiring Vicissitude ♣ Duality played.

6

Illus: Josh Timbrook © 2018 White Wolf Entertainment AB

**Ilias cel Frumos**



4

**Sabbat.**

3

Illus: Eric Deschamps © 2018 White Wolf Entertainment AB

**Lady Vadislava**



5

**Sabbat priscus:** Once each round, Lady Vadislava can burn 1 blood to make the damage from her hand strikes aggravated that round.

9

Illus: Carmel Cornet © 2018 White Wolf Entertainment AB

**Ludmijla Rakoczy**

5

**Sabbat bishop:** Cards requiring Animalism ☹ cost Ludmijla 1 fewer blood.

7

Illus: Eli Adams © 2018 White Wolf Entertainment AB

**Rurik Rakoczy**

5

**Sabbat:** Rurik gets 1 optional press each combat. While Ludmijla Rakoczy is ready, Rurik gets +1 bleed.

6

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

**Yuri Kereznski**

4

**Sabbat bishop.**

5

Illus: Richard Thomas © 2018 White Wolf Entertainment AB

**Anarchist Uprising**

POLITICAL ACTION  
1 Vote

Successful referendum means each Methuselah burns 1 pool for each minion they control.

*We are all brothers of oppression, and today, brothers of oppression are identified with each other all over the world.*  
Malcolm X

Illus: Scott Fischer © 2018 White Wolf Entertainment AB

**Ancient Influence**

POLITICAL ACTION  
1 Vote

**Only one Ancient Influence can be played or called in a game.**

Successful referendum means each Methuselah can choose a ready vampire they control; each Methuselah gains pool equal to their chosen vampire's capacity, then burns 5 pool.

Illus: Pete Venters © 2018 White Wolf Entertainment AB

**Art Scam**

ACTION

**+1 stealth action.**  
Gain 2 pool.

*It's clever, but is it Art? Kipling, The Conundrum of the Workshops*

Illus: John Matson © 2018 White Wolf Entertainment AB

**Banishment**

POLITICAL ACTION  
1 Vote

Choose a ready younger vampire. Successful referendum means the chosen vampire is moved to the uncontrolled region (breaking any temporary control effects); any cards and counters on the chosen vampire stay with them but are out of play as long as the chosen vampire remains uncontrolled.

Illus: Steve Casper © 2018 White Wolf Entertainment AB

**Blanket of Night**

MODIFIER

**+1 stealth.**

**Only usable by a ready vampire other than the acting minion if a minion attempts to block. Lock this modifying vampire to have that attempt fail; that blocking minion cannot attempt to block this action again.**

1

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

**Bowl of Convergence**

EQUIP ACTION

**Unique.**

The bearer with Auspex ☹ gets +1 intercept. The bearer with superior Auspex ♦ can burn 1 blood during an action to get an additional +1 intercept.

Illus: Jeff Hoff © 2018 White Wolf Entertainment AB

### Breath of the Dragon

**COMBAT**

**1**

⚡ Strike: 1R aggravated damage. If this strike is used at close range, this vampire also takes the damage.  
 ⚡ As above, but for 2R aggravated damage.

*I bring flame and death to my enemies.*  
 Dragos, Tzimisce

Illus: Pete Venters © 2018 White Wolf Entertainment AB

### Carlton Van Wyk

**RECRUIT ACTION**

**2**

**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

### Carrion Crows

**COMBAT**

**2**

**Only usable before range is determined. A vampire can play only one Carrion Crows each combat.**  
 ☞ The opposing minion takes 1R environmental damage each round this combat during normal strike resolution.  
 ⚡ As above, but for 2R environmental damage.

Illus: Richard Thomas © 2018 White Wolf Entertainment AB

### Change of Target

**MODIFIER**

**Only usable if this minion is blocked, before block resolution.**  
 Unlock this acting minion, and the action ends (unsuccessfully). This minion cannot perform the same action again this turn.

Illus: Chris Stevens © 2018 White Wolf Entertainment AB

### Changeling

**MODIFIER**

**2**

⚡ Only usable during a bleed action. +1 bleed (limited).  
 ⚡ +1 stealth.

