

**Abd al-Rashid** R



Non-Camarilla. Abd al-Rashid cannot commit diablerie. 5

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**Al-Ashrad, Amr of Alamut** R



Non-Camarilla. As a (E) action, Al-Ashrad can burn a location that requires a Camarilla clan to bring into play. If this action is successful, he burns 2 blood. Al-Ashrad cannot commit diablerie. +1 bleed 9

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**Harika Guljan** R



Non-Camarilla. Harika cannot commit diablerie. 3

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**Husamettin** R



Non-Camarilla: If Husamettin burns a vampire with a Contract on him or her, you may go through your library, get a Master Discipline card, and place it on him. Shuffle your library afterward. Husamettin cannot commit diablerie. 8

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**Kalinda** R



Non-Camarilla: As a (D) action, Kalinda can bleed with +1 bleed at +1 stealth. If the action is successful, Kalinda burns 2 blood. Kalinda cannot commit diablerie. 6

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**Kanya Akhtar** R



Non-Camarilla. Kanya cannot commit diablerie. 2

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**Melek** R



Non-Camarilla. Once each combat, Melek may dodge as a strike. Melek cannot commit diablerie. 7

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**Parnassus** R



Non-Camarilla. Parnassus cannot commit diablerie. +1 hand damage 7

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**Tansu Bekir** R



Non-Camarilla. Tansu cannot commit diablerie. 4

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**Thetmes, Calif of Alamut**



Non-Camarilla. Thetmes has 2 votes. Thetmes inflicts aggravated hand damage and cannot commit diablerie.

10

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**Akram**



Primogen: Once each turn after completing combat, Akram may burn 1 blood to begin another combat with the opposing minion.

8

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**Brachah**



5

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**Raziya Samater**



3

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**Vasilis, The Traitor of Don Cruz**



If Vasilis is ready, each ready Giovanni gets +1 bleed against any Methuselah who controls a Brujah.

2

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**Julius**



If Julius goes into torpor, burn him.

1

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**Aisha**



Non-Camarilla. Once each turn, Aisha may burn one blood to get +1 intercept.

6

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**Amisa**



Non-Camarilla. Amisa has 2 votes. As a (D) action, Amisa can tap a vampire with a capacity above 7.

8

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**Dedefra**



Non-Camarilla. Dedefra gets +1 hand damage against Camarilla vampires.

5

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**Hadrian Garrick**

Non-Camarilla. +1 hand damage

4

Illus. Lawrence Snely

**Kemintiri**

Non-Camarilla. Kemintiri gets +1 bleed and +1 stealth when bleeding a Methuselah who controls a Ventrue. Any Ventrue can attack Kemintiri as a Ⓛ action; Kemintiri can attack any Ventrue as a Ⓛ action with +1 stealth.

10

Illus. Ken Meyer, Jr.

**Kephamos, High Priest of Marrakech**

Non-Camarilla. Kephamos has 2 votes. +1 bleed

8

Illus. Daniel Gelon

**Khalil Anvari**

Non-Camarilla

3

Illus. Michael Astrachan

**Lalitha**

Non-Camarilla

2

Illus. Max Shade Fellwalker

**Nepata**

Non-Camarilla

4

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**Saqqaf, Keeper of the Grand Temple of Set**

Non-Camarilla. If Saqqaf successfully performs an action requiring Serpents, you gain 1 pool. You may only gain 1 pool this way each turn.

9

Illus. Mark Tedin

**Faruq**

Faruq may enter combat with any Assamite as a Ⓛ action. If this action is not blocked, Faruq gets +1 hand damage for the duration of that combat.

8

Illus. Philip Tan

**Iliana**

Contracts cannot be played on Iliana.

7

Illus. Dave Roach & John Kent



**Mirembe Kabbada**

Illus. Terese Nielsen

5

**Panagos Levidis**

Illus. Steve Casper

3

**Mario Giovanni**

Non-Camarilla

Illus. Alan Rabinowitz

3

**Patrizia Giovanni, Collector of Secrets**

Illus. Mark Tordin

Non-Camarilla: As an action, Patrizia can employ a retainer in your ash heap. She still pays the employment cost as normal, but she burns one additional blood.

5

**Rafaele Giovanni**

Non-Camarilla: As a Ⓚ action, Raphael may bleed your predator. +1 bleed

Illus. Christopher Rush

6

**Cornelius Ottavio**

+1 bleed. If your prey has a ready Non-Camarilla vampire, Cornelius gets an additional +1 bleed.

Illus. Heather Hudson

8

**Damaskenos, Herald of Leandro**

If Damaskenos becomes the Prince of Cairo, each ready Follower of Set burns 1 blood. If he becomes the Malkavian Justicar, each ready Follower of Set burns 2 blood.

