

**Apolonia Czarnecki**

5

**Camarilla:** Apolonia can steal 1 blood from a younger vampire as a Ⓚ action.

7

Illus: Noora Nyrofen © 2019 White Wolf Entertainment AB

**Arthur Denholm**

5

**Camarilla.**

5

Illus: Veronika Jones © 2019 White Wolf Entertainment AB

**Bela**

5

**Independent:** Bela cannot take political actions. -1 stealth.

3

Illus: Heathcliff Kreiter © 2019 White Wolf Entertainment AB

**Gem Ghastly**

5

**Camarilla primogen:** You and Gem can play cards requiring Ventrue as if she were a Ventrue.

6

Illus: Eirene Papadatos © 2019 White Wolf Entertainment AB

**Morel**

4

**Camarilla.**

6

Illus: Andrew Tabbold © 2019 White Wolf Entertainment AB

**Osric Vladislav**

5

**Camarilla:** Osric can burn a location you control to get +1 stealth for the current action.

7

Illus: Peter Spanglin © 2019 White Wolf Entertainment AB

**Beetleman**

4

**Camarilla.**

4

Illus: Vince Locke © 2019 White Wolf Entertainment AB

**Benjamin Rose**

5

**Camarilla Prince of Washington, D.C.:** Benjamin can call a referendum to give you +1 hand size until the end of the game as a +1 stealth political action.

7

Illus: Samuel Araya © 2019 White Wolf Entertainment AB

**Gustaphe Brunelle**

4

**Camarilla primogen:** Gustaphe can enter combat with a minion controlled by your predator or prey as a Ⓚ action.

8

Illus: Joel Boke © 2019 White Wolf Entertainment AB

**Harold Tanner**



4

**Camarilla:** In combat, the controller of the minion opposing Harold plays with an open hand.

6

Illus: Mathias Tapia © 2019 White Wolf Entertainment AB

**Jeremy "Wix" Wyzchovsky**



4

**Camarilla:** Jeremy can bleed with +1 bleed as a **D** action.

5

Illus: Andrew Trabbold © 2019 White Wolf Entertainment AB

**Petra**



4

**Camarilla:** Damage Petra inflicts on Baali **♠** is aggravated. A vampire burns 1 blood after using a press to continue combat with her.

5

Illus: Chad Michael Ward © 2019 White Wolf Entertainment AB

**Epikasta Rigatos**



4

**Camarilla Prince of New York:** You can move an action card Epikasta played from your ash heap to your library after resolution (shuffle afterward).

8

Illus: Becky Jollensten © 2019 White Wolf Entertainment AB

**Gwendolyn Fleming**




5

**Camarilla.**

6

Illus: Efrem Palacios © 2019 White Wolf Entertainment AB

**Kateline Nadasy**



4

**Camarilla:** During the polling step of the referendum of a political action, Kateline can burn 1 blood to force a non-acting vampire to abstain.

7

Illus: Mike Gaydos © 2019 White Wolf Entertainment AB

**Thomas De Lutrius**



4

**Camarilla primogen:** Burn 1 pool after Thomas goes to torpor.

4

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

**Tyler McGill**



5

**Camarilla:** In a referendum, Tyler gets +1 vote after any Methuselah burns the Edge for a vote. He cannot block Nosferatu **♠**.

4

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

**Vasily**



5

**Camarilla Prince of Prague:** Contesting a title costs Vasily 1 additional blood unless you control the Edge.

6

Illus: Mike Gaydos © 2019 White Wolf Entertainment AB

**Aidan Lyle**

5

**Camarilla:** Aidan gets 1 optional press each combat.

7

Illus: Leif Jones © 2019 White Wolf Entertainment AB

**Claus Wegener**

5

**Camarilla.**

5

Illus: Samuel Araya © 2019 White Wolf Entertainment AB

**Muhsin Samir**

4

**Camarilla.**

6

Illus: Thomas Denmark © 2019 White Wolf Entertainment AB

**Rutor**

5

**Camarilla:** Tzimisce ☉ get -1 intercept against Rutor.

7

Illus: E.M. Gist © 2019 White Wolf Entertainment AB

**Troius**

4

**Camarilla Prince of Geneva:** Troius cannot cast votes or ballots against blood hunt referendums. +1 strength.

8

Illus: Marian Churchland © 2019 White Wolf Entertainment AB

**Zane**

5

**Camarilla primogen:** If Zane is not a prince, he can call a referendum to receive (and contest) the title held by a prince as a +1 stealth political action.

