

Abd al-Rashid



2

Independent: Blood cursed.

5

Ilus: Tom Waneystrand © 2019 White Wolf Entertainment AB

Al-Ashrad, Amr of Alamut



2

Independent: Al-Ashrad can burn a location requiring a clan as a (D) action that costs 2 blood. Blood cursed. +1 bleed.

9

Ilus: Lawrence Sotby © 2019 White Wolf Entertainment AB

Ali Kar



3

Independent: Blood cursed.

3

Ilus: Peter Bergung © 2019 White Wolf Entertainment AB

Alu



5

Independent: Blood cursed.

2

Ilus: Jim Pavelic © 2019 White Wolf Entertainment AB

Amaravati



4

Independent: During a political action, Amaravati may burn 2 blood to give each ready Assamite $\frac{1}{2}$ you control an additional vote. Blood cursed.

8

Ilus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Antara



4

Independent: Antara gets +1 intercept when attempting to block a Sabbat vampire. He burns 1 blood when any Methuselah plays a Gehenna card. Blood cursed.

8

Ilus: Christopher Sky © 2019 White Wolf Entertainment AB

Anwar



2

Independent: Blood cursed.

4

Ilus: Christopher Sky © 2019 White Wolf Entertainment AB

Aziz, Dammar of Istanbul



2

Independent: Aziz has 2 votes (titled). Place a status counter on Aziz each time a vampire opposing him in combat is burned. Aziz gets +X votes, where X is the number of status counters on him. +1 strength. Blood cursed.

10

Ilus: Christopher Sky © 2019 White Wolf Entertainment AB

Badr al-Budur



2

Independent: Blood cursed.

5

Ilus: Christopher Sky © 2019 White Wolf Entertainment AB

Bajazet al-Nasir

2

Independent: Once each combat, Bajazet can burn 1 blood to make damage from his hand strikes aggravated for the current round. **Blood cursed.** 8

Illus: Christopher Sky © 2019 White Wolf Entertainment AB

Bakr

5

Independent: Bakr may enter combat with a minion controlled by another Methuselah as a +1 stealth action that costs 1 blood. **Blood cursed.** 8

Illus: Torstein Nordstrand © 2019 White Wolf Entertainment AB

Basir

4

Independent: Each time you use a master phase action to place a master: Discipline card on Basir, he gains 1 blood from the blood bank. Basir cannot block or play reaction cards. **Blood cursed.** 1

Illus: Mark Poole © 2019 White Wolf Entertainment AB

Bertrand d'Anjou

4

Independent: Blood cursed. 4

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

Djuhah, The Bronze Bow

5

Sabbat. Black Hand. Seraph. 7

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

Dmitri Borodin

4

Independent: Once each combat, Dmitri may burn 1 blood to prevent all damage from the opposing minion's strike. Once each action, he may burn 1 blood to get +1 stealth. **Blood cursed.** 10

Illus: Lawrence Soley © 2019 White Wolf Entertainment AB

Evan Rogers

4

Independent: Blood cursed. 3

Illus: Lawrence Soley © 2019 White Wolf Entertainment AB

Fatima al-Faqadi

2

Independent: Once per combat, before range is determined, Fatima may equip with a weapon from your hand. Pay the cost to equip as normal. **Blood cursed.** 8

Illus: John Van Fleet © 2019 White Wolf Entertainment AB

Fida'i

2

Independent: Fida'i do not unlock as normal during the unlock phase. During your unlock phase, any ready Assamite you control with capacity above 6 can burn 1 blood to unlock this Fida'i. Fida'i are not unique and do not contest. **Blood cursed.** 2

Illus: Christopher Sky © 2019 White Wolf Entertainment AB

Hafsa, The Watcher

5

Camarilla: Camarilla vampires must burn 1 blood to attempt to block Hafsa. Assamites get +1 bleed when bleeding you. **Blood cursed.**

6

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

Harika Guljan

2

Independent: Blood cursed.

3

Illustration: Max Shade, FelWalker © 2019 White Wolf Entertainment AB

Husamettin

2

Independent: After Husamettin burns a vampire with a contract on them, you can search your library for a master discipline card and put it on him (shuffle afterward). **Blood cursed.**

8

Illustration: Lawrence Snelly © 2019 White Wolf Entertainment AB

Izhim abd Azrael

5

Sabbat. Black Hand. Seraph: Cards that require Quietus cost Izhim 1 less blood. Weapons cost him 1 less pool or blood.

