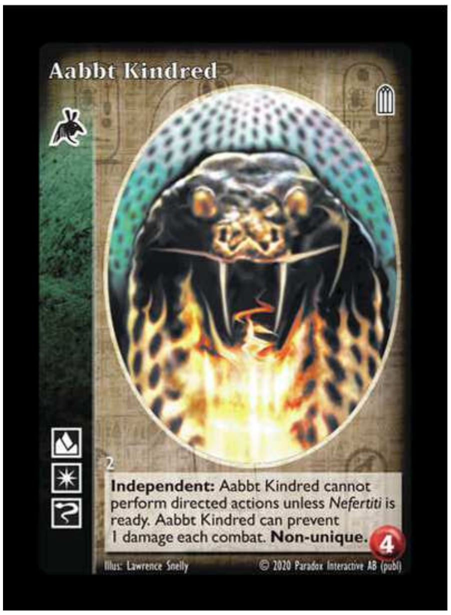


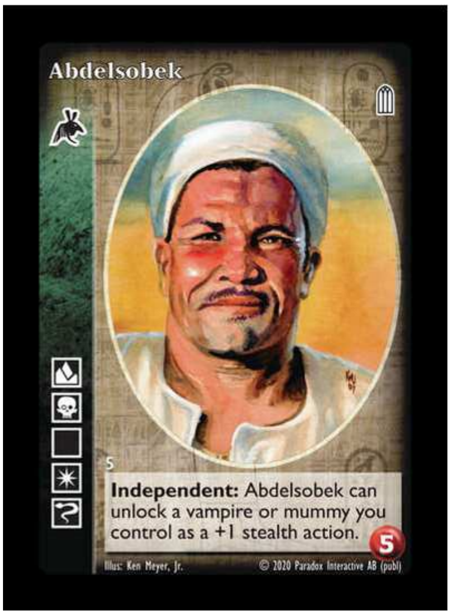
Aabbt Kindred

2

Independent: Aabbt Kindred cannot perform directed actions unless *Nefertiti* is ready. Aabbt Kindred can prevent 1 damage each combat. **Non-unique.**

4

Illus: Lawrence Snelly



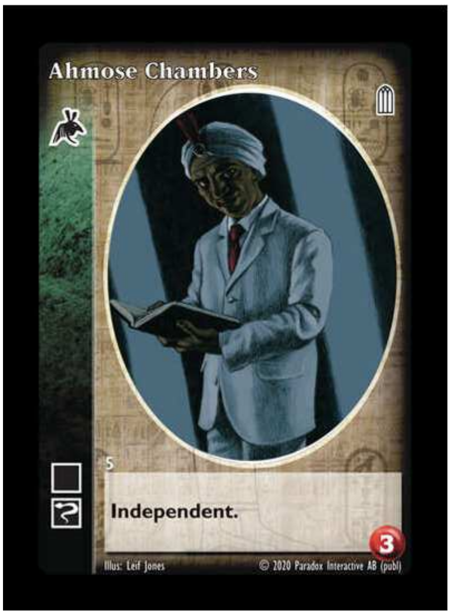
Abdelsobek

5

Independent: Abdelsobek can unlock a vampire or mummy you control as a +1 stealth action.

5

Illus: Ken Meyer, Jr.



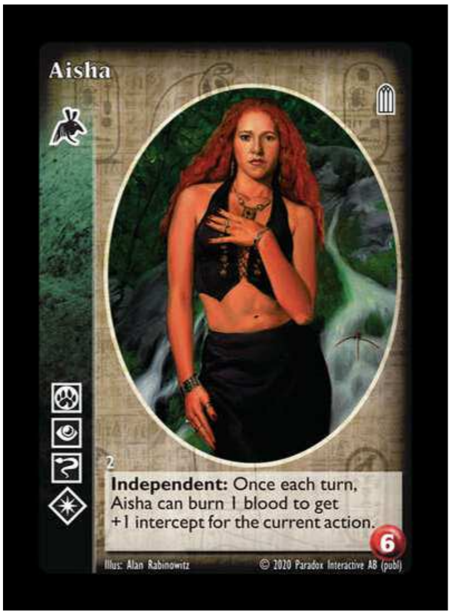
Ahmose Chambers

5

Independent.

3

Illus: Leif Jones



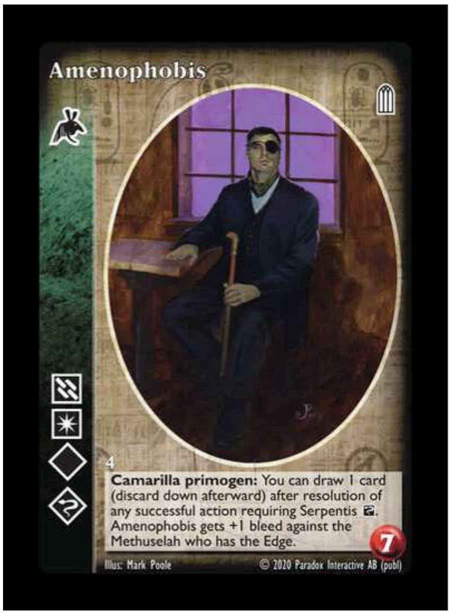
Aisha

2

Independent: Once each turn, Aisha can burn 1 blood to get +1 intercept for the current action.

6

Illus: Alan Rabinowitz



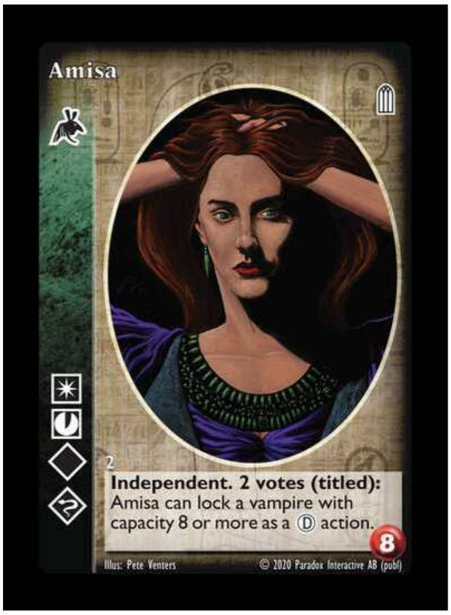
Amenophobis

4

Camarilla primogen: You can draw 1 card (discard down afterward) after resolution of any successful action requiring Serpentis ■. Amenophobis gets +1 bleed against the Methuselah who has the Edge.

7

Illus: Mark Poole



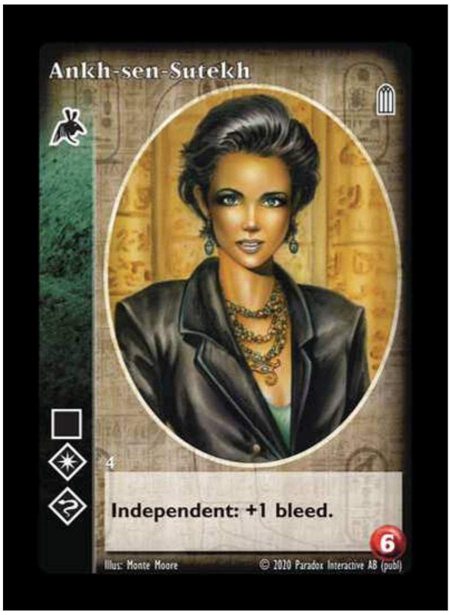
Amisa

2

Independent. 2 votes (titled): Amisa can lock a vampire with capacity 8 or more as a Ⓓ action.

8

Illus: Pete Venters



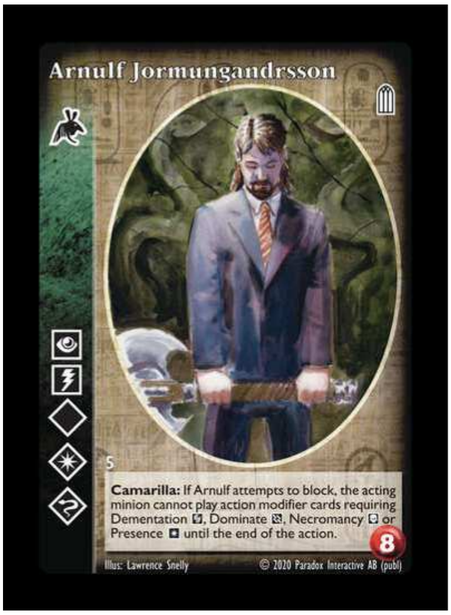
Ankh-sen-Sutekh

4

Independent: +1 bleed.

6

Illus: Monte Moore



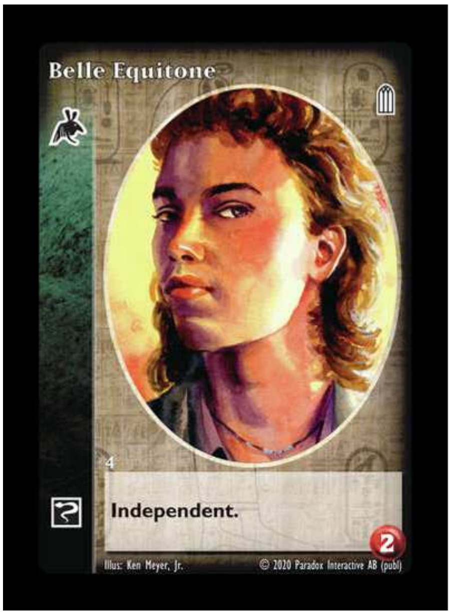
Arnulf Jormungandrsson

5

Camarilla: If Arnulf attempts to block, the acting minion cannot play action modifier cards requiring Dementation ■, Dominate ■, Necromancy ■ or Presence ■ until the end of the action.

8

Illus: Lawrence Snelly



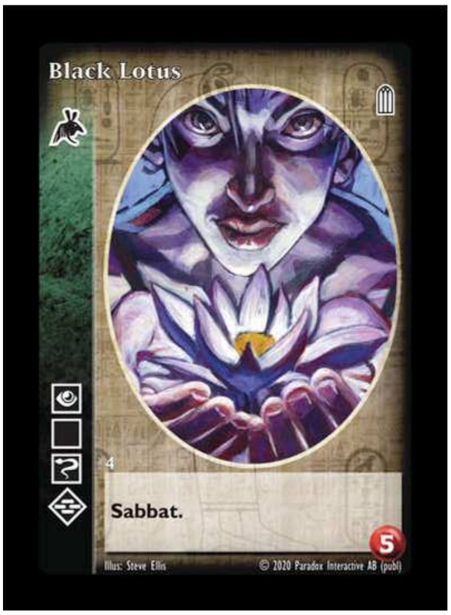
Belle Equitone

4

Independent.

2

Illus: Ken Meyer, Jr.



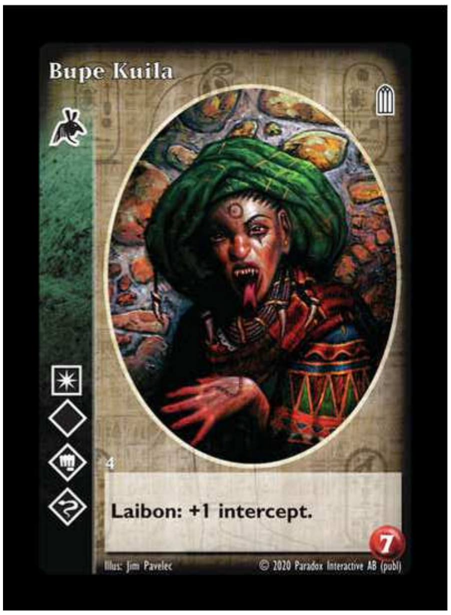
Black Lotus

4

Sabbat.

5

Illus: Steve Ellis



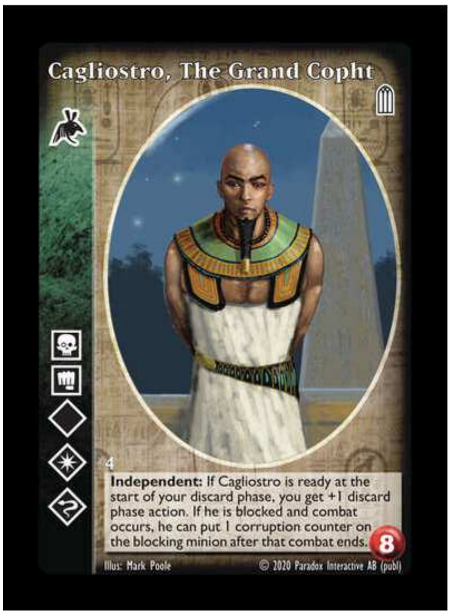
Bupe Kuila

4

Laibon: +1 intercept.

7

Illus: Jim Pavelec



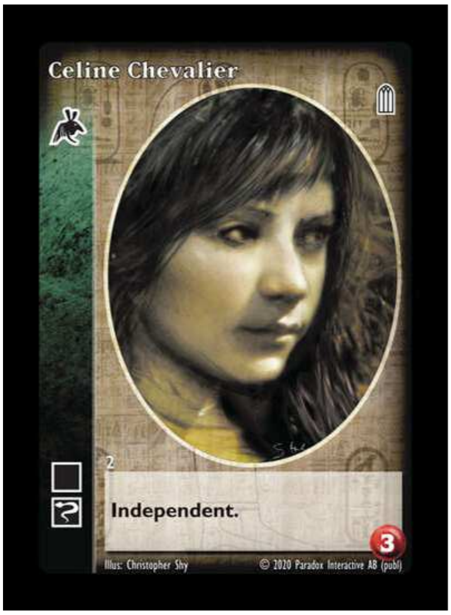
Cagliostro, The Grand Copht

4

Independent: If Cagliostro is ready at the start of your discard phase, you get +1 discard phase action. If he is blocked and combat occurs, he can put 1 corruption counter on the blocking minion after that combat ends.

8

Illus: Mark Poole



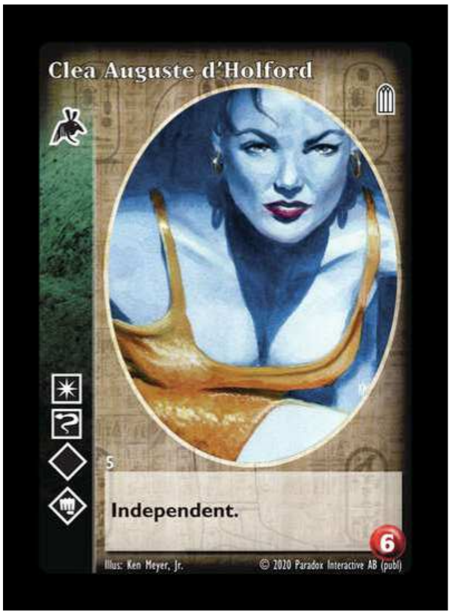
Celine Chevalier

2

Independent.

3

Illus: Christopher Shy



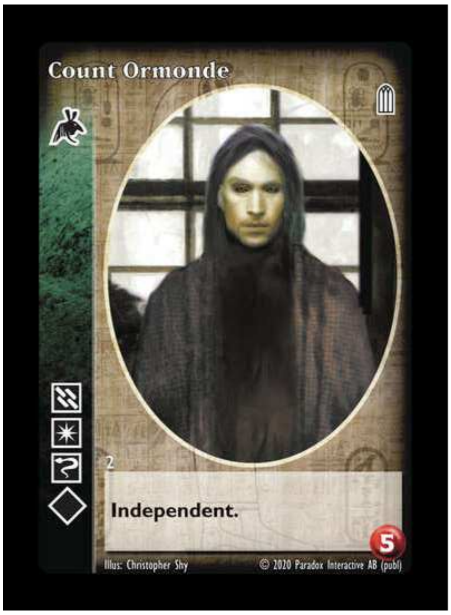
Clea Auguste d'Holford

5

Independent.

6

Illus: Ken Meyer, Jr.



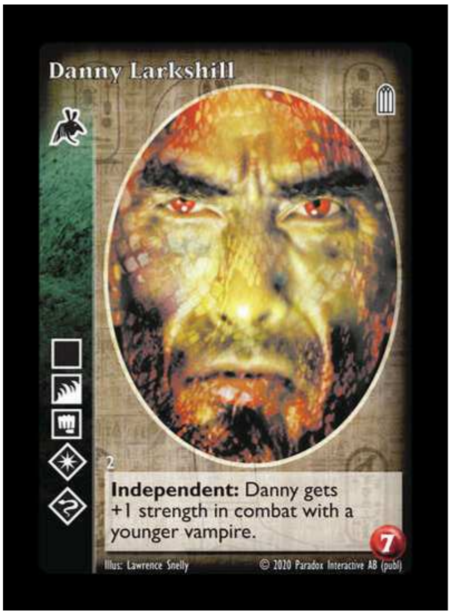
Count Ormonde

2

Independent.

5

Illus: Christopher Shy



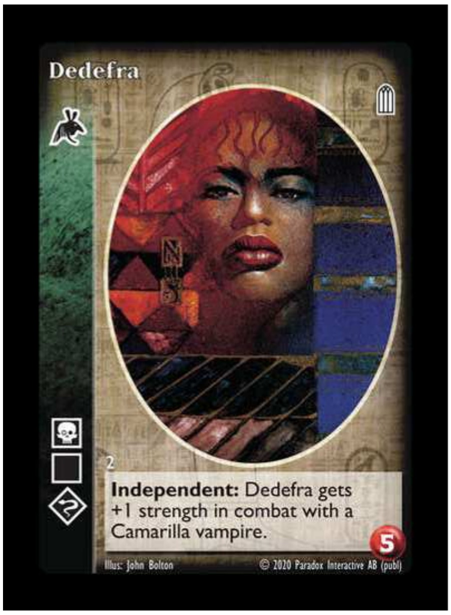
Danny Larkshill

2

Independent: Danny gets +1 strength in combat with a younger vampire.

7

Illus: Lawrence Snelly



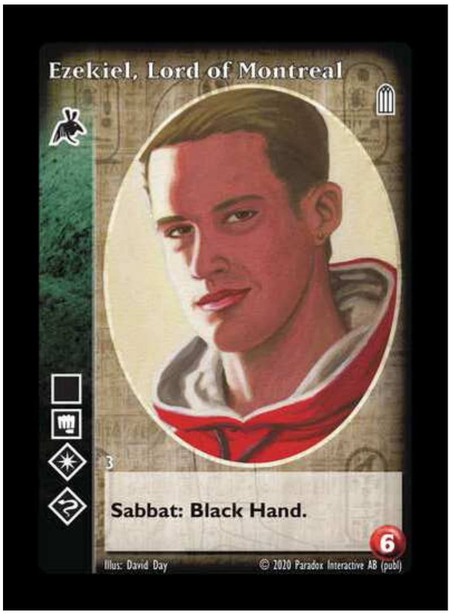
Dedefra

2

Independent: Dedefra gets +1 strength in combat with a Camarilla vampire.

5

Illus: John Bolton



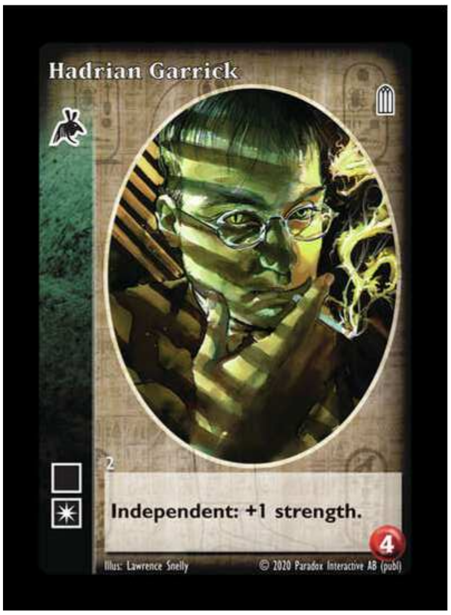
Ezekiel, Lord of Montreal

3

Sabbat: Black Hand.

6

Illus: David Day



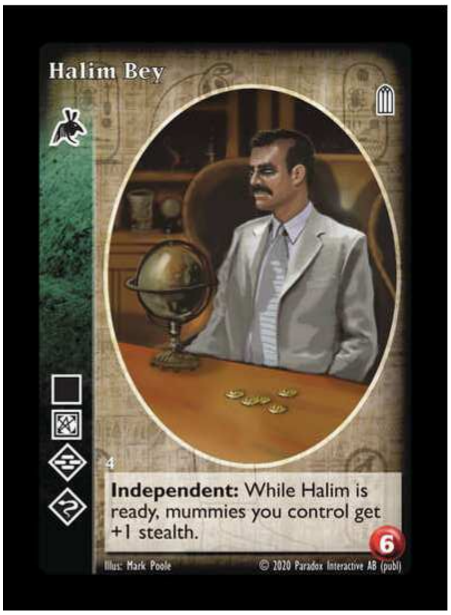
Hadrian Garrick

2

Independent: +1 strength.

4

Illus: Lawrence Snelly



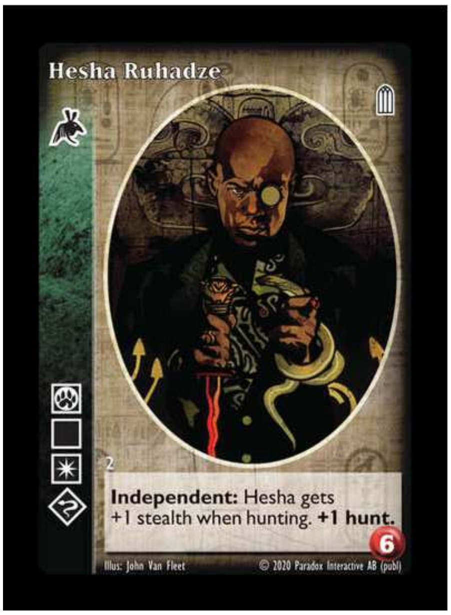
Halim Bey

4

Independent: While Halim is ready, mummies you control get +1 stealth.

6

Illus: Mark Poole



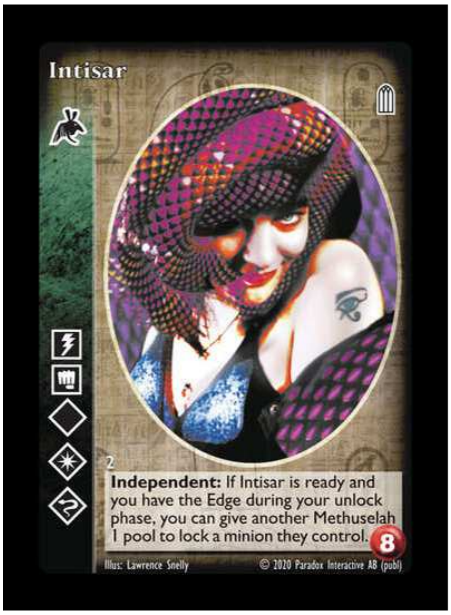
Hesha Ruhadze

2

Independent: Hesha gets +1 stealth when hunting. **+1 hunt.**

6

Illus: John Van Fleet



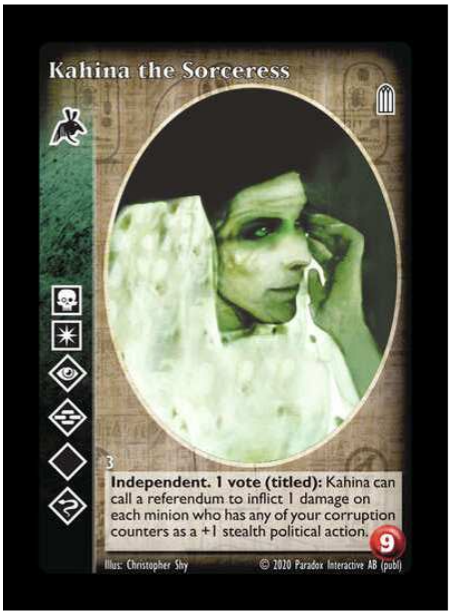
Intisar

2

Independent: If Intisar is ready and you have the Edge during your unlock phase, you can give another Methuselah 1 pool to lock a minion they control.