5

Illus: Mattias Tapia © 2019 White Wolf Entertainment AB

**Emily Carson**

5

**Camarilla primogen:** During your discard phase, Emily can burn the Edge to unlock.

5

Illus: Trevor Claxton © 2019 White Wolf Entertainment AB

**Graham Gottesman**

5

**Camarilla Prince of Miami.**

7

Illus: Leif Jones © 2019 White Wolf Entertainment AB

**João Bilé**

4

**Camarilla:** While João has no title, he cannot block titled vampires. He gets +1 stealth on actions to put vampires in play.

5

Illus: Trevor Claxton © 2019 White Wolf Entertainment AB

**Lodin (Olaf Holte)**



5 **Camarilla Prince of Chicago:** Lodin can prevent 1 damage from the opposing minion's strike once each combat.

8

Illus: Jim Pavelec © 2019 White Wolf Entertainment AB

**Mustafa, The Heir**



4 **Camarilla Prince of Istanbul:** During the polling step of a political action, any older Toreador controlled by another Methuselah can move 1 blood from themself to Mustafa to force him to cast his votes and ballots as that Toreador's controller chooses.

6

Illus: David Day © 2019 White Wolf Entertainment AB

**Victor Donaldson**



5 **Camarilla Prince of Atlanta:** If a *Gokonda: Inner Peace* you play is canceled, you can move that card from your ash heap to your library (shuffle afterward).

6

Illus: Matt Smith © 2019 White Wolf Entertainment AB

**.44 Magnum**



**Weapon: gun.**  
Strike: 2R damage, with 1 optional maneuver each combat.

2

Illus: Greg Simanson © 2019 White Wolf Entertainment AB

**Academic Hunting Ground**



**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 Huddleston © 2019 White Wolf Entertainment AB

**Aching Beauty**



Put this card on any Toreador.  
If this Toreador is blocked, the blocking minion's controller burns 1 pool before block resolution.  
*From heaven or hell, O Beauty, came you hence?  
Out from your gaze, infernal and divine,  
Pours blended evil and beneficence...  
Charles Baudelaire, Hymn to Beauty*

2

Illus: Dave Roach & Pete Burges © 2019 White Wolf Entertainment AB

**Aid from Bats**



Strike: 1R damage, with 1 optional maneuver.  
As above, with 1 optional press.  
*Hanging upside down like rows of disgusting old rags  
And grinning in their sleep. Bats!  
D.H. Lawrence, Bat*

1

Illus: Eric Lofgren © 2019 White Wolf Entertainment AB

**Aire of Elation**



Only usable during a bleed action.  
+1 bleed, with an additional +1 bleed if this vampire is Toreador (limited).  
+2 bleed, with an additional +1 bleed if this vampire is Toreador (limited).

1

Illus: Greg Simanson © 2019 White Wolf Entertainment AB

**Ambush**



Enter combat with a locked minion. This acting minion gets 1 optional maneuver during that combat.  
*We will strike from the shadows  
when the time is right, and all  
will fall before us.  
Cameron, Lasombra*

Illus: Mark Poole © 2019 White Wolf Entertainment AB


**Ancilla Empowerment** 

 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

**Animalism** 

MASTER



**Discipline.**  
Put this card on a vampire. This vampire gets +1 level of Animalism  and +1 capacity. Cannot be put on a vampire with superior Animalism .