Illus. Anson Maddocks

6

**Ohanna**

Illus. Rebecca Quay

2

**Watenda**

Once each combat, Watenda can cancel the effect of a combat card played by an opposing minion by burning an amount of blood equal to the cost of the card. If the card is a strike card, the opposing minion may choose a new strike.

Illus. Terese Nielsen

3



**Judah** 



Primogen  **6**

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**Laurent de Valois** 



Illus. Anson Maddocks  **4**

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**Murat** 



Prince of Istanbul: followers of Set burn an additional blood to play combat cards requiring Serpents when in combat with Murat.  **7**


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**Regilio, The Seeker of Akhenaten** 





 **3**

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**Lázár Dobrescú** 



Non-Camarilla. As a  action, Lázár may move one blood from a vampire in your prey's uncontrolled region to a vampire in your uncontrolled region.  **3**

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**Petru Sîpos** 



Non-Camarilla. As a  action, Petru can steal 1 blood from a vampire in torpor.  **7**

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**Sarisha Veliku** 



Non-Camarilla  **6**

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**Isabel de Leon** 



Illus. Anson Maddocks  **3**

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**Makarios, The Seducer** 




As a  action, Makarios can put a seduction counter on a Ventrue or Brujah controlled by your prey. That vampire may burn the seduction counter as an action; Makarios cannot be blocked by a vampire with a seduction counter. +1 bleed  **8**

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**Marcellus**



**Prince of Monaco:** If Marcellus is ready, any Nosteratu performing a successful political action burns 1 additional blood. +1 bleed

Illus. Michael Astrachan

**Radeyah**



As a ① action, Radeyah can enter combat with any Follower of Set.

Illus. Rebecca Guay

**Elisabetta Romano**



**Primogen:** If your prey has a ready Follower of Set, Elisabetta gets +1 bleed.

Illus. L.A. Williams


**Muaziz, Archon of Ulugh Beg**



Blood Hunts cannot be called against Muaziz. Muaziz gets +1 stealth on each of her actions.

Illus. Terese Nielsen

**Mustafa Rahman**



Illus. Alan Rabinowitz

**Spiridonas**



**Prince of Athens:** Once each turn, Spiridonas can burn X+2 blood to get +X bleed.

Illus. Ken Meyer, Jr.

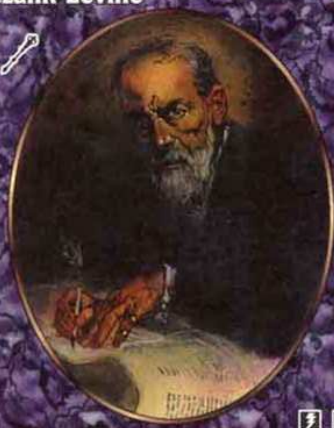
**Bindusara, Historian of the Kindred**



Bindusara can take an action to allow you to search your library for an Elder Library, Arcane Library, or Fragment of the Book of Nod; put that card in play. (Pay cost as normal.) Shuffle your library afterwards. +1 bleed

Illus. Lawrence Snelly

**Itzhak Levine**



Illus. Terese Nielsen

**Nakova, Advocate of Golconda**



**Primogen:** If Nakova is burned in combat, the opposing minion takes 4 damage (damage not preventable).

Illus. Christopher Rush



**Suhailah**

**Prince of Cairo:** Suhailah gets +1 stealth on each of her actions if your prey has a ready Prince or Justicar. +1 bleed

9

Illus. Sandra Everingham

**Absolution of the Diabolist**

**Master: out-of-turn**  
Requires a Justicar or Inner Circle member.  
This card is playable during your minion phase. Only usable when a Blood Hunt vote has been called on a vampire. Cancel that Blood Hunt.

1

Illus. Scott Kirschner

**Akhenaten, The Sun Pharaoh (Mummy)**

**Unique Ally with 3 life.**  
3 hand damage, 1 bleed.  
Akhenaten may play cards requiring basic Necromancy as a vampire with a capacity of 3.  
Any cost in blood is paid with his life.  
If a card would give him blood, give him life.  
If he is burned, shuffle him into your library.  
If he is in combat with a Follower of Set, any damage he inflicts is aggravated.  
Burn Khrebutu to burn a Follower of Set controlled by your prey.

4

Illus. Rebecca Guay

**Alacrity**

+1 stealth  
As above, and if this acting vampire is blocked, he or she gets an optional maneuver during the first round of combat.

2

Illus. L.A. Williams

**Alamut**

**Master: unique location**  
If an Assamite you control successfully bleeds another Methuselah, put the pool lost by that Methuselah on this card. During a political action, you may burn X blood from this card to give a minion you control X votes for that action.