9

Illustration: Torstein Neerbaug © 2019 White Wolf Entertainment AB

Jalal Sayad

2

Independent: Once each turn after completing combat, Jalal may burn 1 blood to begin another combat with the opposing minion. **Blood cursed.**

6

Illustration: Christopher Sky © 2019 White Wolf Entertainment AB

Jamal

5

Independent. Red List: Jamal has 2 votes (titled). He gets +1 strength in combat with allies and Camarilla vampires. +1 bleed. **Blood cursed.**

10

Illustration: Leif Jones © 2019 White Wolf Entertainment AB

Janni

4

Independent: Janni inflicts an additional damage when striking with a weapon. She may enter combat with a ready Follower of Set controlled by another Methuselah as an action. **Blood cursed.**

5

Illustration: David Day © 2019 White Wolf Entertainment AB

Joe "Boot" Hill

4

Sabbat. Black Hand: Joe can enter combat with a werewolf ally controlled by another Methuselah as a +1 stealth action. Joe gets an optional maneuver in that combat. +1 strength.

7

Illustration: James Stone © 2019 White Wolf Entertainment AB

Kabede Maru

5

Laibon magaji: Kabede gets +1 intercept against political actions.

9

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

Kalinda

2

Independent: Kalinda can bleed with +1 bleed as a +1 stealth Ⓚ action that costs 2 blood. **Blood cursed.**

6

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

Kamau Jafari

4

Laibon.

4

Illus: Steve Ellis © 2019 White Wolf Entertainment AB

Kanya Akhtar

2

Independent: Blood cursed.

2

Illus: Max Shade FebWalker © 2019 White Wolf Entertainment AB

Karif al Numair

5

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

10

Illus: Gineis Quintanero © 2019 White Wolf Entertainment AB

Kashan

4

Independent: Kashan has 1 vote (titled). **Blood cursed.**

7

Illus: Torstein Røedhaug © 2019 White Wolf Entertainment AB

Layla bint-Nadr

4

Independent: Blood cursed.

5

Illus: Jim Pavelec © 2019 White Wolf Entertainment AB

Melek

2

Independent: Once each combat, Melek may dodge as a strike. **Blood cursed.**

7

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

Michael diCarlo

4

Sabbat: If Michael successfully performs an action to enter combat with another minion, he may set the range in the first round of the resulting combat to long (skip the determine range step).

5

Illus: Lawrence Sells © 2019 White Wolf Entertainment AB

Monty Coven

5

Sabbat: If Monty burns a titled vampire, he may become a bishop. If the burned vampire's title was worth more than two votes, he can become a priscus instead.

8

Illus: Mark Poole © 2019 White Wolf Entertainment AB

Nizzam al-Latif

5

Sabbat. Black Hand: Damage from Nizzam's hand strikes is aggravated.

9

Ilus: Mark Poole © 2019 White Wolf Entertainment AB

Olugbenga

4

Laibon magaji: When contesting a vampire, you may use the blood on that vampire or on Olugbenga as pool to pay for the contest. Olugbenga gets +1 intercept against bleed actions.

7

Ilus: Matt Mitchell © 2019 White Wolf Entertainment AB

Parmenides

2

Independent: When you move Parmenides from your uncontrolled region to your ready region, your predator takes control of Parmenides until your next unlock phase. +1 strength. **Blood cursed.**

4

Ilus: Christopher Sky © 2019 White Wolf Entertainment AB

Parnassus

2

Independent: +1 strength. **Blood cursed.**

7

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

Qadir ul-Ghani

2

Independent: Qadir can change his clan to any other clan as a +1 stealth action that costs 1 blood. **Blood cursed.** +1 bleed.

9

Ilus: Christopher Sky © 2019 White Wolf Entertainment AB

Reza Fatir, The Dark Angel

4

Sabbat. Black Hand.

