

Hartmut Stover 25

3 **Sabbat Archbishop of Berlin:** Any vampire casting votes or ballots against a referendum called by Hartmut burns 1 blood once results are tallied. You can burn the Edge during your discard phase to gain 1 pool. **10**

Illus: Alejandro Colucco © 2019 White Wolf Entertainment AB

Ingrid Rossler 25

2 **Camarilla Prince of Geneva:** If Ingrid is ready at the start of your influence phase, you get +2 transfers. **9**

Illus: Ron Spencer © 2019 White Wolf Entertainment AB

Mark Decker 25

3 **Camarilla Prince of Milwaukee:** Mark gets an additional +1 strength in combat with a werewolf. +1 strength. **8**

Illus: Ginés Quiñero © 2019 White Wolf Entertainment AB

Stanislava 25

2 **Camarilla Gangrel Inner Circle:** Retainers employed by minions opposing Stanislava in combat lose their abilities. Allies cannot block her. +2 bleed. **11**

Illus: Max Shade Fellwalker © 2019 White Wolf Entertainment AB

Xaviar 25

3 **Camarilla Gangrel Justicar:** You can unlock Xaviar after a referendum called by him passes. **10**

Illus: Carmen Cornet © 2019 White Wolf Entertainment AB

Una 25

3 **Sabbat Archbishop of Dublin:** Combat cards requiring Fortitude cost Una 1 fewer blood. **9**

Illus: Christopher Shy © 2019 White Wolf Entertainment AB

Grimgroth 25

6 **Camarilla:** While Grimgroth is ready, mage allies cost Tremere 1 you control 2 fewer pool to recruit. +2 bleed. **10**

Illus: Edward Beard, Jr. © 2019 White Wolf Entertainment AB

Anarchist Uprising 25

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 © 2019 White Wolf Entertainment AB

Ancient Influence 25

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 © 2019 White Wolf Entertainment AB

Ancilla Empowerment 25

POLITICAL ACTION
1 Vote

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

Illus: William O'Connor © 2019 White Wolf Entertainment AB

Backways 25

MASTER

Unique location.
Lock to give a Gangrel you control +1 stealth.

2

Illus: Mike Chaney © 2019 White Wolf Entertainment AB

Banishment 25

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 © 2019 White Wolf Entertainment AB

Beast Meld 25

MODIFIER

+1 stealth. If this vampire is blocked, they can prevent 1 damage in the resulting combat.

Only usable as a non-bleed action is announced. Vampires cannot block this action.

2

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

The Coven 25

MASTER

Unique. Trifle.
Put this card in play. Lock to add 2 blood to a ready vampire you control. During your discard phase, your predator takes control of The Coven.

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Deflection 25

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.

1

Illus: Gabe Quintero © 2019 White Wolf Entertainment AB

Dreams of the Sphinx 25

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.

1

Illus: Sandra Everingham © 2019 White Wolf Entertainment AB

Earth Control 25

MODIFIER

+1 stealth.
 +2 stealth.

What springs from earth dissolves to earth again.
Marcus Aurelius

1

Illus: Jeff Menges © 2019 White Wolf Entertainment AB

Earth Meld 25

COMBAT


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

*Down into the denseness of soil and rock,
Down into the dust you have left behind.*
Charles Baudelaire, *The Unforeseen*

Illus: Ron Spencer © 2019 White Wolf Entertainment AB

Ecoterrorists 25

MASTER



Unique location.
Lock during your influence phase to add 1 blood to a Gangrel ♀ in your uncontrolled region.

...today you can murder land for private profit. You can leave the corpse for all to see, and nobody calls the cops.
Paul Brooks, *The Pursuit of Wilderness*

Illus: Joel Biske © 2019 White Wolf Entertainment AB

Enkil Cog 25

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 © 2019 White Wolf Entertainment AB

Ennoia's Theater 25

MASTER




Unique location.
Lock to get +1 hand size this turn. Lock during your influence phase to get +1 transfer.