1

Illus. Pat Morrissey

**Ambrosius, The Ferryman (Wraith)**

**Unique Ally with 2 life.**  
1 hand damage, 0 bleed.  
Ambrosius is immune to damage that is not aggravated. He can take an action to allow you to move a retainer from your ash heap to a ready vampire you control.  
Put 3 Pathos counters on the retainer. Remove a Pathos counter from the retainer at the beginning of each of your minion phases. When there are no Pathos counters remaining, remove the retainer from the game.

3

Illus. Alan Rabinowitz

**Anachronism**

**Master**  
Put this card on a vampire with capacity above 6.  
Any ranged weapons possessed by this vampire, except the Ivory Bow, are burned.

1

Illus. Drew Tucker

**The Ancestor's Talisman**

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

Illus. Liz Danforth

**The Ankara Citadel, Turkey**

This equipment card represents a unique location and does not count as equipment while in play. The vampire with this location pays only half of the blood cost for any cards he or she plays (round down).

2

Illus. Greg Simanson





**Arcanum Chapterhouse, Alexandria** 




**Master: unique location**  
 Your predator and prey burn 1 pool for each Hunting Ground he or she controls at the start of each of his or her turns. This card may be burned by any minion as a  action.  
*The learned ones are the heirs of the Prophets— they leave knowledge as their inheritance; he who inherits it inherits a great fortune.*  
 Hadith of al-Bikhari

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**Arcanum Investigator** 



**Ally with 2 life.**  
**1 hand damage, 0 bleed.**  
 As a  action, Arcanum Investigator can burn an equipment card possessed by a minion controlled by your predator or prey.  
*He grants wisdom to whom He pleases; and he to whom wisdom is granted receives indeed a benefit overflowing.*  
 The Qur'an, 2: 269

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**Atonement** 



**Requires a ready vampire with a capacity below 6.**  
**+1 stealth action**  
 Put this card on the acting vampire. This vampire gets +1 intercept when attempting to block. He or she does not tap when blocking a vampire of the same age or younger. This card may be burned by any vampire as a  action; Followers of Set get -1 stealth when attempting that action.

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**Backstab** 



Only usable by a vampire who successfully blocks an action. This vampire gains First Strike for his or her first strike in this combat.  
**As above, with an additional strike.**

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**Bang Nakh — Tiger's Claws** 



**Melee Weapon**  
 Minion with this weapon inflicts +2 hand damage with each strike.

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**Beyond Reproach** 



**Political Card—Worth 1 Vote**  
**Called by any Prince at +1 stealth**  
 If this vote is successful, put this card in play. Primogen cannot attempt political actions and no longer get their first vote during political actions. This card may be burned by any vampire as a +1 stealth action.

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**Blood Agony** 



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, this vampire's hand and melee weapon strikes are 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 Ruba'iyat of Omar Khayyam

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**Blood Sweat** 



Strike: 2R; only usable at long range  
 Damage cannot be prevented.  
 Strike: 3R; 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"

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**Blood Tears of Kephran** 



**Unique equipment**  
 The vampire with this equipment may burn this card to prevent 2 points of damage or gain 2 points of damage or gain 2 blood (ignore excess blood).

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**Blood to Water** 12



2  
2

Only usable before strike resolution. If the opposing minion is a vampire, he or she burns 3 blood; otherwise, he or she is burned. Not usable during the first round of combat.

As above, but if the opposing minion is a vampire, he or she burns 5 blood.

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**Burnt Offerings** 12



3  
1

This reacting vampire gets +1 intercept. **Only usable if a minion controlled by your predator successfully bleeds you.** Your predator burns 1 pool.

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**Cairo Int'l Airport** 12



2

**Master: unique location**  
Any minion you control may take a D action to burn 1 blood on a vampire in your prey's uncontrolled region.

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**Carthage Remembered** 12



1

**Master**  
Put this card in play. Brujah Princes and Brujah Justicars get +1 stealth when attempting bleed actions. This card may be burned as a D action; Ventruue and Malkavians get -1 stealth when attempting that action.

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**Catacombs** 12



1

This equipment card represents a unique location and does not count as equipment while in play. When attempting to rescue a vampire from torpor, the vampire with this location gets +1 stealth and burns one less blood if successful.

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**Children of Osiris** 12



2

**Master**  
Put this card in play. Followers of Set do not untap as normal. Each Follower of Set may burn 1 blood to untap during each of his or her controller's untap phases. This card may be burned by any vampire as a D action; Followers of Set get -1 stealth when attempting that action.

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**Clan Impersonation** 12



2

**Requires a ready vampire.**  
**+1 stealth action**  
Choose a clan when this card is played. Put this card on the acting vampire. This vampire is considered to be of the chosen clan instead of his or her original clan (if any). All options available to the chosen clan are now open to the acting vampire. This card may be burned by the vampire as an action.