8

Illus: Lawrence Snelly



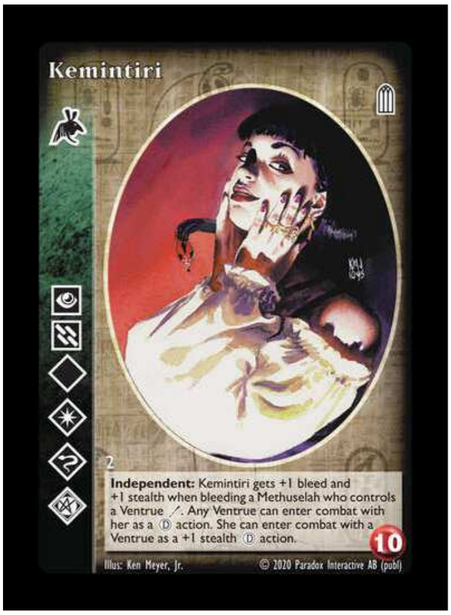
Kahina the Sorceress

3

Independent. 1 vote (titled): Kahina can call a referendum to inflict 1 damage on each minion who has any of your corruption counters as a +1 stealth political action.

9

Illus: Christopher Shy



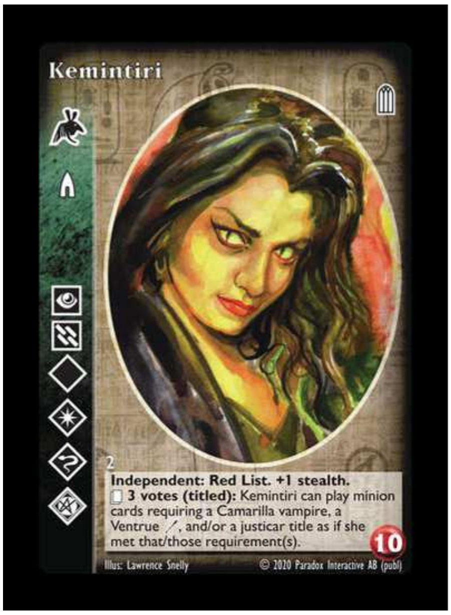
Kemintiri

2

Independent: Kemintiri gets +1 bleed and +1 stealth when bleeding a Methuselah who controls a Ventrue ⁄. Any Ventrue can enter combat with her as a Ⓓ action. She can enter combat with a Ventrue as a +1 stealth Ⓓ action.

10

Illus: Ken Meyer, Jr.



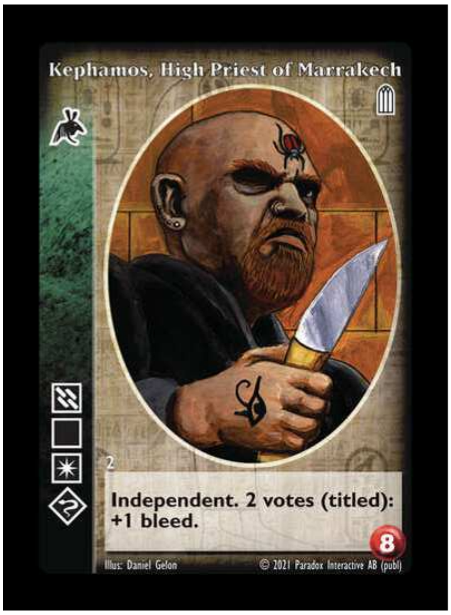
Kemintiri

2

Independent: Red List. +1 stealth.
▯ **3 votes (titled):** Kemintiri can play minion cards requiring a Camarilla vampire, a Ventrue ⁄, and/or a justicar title as if she met that/those requirement(s).

10

Illus: Lawrence Snelly



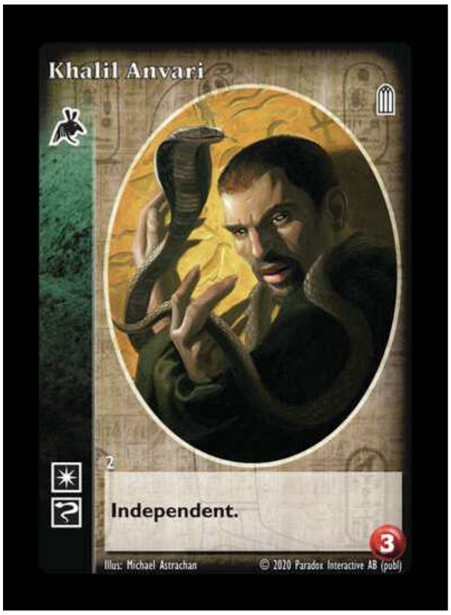
Kephamos, High Priest of Marrakech

2

Independent. 2 votes (titled): +1 bleed.

8

Illus: Daniel Gelon



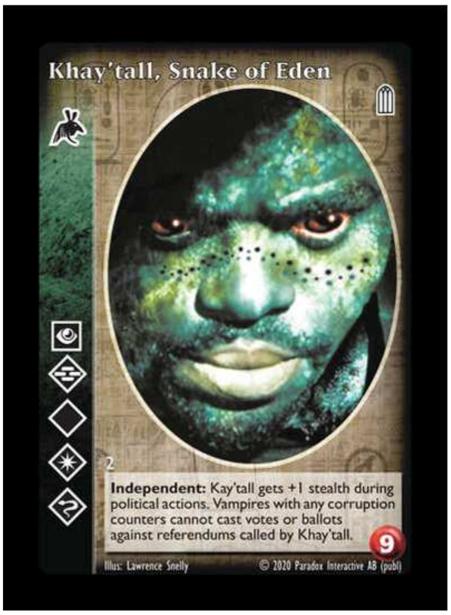
Khalil Anvari

2

Independent.

3

Illus: Michael Astrachan



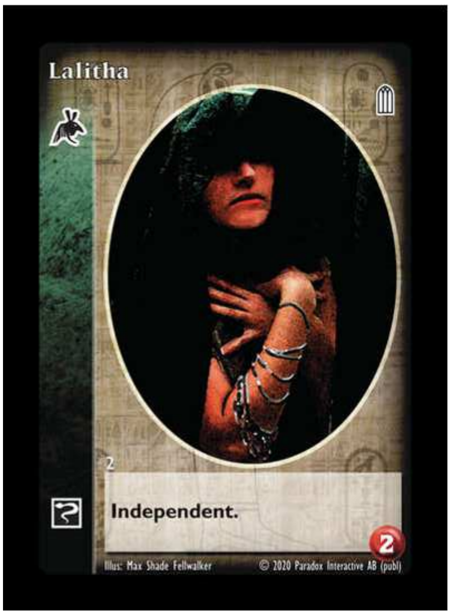
Khay'tall, Snake of Eden

2

Independent: Kay'tall gets +1 stealth during political actions. Vampires with any corruption counters cannot cast votes or ballots against referendums called by Khay'tall.

9

Illus: Lawrence Snelly



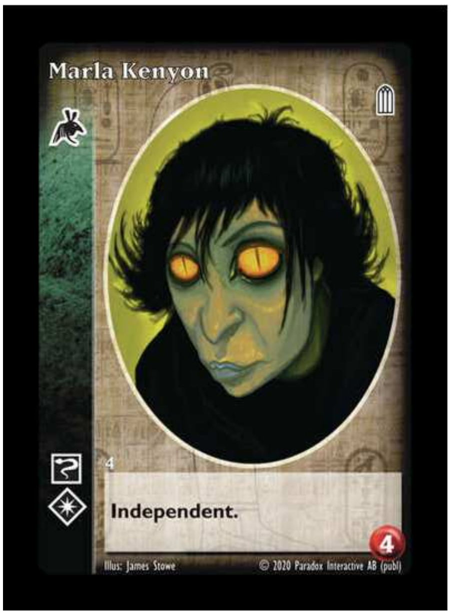
Lalitha

2

Independent.

2

Illus: Max Shade Fellwalker



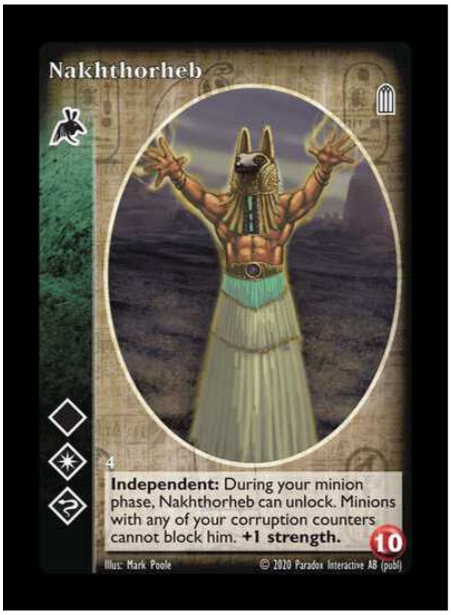
Marla Kenyon

4

Independent.

4

Illus: James Stowe



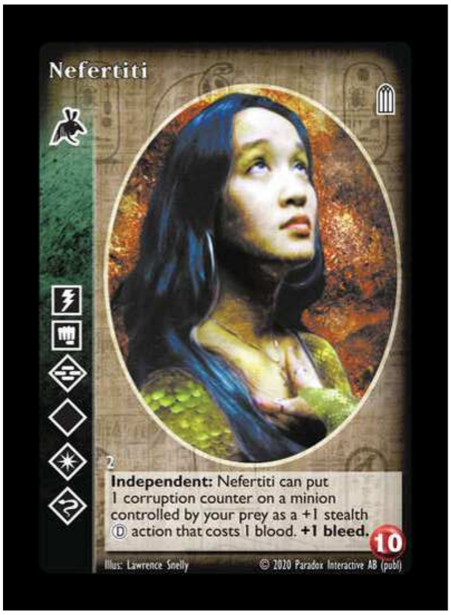
Nakhthorheb

4

Independent: During your minion phase, Nakhthorheb can unlock. Minions with any of your corruption counters cannot block him. **+1 strength.**

10

Illus: Mark Poole



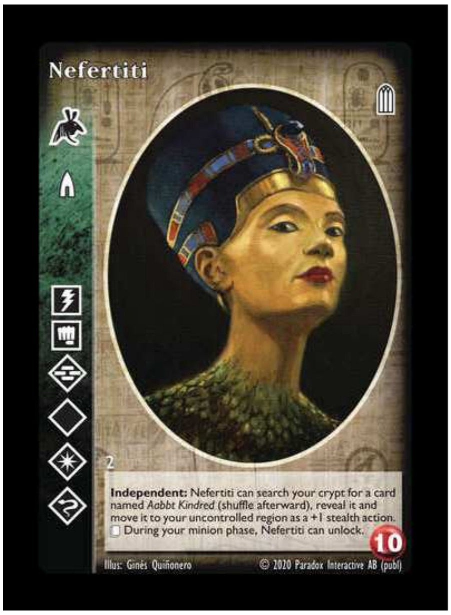
Nefertiti

2

Independent: Nefertiti can put 1 corruption counter on a minion controlled by your prey as a +1 stealth Ⓓ action that costs 1 blood. **+1 bleed.**

10

Illus: Lawrence Snelly



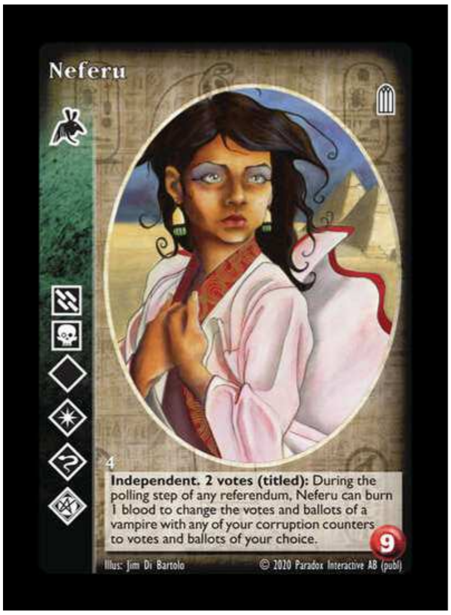
Nefertiti

2

Independent: Nefertiti can search your crypt for a card named *Aabbt Kindred* (shuffle afterward), reveal it and move it to your uncontrolled region as a +1 stealth action. ☐ During your minion phase, Nefertiti can unlock.

10

Illus: Ginés Quiñonero



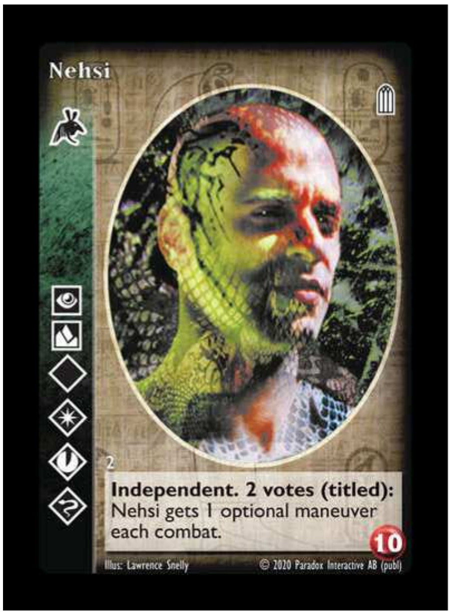
Neferu

4

Independent. 2 votes (titled): During the polling step of any referendum, Neferu can burn 1 blood to change the votes and ballots of a vampire with any of your corruption counters to votes and ballots of your choice.

9

Illus: Jim Di Bartolo



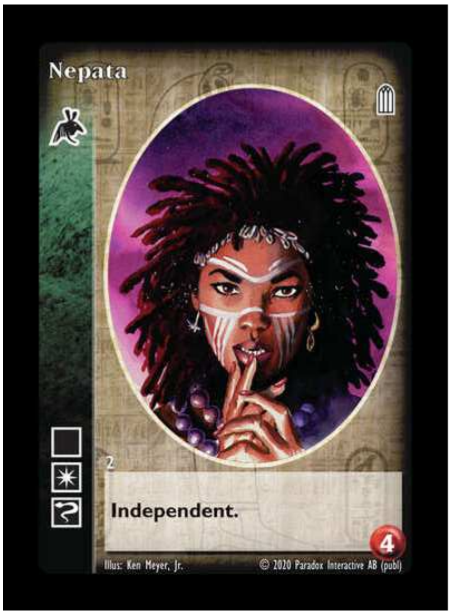
Nehsi

2

Independent. 2 votes (titled): Nehsi gets 1 optional maneuver each combat.

10

Illus: Lawrence Snelly



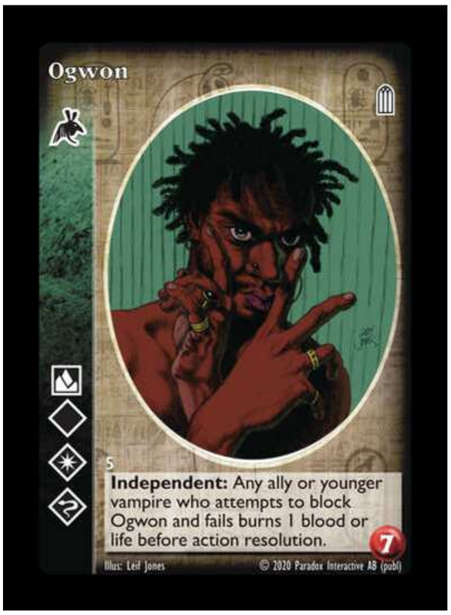
Nepata

2

Independent.

4

Illus: Ken Meyer, Jr.



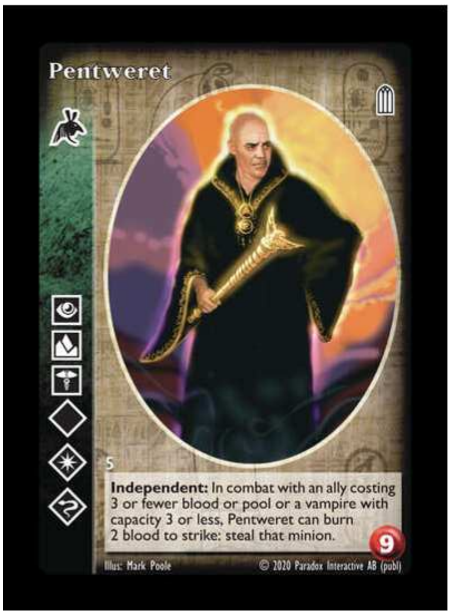
Ogwon

5

Independent: Any ally or younger vampire who attempts to block Ogwon and fails burns 1 blood or life before action resolution.

7

Illus: Leif Jones



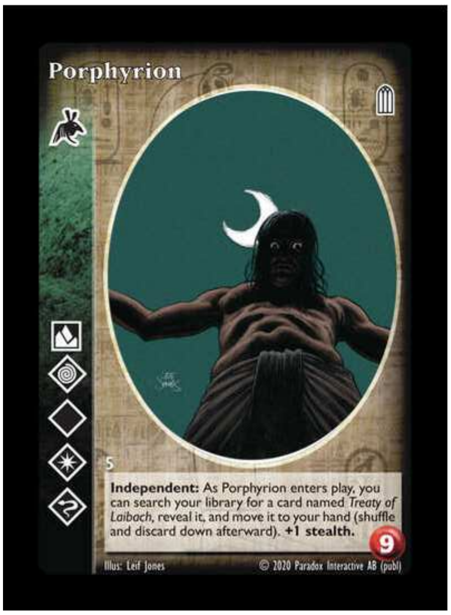
Pentweret

5

Independent: In combat with an ally costing 3 or fewer blood or pool or a vampire with capacity 3 or less, Pentweret can burn 2 blood to strike: steal that minion.

9

Illus: Mark Poole



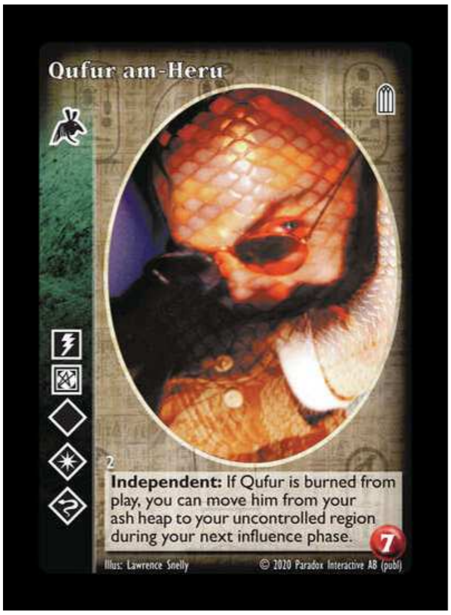
Porphyrion

5

Independent: As Porphyrion enters play, you can search your library for a card named *Treaty of Laibach*, reveal it, and move it to your hand (shuffle and discard down afterward). **+1 stealth.**

9

Illus: Leif Jones



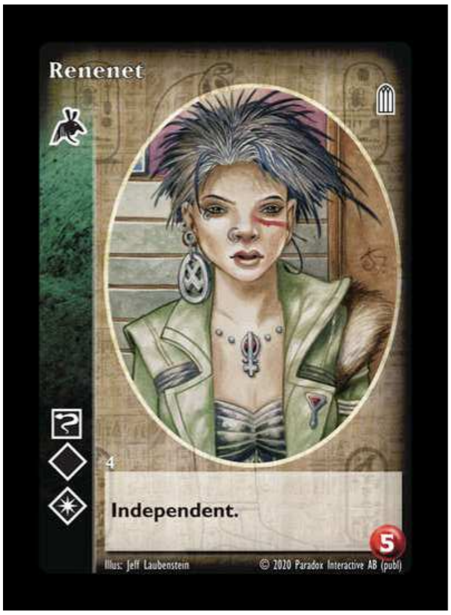
Qufur am-Heru

2

Independent: If Qufur is burned from play, you can move him from your ash heap to your uncontrolled region during your next influence phase.

7

Illus: Lawrence Snelly



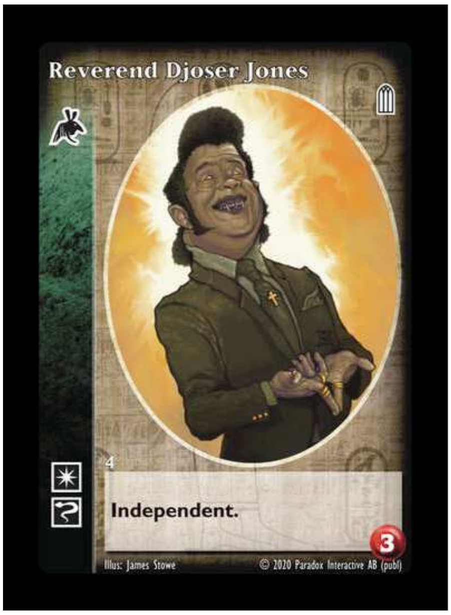
Renenet

4

Independent.

5

Illus: Jeff Laubenstein



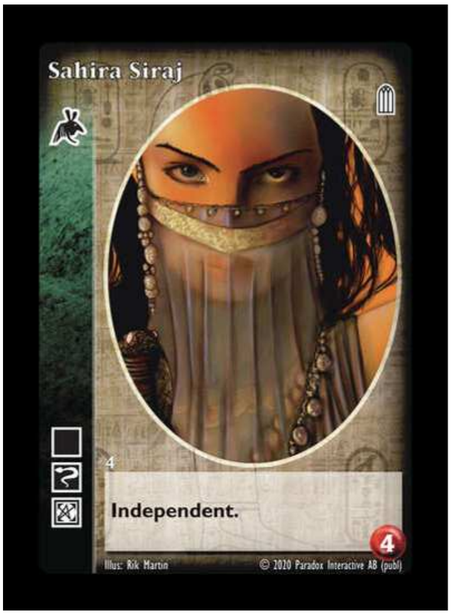
Reverend Djoser Jones

4

Independent.

3

Illus: James Stowe



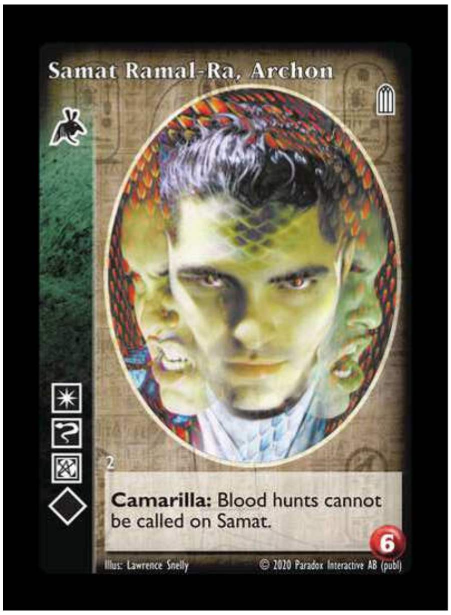
Sahira Siraj

4

Independent.

4

Illus: Rik Martin



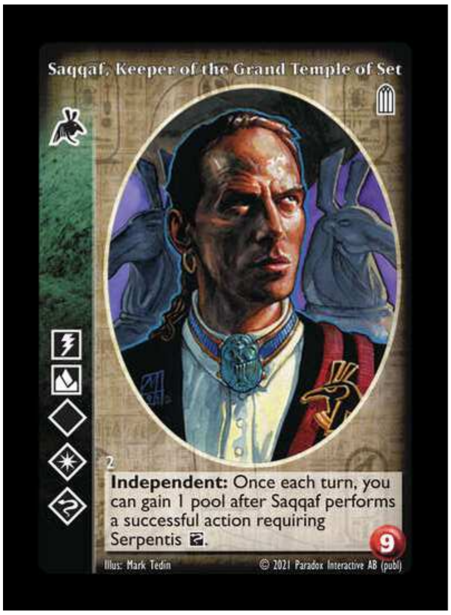
Samat Ramal-Ra, Archon

2

Camarilla: Blood hunts cannot be called on Samat.