Illus: Javier Santos © 2019 White Wolf Entertainment AB

Fear of Mekhet 25

MASTER



Put this card on a ready justicar or Inner Circle member and lock them. During this vampire's unlock phase, they burn 5 blood. If they cannot burn the blood, they are burned; otherwise, their controller moves this card to another justicar or Inner Circle member, or burns this card if there are no others.

Illus: Pete Venters © 2019 White Wolf Entertainment AB

Forced March 25

MODIFIER



A vampire can play only one Forced March each turn.
⚡ Only usable after resolution of a successful action. Unlock this vampire.
♦♦ +1 stealth. After action resolution, if the action was successful, this vampire can burn 1 blood to unlock.

Illus: Steve Ellis © 2019 White Wolf Entertainment AB

Foreshadowing Destruction 25

MODIFIER



Only usable during a bleed action.
⚡ +1 bleed (limited).
♦♦ +3 bleed if the target Methuselah has 9 or fewer pool (limited).

Illus: Javier Santos © 2019 White Wolf Entertainment AB

Form of Mist 25

COMBAT



☐ Strike: dodge.
♦ Strike: combat ends. If this vampire is acting and the action was blocked, they can burn 1 blood after combat ends to continue the action at +1 stealth as if unblocked, even if stealth is not yet needed. A vampire can play only one Form of Mist at superior each action.

...and yet I am, and live, like vapours tossed.
John Claire, *I Am*

Illus: Gimés Quiñero © 2019 White Wolf Entertainment AB

Freak Drive 25

MODIFIER



Only usable after action resolution.
☑ Only usable if the action was successful. Unlock this vampire.
♦ Only usable if the action was blocked. Unlock this vampire.

Illus: Ken Meyer, Jr. © 2019 White Wolf Entertainment AB

Giant's Blood 25

MASTER



Only one Giant's Blood can be played in a game.
Fill any vampire to full capacity with blood from the blood bank.

Ox is already difficult to manage. He would have been unstoppable after drinking the Giant's Blood. We couldn't allow it!
Ventrue, *Trondheim 2002 Storyline*

Illus: Richard Thomas © 2019 White Wolf Entertainment AB

Govern the Unaligned 25

ACTION




☒ Ⓛ Bleed with +2 bleed.
 ♦ +1 stealth action.
 Add 3 blood to a younger vampire in your uncontrolled region.

1

Illus: Oliver Meinerding © 2019 White Wolf Entertainment AB

Information Highway 25

MASTER



Unique location.
 +2 transfers.

Illus: Melissa Uran © 2019 White Wolf Entertainment AB

Instantaneous Transformation 25

MODIFIER

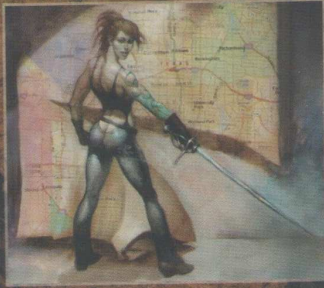


Ⓛ +1 stealth.
 ♦ Only usable after resolution of a successful action. Unlock this vampire. A vampire can play only one Instantaneous Transformation at superior each turn.

Illus: Riccardo Fabiani © 2019 White Wolf Entertainment AB

Kine Resources Contested 25

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 © 2019 White Wolf Entertainment AB

Monastery of Shadows 25

MASTER



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

3

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Murmur of the False Will 25

MODIFIER
REACTION



☒ Only usable during a bleed action. +1 bleed (limited).
 ♦ Only usable if a younger vampire is bleeding you, after blocks are declined. Change the target of the bleed to another Methuselah other than the acting vampire's controller (that Methuselah can attempt to block).

Illus: Jim Di Barrolo © 2019 White Wolf Entertainment AB

Neonate Breach 25

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 © 2019 White Wolf Entertainment AB

On the Qui Vive 25

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 © 2019 White Wolf Entertainment AB

Parity Shift 25

POLITICAL ACTION
1 Vote



Requires a prince or justicar. Choose a Methuselah who has more pool than you do, and allocate 3 of their pool between 1 or more of the other Methuselahs (including you). Successful referendum means the chosen Methuselah loses that pool, and it is allocated as you chose.