Illus: Jeff Miracola © 2018 White Wolf Entertainment AB

### Channel 10

**MASTER**

0  
12

**Unique location.**  
 Lock to give a minion you control +2 intercept. Not usable during the first action in a minion phase.  
*They're only too happy to get a real story to help fill the hour, even from unknown sources. We both win.*  
 Cock Robin, Nosferatu Justicar

Illus: Steve Ellis © 2018 White Wolf Entertainment AB

### Chiropteran Marauder

**COMBAT**

**1**

⚡ Maneuver.  
 ⚡ Burn 1 blood to make the damage from this vampire's hand strikes aggravated this round.

Illus: Mike Danza © 2018 White Wolf Entertainment AB

### Computer Hacking

**ACTION**

**1**

Ⓧ Bleed with +1 bleed.  
*Look, d00d, those "D3mons33d 3l1t3" hackers aren't kewl. They just can't spell...*  
 Synner-G, City Gangrel antitribu hacker

Illus: Roger Raupp © 2018 White Wolf Entertainment AB

### Conditioning

**MODIFIER**

**1**

**Only usable during a bleed action.**  
 ☞ +2 bleed (limited).  
 ⚡ +3 bleed (limited).

Illus: John Bridges © 2018 White Wolf Entertainment AB

**Consanguineous Boon**

**Political Action**  
1 Vote

**Boon.**  
Choose a clan. Successful referendum means each Methuselah gains 1 pool for each vampire of the chosen clan they control.

*When you deal with your brother, be pleasant, but get a witness.  
Hesiod, Works and Days*

Illus: Randy Gallegos © 2018 White Wolf Entertainment AB

**Creepshow Casino**

**Master**

**Unique location.**  
Lock as a vampire you control announces an undirected action to give that vampire +1 stealth, even if stealth is not yet needed.

Illus: William O'Connor © 2018 White Wolf Entertainment AB

**Deep Song**

**Action**

⊠ ⊙ Bleed with +1 bleed.  
⊠ **Frenzy.** ⊙ **Enter combat with and lock a vampire. That vampire is considered the acting minion in that combat.**

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

**Deflection**

**Reaction**

Only usable if a minion is bleeding you, after blocks are declined.

⊠ Lock this reacting vampire. Change the target of the bleed to another Methuselah other than the acting minion's controller (that Methuselah can attempt to block).

⊠ **As above, but do not lock this vampire.**

Illus: Glenn Quinero © 2018 White Wolf Entertainment AB

**Delaying Tactics**

**Reaction**

Only usable during the polling step of a political action.

Cancel the referendum. Unlock the acting vampire. If a political action card was played to call this referendum, return it to its owner's hand (discard down afterward). Minions controlled by the acting Methuselah cannot take the same political action again this turn.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

**Día de los Muertos**

**Master**

Only one Día de los Muertos can be played in a game.

The first referendum a Sabbat vampire you control calls on this turn passes automatically (skip the polling step).

*We play very dangerous games with life and no one knows our rules.  
Parke Goodwin*

Illus: Steve Ellis © 2018 White Wolf Entertainment AB

**Dragonbound**

**Event**

**Gehenna. Do not replace as long as this card is in play.**

During each Methuselah's discard phase, that Methuselah burns 1 pool for each vampire in torpor they control.

*Is this what it's like at the very end?  
Maybe I'll just stay.  
Ramona, Gangrel*

Illus: Richard Thomas © 2018 White Wolf Entertainment AB

**Dreams of the Sphinx**

**Master**

**Unique.**  
Put this card in play. Add 1 counter on this card each time you lock it. Lock to get +2 hand size until the end of this turn. Lock during your unlock phase to gain 1 pool if you have the Edge. Lock to add 1 blood to a vampire in your uncontrolled region. Burn this card if it has 3 counters.

Illus: Sandra Everingham © 2018 White Wolf Entertainment AB

**Eagle's Sight**

**Reaction**

⊠ +1 intercept.