6

Illus: Lawrence Snelly



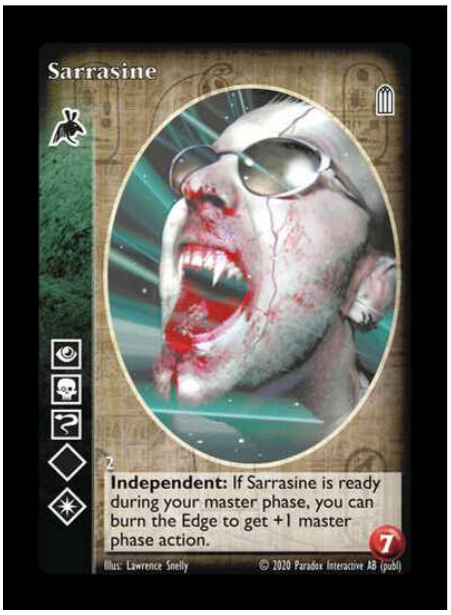
Saqqaf, Keeper of the Grand Temple of Set

2

Independent: Once each turn, you can gain 1 pool after Saqqaf performs a successful action requiring Serpentis ☐.

9

Illus: Mark Tedin



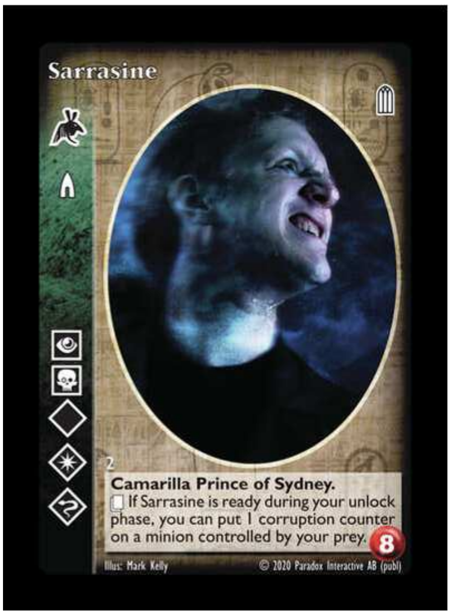
Sarrasine

2

Independent: If Sarrasine is ready during your master phase, you can burn the Edge to get +1 master phase action.

7

Illus: Lawrence Snelly



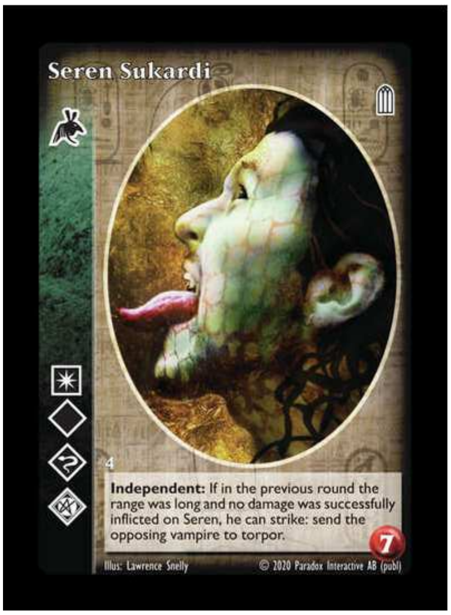
Sarrasine

2

Camarilla Prince of Sydney.
☐ If Sarrasine is ready during your unlock phase, you can put 1 corruption counter on a minion controlled by your prey.

8

Illus: Mark Kelly



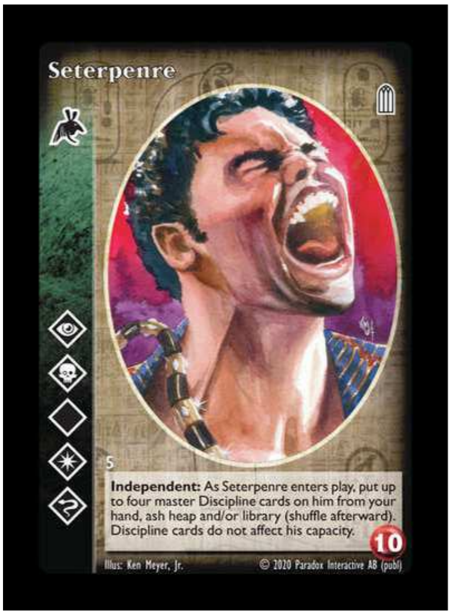
Seren Sukardi

4

Independent: If in the previous round the range was long and no damage was successfully inflicted on Seren, he can strike: send the opposing vampire to torpor.

7

Illus: Lawrence Snelly



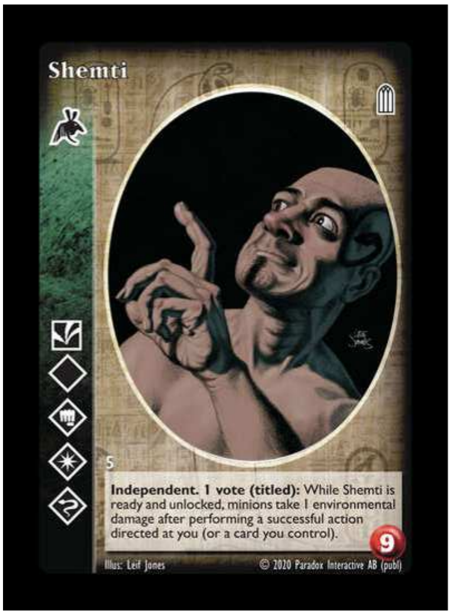
Seterpenre

5

Independent: As Seterpenre enters play, put up to four master Discipline cards on him from your hand, ash heap and/or library (shuffle afterward). Discipline cards do not affect his capacity.

10

Illus: Ken Meyer, Jr.



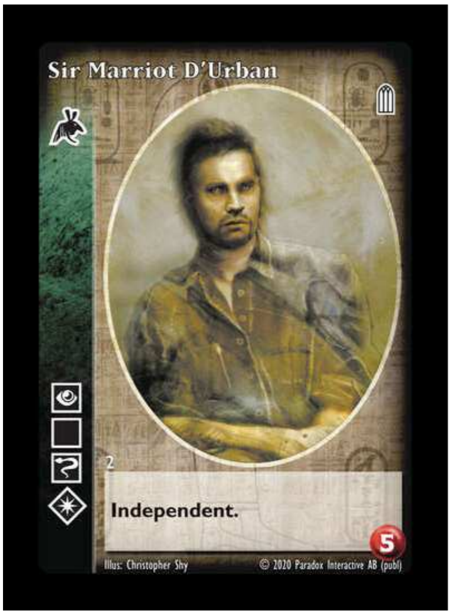
Shemti

5

Independent. 1 vote (titled): While Shemti is ready and unlocked, minions take 1 environmental damage after performing a successful action directed at you (or a card you control).

9

Illus: Leif Jones



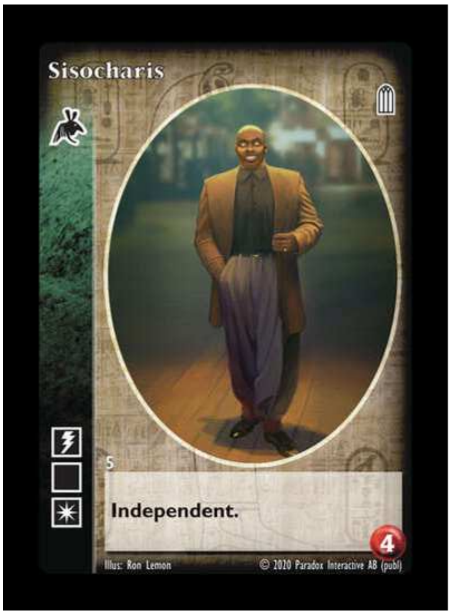
Sir Marriot D'Urban

2

Independent.

5

Illus: Christopher Shy



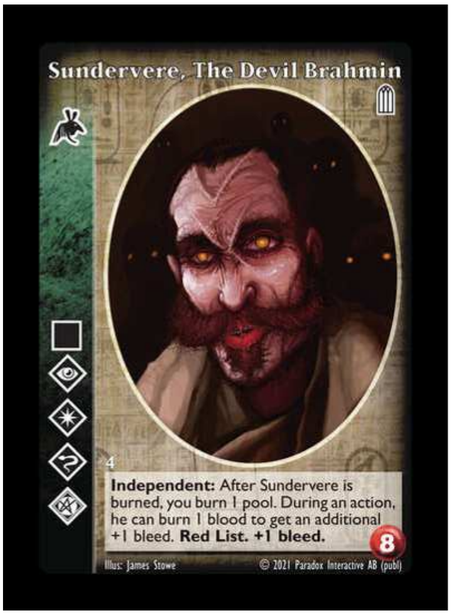
Sisocharis

5

Independent.

4

Illus: Ron Lemon



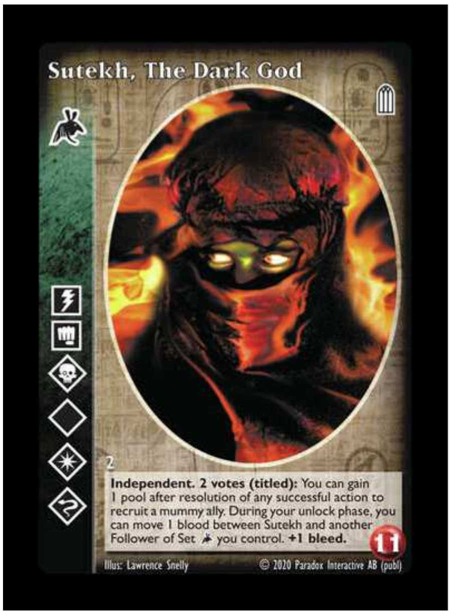
Sundervere, The Devil Brahmin

4

Independent: After Sundervere is burned, you burn 1 pool. During an action, he can burn 1 blood to get an additional +1 bleed. **Red List. +1 bleed.**

8

Illus: James Stowe



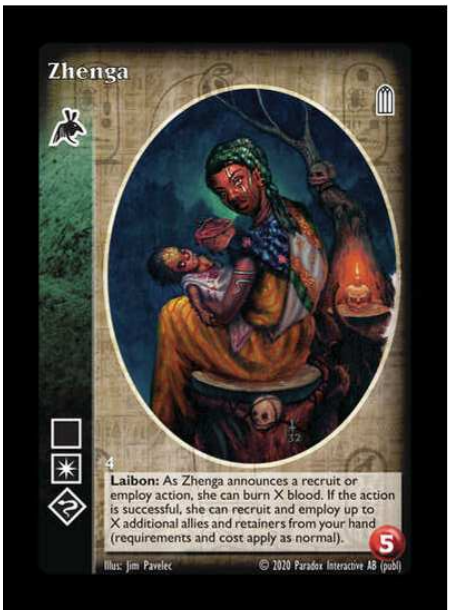
Sutekh, The Dark God

2

Independent. 2 votes (titled): You can gain 1 pool after resolution of any successful action to recruit a mummy ally. During your unlock phase, you can move 1 blood between Sutekh and another Follower of Set you control. **+1 bleed.**

11

Illus: Lawrence Snelly



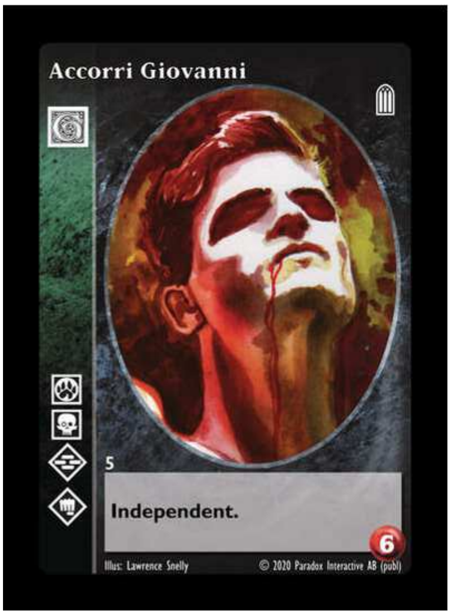
Zhenga

4

Laibon: As Zhenga announces a recruit or employ action, she can burn X blood. If the action is successful, she can recruit and employ up to X additional allies and retainers from your hand (requirements and cost apply as normal).

5

Illus: Jim Pavelec



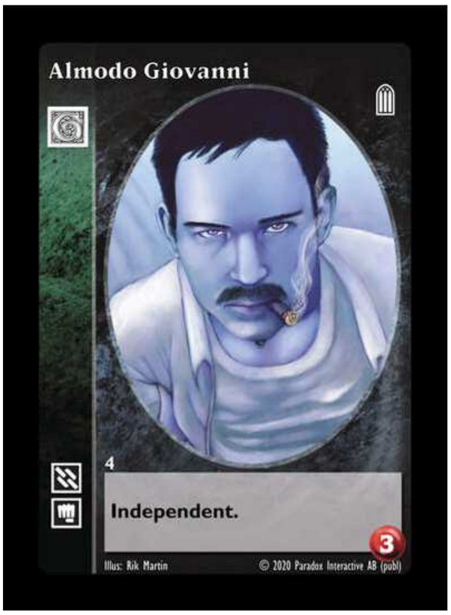
Accorri Giovanni

5

Independent.

6

Illus: Lawrence Snelly



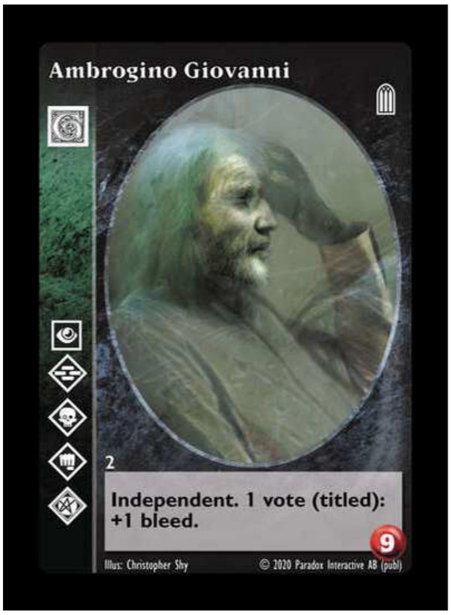
Almodo Giovanni

4

Independent.

3

Illus: Rik Martin



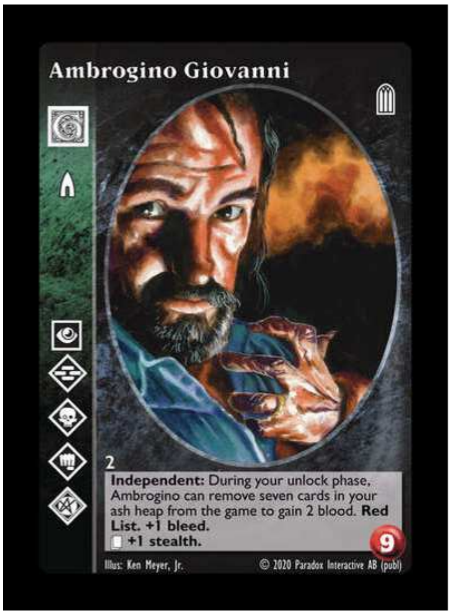
Ambrogino Giovanni

2

Independent. 1 vote (titled): +1 bleed.

9

Illus: Christopher Shy



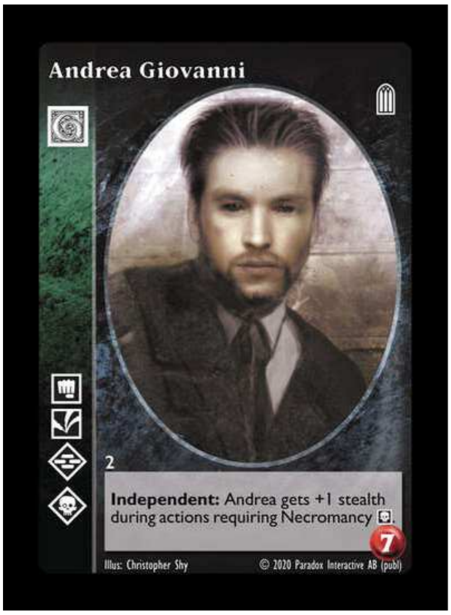
Ambrogino Giovanni

2

Independent: During your unlock phase, Ambrogino can remove seven cards in your ash heap from the game to gain 2 blood. **Red List. +1 bleed.**
☐ **+1 stealth.**

9

Illus: Ken Meyer, Jr.



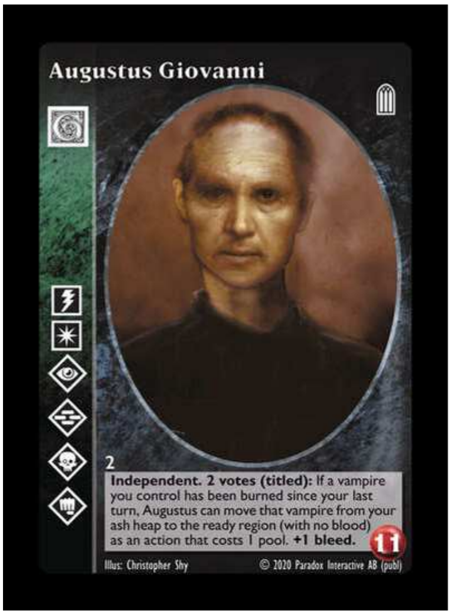
Andrea Giovanni

2

Independent: Andrea gets +1 stealth during actions requiring Necromancy ☐.

7

Illus: Christopher Shy



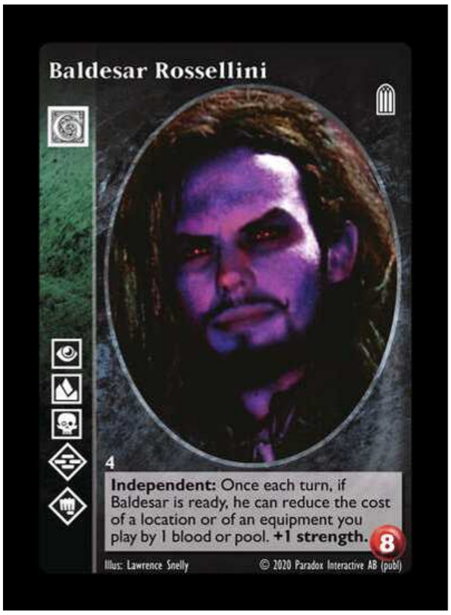
Augustus Giovanni

2

Independent. 2 votes (titled): If a vampire you control has been burned since your last turn, Augustus can move that vampire from your ash heap to the ready region (with no blood) as an action that costs 1 pool. **+1 bleed.**

11

Illus: Christopher Shy



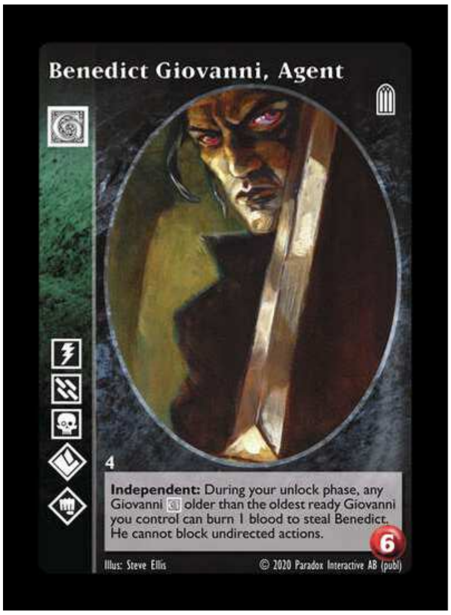
Baldesar Rossellini

4

Independent: Once each turn, if Baldesar is ready, he can reduce the cost of a location or of an equipment you play by 1 blood or pool. **+1 strength.**

8

Illus: Lawrence Snelly



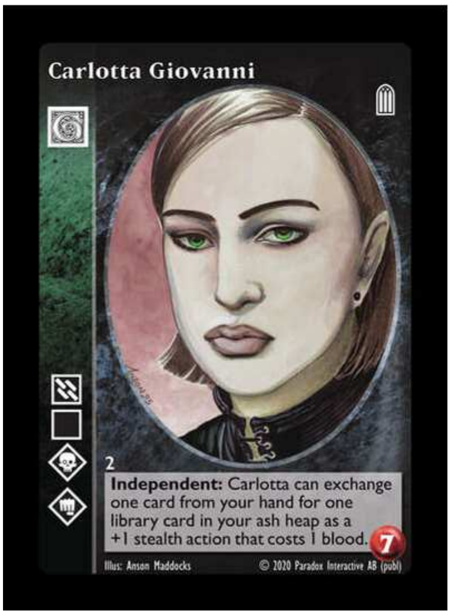
Benedict Giovanni, Agent

4

Independent: During your unlock phase, any Giovanni ☐ older than the oldest ready Giovanni you control can burn 1 blood to steal Benedict. He cannot block undirected actions.

6

Illus: Steve Ellis



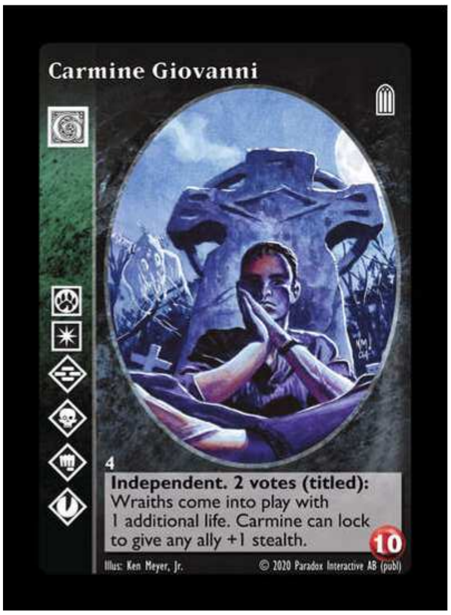
Carlotta Giovanni

2

Independent: Carlotta can exchange one card from your hand for one library card in your ash heap as a +1 stealth action that costs 1 blood.

7

Illus: Anson Maddocks



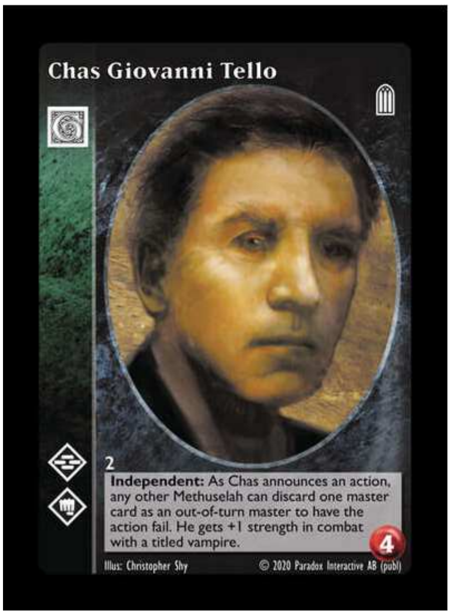
Carmine Giovanni

4

Independent. 2 votes (titled): Wraiths come into play with 1 additional life. Carmine can lock to give any ally +1 stealth.

10

Illus: Ken Meyer, Jr.



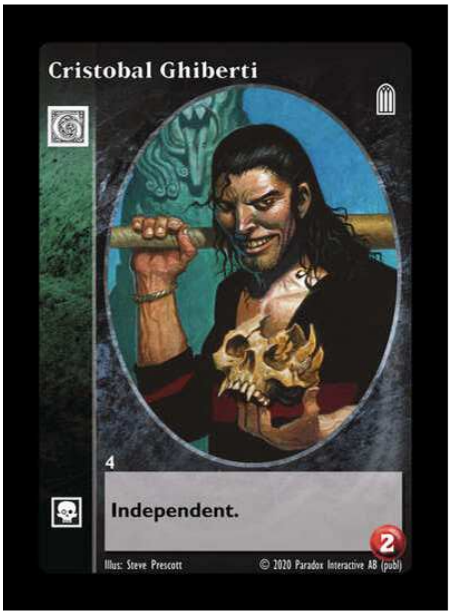
Chas Giovanni Tello

2

Independent: As Chas announces an action, any other Methuselah can discard one master card as an out-of-turn master to have the action fail. He gets +1 strength in combat with a titled vampire.