6

Ilus: Lawrence Soley © 2019 White Wolf Entertainment AB

Sajid al Misbah

5

Independent: Cards that require Quietus cost Sajid 1 less blood. Sajid cannot block older vampires. **Blood cursed.**

4

Ilus: Ken Meyer Jr. © 2019 White Wolf Entertainment AB

Sukainah

5

Independent: **Blood cursed.**

3

Ilus: Mark Poole © 2019 White Wolf Entertainment AB

Tansu Bekir

2

Independent: **Blood cursed.**

4

Ilus: Pete Veners © 2019 White Wolf Entertainment AB

Tariq, The Silent



2

Independent: Tariq's capacity is reduced by 4 while he is controlled. Tariq can enter combat with a vampire controlled by another Methuselah as a **(D)** action. **Blood cursed.** cannot be called on Tariq.

7

Illustration: Christopher Sky

Tariq, The Silent



2

Advanced, Sabbat, Black Hand, Red List: Tariq's capacity is reduced by 4 while he is controlled. He may steal 1 blood as a ranged strike.

Independent: Tariq's capacity is not reduced by his card text.

7

Illustration: Steve Eddon

Tegyrius, Vizier



2

Camarilla: If Tegyrius is ready, any Assamite **(S)** may take a +1 stealth action to gain an allegiance counter. Any Assamite with an allegiance counter is considered a Camarilla vampire. **+1 strength, Blood cursed.**

9

Illustration: Christopher Sky

Tegyrius, Vizier



2

Advanced, Camarilla: While Tegyrius is ready, each Camarilla Assamite **(S)** may burn 1 blood to gain 1 vote once each referendum. **Blood cursed.**

Assamite Justicar.

9

Illustration: Quinton Rogers

Thetmes, Caliph of Alamut



2

Independent: Thetmes has 2 votes (titled). Damage from Thetmes's hand strikes is aggravated. **Blood cursed.**

10

Illustration: Pete Venezia

Thucimia



4

Independent: Thucimia has 1 vote (titled). During a bleed action, she may reduce your hand size by 2 until your next unlock phase to get +1 bleed. **+1 hand size, Blood cursed.**

10

Illustration: Torstein Nordstrand

Ur-Shulgi, The Shepherd



2

Independent, 2 votes (titled): If Ur-Shulgi is ready during your unlock phase, you can search your library for **Tajdid**, reveal it, and move it to your hand. **Blood cursed, +1 bleed.**

11

Illustration: Christopher Sky

Vardar Vardarian



4

Independent: Followers of Set **(S)** get -1 strength in combat with Vardar. **Blood cursed.**

6

Illustration: Steve Ellis

Yazid Tamari



3

Sabbat, Black Hand Seraph: **+1 bleed.**

8

Illustration: James Stone

Yazid Tamari

3

Sabbat: Yazid gets +1 stealth on ① actions. **Black Hand.**

① **Anarch.**

8

Illus: James Stowey © 2019 White Wolf Entertainment AB

Yusuf, Scribe of Alamut

2

Independent: If Yusuf successfully performs an action to equip with an equipment that requires an Assamite, unlock him at the end of the turn. **Blood cursed.**

5

Illus: Christopher Sky © 2019 White Wolf Entertainment AB

Zahir, Hand of the Silsila

2

Independent: Zahir can search your library for a contract, reveal it, and move it to your hand as a +1 stealth action (shuffle and discard down afterward). **Blood cursed.**

6

Illus: Christopher Sky © 2019 White Wolf Entertainment AB

Alamut

Unique location.
After an Assamite 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 Black Throne

Master: unique location.
Lock during a referendum to gain 2 votes. Lock when a minion with a contract leaves the ready region (only usable if an Assamite you control had been chosen for that contract) to gain 1 pool.

1

Illus: Mark Poole © 2019 White Wolf Entertainment AB

Haqim's Law: Judgment

Contract. Trifle.
Lock a ready Independent or Anarch Assamite you control to put this card on a younger vampire. Every Independent or Anarch Assamite is considered chosen for this contract. Any Independent or Anarch Assamite can enter combat with the attached vampire as a +1 stealth ① action.

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Heartblood of the Clan

Master: unique location.
Any Assamite may take an action to move 1 blood from the blood bank to this card. During your influence phase, you may move any amount of blood from this card to any Assamite in your uncontrolled region.

1

Illus: Randy Gallegos © 2019 White Wolf Entertainment AB

The Khabar: Community

Unique master.
Put this card in play. Each Assamite gets +1 stealth when bleeding. Any minion may burn this card as a ① action; Tremere get +1 stealth when attempting that action.

The enemy of my enemy is my friend; the friend of my enemy is my enemy.