⊠ **This vampire attempts to block the current action, ignoring the normal prey, predator or target restrictions for blocking actions.**

Illus: Chris Stevens © 2018 White Wolf Entertainment AB

**The Embrace**

**ACTION**



**+1 stealth action. Requires a non-sterile vampire.**  
Put this card in play. It becomes a 1-capacity non-unique vampire of the same clan and sect as the acting vampire, and must hunt this turn.

2

1

Illus: Mark Nelson © 2018 White Wolf Entertainment AB

**Enchant Kindred**

**ACTION**



**Bleed with +1 bleed.**  
**+1 stealth action. Add 2 blood to a younger vampire in your uncontrolled region.**

*I saw pale kings, and princes too,  
Pale warriors, death-pale were they all;  
They cried, "La belle dame sans merci  
Thee hath in thrall!  
John Keats, La Belle Dame Sans Merci*

Illus: Carmen Corret © 2018 White Wolf Entertainment AB

**Enhanced Senses**

**REACTION**



**+1 intercept.**  
**+2 intercept.**

*Perhaps to our senses things offer  
only their rejections. Perfume is  
what the flowers throw away.  
Paul Valéry*

Illus: Bob Stevic © 2018 White Wolf Entertainment AB

**Entrancement**

**ACTION**



**Bleed with +1 bleed.**  
**+1 stealth action. Steal an ally controlled by another Methuselah.**

*Your perfume disconcerts me  
And in your opalescence  
I see the full heavens of yore  
As through an open door.  
Raoul Ponchon, L'Absinthe*

Illus: Steve Ellis © 2018 White Wolf Entertainment AB

**Eyes of Argus**

**REACTION**



**Only usable during a 1 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: Raphael V. Kreiter © 2018 White Wolf Entertainment AB

**Fame**

**MASTER**



**Unique.**  
Put this card on a ready vampire. The controller of this vampire burns 3 pool after this vampire goes to torpor. During each Methuselah's unlock phase, if this vampire is in torpor, that Methuselah burns 1 pool.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

**Foundation Exhibit**

**MASTER**



**Unique location.**  
Each non-titled Toreador *antitribu* you control gets +1 vote. Any vampire can burn this card as a 1 action that costs 1 blood.

*It's like a kind of torture to have to watch the show.  
Waldorf, Toreador antitribu*

Illus: Steve Ellis © 2018 White Wolf Entertainment AB

**Frontal Assault**

**MASTER**

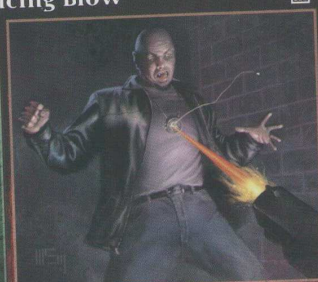


Put this card in play. Each ready minion you control can enter combat with a minion controlled by your prey as a 1 action. You gain 1 pool after a ready minion controlled by your prey is burned or sent to torpor. During your influence phase, burn this card and burn 1 pool for each ready minion controlled by your prey.

Illus: David Day © 2018 White Wolf Entertainment AB

**Glancing Blow**

**COMBAT**



**Do not replace until your unlock phase.**  
Prevent 1 damage from the opposing minion's strike.

Illus: Patrick McEvoy © 2018 White Wolf Entertainment AB





**Kine Resources Contested**

POLITICAL ACTION  
1 Vote

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

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

**KRCG News Radio**

MASTER

**Unique location.**  
Lock to give a minion you control +1 intercept. Lock and burn 1 pool to give a minion controlled by another Methuselah +1 intercept.

Illus: Leif Jones © 2018 White Wolf Entertainment AB

**Library Hunting Ground**

MASTER

**Unique location. Hunting ground.**  
During your unlock phase, a ready vampire you control can gain 1 blood. A vampire can gain blood from only one hunting ground each turn.

Illus: Mike Weaver © 2018 White Wolf Entertainment AB

**Living Manse**

EQUIP ACTION

This equipment card represents a location and does not count as equipment while in play. This vampire gets +1 bleed. They can burn this card before range is determined to end combat. A vampire can have only one Living Manse.