4

Illus: Christopher Shy



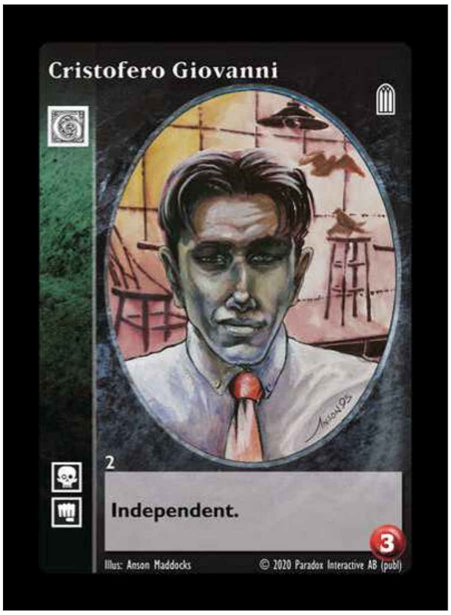
Cristobal Ghiberti

4

Independent.

2

Illus: Steve Prescott



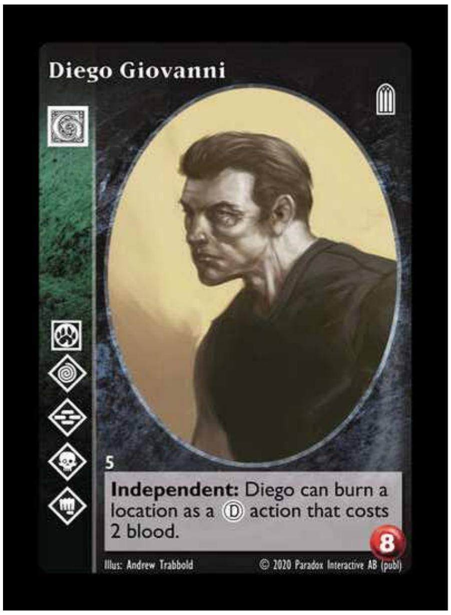
Cristofero Giovanni

2

Independent.

3

Illus: Anson Maddocks



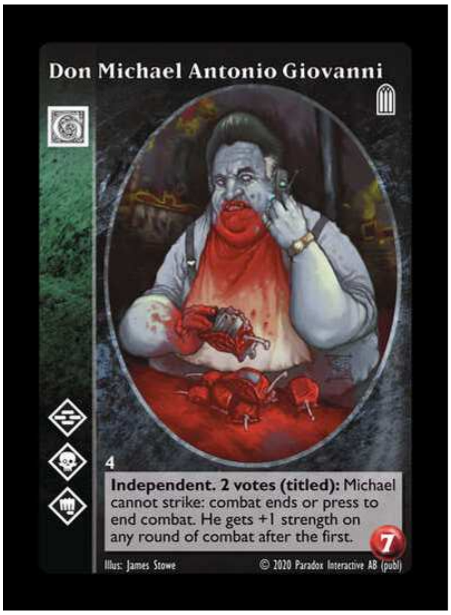
Diego Giovanni

5

Independent: Diego can burn a location as a Ⓓ action that costs 2 blood.

8

Illus: Andrew Trabbold



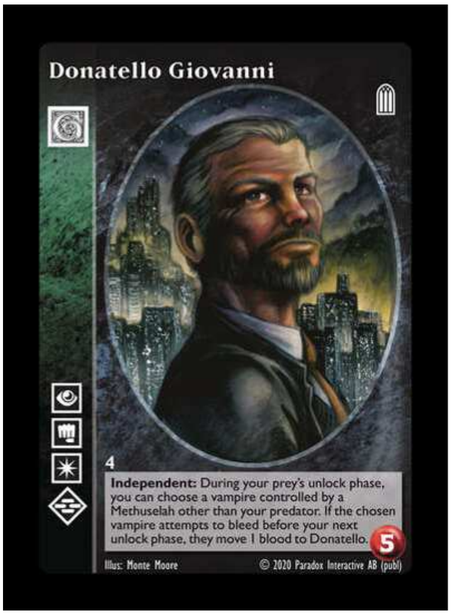
Don Michael Antonio Giovanni

4

Independent. 2 votes (titled): Michael cannot strike: combat ends or press to end combat. He gets +1 strength on any round of combat after the first.

7

Illus: James Stowe



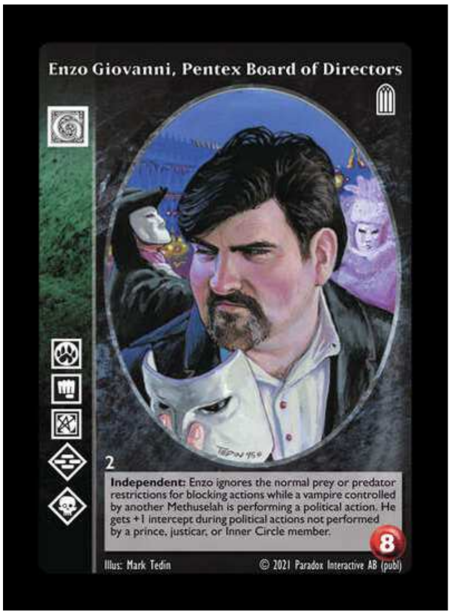
Donatello Giovanni

4

Independent: During your prey's unlock phase, you can choose a vampire controlled by a Methuselah other than your predator. If the chosen vampire attempts to bleed before your next unlock phase, they move 1 blood to Donatello.

5

Illus: Monte Moore



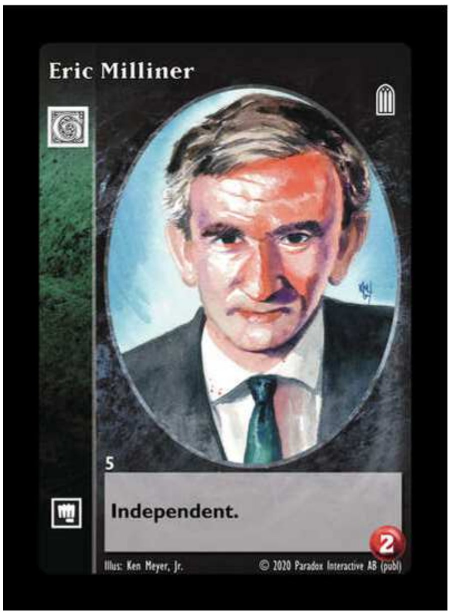
Enzo Giovanni, Pentex Board of Directors

2

Independent: Enzo ignores the normal prey or predator restrictions for blocking actions while a vampire controlled by another Methuselah is performing a political action. He gets +1 intercept during political actions not performed by a prince, justicar, or Inner Circle member.

8

Illus: Mark Tedin



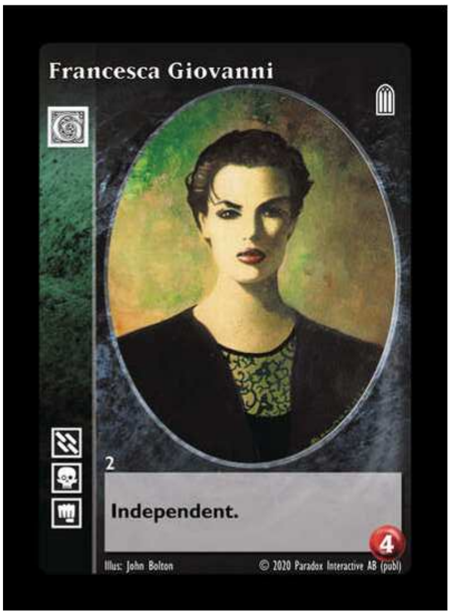
Eric Milliner

5

Independent.

2

Illus: Ken Meyer, Jr.



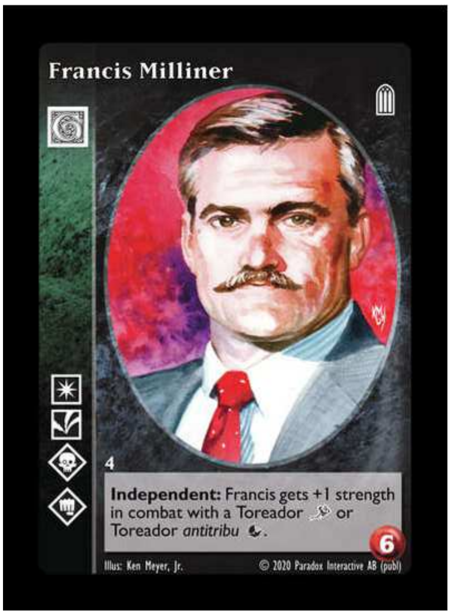
Francesca Giovanni

2

Independent.

4

Illus: John Bolton



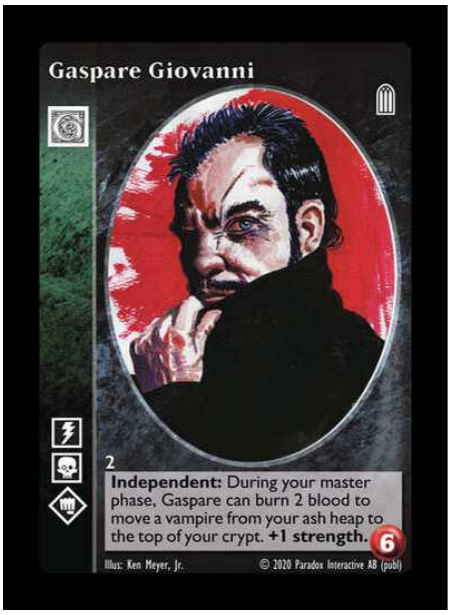
Francis Milliner

4

Independent: Francis gets +1 strength in combat with a Toreador or Toreador *antitribu*.

6

Illus: Ken Meyer, Jr.



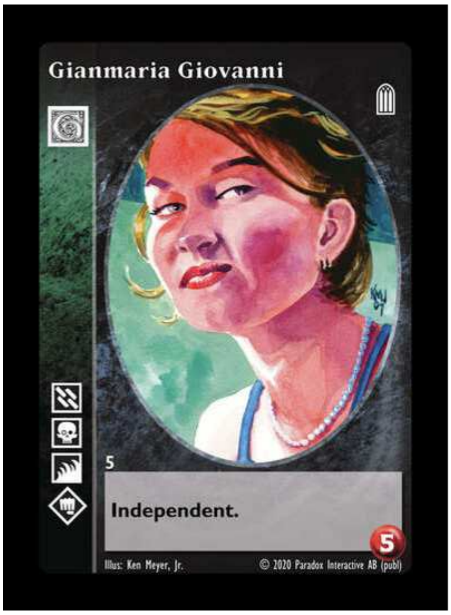
Gaspare Giovanni

2

Independent: During your master phase, Gaspare can burn 2 blood to move a vampire from your ash heap to the top of your crypt. **+1 strength.**

6

Illus: Ken Meyer, Jr.



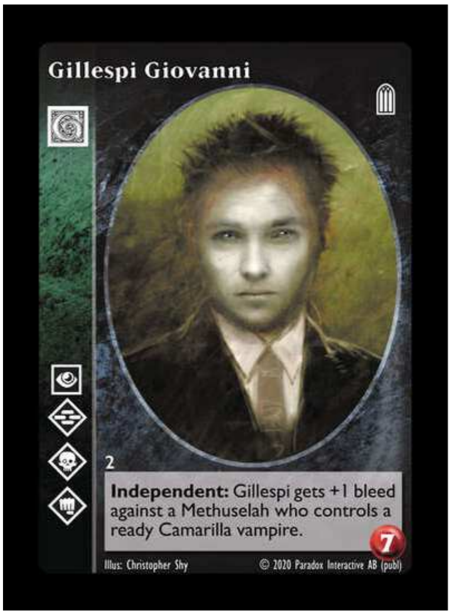
Gianmaria Giovanni

5

Independent.

5

Illus: Ken Meyer, Jr.



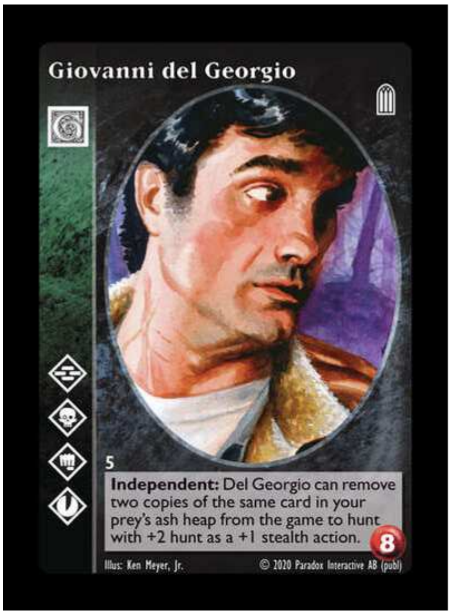
Gillespi Giovanni

2

Independent: Gillespi gets +1 bleed against a Methuselah who controls a ready Camarilla vampire.

7

Illus: Christopher Shy



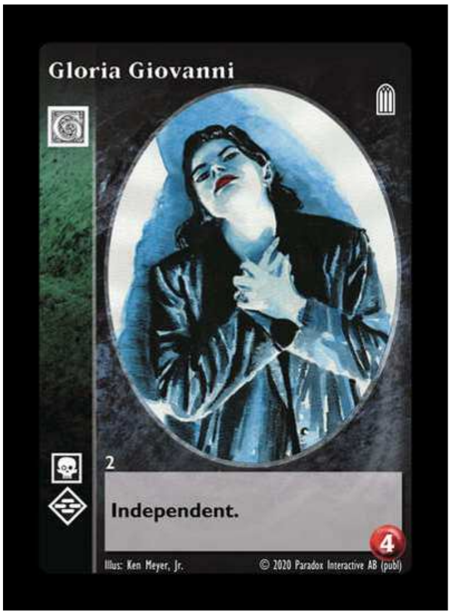
Giovanni del Georgio

5

Independent: Del Georgio can remove two copies of the same card in your prey's ash heap from the game to hunt with +2 hunt as a +1 stealth action.

8

Illus: Ken Meyer, Jr.



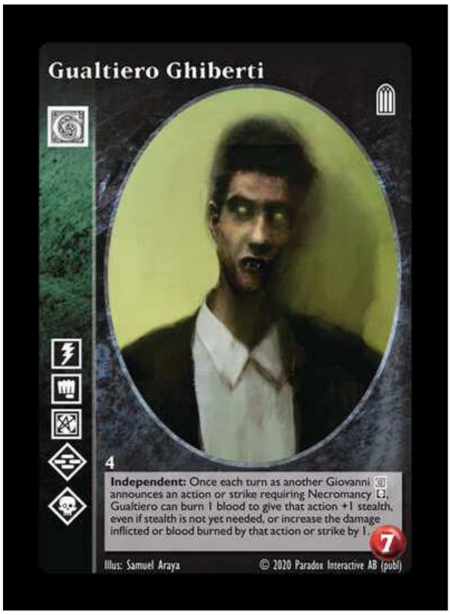
Gloria Giovanni

2

Independent.

4

Illus: Ken Meyer, Jr.



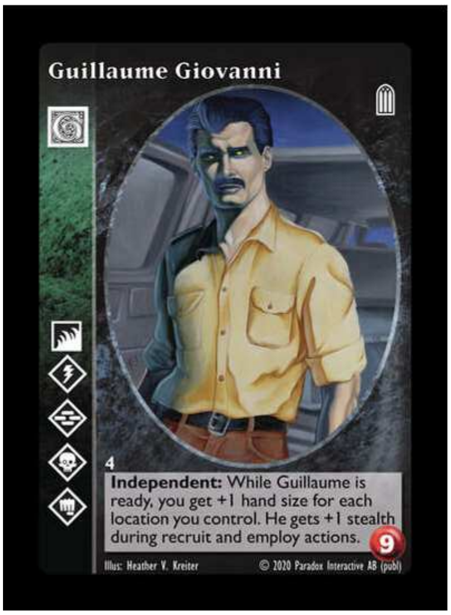
Gualtiero Ghiberti

4

Independent: Once each turn as another Giovanni announces an action or strike requiring Necromancy, Gualtiero can burn 1 blood to give that action +1 stealth, even if stealth is not yet needed, or increase the damage inflicted or blood burned by that action or strike by 1.

7

Illus: Samuel Araya

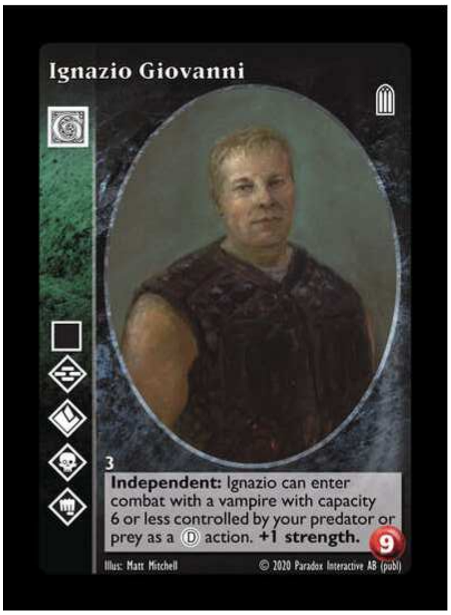


Guillaume Giovanni

4

Independent: While Guillaume is ready, you get +1 hand size for each location you control. He gets +1 stealth during recruit and employ actions. 9

Illus: Heather V. Kreiter

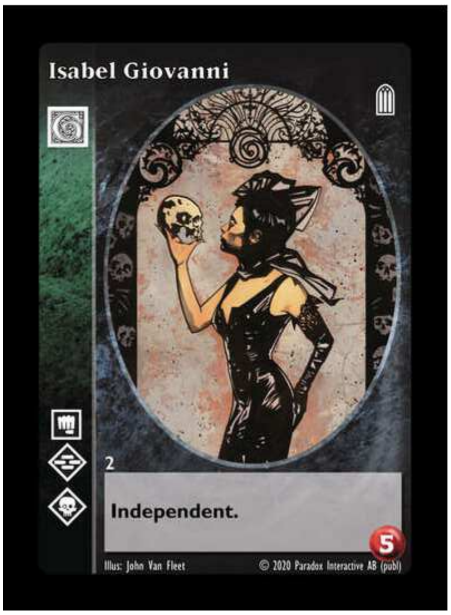


Ignazio Giovanni

3

Independent: Ignazio can enter combat with a vampire with capacity 6 or less controlled by your predator or prey as a Ⓓ action. **+1 strength.** 9

Illus: Matt Mitchell

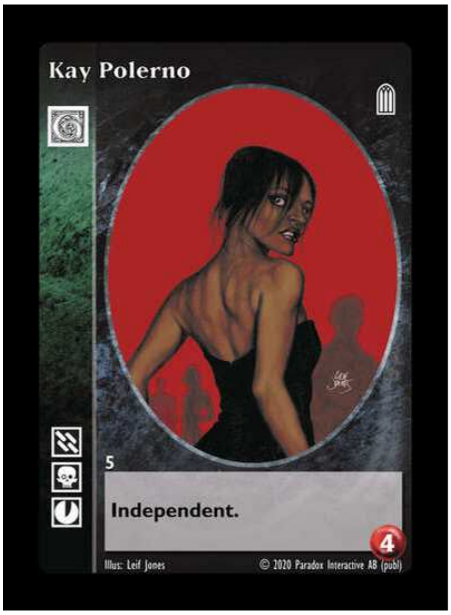


Isabel Giovanni

2

Independent. 5

Illus: John Van Fleet

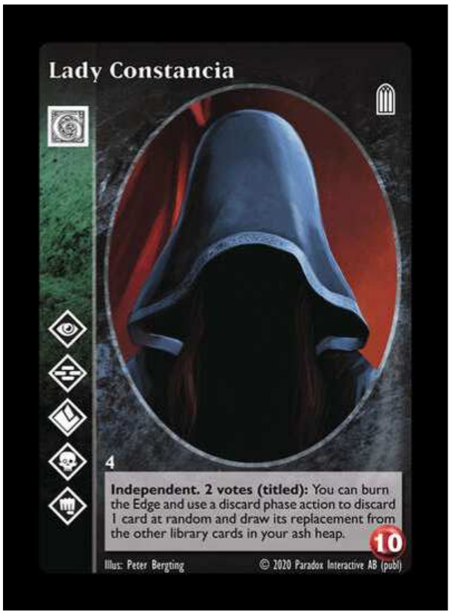


Kay Polerno

5

Independent. 4

Illus: Leif Jones

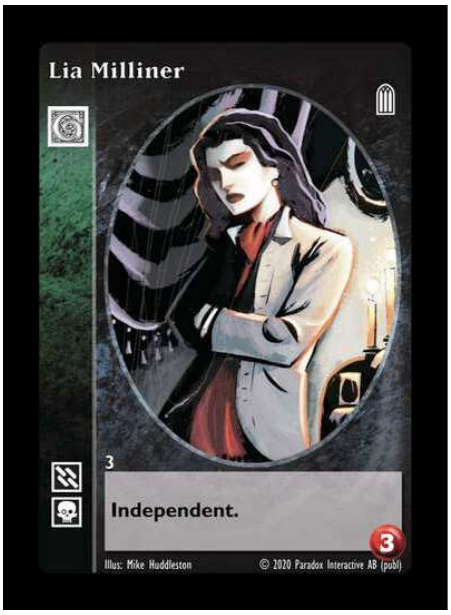


Lady Constancia

4

Independent. 2 votes (titled): You can burn the Edge and use a discard phase action to discard 1 card at random and draw its replacement from the other library cards in your ash heap. 10

Illus: Peter Bergting

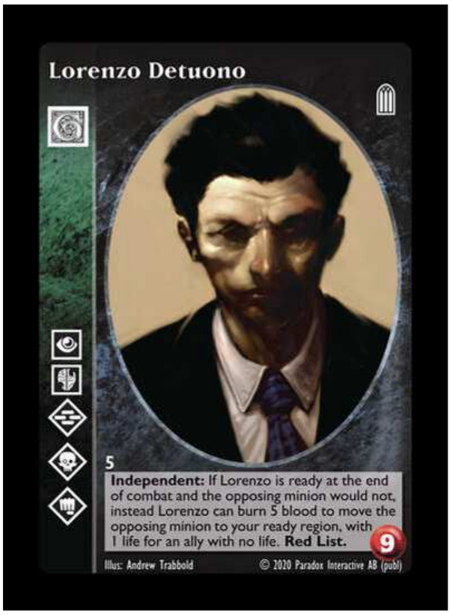


Lia Milliner

3

Independent. 3

Illus: Mike Huddleston

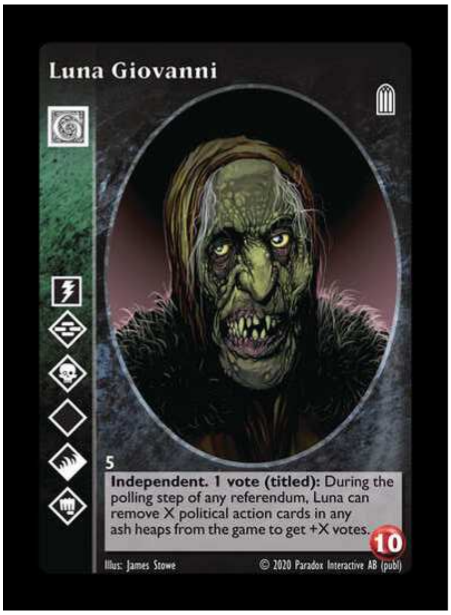


Lorenzo Detuono

5

Independent: If Lorenzo is ready at the end of combat and the opposing minion would not, instead Lorenzo can burn 5 blood to move the opposing minion to your ready region, with 1 life for an ally with no life. **Red List.** 9

Illus: Andrew Trabbold

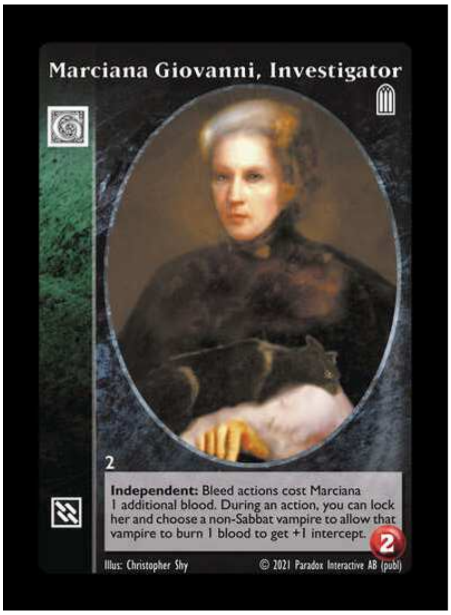


Luna Giovanni

5

Independent. 1 vote (titled): During the polling step of any referendum, Luna can remove X political action cards in any ash heaps from the game to get +X votes. 10

Illus: James Stowe

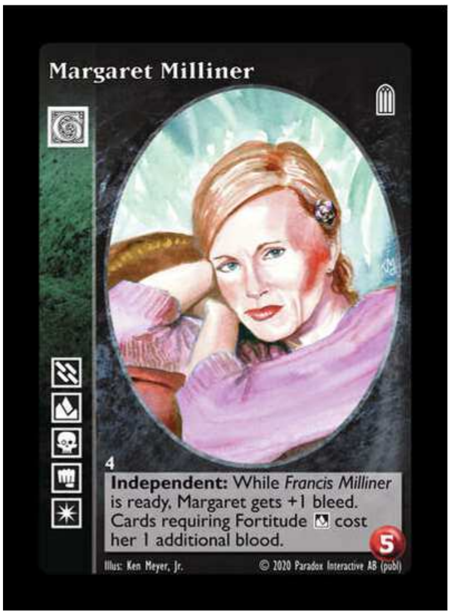


Marciana Giovanni, Investigator

2

Independent: Bleed actions cost Marciana 1 additional blood. During an action, you can lock her and choose a non-Sabbat vampire to allow that vampire to burn 1 blood to get +1 intercept. 2

Illus: Christopher Shy



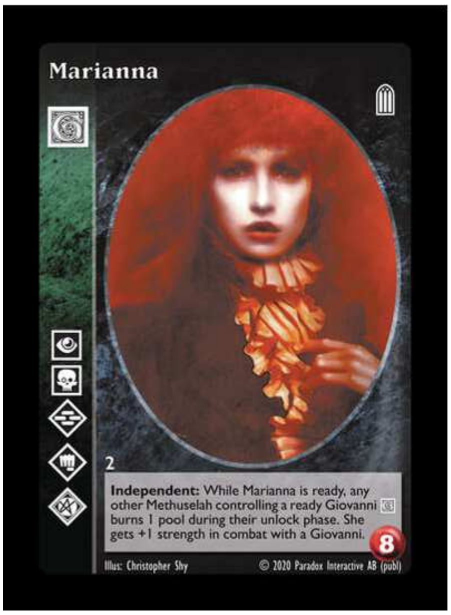
Margaret Milliner

4

Independent: While *Francis Milliner* is ready, Margaret gets +1 bleed. Cards requiring Fortitude cost her 1 additional blood.