2

Illus: Drew Tucker © 2019 White Wolf Entertainment AB

Market Square

Master: unique location.
Lock to give an Assamite you control +1 intercept.

1

Illus: Jeff Holt © 2019 White Wolf Entertainment AB

The Path of Blood

MASTER

Unique master.
Put this card in play. Cards that require Quietus \lceil cost Assamites \lceil less blood. Any minion may burn this card as a $\textcircled{1}$ action; if that minion is a vampire, he or she then takes 1 unpreventable damage when this card is burned.

1

Illus: Jeff Holt © 2019 White Wolf Entertainment AB

Tajdid

MASTER

Master.
For the remainder of the game, the Blood Curse no longer prevents Assamites \lceil from committing diablerie. Only one Tajdid can be played in a game.

Illus: Drew Tucker © 2019 White Wolf Entertainment AB

Underworld Hunting Ground

MASTER

Master: unique location. Hunting ground.
During your unlock phase, you may move 1 blood from the blood bank to a ready vampire you control. A vampire can gain blood from only one Hunting Ground card each turn.

2

Illus: Jeff Holt © 2019 White Wolf Entertainment AB

Yoruba Shrine

MASTER

Master: unique location.
When a ready Assamite \lceil you control is the target of a $\textcircled{1}$ action or is selected by the acting Methuselah in the terms of a referendum, you may lock this location to unlock the acting minion and make the action or referendum fail. Only usable as the $\textcircled{1}$ action is announced or before any votes and ballots are cast in the referendum. Not usable on a referendum that is passing automatically.

1

Illus: James Stowe © 2019 White Wolf Entertainment AB

Omael Kuman

EMPLOY ACTION

Unique ghoul with 1 life.
Before range is determined on the first round of combat, the minion with this retainer may burn 1 blood to set the range for the round.

1

Illus: Eric DeGroot © 2019 White Wolf Entertainment AB

The Ancestor's Talisman

SOUL ACTION

Unique equipment.
The minion with this equipment gets +1 intercept when attempting to block actions that require Dominate \lceil or Presence \lceil .

Illus: Lu-DanGuth © 2019 White Wolf Entertainment AB

Kali's Fang

EQUIP ACTION

Unique melee weapon.
Strength+1 aggravated damage each strike.

3

Illus: Christopher Rush © 2019 White Wolf Entertainment AB

Reliquary: Shango Remains

SOUL ACTION

Equipment.
Choose an Assamite \lceil in your ash heap or burn 1 pool to choose an Assamite in your uncontrolled region. Remove that Assamite from the game or burn this reliquary. Once per turn, if this Assamite is ready, he or she may burn 1 blood to give you +2 hand size for the remainder of the turn; this ability cannot be used during combat.

Illus: Andrew Trabbold © 2019 White Wolf Entertainment AB

Deviki Prasanta

RECRUIT ACTION

Unique ghoul with 2 life. 1 strength, 0 bleed.
If Deviki is ready during your master phase, you may lock Deviki to search your library or ash heap for a master: Discipline card and place that card on a ready Assamite \lceil you control.
When you are an anvil, be patient; when a hammer, strike.
Deviki Prasanta, Assamite ghoul

Illus: Steve Eidson © 2019 White Wolf Entertainment AB

The Ghouls of Plaza Moreria



Unique ghoul with 2 life. 1 strength, 0 bleed.
The Ghouls get an optional maneuver each combat and can strike for 1R damage. The Ghouls may take a +1 stealth Ⓢ action to remove 1 blood from any ready vampire and gain a container counter. Any ready Assamite Ⓢ may take a +1 stealth action to burn X container counters on the Ghouls and gain X blood from the blood bank.

The time has come when we must reclaim the blood that is spoken for. We must prepare the way.
Al-Ashrad

Illus: Drew Tucker

© 2019 White Wolf Entertainment AB

Clandestine Contract



+1 stealth action. Requires an Assamite Ⓢ with a capacity above 4. Contract.

Ⓢ Enter combat with a ready minion controlled by another Methuselah and put this card on that minion. This Assamite is chosen for this contract. This Assamite may enter combat with this minion as a +1 stealth Ⓢ action.

Illus: Drew Tucker

© 2019 White Wolf Entertainment AB

Haqim's Law: Leadership



+1 stealth action.