*He who denies his heritage is not worthy of one.*

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**Coagulate Blood** 12



6

Strike: 1R damage,  
2R damage to an ally  
**Strike: 2R damage,  
3R damage to an ally**

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**Command** 12



2

Only usable when an ally attempts to block. The block is unsuccessful; tap that ally. **As above, and put this card on the ally. During his or her controller's next untap phase, he or she does not untap. This card is then burned.**

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**Contract** R



**Master**  
Put this card on any ready minion and choose an Assamite. That Assamite may attack that minion as a +1 stealth  $\textcircled{D}$  action.

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**Corruption** R



**+1 stealth action**  
 $\textcircled{D}$  Put a corruption counter on a vampire or ally controlled by your prey. If the number of your corruption counters on the minion equals or exceeds the blood capacity of that vampire or the cost of that ally, you may burn all of your corruption counters on that minion to gain control of him or her.

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**Corruption's Purge** R



**Political Card—Worth 1 Vote Called by any Prince, Justicar, or Inner Circle member at +1 stealth**  
If this vote is successful, each Follower of Set burns 2 blood. Each Follower of Set with zero blood then goes into torpor.

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**Covenant of Blood** R



**Requires a ready Non-Camarilla vampire with a capacity above 7.**  
Put this card in play. Any Non-Camarilla vampire may enter combat with any Camarilla vampire controlled by another Methuselah as a  $\textcircled{D}$  action. Any vampire may burn this card as a  $\textcircled{D}$  action; Camarilla vampires get -1 stealth when attempting that action.

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**The Damned** R



**Unique Master**  
Put this card on a vampire with a capacity below 5. The vampire with this card burns 1 additional blood for each bleeding action he or she successfully performs. *The Beast I am lest the Beast I become!*

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**The Deadliest Sin** R



**Requires a ready vampire.**  
Only usable when a vampire attempts to commit diablerie. This reacting vampire gets +2 intercept. If combat occurs, this reacting vampire gets +2 hand damage until the end of combat.

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**The Death of My Conscience** R



**Requires a vampire with a capacity above 5. Do not replace this card until after combat.**  
After range has been chosen, burn up to 4 cards in your hand. For each card you burn this way, this vampire gets +1 hand damage for the remainder of this combat. Do not replace these cards until after combat. **As above, but this vampire gets +2 hand damage for the remainder of combat for each card you burn this way.**

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**Death Pact** R



**This card is an action card that becomes a retainer card.**  
**+1 stealth action**  
 $\textcircled{D}$  Put this card on a ready vampire. If that vampire is burned, put this card on the vampire who brought this card into play. This card then represents a retainer with 2 life. Once each combat, the vampire with this retainer may change one damage from aggravated to normal. **As above, but the retainer has 3 life.**

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**Depravity** R



**Unique Master**  
Put this card on a ready vampire you control. This vampire gets +1 hand damage with each strike and gets +1 stealth when attempting diablerie. He or she cannot recruit allies or employ retainers.

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**Disease** 







Only usable before range is chosen. The opposing minion gets -1 hand damage for the duration of this combat. **As above, but the opposing minion gets -2 hand damage.**

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

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**Dog Pack** 







**Retainer with 1 life.**  
Minions opposing the minion with this retainer cannot play "combat ends" as a strike.

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**Dreams of the Sphinx** 






**Unique Master**  
Put a counter on this card each time you tap it; when the third counter is added, burn this card. Tap this card to draw two cards and increase your hand size by two cards until the end of your turn. Tap to gain an extra pool if you have the Edge at the beginning of your turn. Tap to move one blood from the blood bank to a vampire in your uncontrolled region.

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**Elder Impersonation** 







+1 stealth  
Only usable when another minion attempts to block the acting minion. That minion's blocking attempt fails; untap that minion. That minion cannot attempt to block this action again.

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**Erosion** 







**+1 stealth action**  
Put this card on a minion controlled by another Methuselah. That minion has 0 hand damage 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.**

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**Eyes of the Serpent** 







This card can be played as an action modifier card or a combat card. This acting minion cannot be blocked by allies until the end of this action. **Strike: combat ends**  
Only usable in combat with an ally.