Illus: Sandra Everingham © 2019 White Wolf Entertainment AB

**Apportation** 


COMBAT




 Press, only usable to continue combat.  
 **Maneuver.**


*The gun flew from my hands like God himself chose to intervene.  
Jacob Bragg, Brujah antitribu*


Illus: Clint Langley © 2019 White Wolf Entertainment AB

**Arcane Library** 

MASTER



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

 2

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

**Army of Rats** 


ACTION



**+1 stealth action.**  
 Put this card in play. During your unlock phase, your prey burns 1 pool. You can burn only 1 pool each turn with Army of Rats cards. Any minion can burn this card as a  action.


*We could endure their constant obstructions for only so long. The rats were the last straw.  
Ventrué antitribu, Dublin 2002 Winter Storyline*


Illus: Daniel Gelon © 2019 White Wolf Entertainment AB

**Art Museum** 

MASTER



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

 2

Illus: Andrew Trabbold © 2019 White Wolf Entertainment AB

**Asylum 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: Brian LeBlanc © 2019 White Wolf Entertainment AB


**The Barrens** 

MASTER






**Unique location.**  
Lock to discard a card (draw afterward).

Illus: Ron Spencer © 2019 White Wolf Entertainment AB

**Bewitching Oration** 


MODIFIER




**Only usable during the polling step of a political action.**  
 This vampire gets +2 votes.  
 This vampire gets +4 votes.

*...things have changed. I won't concur and won't betray my sorrow save I'll always dress in black and rave.  
Christine de Pisan, Untitled*

Illus: Ash Arnett © 2019 White Wolf Entertainment AB


**Blood Doll** 

MASTER




Put this card on a vampire you control. During their master phase, this vampire's controller can move 1 blood from this vampire to their pool or from their pool to this vampire.

Illus: Lawrence Snelly © 2019 White Wolf Entertainment AB

**Bonding** 

MODIFIER



Only usable during a bleed action.

- ☒ +1 bleed (limited).
- ◆ +1 stealth and +1 bleed (limited).

*In every voice, in every ban,  
The mind-forged manacles I hear.*  
William Blake, London

Illus: Gmés Quiñero © 2019 White Wolf Entertainment AB

**Carrion Crows** 


COMBAT




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 © 2019 White Wolf Entertainment AB

**Cats' Guidance** 

REACTION




☒ Only usable by a locked vampire who has blocked, after block resolution. Unlock this vampire.


- ◆ +1 intercept.

*Your cat, now, linked to learning and to love,  
Exhibits a taste for silences and gloom —  
Would make a splendid messenger of doom  
If his fierce pride would condescend to serve.*  
Charles Baudelaire, Cats

Illus: Greg Simanson © 2019 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 © 2019 White Wolf Entertainment AB

**Chantry** 

MASTER



Unique location.

Lock this card and burn 1 pool or 1 blood from a ready Tremere you control during your master phase to move a Tremere from torpor to their controller's ready region.

*In books that are as altars where we kneel  
To consecrate the flicker, not the flame,*  
Edwin Arlington Robinson, George Crabbe

Illus: Jeff Holt © 2019 White Wolf Entertainment AB

**Charnas the Imp** 

SHIELD ACTION




Unique demon with 1 life.


Put Charnas on any minion (this is a +1 stealth Ⓢ action if that target minion is controlled by another Methuselah). Charnas inflicts 1 damage on the employer during their unlock phase. Charnas is immune to damage from the employer. If the employer is about to be burned, their controller can put Charnas on any minion.

1

Illus: Mark Nelson © 2019 White Wolf Entertainment AB

**Cloak the Gathering** 

MODIFIER



- +1 stealth.
- ◆ Only usable by a ready vampire other than the acting minion. The acting minion gets +1 stealth.

*The shadow cloak'd from head to foot...*  
Lord Tennyson, *In Memoriam*

Illus: Eric Deschamps © 2019 White Wolf Entertainment AB

**Coma** 

COMBAT



- ☒ Strike: send the opposing vampire to torpor.
- ◆ As above, and that opposing vampire does not unlock as normal during their next unlock phase.