Each Methuselah who controls any of the oldest ready Assamites Ⓢ gains 2 pool.

Leadership is an action, not a position.

Donald H. McGannon

Illus: Eric Lofgren

© 2019 White Wolf Entertainment AB

Khabar: Glory



+1 stealth action. Unique.

Not usable if any non-mandatory actions have been performed this turn. Put this card on this acting Assamite Ⓢ and unlock him or her. This Assamite gets +1 bleed. If your prey is ousted while this card is in play, you gain an additional 4 pool. Burn this card during your next unlock phase.

Illus: John Bridges

© 2019 White Wolf Entertainment AB

Khabar: Loyalty



+1 stealth action.

Move 2 blood from the blood bank to a younger Assamite Ⓢ in your uncontrolled region.

The time has come for the faithful to prepare themselves, to make themselves worthy.
Thetmes, Assamite

Illus: Michael Gaydos

© 2019 White Wolf Entertainment AB

Web of Knives Recruit



+1 stealth action.

Put this card in play in your uncontrolled region with 3 training counters. During your unlock phase, burn a training counter from this card. You may burn counters from no more than two recruits each unlock phase. When the last training counter is burned, move this card to your ready region; it becomes a 3-capacity, non-unique Assamite Ⓢ with Celerity Ⓢ, Obfuscate Ⓢ, Potence Ⓢ, Quietus Ⓢ and 3 blood who is Blood Cursed.

Illus: Alexander Dunningan

© 2019 White Wolf Entertainment AB

Provision of the Silsila



Usable by a locked vampire.

Only usable after a combat involving this Assamite Ⓢ and a minion with a contract naming this Assamite. Only usable if the opposing minion is not ready and this Assamite is ready. This Assamite gains enough blood from the blood bank to reach full capacity, and the contract is burned if still in play.

Illus: Mike D'azza

© 2019 White Wolf Entertainment AB

The Khabar: Honor



Only usable if this Assamite Ⓢ has been chosen for a contract on the opposing minion.

Strike: hand strike at +3 damage.

Illus: Jeff Holt

© 2019 White Wolf Entertainment AB

Nest of Eagles



Reduce a bleed against you by 1. If the acting minion is a vampire with capacity less than 6 or an ally, reduce the bleed by 3. Not usable if the acting minion is an Assamite Ⓢ or wraith or has flight Ⓢ.

Illus: Peter Berling

© 2019 White Wolf Entertainment AB

Blood Clots



+1 stealth action.

Put this card on a minion controlled by another Methuselah. This minion cannot gain blood or life; any blood or life this minion gains goes to the blood bank instead. Any minion may burn this card as an action.

As above, and the minion with this card burns 1 blood or life when this card is burned.

I was sick - sick unto death with that long agony; Edgar Allen Poe, The Pit and the Pendulum

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Blood Tempering



+1 stealth action.

Put this card on an equipment. This melee weapon inflicts an additional damage each strike. When this equipment prevents damage in combat, it can prevent an additional point. An equipment can have only one Blood Tempering.

As above, and unlock this acting vampire.

Illus: Heather V. Kreiter © 2019 White Wolf Entertainment AB

Condemn the Sins of the Father



+1 stealth action.

Choose a clan. All younger vampires of that clan are locked. Vampires of the chosen clan may attempt to block (in addition to the normally eligible blockers).

As above, and each younger vampire of the chosen clan burns 1 blood.

Illus: Veronica Jones © 2019 White Wolf Entertainment AB

Erosion



+1 stealth action.

Put this card on a minion controlled by another Methuselah. That minion has a base strength of 0 and cannot use melee weapons; he or she may burn this card as a +1 stealth action.

As above, but the action to burn this card does not get +1 stealth.

Illus: Alan Kabinowitz © 2019 White Wolf Entertainment AB

Loss



Burn an equipment or location on a minion controlled by your predator or prey.

Bleed at +2 bleed.

Illus: Veronica Jones © 2019 White Wolf Entertainment AB

Poison the Well of Life



+1 stealth action.

Burn a hunting ground. Burn all hunting grounds controlled by other Methuselahs. Ready minions controlled by controllers of the hunting grounds may attempt to block as if this were a +1 action (instead of the usual blockers).