Illus: Mark Tedin © 2018 White Wolf Entertainment AB

**Majesty**

COMBAT

Strike: combat ends.  
As above, and unlock this vampire before combat ends.

*All these will I give You, if You fall down and worship me.*  
Matthew 4:9 (NASB)

Illus: Joel Boske © 2018 White Wolf Entertainment AB

**Mirror Walk**

MODIFIER

Do not replace until your discard phase.  
+1 stealth.  
As above, and if this action is blocked, lock the blocking minion and end the action before block resolution.

*In another moment Alice was through the glass, and had jumped lightly down into the Looking-glass room.*  
Lewis Carroll, *Through the Looking Glass*

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

**Molotov Cocktail**

COMBAT

Ranged strike: put this card on this minion; it becomes a weapon equipment that can strike: 2R aggravated damage, not usable the round it is put in play. Burn after use or at the end of combat.

*I got a dog eat dog sly smile  
I got a Molotov cocktail with a match to go  
I smoke my cigarette with style  
Guns N' Roses, Nightrain*

Illus: Richard Thomas © 2018 White Wolf Entertainment AB

**Monastery of Shadows**

MASTER

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

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

**Mylan Horseed**

RECRUIT ACTION

**Unique changeling with 1 life, 0 strength, 1 bleed.**  
Once each combat, Mylan can strike: dodge. He can unlock a ready non-Camarilla vampire with capacity 8 or more as a +1 stealth action. Mylan cannot block vampires.

Illus: Richard Thomas © 2018 White Wolf Entertainment AB

### Neonate Breach



**POLITICAL ACTION**  
1 Vote

Choose one or more Methuselahs. Successful referendum means each chosen Methuselah burns 1 pool, plus 3 additional pool if they control a ready vampire with capacity 4 or less.

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

### Nephandus



**RECRUIT ACTION**

**Mage with 2 life. 0 strength, 1 bleed.**  
Nephandus can strike: 1R damage. Nephandus gets 1 optional press each combat. Nephandus can burn a vampire in torpor to gain 1 life as a Ⓛ action. Each strike or damaging effect made by the opposing minion against Nephandus in combat inflicts 1 less damage.

Illus: Lawrence Snelly © 2018 White Wolf Entertainment AB

### Obedience



**REACTION**

**Only usable when this vampire is about to enter combat with an acting younger vampire.**  
☒ Unlock the acting vampire and end the action. (Do not lock this vampire if they are blocking.) The acting vampire cannot take the same action this turn.  
♦ **As above, but do not unlock the acting vampire.**

Illus: Oliver Heimerding © 2018 White Wolf Entertainment AB

### On the Qui Vive



**REACTION**

**Only usable by a locked minion. A minion can play only one On the Qui Vive between their unlock phases.**  
This minion wakes (they ignore the requirement to be unlocked for playing reaction cards and attempting to block until the end of the action). If this minion is an ally, they do not unlock as normal during their next unlock phase.

Illus: David Day © 2018 White Wolf Entertainment AB

### Oubliette



**COMBAT**

☒ **Strike: combat ends.**  
♦ **As above, and the opposing minion burns 1 blood or life after combat ends (even at long range).**

Illus: Patrick Lambert © 2018 White Wolf Entertainment AB

### Palla Grande

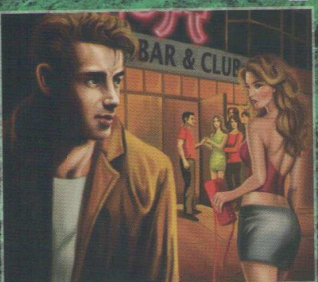


**MASTER**

**Unique.**  
Put this card in play with 3 counters. Toreador *antitribu* ☒ get +1 bleed. During your discard phase, burn 1 counter from this card. Burn this card if it has no counters.

Illus: Diana Wick © 2018 White Wolf Entertainment AB

### Papillon



**MASTER**

**Unique location. Hunting ground. Requires a ready vampire with a city title.**  
During your unlock phase, a ready titled vampire you control can gain 2 blood. A vampire can gain blood from only one hunting ground each turn.