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**Foreshadowing Destruction** 






After playing this card, you cannot play another action modifier to further increase the bleed for this action.  
+1 bleed  
**+3 bleed if the Methuselah you are bleeding has less than 10 pool**

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**Form of Corruption** 






Put this card in play. You may not play this card if you have a Form of Corruption card in play. Each time your prey gets the Edge, put a form counter on this card. During your master phase, if the number of counters on this card equals or exceeds the amount of blood on a vampire controlled by your prey, you may burn this card to take control of that vampire.  
**As above, and your prey burns 1 pool when you burn this card.**

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**Form of the Serpent** 







This card can be played as an action modifier card or a combat card.  
**+1 stealth Maneuver**  
*Dear indolent, I love to see  
In your body bright  
How shimmering like silk the skin  
Reflects the light!  
Baudelaire, "The Dancing Serpent"*

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**Foul Blood** R



Only usable when a vampire controlled by another Methuselah successfully hunts. That vampire gains one less blood from the blood bank and takes 1 damage (damage not preventable). Tap this reacting vampire. **As above, but this reacting vampire does not tap.**

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**Grand Temple of Set** R



**Master: unique location**  
During your master phase, you may move 1 blood from your pool to this card.  
During your influence phase, you may tap this card and burn X counters on this card to take control of a vampire controlled by your prey with a capacity below X. Any vampire may burn this card as a Ⓚ action.

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**Guardian Angel** R



**Master**  
Put this card on a ready vampire you control. This vampire gets +1 intercept when attempting to block a bleed against you. This vampire may prevent one point of damage each combat. Burn this card if this vampire goes into torpor.

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**Heartblood of the Clan** R



**Master: unique location**  
Any Assamite may take an action to move one 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.

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**Heart of Darkness** R



Put this card on the acting vampire. Aggravated damage taken by this vampire is changed to normal damage. Any minion may burn this card as a Ⓚ action. **As above, and prevent 1 damage to the vampire each combat.**

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**Hidden Strength** R



Prevent X+1 damage. **As above, with an optional press.**

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**Humanitas** R



**Unique Master**  
Put this card on a ready vampire you control. When attempting to rescue a vampire from torpor, the vampire with this card gets +1 stealth and burns one less blood if successful. This vampire cannot commit diablerie.

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**Illusions of the Kindred** R



Only usable before range is determined in combat. Combat ends. Move a vampire from the bottom of your crypt to your active region. He or she does not contest any other vampires or titles in play. The vampire has an amount of blood equal to half of his or her capacity (round down). Combat begins between the vampire and the opposing minion. Remove the vampire from the game at the end of combat. **As above, but the vampire has an amount of blood equal to his or her capacity.**

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**Immaculate Vitae** R



Only usable when a vampire controlled by another Methuselah successfully hunts. Put this card on that vampire; that vampire cannot block this reacting vampire. Burn this card if that vampire goes into torpor. **As above, but the acting vampire does not gain blood from the current hunting action.**

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### Imperial Decree

**Requires a ready Justicar or Inner Circle member.**  
**+1 stealth action**  
 Put this card in play. As a (D) action, any Camarilla vampire may enter combat with any Non-Camarilla vampire. Any vampire may burn this card as a (D) action; Non-Camarilla vampires get -1 stealth when attempting that action.

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### Increased Strength

Only usable before range is chosen. This vampire gets +1 damage on all strikes requiring Potence for the rest of the combat.  
**As above, but with +2 damage.**

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### Invitation Accepted

**Political Card—Worth 1 Vote**  
**Called by any vampire at +1 stealth**  
 If this vote is successful, all Followers of Set are considered Camarilla vampires for the rest of the game. All options available to Camarilla clans are now open to the Followers of Set.

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### Island of Yiaros

**Master: unique location**  
 Tap this card to give a vampire you control +X hand damage for one strike, where X is the number of votes the vampire has (e.g., a Prince gets +2 hand damage). This card may be burned by any vampire as a (D) action; Brujah get -1 stealth when attempting that action.

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### Jackal

**Retainer with 1 life.**  
 If your prey has a ready Follower of Set or Assamite, the minion with this retainer gets +1 stealth.  
**As above, but the vampire gets +2 stealth.**

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### Kali's Fang

**Unique melee weapon**  
 Minion with this weapon inflicts 2 aggravated damage with each strike.

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### The Khabar: Community

**Unique Master**  
 Put this card in play. Each Assamite gets +1 stealth when bleeding. This card may be burned by any minion as a (D) 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.*

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### The Khabar: Honor

**Strike: +3 hand damage**  
 Only usable if this Assamite has been chosen for a Contract on the opposing minion.

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### Khrebutu (Bane Mummy)

**Unique Ally with 3 life.**  
**3 hand damage, 2 bleed.**  
 Khrebutu may play cards requiring basic Necromancy as a vampire with a capacity of 3. Any cost in blood is paid with his life. If a card would give him blood, give him life. If he is burned, shuffle him into your library.  
 (D) Burn Khrebutu to burn a Tremere with a capacity below 5 controlled by your prey.

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**The Kiss of Ra** 



Only usable when a vampire who does not have Fortitude attempts to block this acting minion. The blocking vampire burns 2 blood, and the action is now blocked. **As above, and the blocking vampire goes into torpor.**

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**Lure of the Serpent** 



 The acting vampire takes control of a retainer controlled by another vampire.  
 **Take control of an ally controlled by another Methuselah.**

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**Malkavian Rider Clause** 



Only usable during a political action before voting occurs. If the vote passes, then the next vote you successfully call passes automatically.