Illus: Becky Jullentzen © 2019 White Wolf Entertainment AB

Purification



+1 stealth action. Add 1 life to an ally who has fewer life than his starting amount. Cause an action that requires Dominate or Presence and is directed at a minion you control to fail (no cost is paid).

Illus: Avery Butterworth © 2019 White Wolf Entertainment AB

Retain the Quick Blood



+1 stealth action.

Put this card on the acting vampire. Blood this vampire spends to play cards that require Celerity or Quietus is placed on this card instead of the blood bank. During your unlock phase, move 1 blood from this card to this vampire.

As above, but move 2 blood from this card to this vampire during your unlock phase.

Illus: Alexander Dunnigan © 2019 White Wolf Entertainment AB

Songs of the Distant Vitae



+1 stealth action.

Choose a vampire who has committed diablerie since your last turn. That vampire goes to torpor and burns 2 blood.

Bleed. This action gets +1 bleed when bleeding the controller of any vampire who successfully hunted since your last turn.

Illus: Leif Jones © 2019 White Wolf Entertainment AB

Truth of Blood



ACTION

☞ ☞ ☞ Bleed at +1 bleed. If this action is blocked, the controller of the blocking minion discards two cards at random from his or her hand (before combat, if any). Those cards are not replaced until the end of this action.

◆ ◆ ◆ As above, but bleed at +2 bleed.

Illus: Peter Bergling © 2019 White Wolf Entertainment AB

Blood Awakening



MODIFIER

REACTION

☞ ☞ ☞ +1 intercept.

◆ ☞ ☞ Only usable when a younger vampire is attempting to block this acting vampire. That block attempt fails. That vampire cannot attempt to block this action again.

Illus: Peter Bergling © 2019 White Wolf Entertainment AB

Deed the Heart's Desire



MODIFIER

☞ ☞ ☞ Only usable as the action is announced.

☞ ☞ ☞ Choose a younger vampire. He or she cannot block this action.

◆ ☞ ☞ As above, and the chosen vampire cannot play reaction cards during this action.

*I'll pick up your hand and slowly blow your little mind
When you've made your mind up forever to be mine.
Donovan, Sunshine Superman*

Illus: Mike Chaney © 2019 White Wolf Entertainment AB

Draught of the Soul



MODIFIER

COMBAT

☞ ☞ ☞ Only usable when this acting vampire burns another vampire.

☞ ☞ ☞ This vampire gains 1 blood.

☞ ☞ ☞ This vampire gains 1 blood. Put this card on this vampire. The vampire with this card has +1 intercept.

◆ ☞ ☞ As ☞ ☞ above, and this vampire gets +1 bleed when bleeding the controller of the burned vampire.

Illus: Durwin Talon © 2019 White Wolf Entertainment AB

Succulent Vitae



MODIFIER

☞ ☞ ☞ Only usable when a hunt action is successful. Place this card on this acting vampire. When this vampire plays a card that requires Quietus ☞ ☞ ☞, he or she may burn this card to reduce the cost of that card by 1 blood.

◆ ☞ ☞ As above, and gain an additional blood from this hunt action.

*It will have blood, they say; Blood will have Blood.
William Shakespeare, Macbeth, act III, scene 4*

Illus: Mike Danza © 2019 White Wolf Entertainment AB

Baal's Bloody Talons



COMBAT

☞ ☞ ☞ Only usable before resolution of a melee weapon's strike.

☞ ☞ ☞ The damage from this weapon's strikes is aggravated. Burn this weapon at the end of this round.

◆ ☞ ☞ As above, and this weapon inflicts an additional aggravated damage each strike.

Illus: Nigel Sade © 2019 White Wolf Entertainment AB

Blood Agony



COMBAT

☞ ☞ ☞ Damage from this vampire's next hand or melee weapon strike is aggravated. Not usable during the first round of combat.

◆ ☞ ☞ For the remainder of this combat, damage from this vampire's hand and melee weapon strikes is aggravated. Not usable during the first round of combat.

*Resign your body to fate and put up with pain,
Because what the Pen has written for you it will
not unwrite.
The Rubāiyāt of Omar Khayyām*

Illus: Ron Spencer © 2019 White Wolf Entertainment AB

Blood Sweat



COMBAT

☞ ☞ ☞ Strike: 2R damage; only usable at long range. Damage cannot be prevented.

◆ ☞ ☞ Strike: 3R damage; only usable at long range. Damage cannot be prevented.