*To sleep: perchance to dream: ay, there's the rub;  
For in that sleep of death, what dreams  
may come...*  
William Shakespeare, *Hamlet*, act III, scene I

3

Illus: Ash Arnett © 2019 White Wolf Entertainment AB

### Computer Hacking

**ACTION**

Ⓧ Bleed with +1 bleed.

*Look, d00d, those "D3mons33d 3lit3" hackers aren't kewl. They just can't spell...  
Synner-G, City Gangrel antitribu hacker*

Illus: Roger Raupp © 2019 White Wolf Entertainment AB

### Conditioning

**MODIFIER**

Ⓧ Only usable during a bleed action.

Ⓧ +2 bleed (limited).

Ⓧ +3 bleed (limited).

1

Illus: John Bridges © 2019 White Wolf Entertainment AB

### Confusion

**MODIFIER**

Ⓧ Only usable during a bleed action.

Ⓧ +1 bleed (limited).

Ⓧ +1 stealth and +1 bleed (limited).

*Confusion is a word we have invented to explain an order which is not understood.  
Henry Miller*

Illus: Gary Leach © 2019 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 © 2019 White Wolf Entertainment AB

### Crocodile's Tongue

**MODIFIER**

Ⓧ Only usable if an ally or younger vampire attempts to block.

Ⓧ That attempt fails and that blocking minion's controller cannot attempt to block this action again. That blocking minion can burn 1 blood or life to cancel this card as it is played.

Ⓧ As above, but canceling this card requires 1 additional blood or life.

Illus: Leaf Jones © 2019 White Wolf Entertainment AB

### Daring the Dawn

**MODIFIER**

Ⓧ Vampires cannot block this action. This vampire takes 2 unpreventable environmental aggravated damage after action resolution.

Ⓧ As above, but this vampire takes 1 unpreventable environmental aggravated damage.

Illus: Pete Ventres © 2019 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.

1

Illus: Guiné Quintanero © 2019 White Wolf Entertainment AB

### Dominate Kine

**ACTION**

Ⓧ +1 stealth action. Ⓧ Bleed with +1 bleed.

Ⓧ Ⓧ Steal a location controlled by another Methuselah.

*I'd personally never want a zoo for a hunting ground, but taking it from the Gangrel was a fair reprisal.  
Ventrué, Adelaide 2002 Storyline*

2

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

### Elder Impersonation

**MODIFIER**

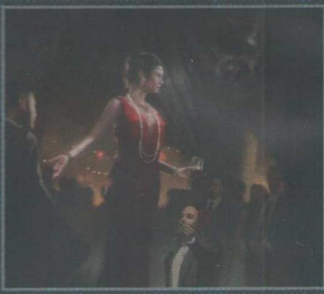
Ⓧ +1 stealth.

Ⓧ Only usable if a minion attempts to block. That attempt fails and that blocking minion cannot attempt to block this action again.

1

Illus: Steve Casper © 2019 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 Cornet © 2019 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 Stévil © 2019 White Wolf Entertainment AB

### Eyes of Chaos



**Ⓢ** MODIFIER

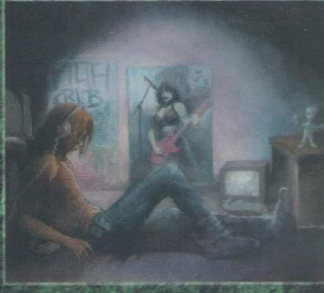
**Ⓢ**

**Ⓢ** Only usable during a bleed action.  
**Ⓢ** +1 bleed (limited).  
**Ⓢ** +2 bleed (limited).

*We live in a rainbow of chaos.*  
Paul Cézanne

Illus: Eric LaCombe © 2019 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 © 2019 White Wolf Entertainment AB

### Forced Awakening



**Ⓢ** REACTION


**Ⓢ**

**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). If they do not block this action, they burn 1 blood before action resolution.