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**Marijava Ghoul** 



**Retainer with 2 life.**  
The minion with this retainer gets +1 stealth when attempting an action that requires Presence.

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**Market Square** 



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

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**Mark of Damnation** 



 Put this card on a vampire controlled by your prey. Any minion in combat with that vampire gets +1 hand damage and one optional press to continue combat. The affected vampire may burn this card as an action. **As above, but opposing minions get +2 hand damage.**

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**Mark of the Damned** 



**Political Card—Worth 1 Vote Called by any vampire at +1 stealth**  
If this vote is successful, each Methuselah burns X pool, where X is the number of vampires in his or her prey's ash heap.

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**Mass Reality** 



Put this card in play. Each weapon possessed by a minion you control inflicts +1 damage during combat. This card may be burned by any minion as a  action. **As above, but each of these weapons inflicts +2 damage.**

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**Mehemet of the Ahl-i-Batin (Mage)** 



**Unique Ally with 2 life. 2R damage, 0 bleed.**  
As a  action, Mehemet may burn one blood and one Master Discipline card on a vampire controlled by your prey.

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**Memories of Mortality** 



**Master**  
Put this card on a vampire; that vampire cannot attempt to block allies. Any damage the vampire inflicts on allies is reduced to 0. The vampire may burn 1 blood during his or her controller's influence phase to burn this card; he or she then goes into torpor.

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**Memory's Fading Glimpse** 



**ⓓ** Move a vampire from your prey's inactive region to the bottom of his or her crypt. Move all of the blood on that vampire to your prey's blood pool. **As above, but move one blood from the inactive vampire to the acting vampire.**

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**Mercy for the Weak** 



**Strike:** combat ends  
Only usable if this vampire has more blood than the opposing vampire. Opposing vampire gains 1 blood (remove excess blood).

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**Might of the Camarilla** 



**Political Card—Worth 1 Vote Called by any Justicar or Inner Circle member at +1 stealth**  
If this vote is successful, each Methuselah chooses one vampire in his or her inactive region and burns him or her.

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**Mind Numb** 



**ⓓ** Put this card on any untapped vampire. Tap that vampire; he or she does not untap during his or her controller's untap phase. Burn this card at the beginning of your next untap phase. **As above, with +1 stealth.**

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**Mummify** 



**Strike:** combat ends  
This vampire untaps and goes into torpor; put this card on the vampire. This vampire cannot rescue himself or herself from torpor. Burn this card if the vampire leaves torpor. **As above, but this vampire may rescue himself or herself from torpor.**

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**Mummy's Tongue** 



**Unique equipment**  
The vampire with this Mummy's Tongue may burn this card during your master phase to tap any vampire. The tapped vampire does not untap as normal during his or her controller's next untap phase.



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**Oath of Loyalty** 



**Master**  
Put this card on an Assamite controlled by another Methuselah. That Assamite cannot attempt to bleed you. This card can be burned by another Assamite as a **ⓓ** action.

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**Opium Den** 





**Master: unique location**  
Tap to give a Follower of Set you control +1 stealth.  
*And opium dreams can roam and rove  
Past that which has no bourne,  
Can plumb eternity, and mourn  
The emptiness of love  
And satiate the soul with joys forlorn.*  
Baudelaire, "The Poison"



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**The Parthenon**

**Master: unique location**  
Tap during your master phase to get an additional master phase action.

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**The Path of Blood**

**Unique Master**  
Put this card in play. Assamites burn one less blood when playing cards that require Quietus. This card may be burned by any minion as a **(D)** action; if that minion is a vampire, he or she then takes one damage (damage not preventable) when this card is burned.

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**The Path of Typhon**

**Unique Master**  
Put this card in play. Followers of Set burn one less blood when playing cards that require Serpents. This card may be burned by any minion as a **(D)** action; if that minion is a vampire, he or she then takes one damage (damage not preventable) when this card is burned.

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**The Peace of Khetamon**

**Political Card—Worth 1 Vote**  
Called by any vampire at +1 stealth  
Choose a vampire in torpor. Successful vote means that vampire is placed face down in his or her controller's inactive region. The vampire's blood counters, master cards, and minion cards stay with that vampire.

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**Phobia**

**(D)** Put this card on any vampire. Each master phase, you may put a phobia counter on this card. If a minion you control blocks the vampire with this card, you may burn five counters from this card before range is chosen to end combat.  
**As above, but with +1 stealth.**

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**The Portrait**

**(D)** Show the top card of your prey's crypt to all players. If it is a Nosferatu, the acting vampire burns 2 blood. If the capacity of the revealed vampire is below 7, the acting vampire gains 2 blood (ignore excess blood); if it is from 7 to 10, the acting vampire untaps and bleeds your prey with +1 bleed at +1 stealth; if it is above 10, the acting vampire burns 1 blood.