*It seems to me as if my blood
Flowed like a rhythmic fountain's sobbing flood.
I hear it run with a long murmuring sound,
But vainly do I try to find the wound.
Baudelaire, The Fountain of Blood*

Illus: Rob Alexander © 2019 White Wolf Entertainment AB

Coagulate Blood



COMBAT

☞ ☞ ☞ Strike: 1R damage, 2R damage to an ally.

◆ ☞ ☞ Strike: 2R damage, 3R damage to an ally.

Illus: Stuart Beel © 2019 White Wolf Entertainment AB

Dagon's Call



☐ Strike: hand strike, and the opposing minion takes 1 unpreventable damage during the press step each round this combat. A vampire may play only one Dagon's Call each combat.
◆ As above, and this hand strike is at +1 damage.

Power is not revealed by striking hard or striking often, but by striking true.
Honore de Balzac



Illus: Durwin Talon © 2019 White Wolf Entertainment AB

Disease



Only usable before range is determined.

☐ The opposing minion gets -1 strength for the duration of this combat.
◆ The opposing minion gets -2 strength for the duration of this combat.

Life itself becomes punishment for those who are not free from pains and diseases.
Pliny the Elder



Illus: Pat Morrissey © 2019 White Wolf Entertainment AB

Eruption of Vitae



☐ Strike: 2R damage, aggravated. Not usable first round. Only usable at long range.

◆ As above, and this vampire can burn X blood and randomly discard X cards from your hand to inflict X additional non-aggravated damage this strike.



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

Exuding Blood



☐ Strike: 1R damage, only usable at long range. Damage cannot be prevented.
◆ Strike: 2R damage, only usable at long range. Damage cannot be prevented.

In the name of the Eldest, I reclaim that which is rightfully his.
Ur-Shulgi

Illus: Steve Ellis © 2019 White Wolf Entertainment AB

Scorpion's Touch



☐ Strike: hand strike or use a melee weapon strike. Put this card on the opposing minion. This minion gets -1 strength (after the current strike resolution step). Any vampire may burn this card as a +1 stealth action. A minion may have only one Scorpion's Touch.
◆ As above, and this minion burns 1 blood or life during his or her unlock phase.



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

Selective Silence



Only usable on the first round of combat.

☐ Maneuver.

◆ Only usable before range is determined. This vampire burns 1 blood to set the range for this round. Skip the determine range step this round.



Illus: Jeff Holt © 2019 White Wolf Entertainment AB

Strike at the True Flesh



☐ Only usable before resolution of a melee weapon's strike. For the remainder of the round, non-aggravated damage from this weapon's strikes cannot be prevented except by equipment or by other strikes.
◆ As above, and this weapon's strikes inflict +1 damage.

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Taste of Death



☐ Strike: 1R aggravated damage. Only usable at long range.
◆ Strike: 2R aggravated damage. Only usable at long range.



Illus: Brad Williams © 2019 White Wolf Entertainment AB

Thin Blood



☐ Only usable at close range before strikes are chosen. The opposing vampire burns 1 blood. A vampire may play only one Thin Blood each round of combat.
◆ As above, but the opposing vampire burns 2 blood.



Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Vascular Explosion



COMBAT



- ☐ Strike: 2 damage, 3 damage to an ally. Damage cannot be prevented.
- ◆ Strike: 3 damage, 4 damage to an ally. Damage cannot be prevented.



Illus: Steve Prescott © 2019 White Wolf Entertainment AB

Wave of Lethargy



COMBAT



- ☐ Only usable before range is determined. Maneuvers and presses cost the opposing vampire an additional blood this round. A vampire may play only one Wave of Lethargy each round of combat.
- ◆ As above, and strike cards cost the opposing vampire an additional blood this round.



Illus: Steve Ellis © 2019 White Wolf Entertainment AB

Black Sunrise



REACTION



- ☐ Only usable by a locked vampire.
- ☐ Only usable during a ① action directed at you or something you control. This vampire unlocks and attempts to block.
- ◆ As above, but usable on any action.



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Foul Blood



REACTION



- ☐ Only usable when a vampire would successfully hunt.
- ☐ The acting vampire gets -1 hunt and takes 1 unpreventable environmental damage. Lock this reacting vampire.
- ◆ As above, but do not lock this reacting vampire.



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