Illus: Mark Kelly © 2019 White Wolf Entertainment AB

Pentex™ Subversion 25

MASTER

Unique.
Put this card on a ready minion. This minion cannot block. Any other minion can burn this card as a Ⓚ action.

2

Illus: Riccardo Fabiani © 2019 White Wolf Entertainment AB

Permanent Vacation 25

POLITICAL ACTION
1 Vote

Choose a ready ally. Successful referendum means the chosen ally is removed from the game.

*It's only forever
It's not long at all
Lost and lonely.*
David Bowie, *Underground*

Illus: Jim Di Bartolo © 2019 White Wolf Entertainment AB

Political Stranglehold 25

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 © 2019 White Wolf Entertainment AB

Rapid Change 25

MODIFIER
COMBAT

Ⓚ Ⓚ +1 stealth.
Ⓚ Ⓚ **Strike: combat ends.**

1

*Our nature lies in movement;
absolute rest is death.*
Blaise Pascal

Illus: Craig Maher © 2019 White Wolf Entertainment AB

Reins of Power 25

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 Sky © 2019 White Wolf Entertainment AB

Second Tradition: Domain 25

REACTION

Requires a prince or justicar.
+2 intercept. Also usable by a locked prince or justicar, even if intercept is not yet needed, to burn 1 blood to unlock and attempt to block with +2 intercept.

None may challenge thy word while in thy domain.

Illus: Durgin Taiton © 2019 White Wolf Entertainment AB

Villein 25

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.

5

Illus: Vince Locke © 2019 White Wolf Entertainment AB

Zillah's Valley 25

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, Caine announced he would marry Zillah, his sweetest Childe, and she agreed.
The Book of Nod

5

Illus: Steve Prescott © 2019 White Wolf Entertainment AB

Alamut 25

MASTER

Unique location.
After an Assamite ~~you~~ you control successfully bleeds a Methuselah, put the pool lost by that Methuselah on this card. Burn X blood from this card during the polling step of a political action to give a vampire you control +X votes.

1

Illus: Pat Morrissey © 2019 White Wolf Entertainment AB

The Ankara Citadel, Turkey 25

EQUIP ACTION



While in play, this equipment card represents a location and does not count as equipment. **Unique.** Non-action modifier cards costing blood cost this vampire half as much blood to play, rounded down (multiplication and division are handled first, followed by addition and subtraction).

2

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Black Metamorphosis 25

ACTION



+1 stealth action.
 Put this card on this vampire. This vampire gets 1 optional additional strike (limited) each round. A vampire can have only one Black Metamorphosis.
 As above, and this vampire gets 1 optional press each combat.

2

Illus: Mike Danza © 2019 White Wolf Entertainment AB

Camarilla Vitae Slave 25

EMPLOY ACTION



Retainer with 1 life.
 The employer gets +1 capacity. During their master phase, they can choose a basic level Discipline they possess and get the chosen Discipline at the superior level until their next master phase.


2

+1

Illus: Carmen Corneil © 2019 White Wolf Entertainment AB

Entombment 25

COMBAT



Strike: burn the opposing ally.
 Strike: send the opposing vampire to torpor.

The womb shall forget him; the worm shall feed sweetly on him; he shall be no more remembered. Job 24:20 (KJV)

2

Illus: L. A. Williams © 2019 White Wolf Entertainment AB

Femur of Toomler 25

EQUIP ACTION



Unique melee weapon.
 Strike: strength+1 aggravated damage.