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**Praxis Seizure: Athens**

**Political Card—Worth 1 Vote**  
Called by any vampire at +1 stealth  
Successful vote means that the acting vampire is declared Prince of Athens. This could lead to a contested title. If the Prince is Tremere, his or her capacity increases by 1.

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**Praxis Seizure: Cairo**

**Political Card—Worth 1 Vote**  
Called by any vampire at +1 stealth  
Successful vote means the acting vampire is declared Prince of Cairo. This could lead to a contested title. If the Prince is Ventrue, his or her capacity increases by 1.

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**Praxis Seizure: Istanbul**

**Political Card—Worth 1 Vote**  
Called by any vampire at +1 stealth  
Successful vote means the acting vampire is declared Prince of Istanbul. This could lead to a contested title. Each Assamite gets one additional vote for this political action. If the vampire declared Prince is not an Assamite, tap all Assamites.

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**Praxis Seizure: Monaco**

**Political Card—Worth 1 Vote**  
**Called by any vampire at +1 stealth**  
 Successful vote means the acting vampire is declared Prince of Monaco. This could lead to a contested title. If the Prince is Toreador, his or her capacity increases by 1.

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**Protect Thine Own**

**Political Card—Worth 1 Vote**  
**Called by any Justicar or Inner Circle member at +1 stealth**  
 Choose a Non-Camarilla vampire with a capacity below 6. If the acting vampire is a member of the Inner Circle, you may choose any Non-Camarilla vampire instead. If this vote is successful, burn that vampire.

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**Purity of the Beast**

**Requires a ready vampire.**  
**+1 stealth action**  
 ⓓ Enter combat with an ally controlled by your prey. The acting vampire gets +2 hand damage for the duration of this combat. The acting vampire's capacity decreases by 1 at the end of this action. (Remove excess blood.)  
**As above, but the acting vampire gets +3 hand damage for the duration of this combat.**

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**Quietus**

**Master: Discipline**  
 Put this card on a vampire. This vampire has Quietus. ⓓ If the vampire already had Quietus, he or she now has superior Quietus. Capacity increases by 1: the vampire is one generation older. Cannot be played on a vampire with superior Quietus.

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**Ravnos Carnival**

**Master: unique location**  
 Put this card in play and put X currency counters on it, where X is the number of Ravnos you control. If a Ravnos you control successfully performs an action that requires a card (e.g., employing a retainer), you may use counters from the Ravnos Carnival to pay some or all of the cost in blood (but not pool) for the card. When the last counter is removed, burn the Ravnos Carnival.

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**The Realm of the Black Sun**

**Unique Master**  
 Put this card in play. If your prey gains at least 1 pool during his or her master phase, you gain 1 pool. This card may be burned by any minion as a ⓓ action; vampires with titles get -1 stealth when attempting that action.

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**Redeem the Lost Soul**

**Master**  
 Choose a vampire in your ash heap. Gain X pool, where X is half of the blood capacity of that vampire (round down). Remove that vampire from the game.

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**The Return to Innocence**

**Requires a ready vampire.**  
 ⓓ Bleed your prey with +X bleed, where X is the capacity of the acting vampire. Burn this vampire if this action is successful.

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**Revelation of the Sire**

**Requires a ready vampire who is not considered a Caitiff.**  
 Choose a Caitiff who is younger than the acting vampire. Put this card on that Caitiff; this is a ⓓ action if you do not control that Caitiff. That Caitiff is now considered to be a member of the same clan as the acting vampire; he or she is no longer considered Caitiff. His or her capacity increases by 1.

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**Revocation of Tyre** 



**Political Card—Worth 1 Vote**  
**Called by any vampire at +1 stealth**  
 If this vote is successful, all Assamites are considered Camarilla vampires for the rest of the game. All options available to Camarilla clans are now open to the Assamites.

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**Scorpion Sting** 



Strike: +1 hand damage  
**As above, and this strike cannot be dodged.**

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**The Secret Library of Alexandria** 



**Master: unique location**  
 You may draw a card each time you successfully bleed your prey. Discard to your maximum hand size afterward.

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**Seeds of Corruption** 



**+1 stealth action**  
 Ⓛ Put this card on a vampire controlled by your prey. If the vampire is a follower of Set, he or she burns 2 additional blood for each action he or she performs; otherwise, he or she burns 1 additional blood for each action he or she performs. The vampire with this card cannot use his or her special abilities. Any vampire(s) may burn this card with two +1 stealth actions.  
**As above, but the vampire burns 2 additional blood for each action; Followers of Set burn 3 additional blood.**

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**Serpentis** 



**Master: Discipline**  
 Put this card on a vampire. This vampire has Serpentis. Ⓛ If the vampire already had Serpentis, he or she now has superior Serpentis. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Serpentis.