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

### Perfect Paragon



**MODIFIER**

☒ **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

### Perfectionist



**MASTER**

**Archetype.**  
Put this card on a vampire you control. Once each turn, this vampire can gain 1 blood after performing a successful action during which no reaction cards are played. A vampire can have only one archetype.  
*Tegyrius did not raise his hands to fight against the inevitable. He did not scream.*

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

**Political Hunting Ground**

MASTER



**Unique location. Hunting ground.**  
During your unlock phase, a ready vampire you control can gain 1 blood. A vampire can gain blood from only one hunting ground each turn.

Illus: Melissa Uran © 2018 White Wolf Entertainment AB

**Political Stranglehold**



**Political Action**  
1 Vote

**Only one Political Stranglehold can be played or called in a game.**  
Successful referendum means each Methuselah gains 3 pool for each vampire they control with capacity 8 or more.

Illus: Brian Ashmore © 2018 White Wolf Entertainment AB

**Power Structure**

MASTER



**Unique.**  
Put this card in play. Lock during the polling step of a political action to give each Lasombra you control +1 vote.  
All political structure is based on power.  
*Weber, Wirtschaft und Gesellschaft*

Illus: Patrik Kochakij © 2018 White Wolf Entertainment AB

**Powerbase: Madrid**

MASTER



**Unique location.**  
If this card has 3 or fewer counters during your unlock phase, you can add 1 counter to it. Lock during the polling step of any referendum to give a titled Sabbat vampire +1 vote for each counter on this card. Any vampire controlled by another Methuselah can burn all the counters from this card as a Ⓛ action.

Illus: Drew Tucker © 2018 White Wolf Entertainment AB

**Precognition**



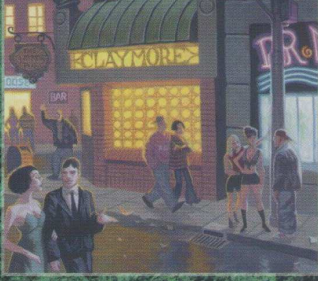
**Reaction**

☑ +1 intercept.  
♦ As above, and this vampire can prevent 1 damage during the first round of the resulting combat whenever they block.  
*"It's a poor sort of memory that only works backwards," remarked the Queen. Lewis Carroll, Through the Looking Glass*

Illus: Angela Christenson © 2018 White Wolf Entertainment AB

**The Rack**


MASTER



**Unique location.**  
As this card is played or the controller of this card changes, the controller chooses a ready vampire they control. During the controller's unlock phase, the chosen vampire can gain 2 blood. A vampire controlled by another Methuselah can steal this location as a Ⓛ action.

Illus: Steve Prescott © 2018 White Wolf Entertainment AB

**Raven Spy**



**Employ Action**

**Animal with 1 life.**  
☑ The employer gets +1 intercept.  
♦ As above, but Raven Spy has 2 life.

Illus: Jeff Holt © 2018 White Wolf Entertainment AB

**Read the Winds**



**Reaction**

Do not replace until after this action.  
☑ +1 intercept. This vampire does not lock for the block.  
♦ Only usable by a locked vampire. This vampire unlocks and attempts to block with +1 intercept, even if intercept is not yet needed.  
*No surprises anymore. The night has a thousand eyes, and I've had a thousand nights. Stravinsky, Tzimisce Archbishop of Mexico City*

Illus: Falon Tunning © 2018 White Wolf Entertainment AB

**Rego Motus**



**Combat**

**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

### Reins of Power



**POLITICAL ACTION**  
1 Vote

**Only one Reins of Power can be played or called in a game.** Successful referendum means each Methuselah can choose a ready vampire they control. Each Methuselah gains 6 pool, then burns pool equal to the capacity of their predator's chosen vampire.