5

Illus: Ken Meyer, Jr.



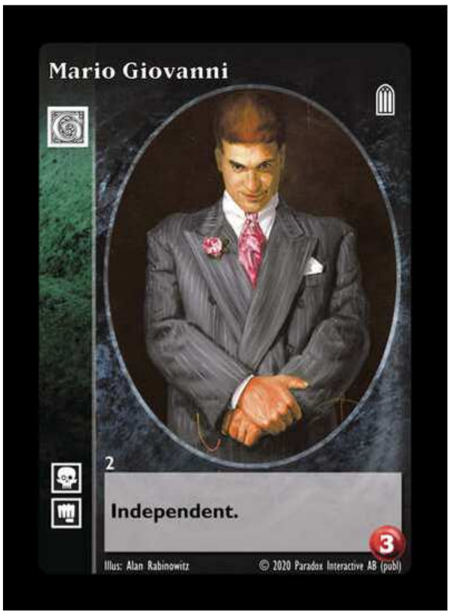
Marianna

2

Independent: While Marianna is ready, any other Methuselah controlling a ready Giovanni burns 1 pool during their unlock phase. She gets +1 strength in combat with a Giovanni.

8

Illus: Christopher Shy



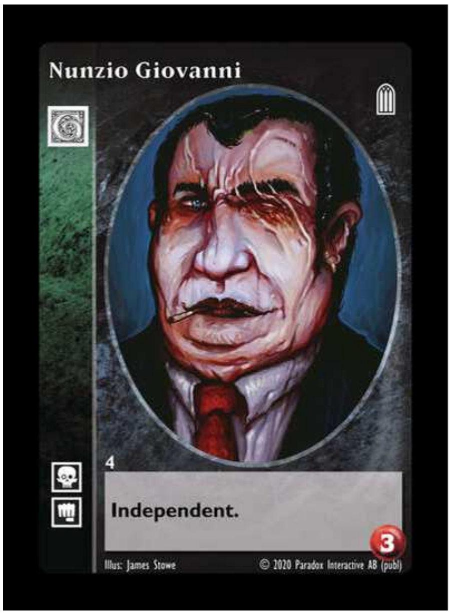
Mario Giovanni

2

Independent.

3

Illus: Alan Rabinowitz



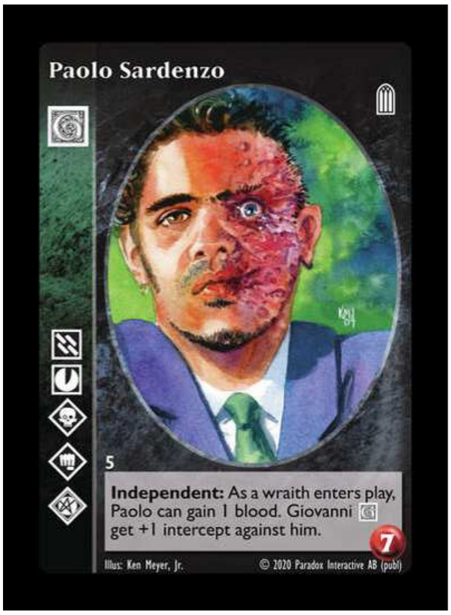
Nunzio Giovanni

4

Independent.

3

Illus: James Stowe



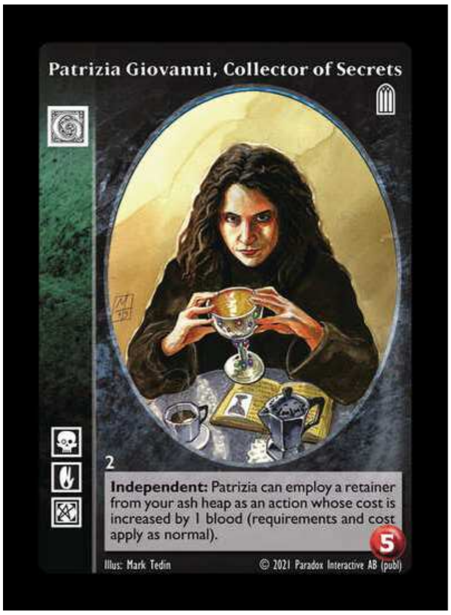
Paolo Sardenzo

5

Independent: As a wraith enters play, Paolo can gain 1 blood. Giovanni get +1 intercept against him.

7

Illus: Ken Meyer, Jr.



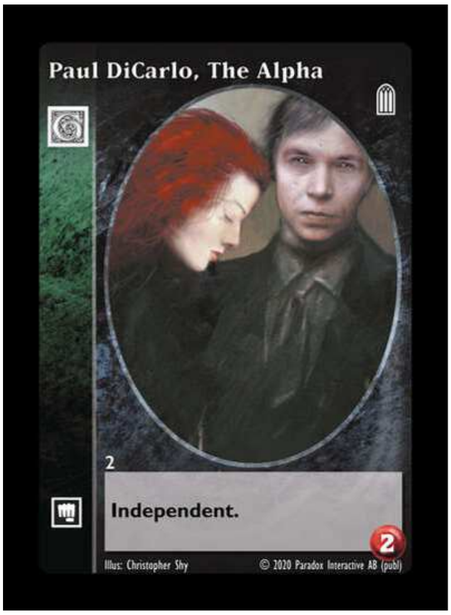
Patrizia Giovanni, Collector of Secrets

2

Independent: Patrizia can employ a retainer from your ash heap as an action whose cost is increased by 1 blood (requirements and cost apply as normal).

5

Illus: Mark Tedin



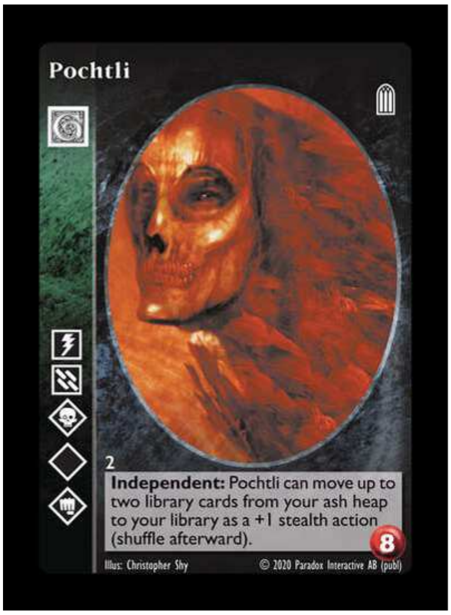
Paul DiCarlo, The Alpha

2

Independent.

2

Illus: Christopher Shy



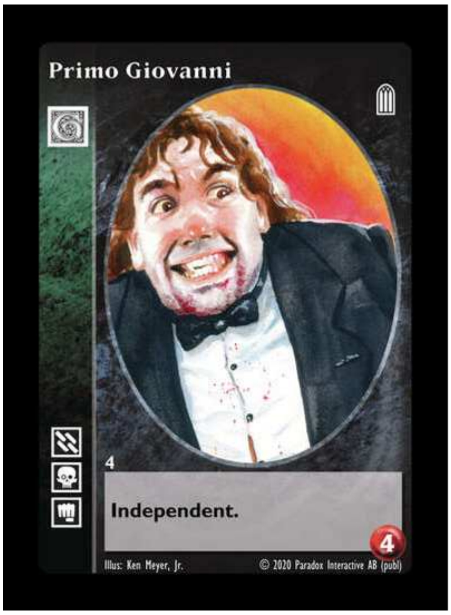
Pochtli

2

Independent: Pochtli can move up to two library cards from your ash heap to your library as a +1 stealth action (shuffle afterward).

8

Illus: Christopher Shy



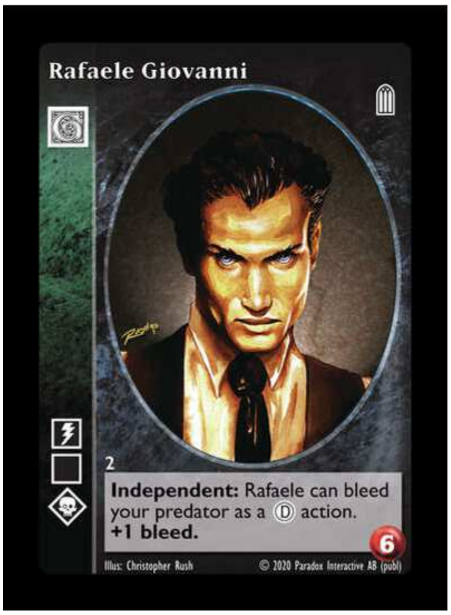
Primo Giovanni

4

Independent.

4

Illus: Ken Meyer, Jr.



Rafaele Giovanni

2

Independent: Rafaele can bleed your predator as a Ⓓ action. **+1 bleed.**

6

Illus: Christopher Rush

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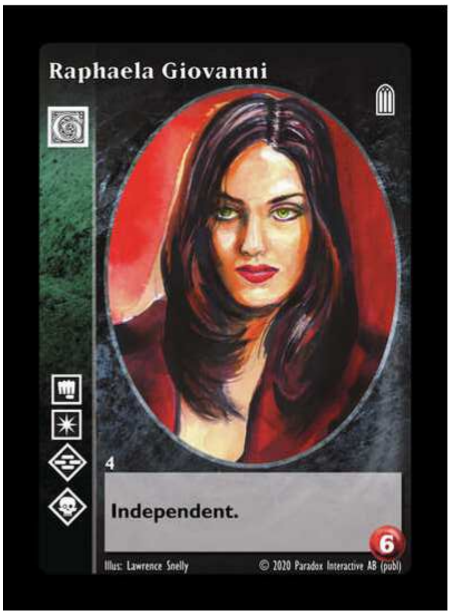

Raphaela Giovanni

4

Independent.

6

Illus: Lawrence Snelly

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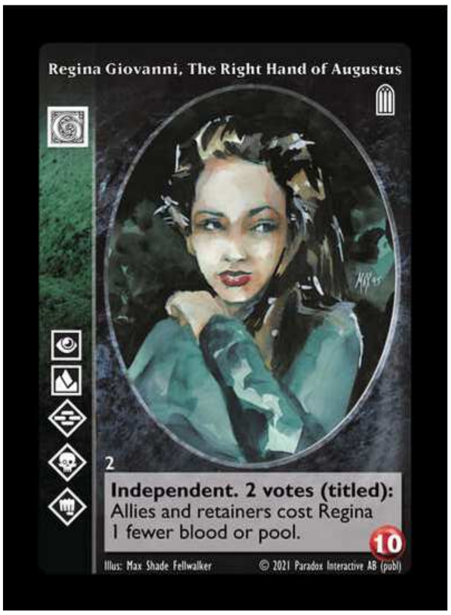

Regina Giovanni, The Right Hand of Augustus

2

Independent. 2 votes (titled): Allies and retainers cost Regina 1 fewer blood or pool.

10

Illus: Max Shade Fellwalker

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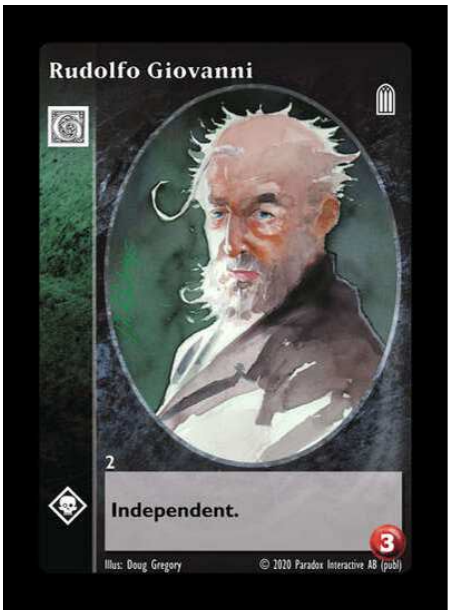

Rudolfo Giovanni

2

Independent.

3

Illus: Doug Gregory

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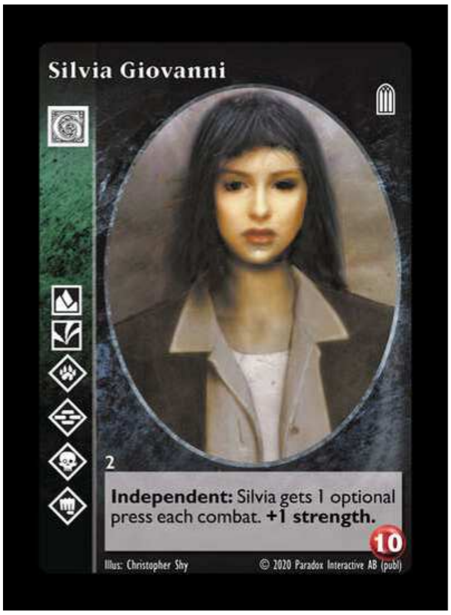

Silvia Giovanni

2

Independent: Silvia gets 1 optional press each combat. **+1 strength.**

10

Illus: Christopher Shy

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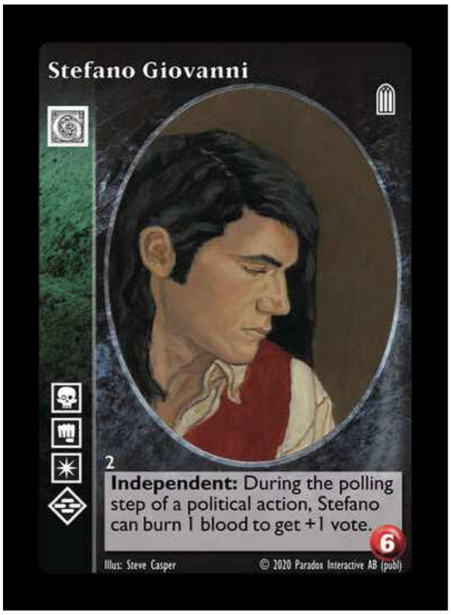

Stefano Giovanni

2

Independent: During the polling step of a political action, Stefano can burn 1 blood to get +1 vote.

6

Illus: Steve Casper

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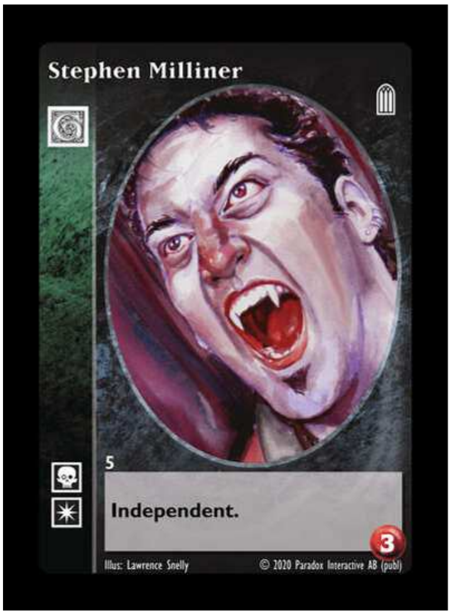

Stephen Milliner

5

Independent.

3

Illus: Lawrence Snelly

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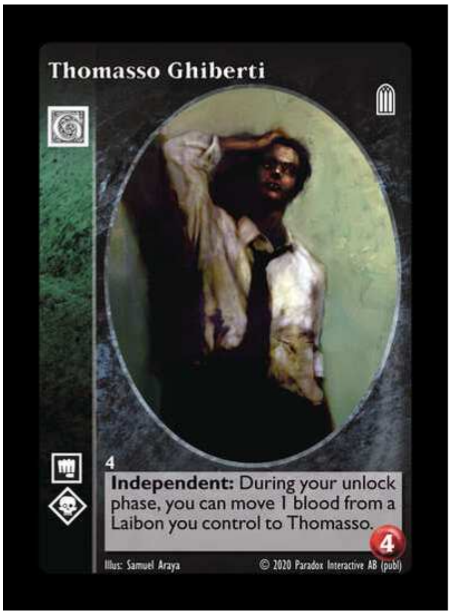

Thomasso Ghiberti

4

Independent: During your unlock phase, you can move 1 blood from a Laibon you control to Thomasso.

4

Illus: Samuel Araya

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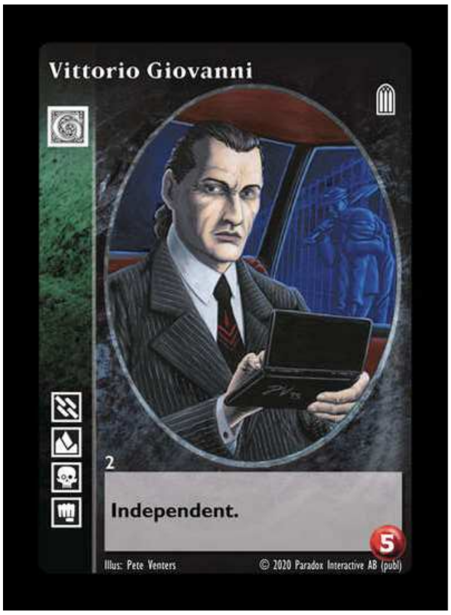

Vittorio Giovanni

2

Independent.

5

Illus: Pete Venters

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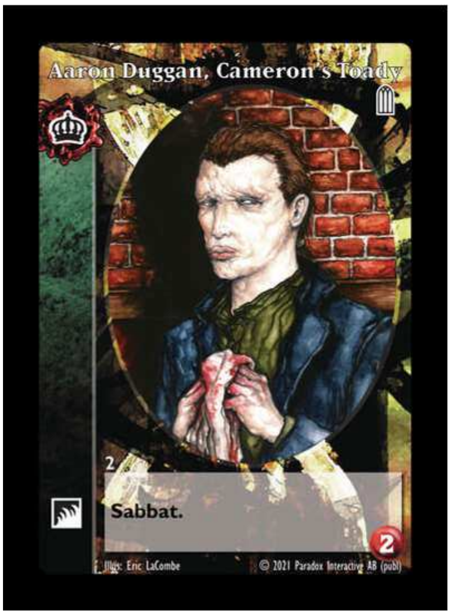


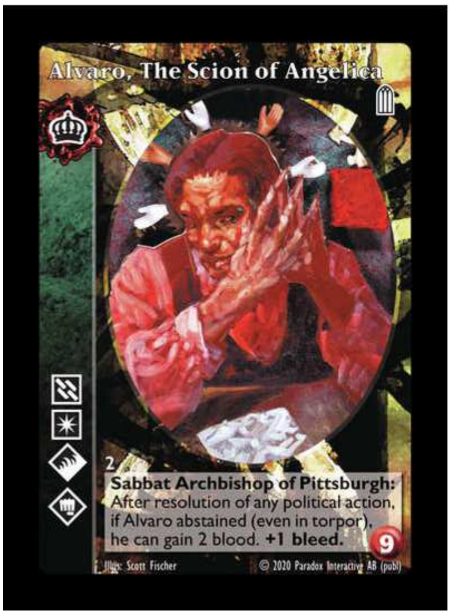
Aaron Duggan, Cameron's Toady

2

Sabbat.

2

Illus: Eric LaCombe



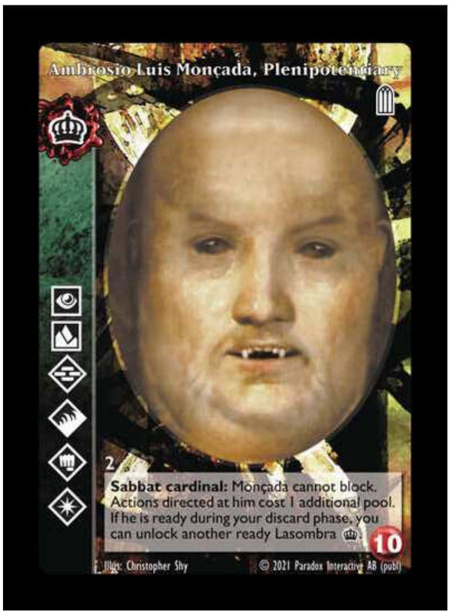
Alvaro, The Scion of Angelica

2

Sabbat Archbishop of Pittsburgh: After resolution of any political action, if Alvaro abstained (even in torpor), he can gain 2 blood. **+1 bleed.**

9

Illus: Scott Fischer



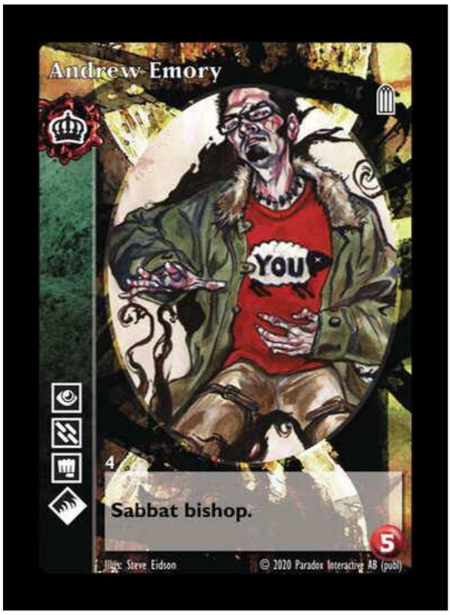
Ambrosio Luis Monçada, Plenipotentiary

2

Sabbat cardinal: Monçada cannot block. Actions directed at him cost 1 additional pool. If he is ready during your discard phase, you can unlock another ready Lasombra ♛.