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**Shadow of the Wolf** 



Only usable before range is chosen. This vampire gets an additional strike with +1 hand damage during this round of combat.  
**As above, with an optional press.**

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**The Signet of King Saul** 



**Unique equipment**  
 The minion with this equipment cannot be blocked by any vampire with a capacity above 7.

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**Silence of Death** 



Only usable before range is chosen. This vampire gets First Strike with hand and melee weapon strikes for the remainder of this round.  
**As above, and this vampire gets an optional maneuver during this round of combat.**

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**Sins of the Cauchemar** 



**+1 intercept**  
 Put this card on the acting vampire. You still control this card. This reacting vampire gets +1 intercept when the vampire with this card attempts to bleed you. The vampire with this card can burn this card as a Ⓛ action.

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**Summon the Serpent** R



Search your crypt for a vampire with the Serpents Discipline. Show it to all players and place it face down in your inactive region. Reshuffle your crypt afterwards. **As above, and move one blood from the blood bank to the inactive vampire.**

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**Tainted Vitae** R



Only usable when a vampire controlled by your predator successfully hunts. That vampire gains 2 additional blood (ignore excess blood). For the remainder of the game, that vampire must burn an additional blood when he or she attempts to bleed you.

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**Talaq, The Immortal** R



**Unique Ally with 3 life. IR damage, 0 bleed.**  
Talaq may play cards that require basic Quietus or basic Thaumaturgy as a vampire with a capacity of 3. Any cost in blood is paid with his life. If a card would give him blood, give him life. Talaq gets an optional maneuver each combat.

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**Taste of Death** R



Strike: 1R, aggravated  
Only usable at long range.  
Strike: 2R, aggravated  
Only usable at long range.

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**Temple Hunting Ground** R



**Master: unique location**  
During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.

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**Temptation** R



Put this card on a ready vampire.  
Each master phase, you may put a temptation counter on this card. During your minion phase, if the number of counters on this card equals or exceeds the amount of blood on the named vampire, you may burn all the counters on this card to untap that vampire and take control of him or her until the end of your turn.  
**As above, but put a counter on this card when you put it on the vampire.**

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**Terrorists** R



**Ally with 1 life. 2 hand damage, 1 bleed.**  
Terrorists may take a +1 stealth action to go through your library, find a Bomb, and equip them with it. Pay the cost to equip as normal. Reshuffle your library afterwards.  
*In times of war, the laws are silent.*

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**Tomb of Rameses III** R



**Master: unique location**  
Put this card on a vampire in your uncontrolled region. For each blood counter you transfer to an uncontrolled vampire during your influence phase, move one counter from the blood bank to this vampire. Burn this card when this vampire comes into play.

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**Tongue of the Serpent** R



Strike: steal 1 blood  
**Strike: steal 2 blood**  
*No matter what the hope or plan,  
There is no moment left when man  
Is not subject to the constant  
Warnings of this odious Serpent  
Baudelaire, "The Serpent's Tooth"*

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**Treachery** R



Only usable during a political action before voting occurs. If the vote passes, the controller of the vampire calling the vote burns 1 pool.  
**As above, but any other Methuselahs who vote in favor of the political action burn 1 pool.**

Illus. Harold Arthur McNeill

**Treaty of Tyre Enforced** R



**Political Card—Worth 1 Vote**  
**Called by any vampire at +1 stealth**  
 If this vote is successful, each Methuselah burns X+1 pool, where X is the number of Assamites he or she controls.

Illus. Greg Simanson

**Uncontrollable Rage** R



Only usable when the acting vampire's action is announced. This acting minion gets +1 aggravated hand damage until the end of this action.  
**As above, but the minion gets +2 aggravated hand damage.**

Illus. Pete Yenters

**Underworld Hunting Ground** R



**Master: unique location**  
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.

Illus. Scott Kirschner

**Violation of Trust** R



**+1 stealth action**  
 Burn a Contract on a minion you control.  
*Your worst enemies are those whose faces are cheerful while their hearts are bitter.*  
*Caecilius Statius, Hypobolimeus*

Illus. William O'Connor

**Weakness** R



**Strike:** burn one Master Discipline card on the opposing vampire (Remove excess blood.)  
**As above, and the opposing vampire also takes one damage.**

Illus. Randy Gallegos

**Whispers from the Dead** R



Take one library card from your ash heap and place it in your hand. Discard down to your maximum hand size afterward.  
**As above, but with +1 stealth.**

Illus. Dave Roach, Pete Burges & John Kent

**Writ of Acceptance** R



The vampire with this equipment is considered a Camarilla vampire.

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