Illus: Christopher Shy © 2018 White Wolf Entertainment AB

### Resist Earth's Grasp



**MODIFIER**  
**COMBAT**

**1**

**1** **2** Press, or maneuver with 1 optional press.  
**1** **2** +1 stealth.

Illus: Imaginary Friends Studios © 2018 White Wolf Entertainment AB

### Scalpel Tongue



**MODIFIER**  
**REACTION**

**1**

**Only usable during the polling step of a political action.**  
**1** **2** Choose a vampire who has cast votes in this referendum. The chosen vampire is locked and abstains (this cancels the chosen vampire's votes and ballots).  
**1** **2** As above, and the chosen vampire burns 1 blood.

Illus: John Bridges © 2018 White Wolf Entertainment AB

### Seduction



**MODIFIER**

**Only usable as the action is announced.**  
**1** Choose a younger vampire. The chosen vampire cannot block this action.  
**1** As above, but choose any vampire.

*Letting go is the secret; giving up to me is the greatest pleasure of all...*  
Robbi Sommers, Lilith

Illus: Jim Di Bartolo © 2018 White Wolf Entertainment AB

### Shadow Body



**COMBAT**

**1**

**1** Strike: combat ends.  
**1** As above, and if this vampire was blocked while performing a non-bleed non-political action, the action continues as if unblocked.

*The awful shadow of some unseen Power Floats, tho' unseen, amongst us.*  
Percy Bysshe Shelley, Hymn to Intellectual Beauty

Illus: Mike Dringenberg © 2018 White Wolf Entertainment AB

### Shadow Play



**MODIFIER**

**1**

**1** +1 stealth.  
**1** +2 stealth.

*You will close your eyes, in order not to see, through the glass, The evening shadows making faces.*  
Arthur Rimbaud, A Dream for Winter

Illus: Stuart Sayger © 2018 White Wolf Entertainment AB

### Shroud of Absence



**MODIFIER**

**1**

**1** +1 stealth.  
**1** As above, and this vampire can strike: combat ends during the first round of the resulting combat whenever 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

### Shroud of Night



**MODIFIER**

**1**

**1** +1 stealth, not usable during a bleed action.  
**1** +1 stealth.

*The dragon-wing of night o'erspreads the earth.*  
William Shakespeare, Troilus and Cressida, act V, scene 8

Illus: Jason Alexander Behnke © 2018 White Wolf Entertainment AB

### Smiling Jack, The Anarch



**MASTER**

**Unique.**  
Put this card in play. During your unlock phase, move 1 counter from your pool to this card. During each other Methuselah's unlock phase, for each counter on this card, that Methuselah burns 1 pool or burns 1 blood from a vampire they control. Any vampire can burn this card as a **1** action.

Illus: Nieran Yanner © 2018 White Wolf Entertainment AB

### Spirit's Touch



**REACTION**

☑ +1 intercept.

◆ As above, with 1 optional maneuver during the resulting combat whenever this vampire blocks.

*We are eternal; and to us, the past is, as the future, present.*  
Lord Byron, Manfred, act I, scene I

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

### Sudden Reversal



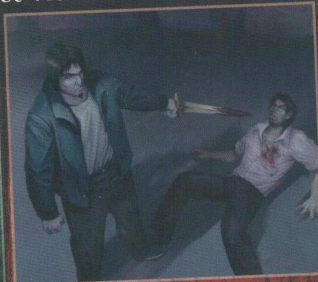
**MASTER**

**Out-of-turn.**

Cancel a master card played by another Methuselah as it is played, and its cost is not paid.

Illus: Anna Christenson © 2018 White Wolf Entertainment AB

### Target Vitals



**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

### Telepathic Misdirection



**REACTION**

☑ +1 intercept.

◆ Only usable when a minion is bleeding you, after blocks are declined. Lock this reacting vampire. Change the target of the bleed to another Methuselah other than the acting minion's controller (that Methuselah can attempt to block).

1

Illus: Judson Stovick © 2018 White Wolf Entertainment AB

### Telepathic Tracking



**COMBAT**


☑ Press, only usable to continue combat. If another round of combat occurs, this vampire gets 1 optional maneuver that round.

◆ Only usable when both combatants are still ready and combat would end. Start a new round instead.