Illus: Alan Rabinowitz © 2019 White Wolf Entertainment AB

### Game of Malkav




**Ⓢ** MASTER

**Ⓢ**

Each other Methuselah secretly chooses a number between 1 and 5 inclusive; you choose a number between 1 and 6 inclusive. Each Methuselah holds a hand out with the chosen number of counters in it. Reveal the choices simultaneously. Each Methuselah gains the amount of pool they chose unless another Methuselah chose exactly 1 less than they did, in which case, they burn that amount of pool instead.

Illus: John Bridges © 2019 White Wolf Entertainment AB

### Govern the Unaligned



**Ⓢ** ACTION


**Ⓢ**

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

**1**

Illus: Oliver Meierding © 2019 White Wolf Entertainment AB

### Guard Dogs



**Ⓢ** REACTION

**Ⓢ**

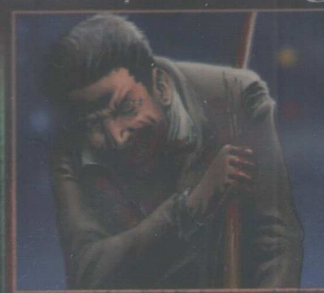
**Only usable by a locked vampire during a bleed against you.**

**Ⓢ** Unlock this vampire.

**Ⓢ** As above, with 1 optional maneuver in the resulting combat if this vampire blocks.

Illus: Michael Dixon © 2019 White Wolf Entertainment AB

### Indomitability



**Ⓢ** COMBAT

**Ⓢ**

**Ⓢ** Prevent 1 damage.  
**Ⓢ** Press, or prevent 1 damage with 1 optional press.

Illus: Chris Stevens © 2019 White Wolf Entertainment AB



### Instinctive Reaction

REACTION

Only usable if a minion controlled by your predator is acting.

- +1 intercept.
- As above, with 1 optional maneuver during the resulting combat if this vampire blocks.

*Beckett had long since learned to trust his instincts. Sharp as they were, augmented by his undead abilities, they often warned him of dangers that even his night-vision and heightened senses were unable to detect.*

Illus: Leah Jones © 2019 White Wolf Entertainment AB

### Ivory Bow

EQUIP ACTION

Unique weapon.

Strike: 1R aggravated damage.

1

Illus: Jeff Holt © 2019 White Wolf Entertainment AB

### J. S. Simmons, Esq.

EMPLOY ACTION

Unique mortal with 1 life.

The employer gets +1 bleed.

Illus: Bob Stevic © 2019 White Wolf Entertainment AB

### Kindred Spirits

ACTION

① Bleed any Methuselah. Gain 1 pool if this bleed is successful (for 1 or more).

As above, with +1 bleed.

*Like kindred drops, been mingled into one.*  
William Cowper, *The Timepiece*

Illus: Jenny Frison © 2019 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 © 2019 White Wolf Entertainment AB

### The Labyrinth

MASTER

Unique location.

Lock to give a Nosferatu you control +1 stealth.

*But in vague ways, I most insanely yearn  
To meet some lean, dwarfed, fetid,  
hairy thing  
With loathsome skin and bulging eyes  
of rheum...*  
Francis Saltus, *A Courtesan's Whim*

1

Illus: Mark Nelson © 2019 White Wolf Entertainment AB

### Laptop Computer

EQUIP ACTION

Electronic.

The bearer gets +1 bleed. A minion can have only one Laptop Computer.

1

Illus: Darryl Elliott © 2019 White Wolf Entertainment AB

### Legal Manipulations

ACTION

① Bleed with +2 bleed.

As above, and gain 1 pool if the bleed is successful (for 1 or more).

*Believe me... if there's one thing I cannot abide, it's deceitfulness.*  
Christopher Hampton, *Dangerous Liaisons*, act 1, scene 5

1

Illus: Stuart Beel © 2019 White Wolf Entertainment AB

### Lost in Crowds

MODIFIER

+1 stealth. *Into Thin Air* and *Lost in Crowds* cannot both be played on the same action.