10

Illus: Christopher Shy



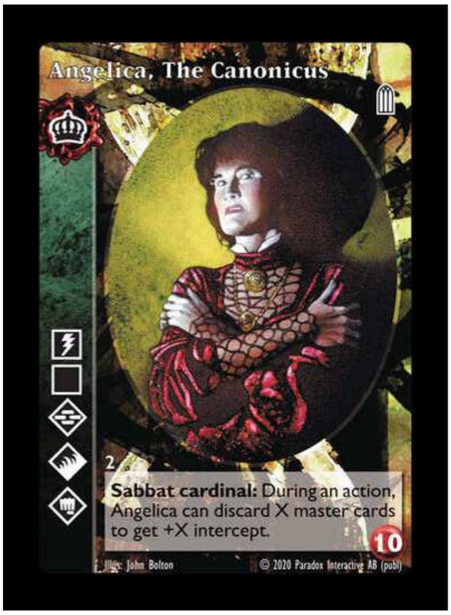
Andrew Emory

4

Sabbat bishop.

5

Illus: Steve Eidson



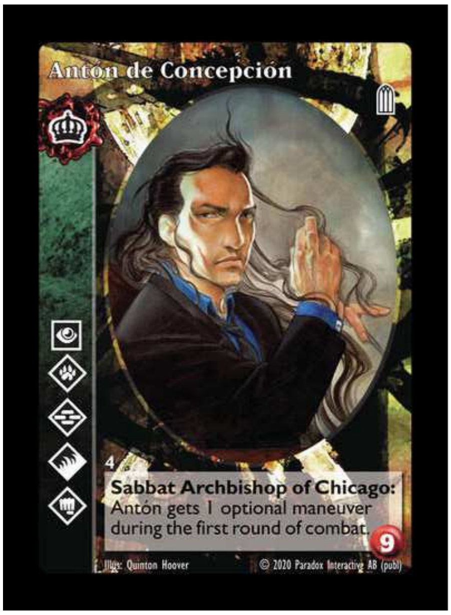
Angelica, The Canonicus

2

Sabbat cardinal: During an action, Angelica can discard X master cards to get +X intercept.

10

Illus: John Bolton



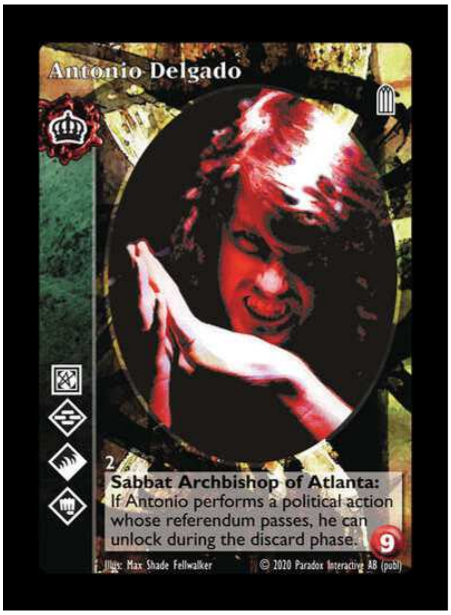
Anton de Concepción

4

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

9

Illus: Quinton Hoover



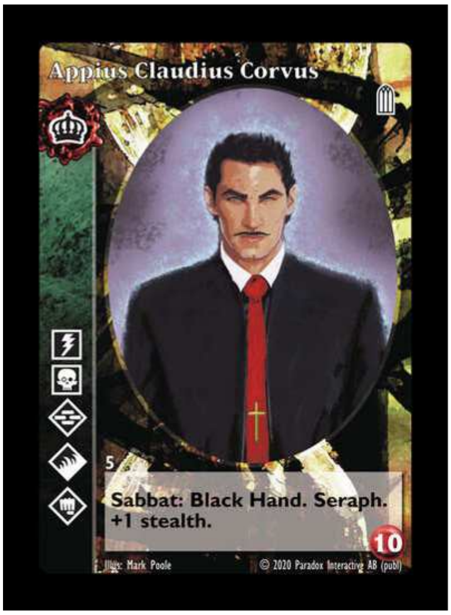
Antonio Delgado

2

Sabbat Archbishop of Atlanta: If Antonio performs a political action whose referendum passes, he can unlock during the discard phase.

9

Illus: Max Shade Fellwalker



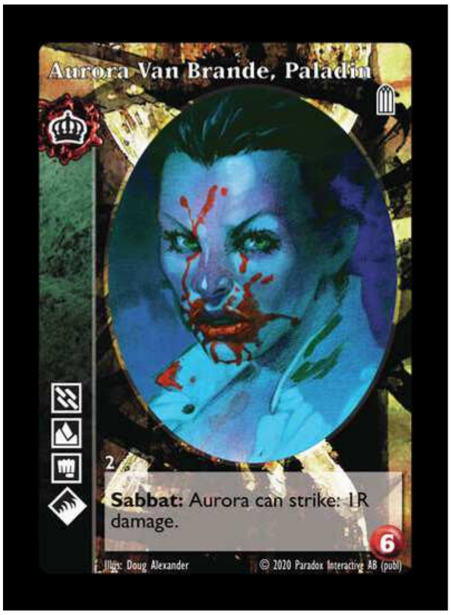
Appius Claudius Corvus

5

Sabbat: Black Hand. Seraph. +1 stealth.

10

Illus: Mark Poole



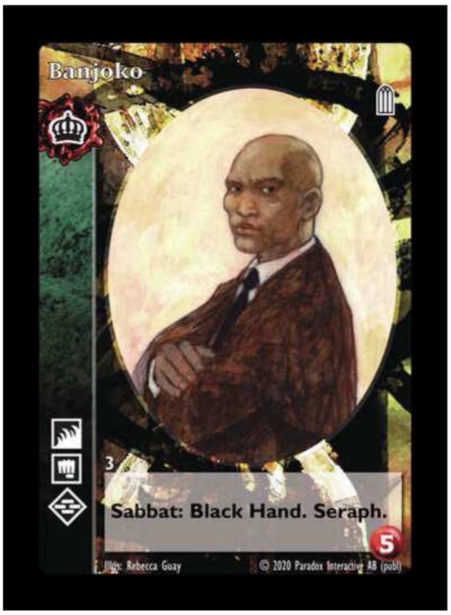
Aurora Van Brande, Paladin

2

Sabbat: Aurora can strike: 1R damage.

6

Illus: Doug Alexander

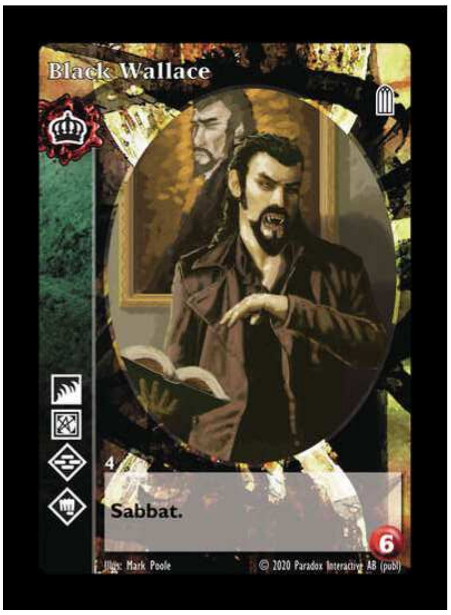

Banjoko

3

Sabbat: Black Hand. Seraph.

5

Illus: Rebecca Guay

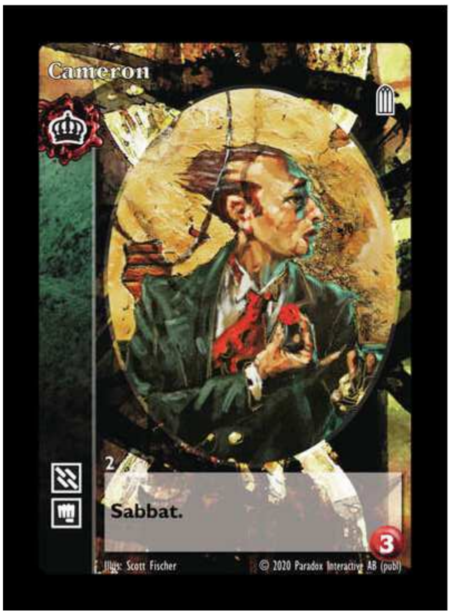

Black Wallace

4

Sabbat.

6

Illus: Mark Poole

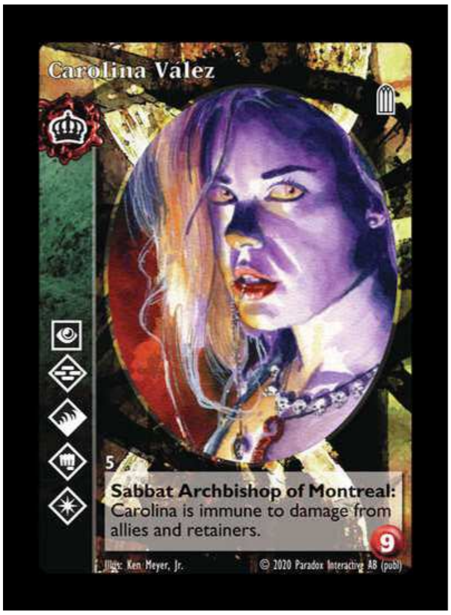

Cameron

2

Sabbat.

3

Illus: Scott Fischer

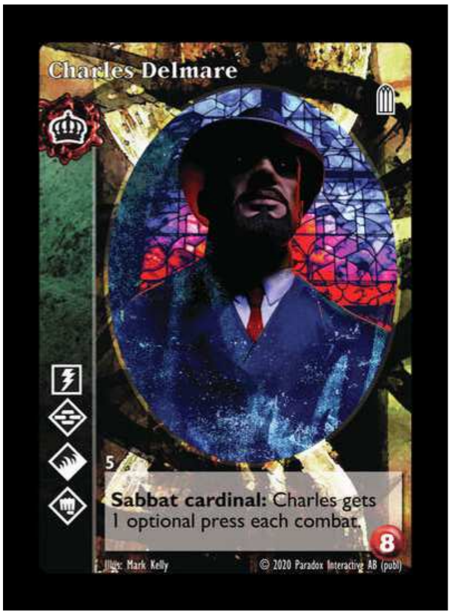

Carolina Valez

5

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

9

Illus: Ken Meyer, Jr.

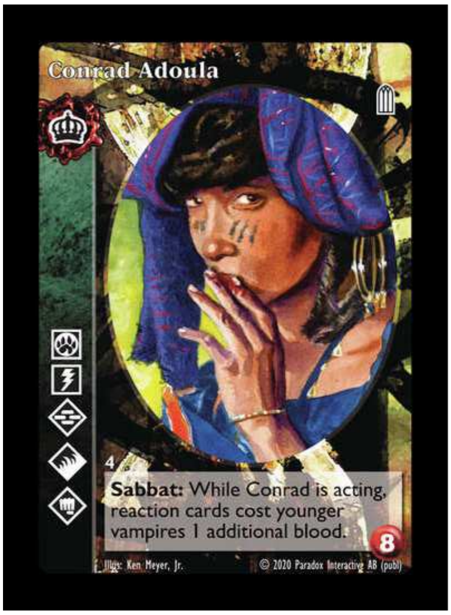

Charles Delmare

5

Sabbat cardinal: Charles gets 1 optional press each combat.

8

Illus: Mark Kelly

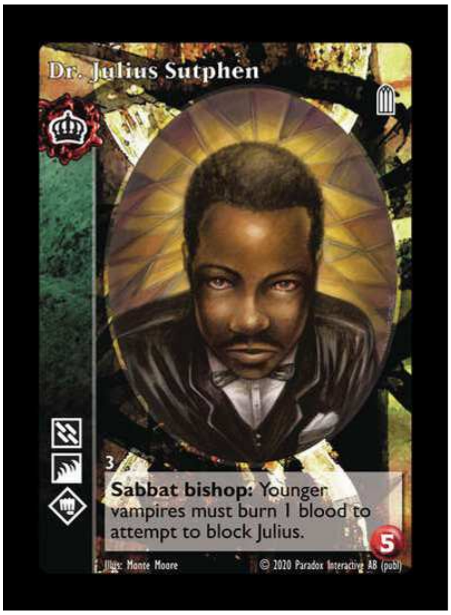

Conrad Adoula

4

Sabbat: While Conrad is acting, reaction cards cost younger vampires 1 additional blood.

8

Illus: Ken Meyer, Jr.

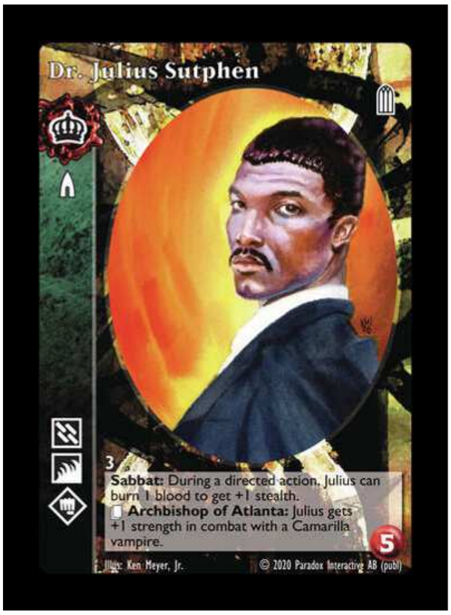

Dr. Julius Sutphen

3

Sabbat bishop: Younger vampires must burn 1 blood to attempt to block Julius.

5

Illus: Monte Moore


Dr. Julius Sutphen

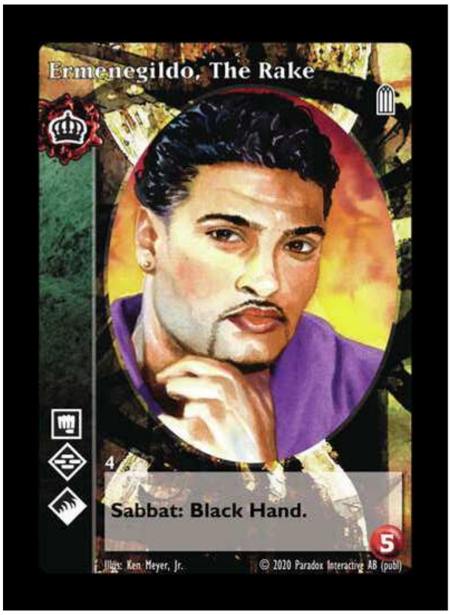
3

Sabbat: During a directed action, Julius can burn 1 blood to get +1 stealth.

Archbishop of Atlanta: Julius gets +1 strength in combat with a Camarilla vampire.

5

Illus: Ken Meyer, Jr.

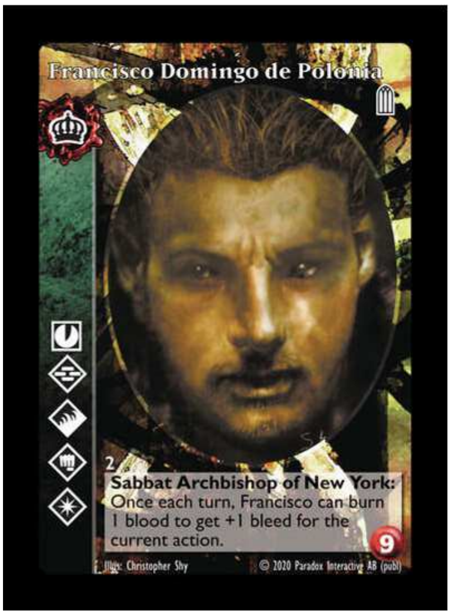

Ermenegildo, The Rake

4

Sabbat: Black Hand.

5

Illus: Ken Meyer, Jr.



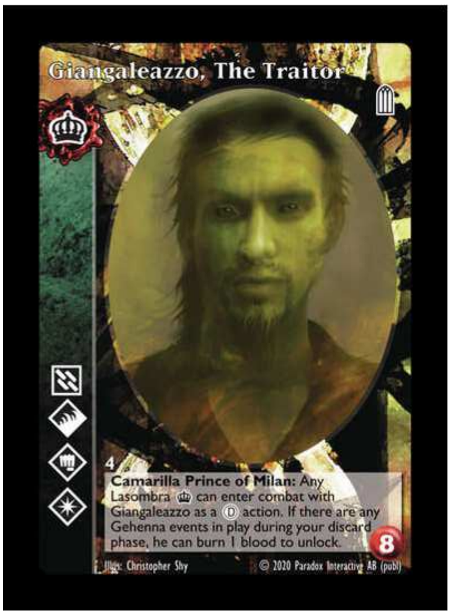
Francisco Domingo de Polonia

2

Sabbat Archbishop of New York: Once each turn, Francisco can burn 1 blood to get +1 bleed for the current action.

9

Illus: Christopher Shy



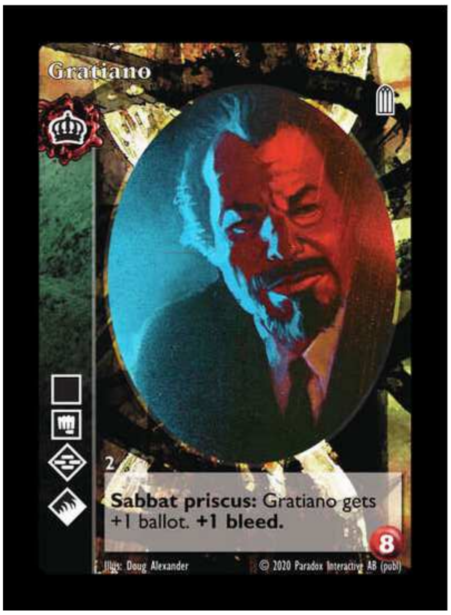
Giangaleazzo, The Traitor

4

Camarilla Prince of Milan: Any Lasombra ♔ can enter combat with Giangaleazzo as a Ⓓ action. If there are any Gehenna events in play during your discard phase, he can burn 1 blood to unlock.

8

Illus: Christopher Shy



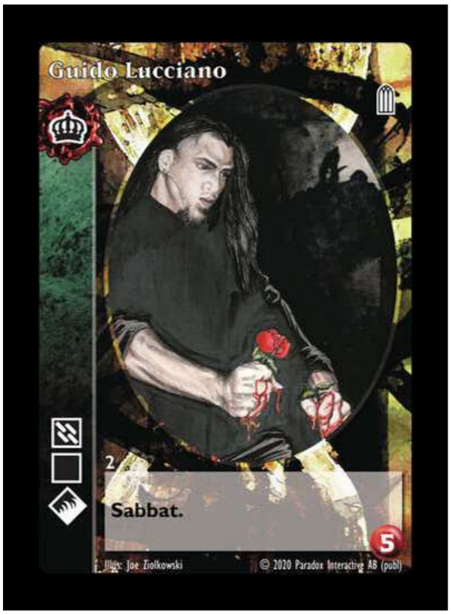
Gratiano

2

Sabbat priscus: Gratiano gets +1 ballot. **+1 bleed.**

8

Illus: Doug Alexander



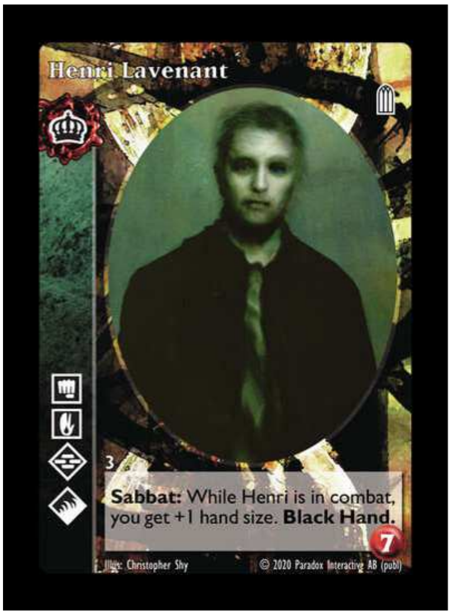
Guido Lucciano

2

Sabbat.

5

Illus: Joe Ziolkowski



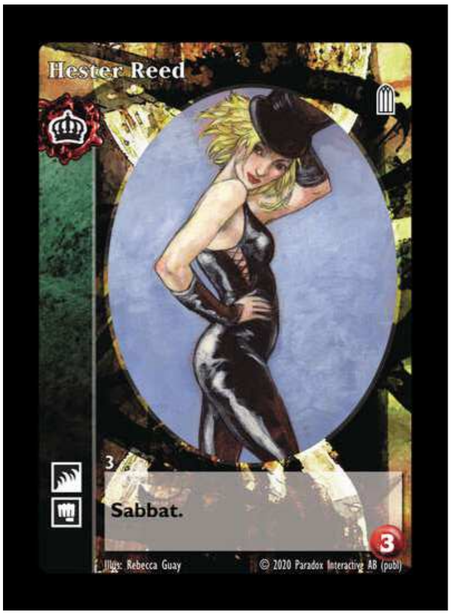
Henri Lavenant

3

Sabbat: While Henri is in combat, you get +1 hand size. **Black Hand.**

7

Illus: Christopher Shy



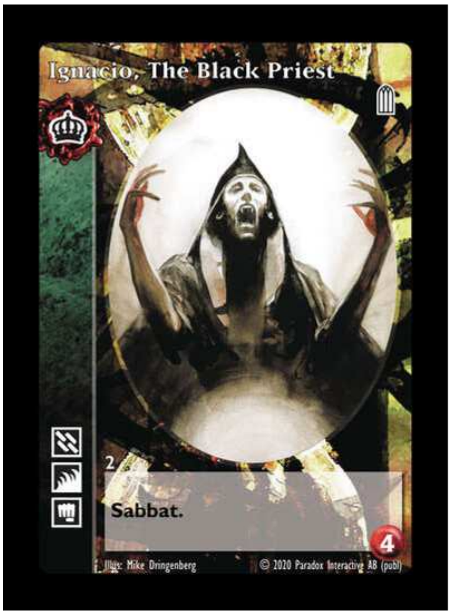
Hester Reed

3

Sabbat.

3

Illus: Rebecca Guay



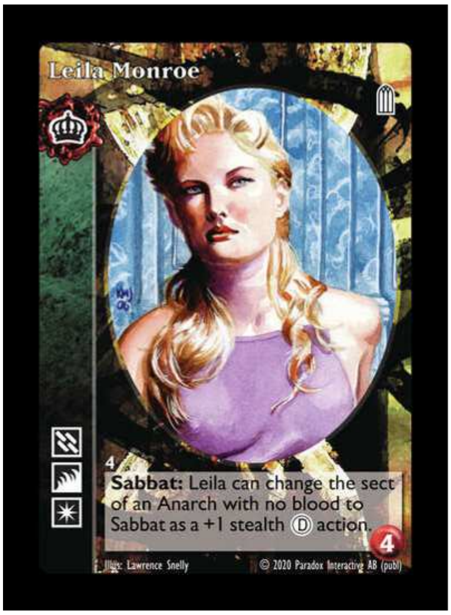
Ignacio, The Black Priest

2

Sabbat.

4

Illus: Mike Dringenberg



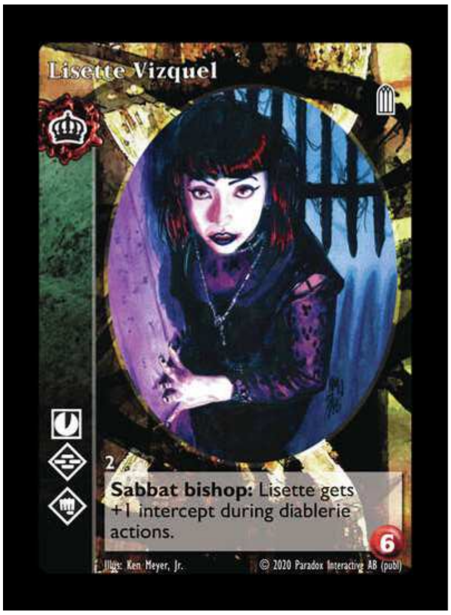
Leila Monroe

4

Sabbat: Leila can change the sect of an Anarch with no blood to Sabbat as a +1 stealth Ⓓ action.