It was with this bone that we destroyed one of the founders of the Tremere, so I suggest that you treat it with a little more respect. Meshenka, Tzimisce

2

Illus: Mark Fedin © 2019 White Wolf Entertainment AB

Form of Corruption 25

ACTION



Put this card in play. If your prey gets the Edge anew, add 1 counter on this card. If the number of counters on this card equals or exceeds the amount of blood on a vampire controlled by your prey during your master phase, you can burn this card to steal that vampire. A Methuselah can have only one Form of Corruption.
 As above, and your prey burns 1 pool after you burn this card.

2

Illus: Richard Thomas © 2019 White Wolf Entertainment AB

Hand of Conrad 25

EQUIP ACTION



Unique.
 This vampire gets superior Potence. This vampire can move a vampire from your ash heap to your uncontrolled region as an action.

1

2

Illus: L. A. Williams © 2019 White Wolf Entertainment AB

Heidelberg Castle, Germany 25

MASTER



Unique location.
 Lock to move blood, equipment and/or retainers between any two ready vampires you control. Cannot be used during an action.

Night Rain. The lurid sky that lets the spires and towers show grey silhouettes of an old Gothic town by distance dimmed. Paul Verlaine, Night Effect

2

Illus: L. A. Williams © 2019 White Wolf Entertainment AB

Homunculus 25

EMPLOY ACTION



Retainer with 1 life.
 During any Methuselah's unlock phase, this vampire can burn 1 blood to unlock.
 As above, but Homunculus has 2 life.

A pile of bones in a skin bag, a deflated balloon; a hideous bundle. R. Chetwynd-Hayes, Looking For Something To Suck

2

Illus: Bryan Wachwitz © 2019 White Wolf Entertainment AB

Khobar Towers, Al-Khubar 25

MASTER




Unique location.
Lock during your unlock phase to remove a ready minion you control from the game and gain X pool, where X is the capacity of that vampire or the blood or pool cost of that ally.

2

Illus: Michael Gaydos © 2019 White Wolf Entertainment AB

Legendary Vampire 25

MASTER



Unique.
Put this card on a vampire with capacity 7 or more who entered your ready region during your last influence phase. This vampire gets +2 bleed and +2 votes. Any vampire can call a referendum to burn this card as a +1 stealth political action.

2

Illus: Pete Venters © 2019 White Wolf Entertainment AB

Life Boon 25

MASTER



Out-of-turn. Boon.
Give pool to a Methuselah with no pool to keep them in the game, and put this card in play. During each of their unlock phases, you can steal 1 pool from that Methuselah. You gain any victory point gained by that Methuselah instead of them, until you are being ousted or until you have gained 1 victory point from this card. Burn this card after you have gained 1 victory point from this card.

Illus: Kaja Foglio © 2019 White Wolf Entertainment AB

Rutor's Hand 25

ACTION



+1 stealth action.
Put this card on this vampire, and this vampire takes 1 unpreventable environmental aggravated damage. Beginning with your next turn, this vampire can unlock during your minion phase. A vampire can have only one Rutor's Hand.
As above, and this vampire can burn 3 blood to be immune to this aggravated damage.

1

Illus: Stuart Beel © 2019 White Wolf Entertainment AB

The Sargon Fragment 25

EQUIP ACTION



Unique.
This vampire gets superior Necromancy. This vampire can move a library card from your ash heap to your hand as an action that costs 1 blood (discard down afterward).

1

Illus: Jim Nelson © 2019 White Wolf Entertainment AB

The Signet of King Saul 25

EQUIP ACTION



Unique.
Vampires with capacity 8 or more cannot attempt to block the bearer.

1

Illus: Michael Astrachan © 2019 White Wolf Entertainment AB

Talbot's Chainsaw 25

EQUIP ACTION



Unique weapon.
Strike: 3 damage. If the bearer is ready during your unlock phase, this weapon inflicts 3 unpreventable damage on a ready minion you control. The bearer cannot hunt. The bearer can enter combat with a minion as a +1 stealth action. The bearer gets 1 press (mandatory), only usable to continue combat during the first round, and can prevent 1 damage each combat.

3

Illus: Jim Nelson © 2019 White Wolf Entertainment AB