As above, but for +2 stealth.

*...he knows a frightful fiend  
Doth close behind him tread.*  
Samuel Taylor Coleridge, *The Rime of the Ancient Mariner*

Illus: Melissa Uran © 2019 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)*

 1

Illus: Joel Biske © 2019 White Wolf Entertainment AB

**Mind Tricks** 

 MODIFIER






■ +1 stealth.  
 ◆ As above, with 1 optional maneuver or press during the resulting combat if this action is blocked.


*The power of thought - the magic of the mind!  
Lord Byron, The Corsair*


 1

Illus: Eric LaCombe © 2019 White Wolf Entertainment AB

**Misdirection** 


MASTER





 1


Lock any minion.

Illus: Mark Poole © 2019 White Wolf Entertainment AB


**No Trace** 

 COMBAT








■ Only usable at long range. Strike: combat ends.  
 ◆ Strike: combat ends.

 1

Illus: Erica Danell © 2019 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 © 2019 White Wolf Entertainment AB

**Powerbase: Montreal** 

MASTER



**Unique location.**  
 During your influence phase, you can add 1 blood to a vampire in your uncontrolled region. Any vampire can steal this location as a  action.

Illus: Patrick Lambert © 2019 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 if they block.


*"It's a poor sort of memory that only works backwards," remarked the Queen.  
Lewis Carroll, Through the Looking Glass*

Illus: Anna Christenson © 2019 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.

 1

Illus: Jeff Holt © 2019 White Wolf Entertainment AB

**Rolling with the Punches** 

 COMBAT





■ Prevent 1 damage.  
 ◆ Burn 1 blood to prevent all damage from the opposing minion's strikes this round.

Illus: Lee Carter © 2019 White Wolf Entertainment AB

**Scorn of Adonis** 

 MODIFIER



**Only usable during the polling step of a political action.**  
Any Methuselah casting (including having a vampire casting) at least 1 vote or ballot against the referendum burns 1 pool once results are tallied.

Illus: Kieran Yanner © 2019 White Wolf Entertainment AB

**Second Tradition: Domain** 


 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: Dignita Talon © 2019 White Wolf Entertainment AB

**Seduction** 

 MODIFIER



**Only usable as the action is announced.**  
Choose a younger vampire. The chosen vampire cannot block this action.  
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 © 2019 White Wolf Entertainment AB

**Slum 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: L. A. Williams © 2019 White Wolf Entertainment AB


**Soak** 

 COMBAT

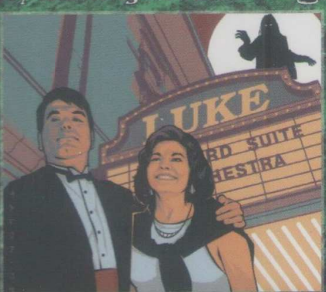


**A vampire can play only one Soak each round.**  
Prevent 2 non-aggravated damage.  
Prevent 4 non-aggravated damage.  
*The wounds he'd suffered would definitely have killed a mortal and would have destroyed many a Kindred. Jan had only the blood of Hardestadt and the elders of Clan Ventrue to thank that he'd survived this long.*


Illus: Andrew Trabbold © 2019 White Wolf Entertainment AB

**Society 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.  
*The Toreador are imprisoned by their lust for the night life. Like a siren, it beckons them with promises of forbidden pleasures.*

 2

Illus: Durwin Talon © 2019 White Wolf Entertainment AB

**Spirit's Touch** 

 REACTION



**+1 intercept.**  
As above, with 1 optional maneuver during the resulting combat if this vampire blocks.  
*We are eternal; and to us, the past is, as the future, present.  
Lord Byron, Manfred, act I, scene I*

 1

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

**Sport Bike** 

 EQUIP ACTION



**Vehicle.**  
This minion gets +1 intercept. A minion can have only one vehicle.

 1

Illus: Ron Spencer © 2019 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 © 2019 White Wolf Entertainment AB

### Telepathic Misdirection

**REACTION**

**1**

☑ +1 Intercept.