4

Illus: Lawrence Snelly



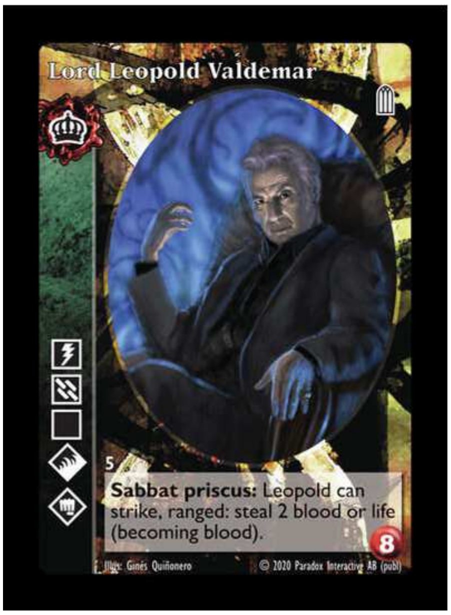
Lisette Vizquel

2

Sabbat bishop: Lisette gets +1 intercept during diablerie actions.

6

Illus: Ken Meyer, Jr.


Lord Leopold Valdemar
5
8
Illus: Ginés Quiñonero
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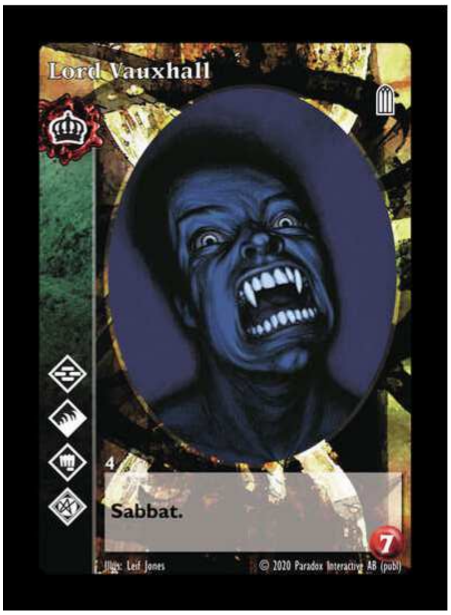
Sabbat priscus: Leopold can strike, ranged: steal 2 blood or life (becoming blood).


Lord Vauxhall
4
7
Illus: Leif Jones
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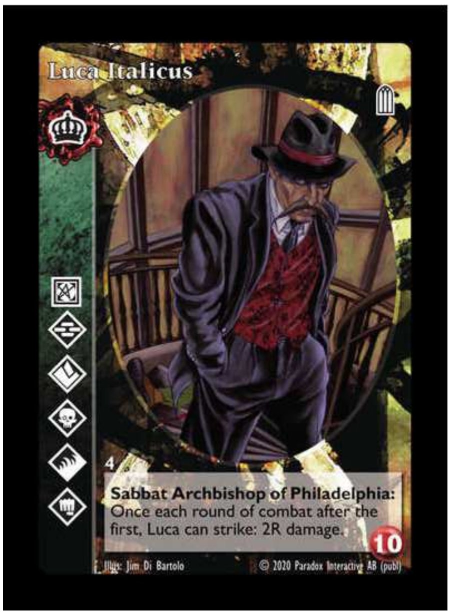
Sabbat.


Luca Italicus
4
10
Illus: Jim Di Bartolo
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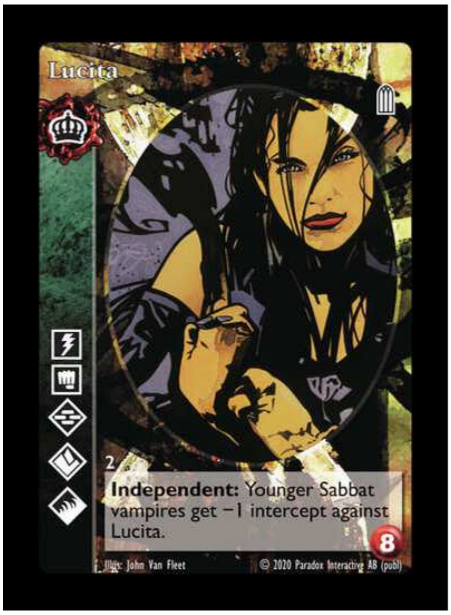
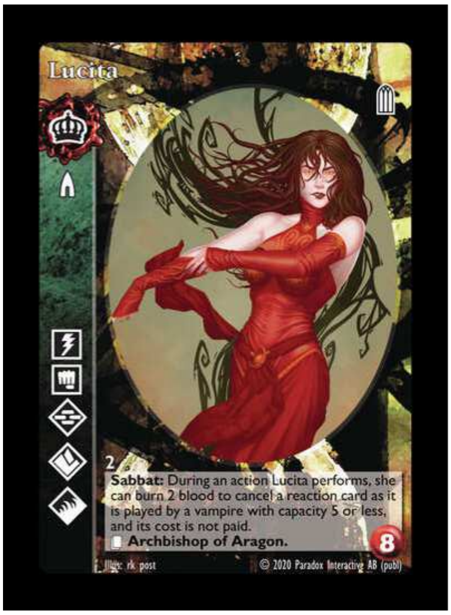
Sabbat Archbishop of Philadelphia: Once each round of combat after the first, Luca can strike: 2R damage.


Lucita
2
8
Illus: John Van Fleet
© 2020 Paradox Interactive AB (publ)

Independent: Younger Sabbat vampires get −1 intercept against Lucita.


Lucita
2
8
Illus: rk post
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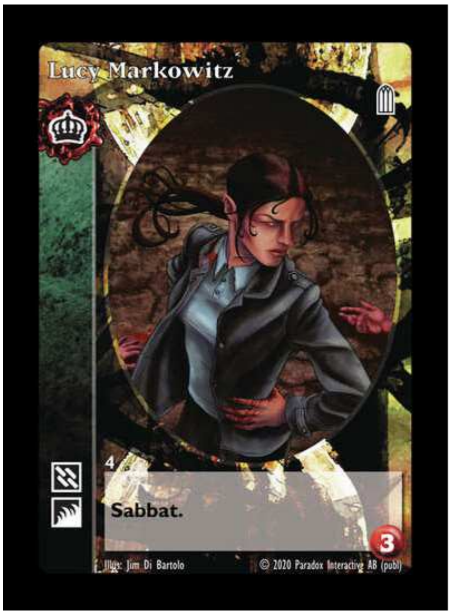
Sabbat: During an action Lucita performs, she can burn 2 blood to cancel a reaction card as it is played by a vampire with capacity 5 or less, and its cost is not paid.
Archbishop of Aragon.


Lucy Markowitz
4
3
Illus: Jim Di Bartolo
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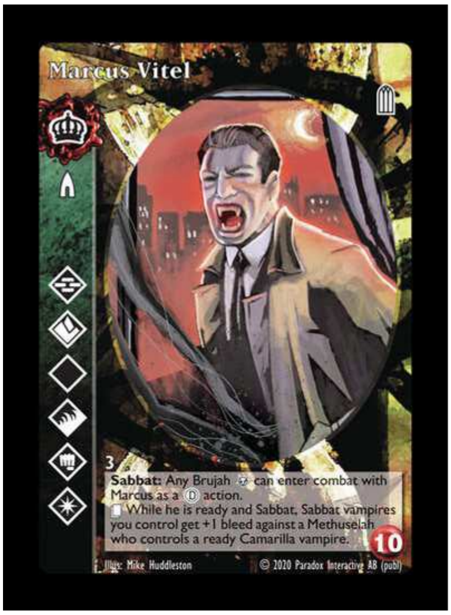
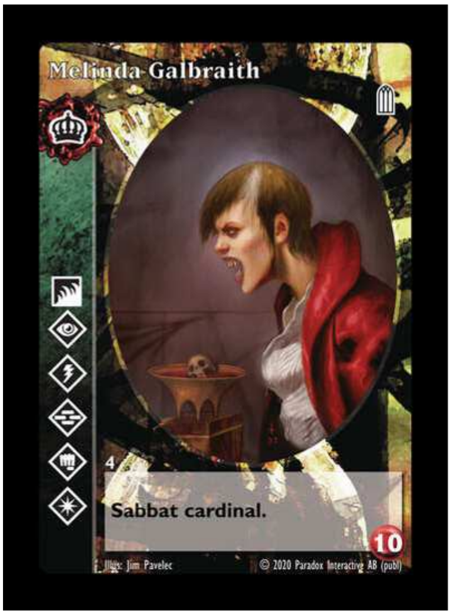
Sabbat.


Marcus Vitel
3
10
Illus: Mike Huddleston
© 2020 Paradox Interactive AB (publ)

Sabbat: Any Brujah can enter combat with Marcus as a Ⓓ action.
While he is ready and Sabbat, Sabbat vampires you control get +1 bleed against a Methuselah who controls a ready Camarilla vampire.


Melinda Galbraith
4
10
Illus: Jim Pavelec
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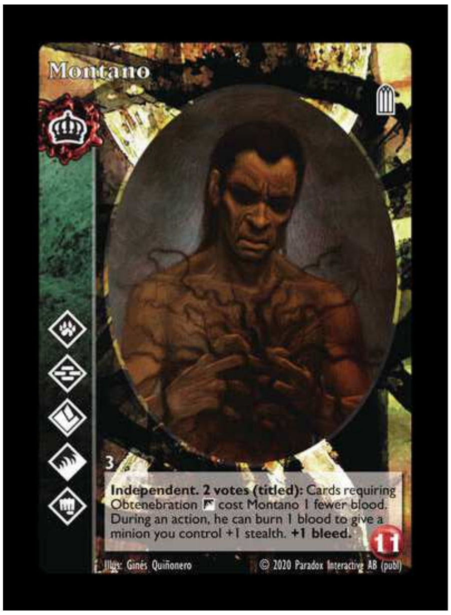
Sabbat cardinal.


Montano
3
11
Illus: Ginés Quiñonero
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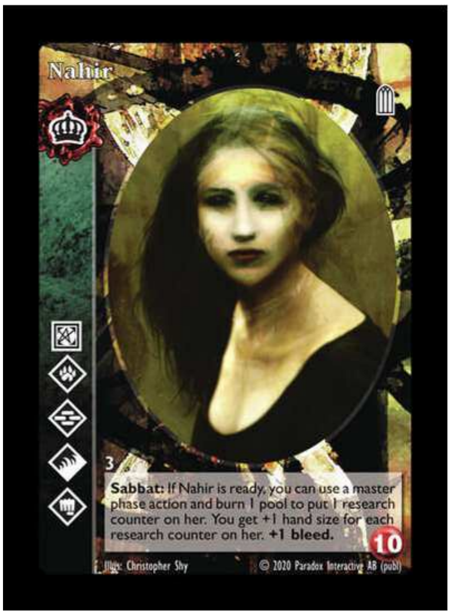
Independent. 2 votes (titled): Cards requiring Obtenebration cost Montano 1 fewer blood. During an action, he can burn 1 blood to give a minion you control +1 stealth. **+1 bleed.**


Nahir
3
10
Illus: Christopher Shy
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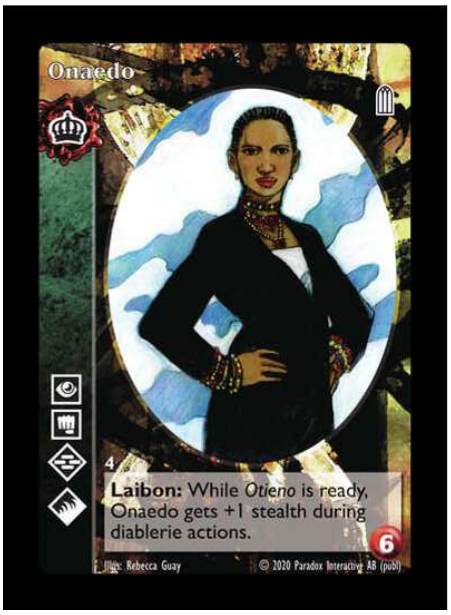
Sabbat: If Nahir is ready, you can use a master phase action and burn 1 pool to put 1 research counter on her. You get +1 hand size for each research counter on her. **+1 bleed.**


Onaedo
4
6
Illus: Rebecca Guay
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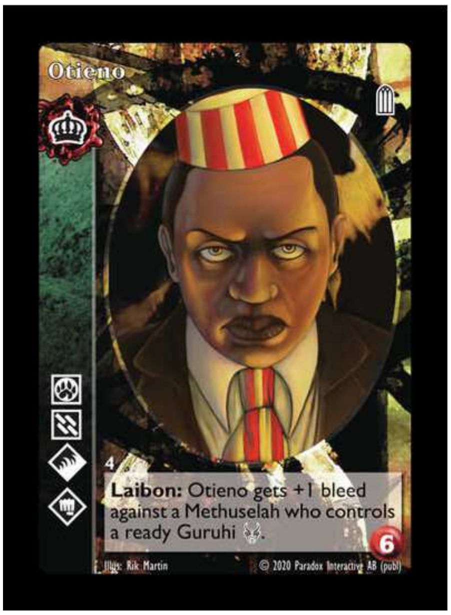
Laibon: While *Otieno* is ready, Onaedo gets +1 stealth during diablerie actions.


Otieno
4
6
Illus: Rik Martin
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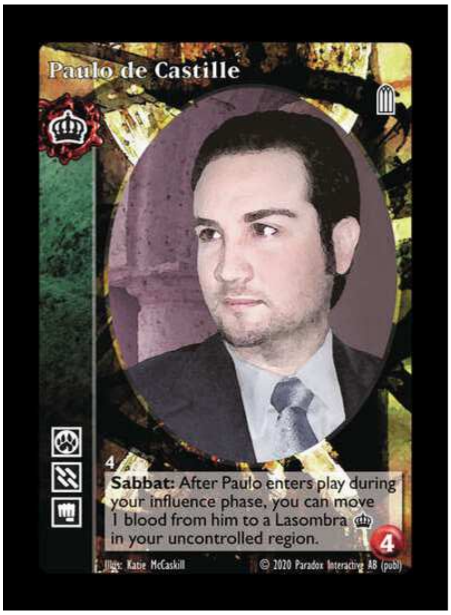
Laibon: Otieno gets +1 bleed against a Methuselah who controls a ready Guruhi.


Paulo de Castille
4
4
Illus: Katie McCaskill
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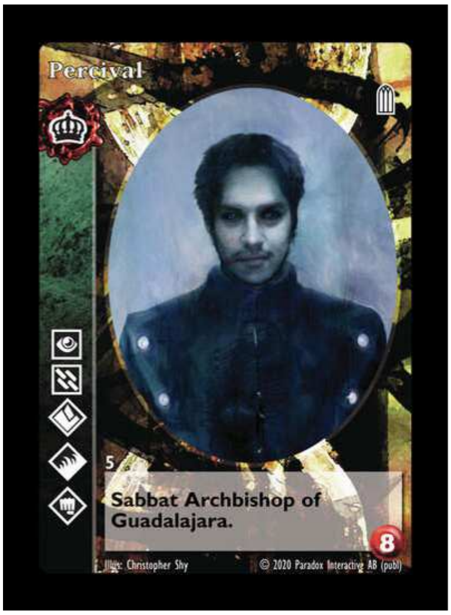
Sabbat: After Paulo enters play during your influence phase, you can move 1 blood from him to a Lasombra ♛ in your uncontrolled region.


Percival
5
8
Illus: Christopher Shy
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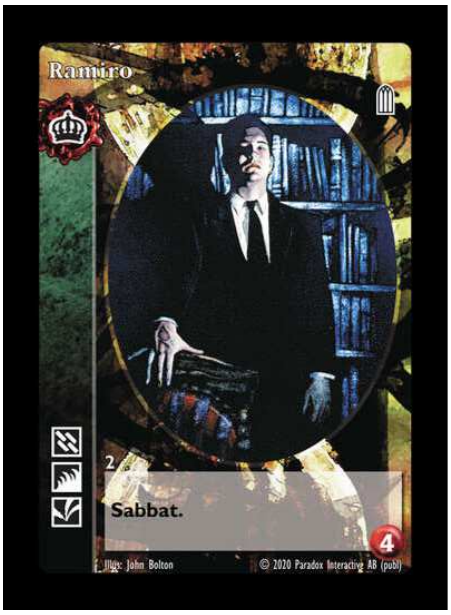
Sabbat Archbishop of Guadalajara.


Ramiro
2
4
Illus: John Bolton
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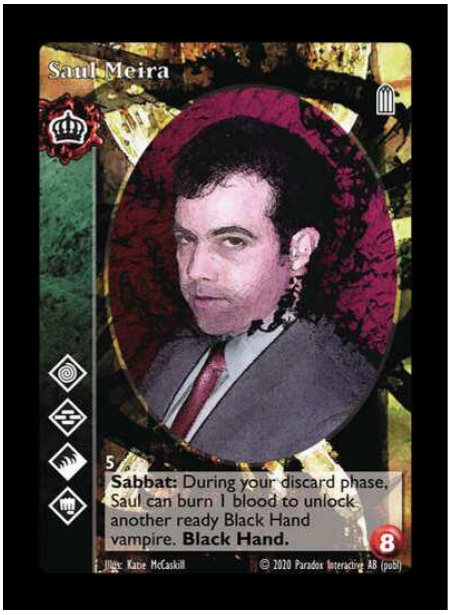
Sabbat.


Saul Meira
5
8
Illus: Katie McCaskill
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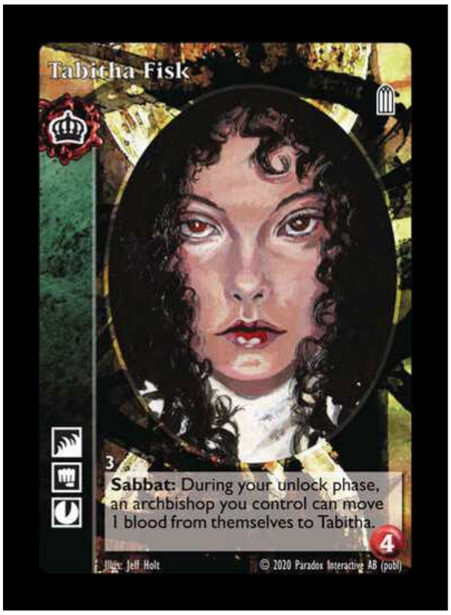
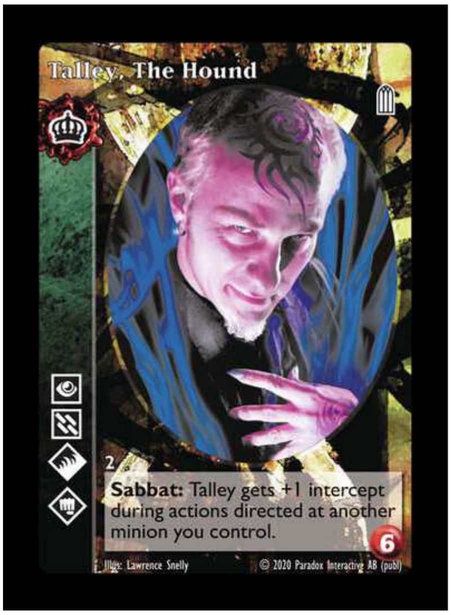
Sabbat: During your discard phase, Saul can burn 1 blood to unlock another ready Black Hand vampire. **Black Hand.**


Tabitha Fisk
3
4
Illus: Jeff Holt
© 2020 Paradox Interactive AB (publ)

Sabbat: During your unlock phase, an archbishop you control can move 1 blood from themselves to Tabitha.


Talley, The Hound
2
6
Illus: Lawrence Snelly
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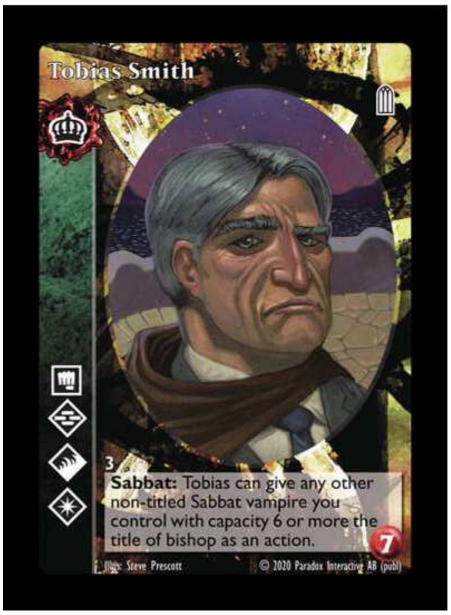
Sabbat: Talley gets +1 intercept during actions directed at another minion you control.



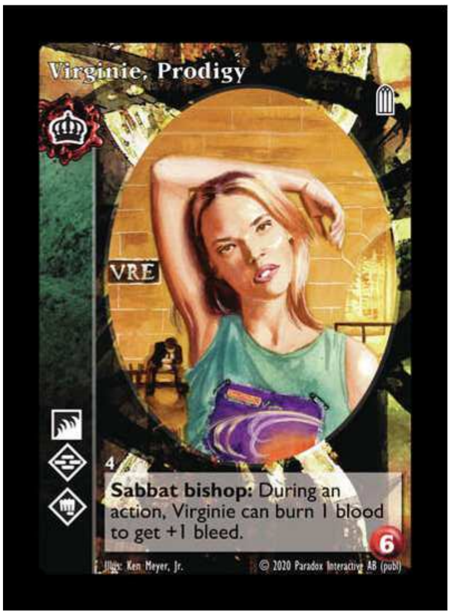
Tobias Smith

3

Sabbat: Tobias can give any other non-titled Sabbat vampire you control with capacity 6 or more the title of bishop as an action.

7

Illus: Steve Prescott



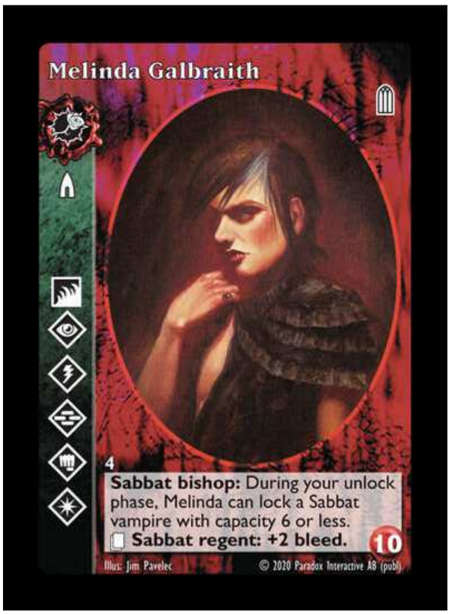
Virginie, Prodigy

4

Sabbat bishop: During an action, Virginie can burn 1 blood to get +1 bleed.

6

Illus: Ken Meyer, Jr.



Melinda Galbraith

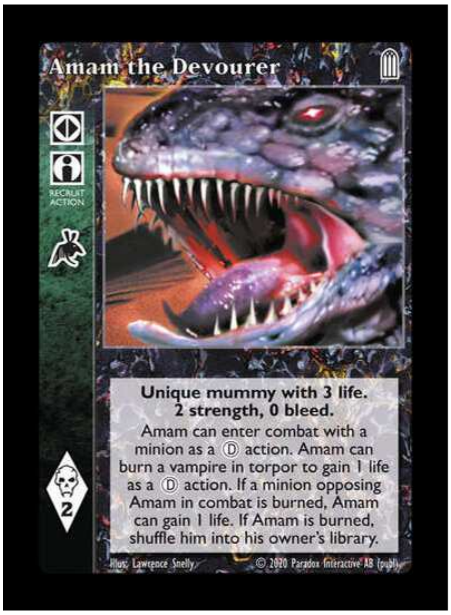
4

Sabbat bishop: During your unlock phase, Melinda can lock a Sabbat vampire with capacity 6 or less.

☐ **Sabbat regent: +2 bleed.**

10

Illus: Jim Pavelec



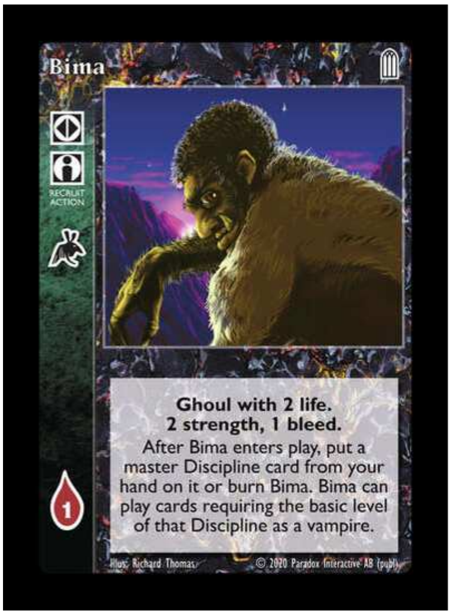
Amam the Devourer

RECRUIT ACTION

Unique mummy with 3 life.
2 strength, 0 bleed.
Amam can enter combat with a minion as a Ⓓ action. Amam can burn a vampire in torpor to gain 1 life as a Ⓓ action. If a minion opposing Amam in combat is burned, Amam can gain 1 life. If Amam is burned, shuffle him into his owner's library.