1

Illus: Miire Danza © 2018 White Wolf Entertainment AB

### Tenebrous Form



**MODIFIER**

☑ +1 stealth.

◆ As above, and minions without Obtenebration must burn 1 blood to attempt to block.

*Be as a shadow on a dark night; unseen, unheard, let there be no sign of your coming in or going out.*  
The Admonitions

1

Illus: Fred Harper © 2018 White Wolf Entertainment AB

### Theft of Vitae



**COMBAT**

☑ Ranged strike: steal 1 blood or life (becoming blood).

◆ Ranged strike: steal 2 blood or life (becoming blood).

*The blood is the life!  
The blood is the life!*  
Bram Stoker, Dracula

Illus: Ron Spencer © 2018 White Wolf Entertainment AB

### Trap



**COMBAT**

Only usable before range is determined during the first round of combat.

Put this card in play with 3 counters. Each time a card is played this combat, reset the number of counters on this card to 3. During the press step of each round this combat, this Trap automatically burns 1 counter from itself to provide 1 press to continue combat (either combatant can press to end combat). Burn this card at the end of combat.

Illus: Peter Kim © 2018 White Wolf Entertainment AB

### Under Siege



**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 if it has no counters.

1

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

**University Hunting Ground**

MASTER



**Unique location. Hunting ground.**  
During your unlock phase, a ready vampire you control can gain 1 blood. A vampire can gain blood from only one hunting ground each turn.

2

Illus: Mike Raabe © 2018 White Wolf Entertainment AB

**The Unmasking**

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, Ventrue

Illus: Steve Ellis © 2018 White Wolf Entertainment AB

**Vessel**

MASTER



**Trifle.**  
Put this card on any vampire, and you can burn a Blood Doll (if any). During their unlock phase, this vampire's controller can move 1 blood from this vampire to their pool or from their pool to this vampire.

1

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB

**Villein**

MASTER



**Trifle.**  
Put this card on a vampire you control who has any amount of blood and move 2 to 5 blood from that vampire to your pool. Minion Tap costs you 1 additional pool. Villein costs 1 additional pool to play on this vampire.

Illus: Vince Locke © 2018 White Wolf Entertainment AB

**Wake with Evening's Freshness**

REACTION



**Only usable by a locked vampire. Do not replace until your unlock phase.**  
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: Ron Spencer © 2018 White Wolf Entertainment AB

**Wash**

MASTER

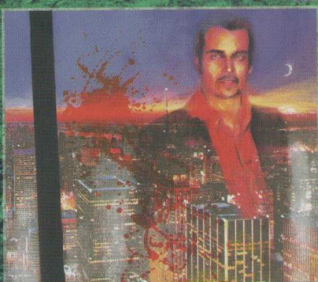


**Out-of-turn. Trifle. Do not replace until your unlock phase.**  
Cancel a master card played by your predator or prey as it is played, and its cost is not paid. That Methuselah gets +1 master phase action immediately, or at the start of their next master phase if the canceled card is an out-of-turn master.

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

**Wider View**

MASTER



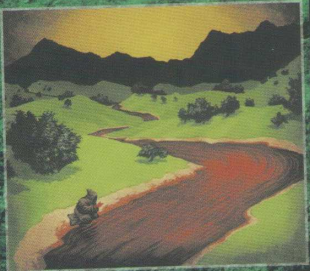
**Trifle.**  
Put this card in play. You can use 1 transfer to draw 1 card from your crypt and then remove a crypt card in your uncontrolled region from the game. You can use 4 transfers to burn this card and gain 2 pool.

1

Illus: Michael Gaydos © 2018 White Wolf Entertainment AB

**Zillah's Valley**

MASTER



Add 4 blood to a vampire in your uncontrolled region with capacity 8 or more.

*And each night, for three nights, Zillah drank from her Sire, though she did not know it. And, on the third night, Cain announced he would marry Zillah, his sweetest Childe, and she agreed.*  
The Book of Nod

5

Illus: Steve Prescott © 2018 White Wolf Entertainment AB