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

Illus: Jaigies Stowe © 2019 White Wolf Entertainment AB

### Thadius Zho

**RECRUIT ACTION**

**4**

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

Thadius Zho can strike: 2R damage. He gets 1 optional maneuver each combat. He can burn 1 blood from any vampire as a +1 stealth ⓓ action.

Illus: Nilson © 2019 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 © 2019 White Wolf Entertainment AB

### Unflinching Persistence

**COMBAT**

Prevent 1 damage.

◆ Maneuver, and this vampire can prevent 1 damage later this round.

Illus: Ron Spencer © 2019 White Wolf Entertainment AB

### Uptown Hunting Ground

**MASTER**

**2**

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: Julie Collins © 2019 White Wolf Entertainment AB

### Vast Wealth

**MASTER**

Put this card on a ready minion you control. If you control this minion, they can equip with the first equipment you find in your library as a +1 stealth action (working down from the top; requirements and cost apply as normal; shuffle afterward).

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

### Veil the Legions

**MODIFIER**

**1**

Only usable by a ready unlocked vampire other than the acting minion. Only one Veil the Legions can be played each action.

■ The acting minion gets +1 stealth.

◆ As above, and this vampire can burn X blood to give the next X actions your minions perform this turn +1 stealth. Only one Veil the Legions can be played at superior each turn.

Illus: Thomas Manning © 2019 White Wolf Entertainment AB

### Venture Headquarters

**MASTER**

**1**

Unique location.

Lock during the polling step of any referendum to get +3 votes.

*The Venture clan is organized much like a multinational corporation. Each major city has a meeting place where Venture may seek allegiance and obtain information.*

Illus: Joel Inke © 2019 White Wolf Entertainment AB

### Walk of Flame

**COMBAT**

Not usable during the first round of combat.

☑ Strike: 1R aggravated damage.

◆ Strike: 2R aggravated damage.

*Now ye are flames, I'll tell you how to burn  
And purge the ether of our enemies.  
John Keats, Hyperion*

Illus: Scott Fischer © 2019 White Wolf Entertainment AB

## VTES Quick Reference card

### TURN SEQUENCE

- Unlock Phase:** Unlock all your cards. You may gain 1 pool from the Edge.
- Master Phase:** Play one master card.
- Minion Phase:** Take Actions, and modify them with Action Modifiers, in combat, play Combat cards.

### Action Types

- Combat Sequence**
  - Determine Range
  - Strike
    - Choose Strike
    - Resolve Strike
  - Additional Strikes
  - Press

**Out of turn:**  
Play Reaction and Combat cards.

- Influence Phase:** At the start of this phase, you normally receive 4 transfers.
- Discard Phase:** You may discard one card from your hand.

### DISCIPLINES

- Animalism
- Auspex
- Celerity
- Dementation
- Dominare
- Fortitude
- Obfuscate
- Potence
- Presence
- Thaumaturgy

### OTHER

- Directed Action
- Blood cost
- Pool cost
- Capacity

### CLANS

- Malkavian
- Nosferatu
- Tremere
- Ventrue

### TITLES


Primogen: 1 vote  
Prince: 2 votes

### SECT

Camarilla: A sect of vampire clans governed by the Six Traditions.

[www.blackchantry.com/rulebook](http://www.blackchantry.com/rulebook)

## Weighted Walking Stick



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

Put this card with 5 counters on it on this minion; it becomes a melee weapon (equipment) that can strike: strength+1 damage. For each damage inflicted by this strike (even if prevented), burn 1 counter from this card. Burn this card if it has no counters. A minion can have only one Weighted Walking Stick.

Illus: Thomas Nairb © 2019 White Wolf Entertainment AB

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