2

Illus: Lawrence Snelly



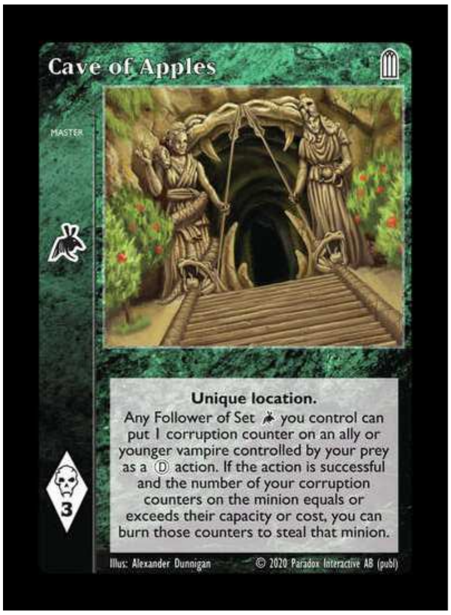
Bima

RECRUIT ACTION

Ghoul with 2 life.
2 strength, 1 bleed.
After Bima enters play, put a master Discipline card from your hand on it or burn Bima. Bima can play cards requiring the basic level of that Discipline as a vampire.

1

Illus: Richard Thomas



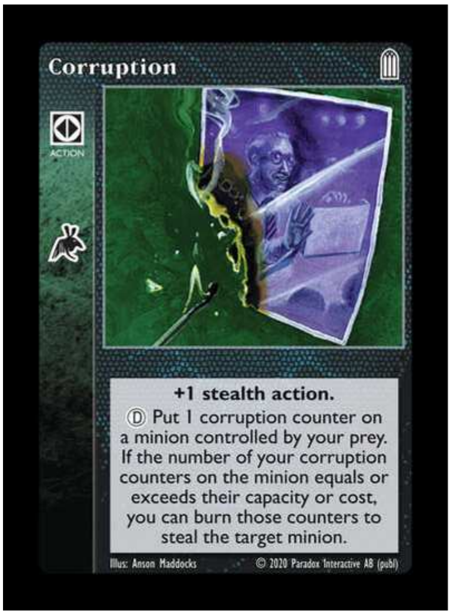
Cave of Apples

MASTER

Unique location.
Any Follower of Set you control can put 1 corruption counter on an ally or younger vampire controlled by your prey as a Ⓓ action. If the action is successful and the number of your corruption counters on the minion equals or exceeds their capacity or cost, you can burn those counters to steal that minion.

3

Illus: Alexander Dunnigan

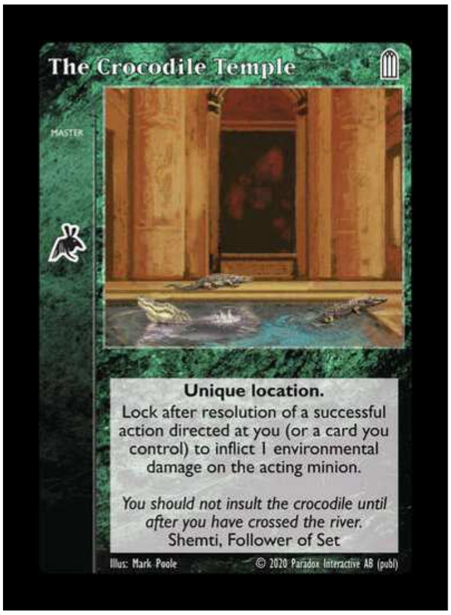


Corruption

ACTION

+1 stealth action.
Ⓓ Put 1 corruption counter on a minion controlled by your prey. If the number of your corruption counters on the minion equals or exceeds their capacity or cost, you can burn those counters to steal the target minion.

Illus: Anson Maddocks



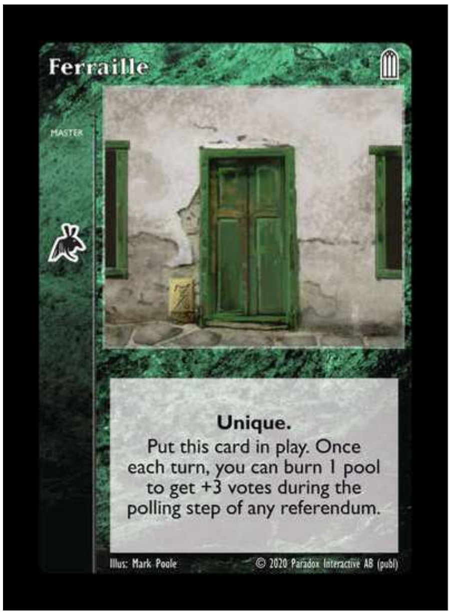
The Crocodile Temple

MASTER

Unique location.
Lock after resolution of a successful action directed at you (or a card you control) to inflict 1 environmental damage on the acting minion.

You should not insult the crocodile until after you have crossed the river.
Shemti, Follower of Set

Illus: Mark Poole

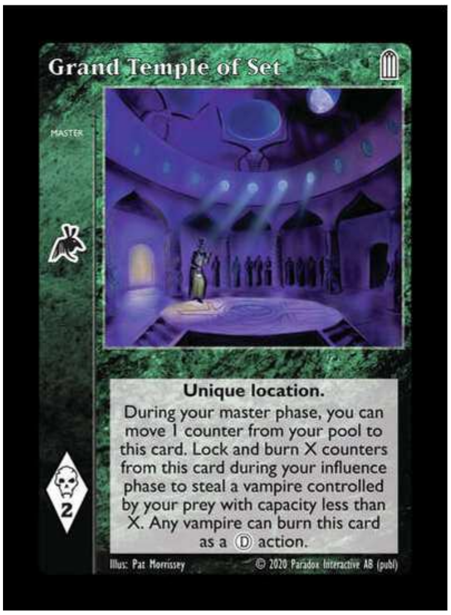


Ferraille

MASTER

Unique.
Put this card in play. Once each turn, you can burn 1 pool to get +3 votes during the polling step of any referendum.

Illus: Mark Poole



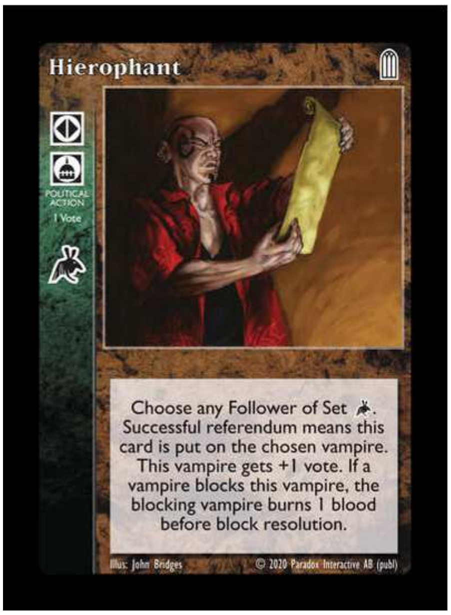
Grand Temple of Set

MASTER

2

Unique location.
During your master phase, you can move 1 counter from your pool to this card. Lock and burn X counters from this card during your influence phase to steal a vampire controlled by your prey with capacity less than X. Any vampire can burn this card as a Ⓓ action.

Illus: Pat Morrissey © 2020 Paradox Interactive AB (publ)

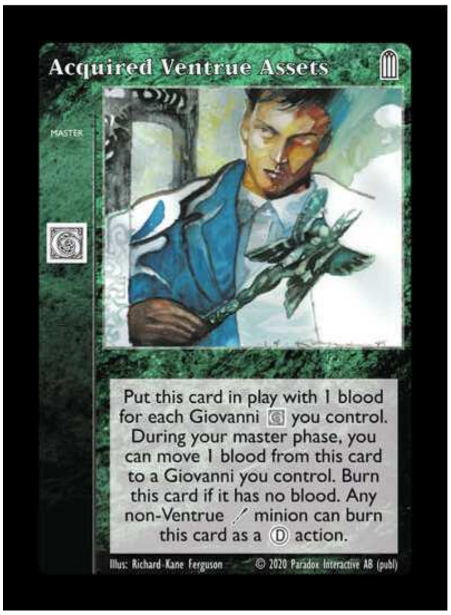


Hierophant

POLITICAL ACTION
1 Vote

Choose any Follower of Set. Successful referendum means this card is put on the chosen vampire. This vampire gets +1 vote. If a vampire blocks this vampire, the blocking vampire burns 1 blood before block resolution.

Illus: John Bridges © 2020 Paradox Interactive AB (publ)

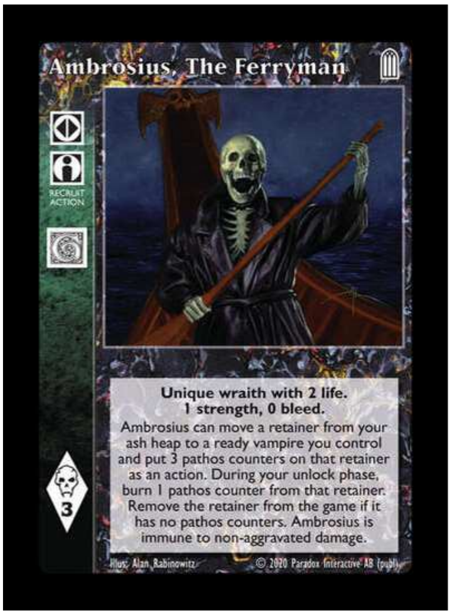


Acquired Ventrue Assets

MASTER

Put this card in play with 1 blood for each Giovanni you control. During your master phase, you can move 1 blood from this card to a Giovanni you control. Burn this card if it has no blood. Any non-Ventrue minion can burn this card as a Ⓓ action.

Illus: Richard Kane Ferguson © 2020 Paradox Interactive AB (publ)



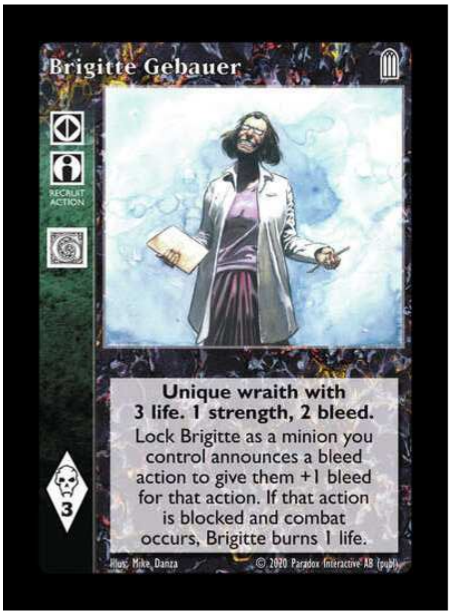
Ambrosius, The Ferryman

RECRUIT ACTION

3

Unique wraith with 2 life. 1 strength, 0 bleed.
Ambrosius can move a retainer from your ash heap to a ready vampire you control and put 3 pathos counters on that retainer as an action. During your unlock phase, burn 1 pathos counter from that retainer. Remove the retainer from the game if it has no pathos counters. Ambrosius is immune to non-aggravated damage.

Illus: Alan Rabinowitz © 2020 Paradox Interactive AB (publ)



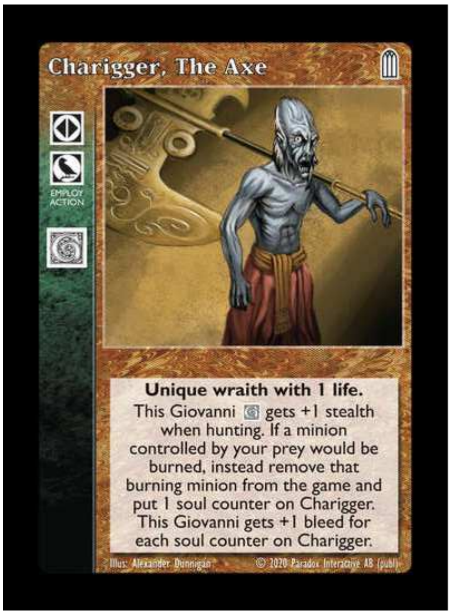
Brigitte Gebauer

RECRUIT ACTION

3

Unique wraith with 3 life. 1 strength, 2 bleed.
Lock Brigitte as a minion you control announces a bleed action to give them +1 bleed for that action. If that action is blocked and combat occurs, Brigitte burns 1 life.

Illus: Mike Danza © 2020 Paradox Interactive AB (publ)

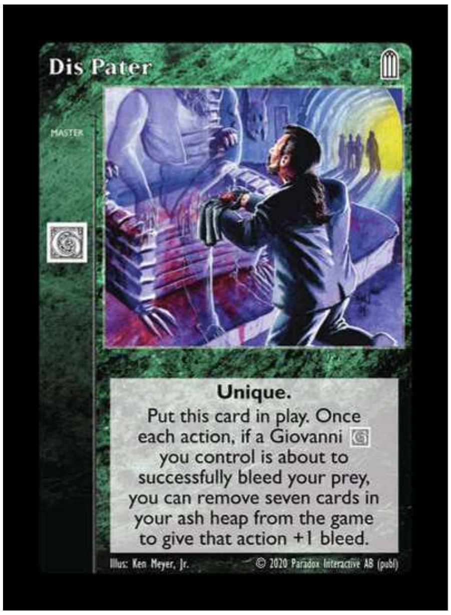


Charigger, The Axe

EMPLOY ACTION

Unique wraith with 1 life.
This Giovanni gets +1 stealth when hunting. If a minion controlled by your prey would be burned, instead remove that burning minion from the game and put 1 soul counter on Charigger. This Giovanni gets +1 bleed for each soul counter on Charigger.

Illus: Alexander Dunnigan © 2020 Paradox Interactive AB (publ)

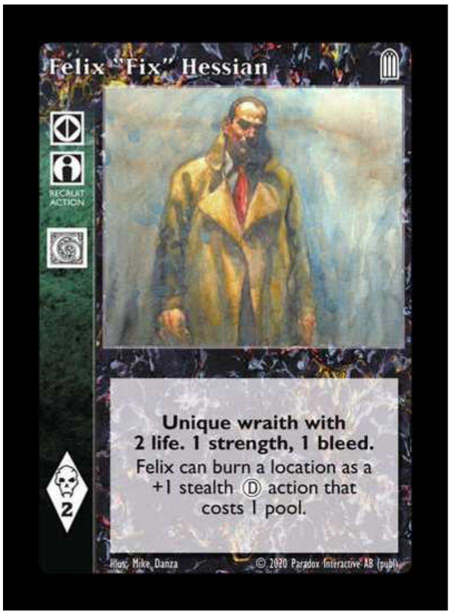


Dis Pater

MASTER

Unique.
Put this card in play. Once each action, if a Giovanni you control is about to successfully bleed your prey, you can remove seven cards in your ash heap from the game to give that action +1 bleed.

Illus: Ken Meyer, Jr. © 2020 Paradox Interactive AB (publ)



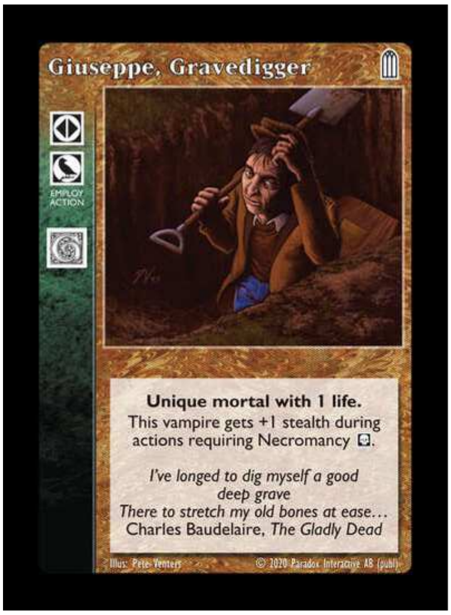
Felix "Fix" Hessian

RECRUIT ACTION

2

Unique wraith with 2 life. 1 strength, 1 bleed.
Felix can burn a location as a +1 stealth Ⓓ action that costs 1 pool.

Illus: Mike Danza © 2020 Paradox Interactive AB (publ)



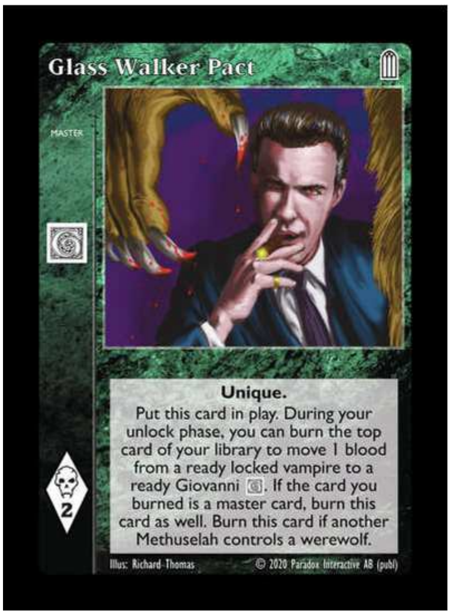
Giuseppe, Gravedigger

EMPLOY ACTION

Unique mortal with 1 life.
This vampire gets +1 stealth during actions requiring Necromancy.

I've longed to dig myself a good deep grave
There to stretch my old bones at ease…
Charles Baudelaire, *The Gladly Dead*

Illus: Pete Venters © 2020 Paradox Interactive AB (publ)

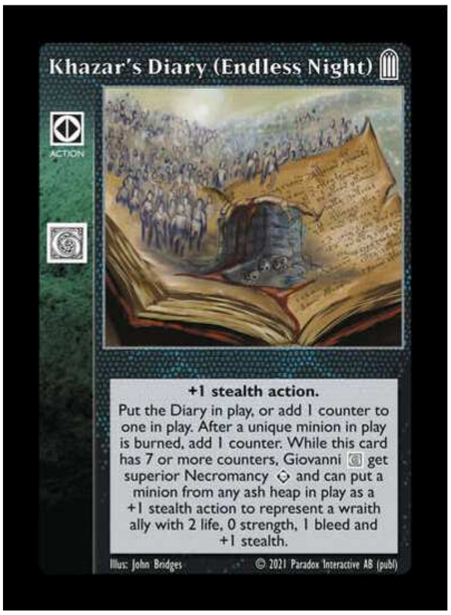


Glass Walker Pact

MASTER

Unique.
Put this card in play. During your unlock phase, you can burn the top card of your library to move 1 blood from a ready locked vampire to a ready Giovanni. If the card you burned is a master card, burn this card as well. Burn this card if another Methuselah controls a werewolf.

Illus: Richard Thomas © 2020 Paradox Interactive AB (publ)

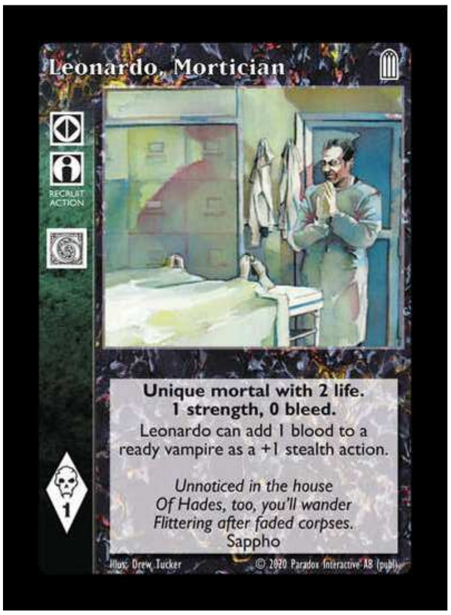


Khazar's Diary (Endless Night)

ACTION

+1 stealth action.
Put the Diary in play, or add 1 counter to one in play. After a unique minion in play is burned, add 1 counter. While this card has 7 or more counters, Giovanni get superior Necromancy and can put a minion from any ash heap in play as a +1 stealth action to represent a wraith ally with 2 life, 0 strength, 1 bleed and +1 stealth.

Illus: John Bridges © 2021 Paradox Interactive AB (publ)



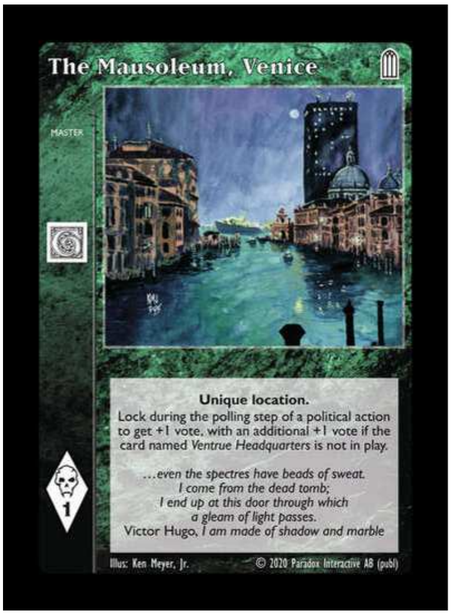
Leonardo, Mortician

RECRUIT ACTION

Unique mortal with 2 life. 1 strength, 0 bleed.
Leonardo can add 1 blood to a ready vampire as a +1 stealth action.

Unnoticed in the house
Of Hades, too, you'll wander
Flittering after faded corpses.
Sappho

Illus: Drew Tucker © 2020 Paradox Interactive AB (publ)



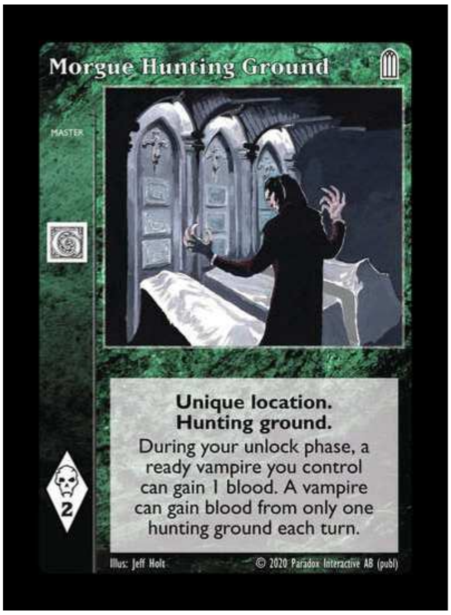
The Mausoleum, Venice

MASTER

Unique location.
Lock during the polling step of a political action to get +1 vote, with an additional +1 vote if the card named *Ventrue Headquarters* is not in play.

…even the spectres have beads of sweat.
I come from the dead tomb;
I end up at this door through which
a gleam of light passes.
Victor Hugo, *I am made of shadow and marble*

Illus: Ken Meyer, Jr. © 2020 Paradox Interactive AB (publ)

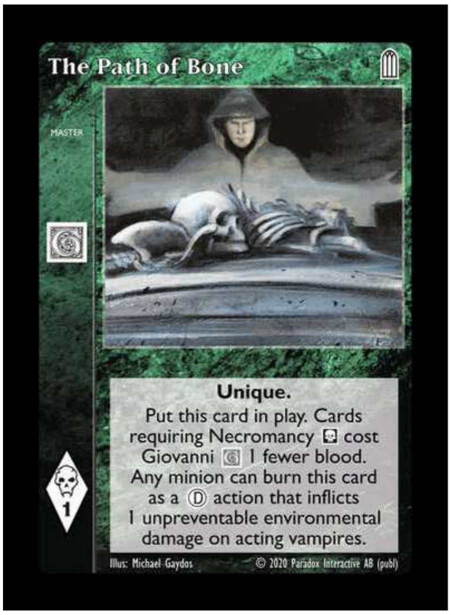


Morgue Hunting Ground

MASTER

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

Illus: Jeff Holt © 2020 Paradox Interactive AB (publ)

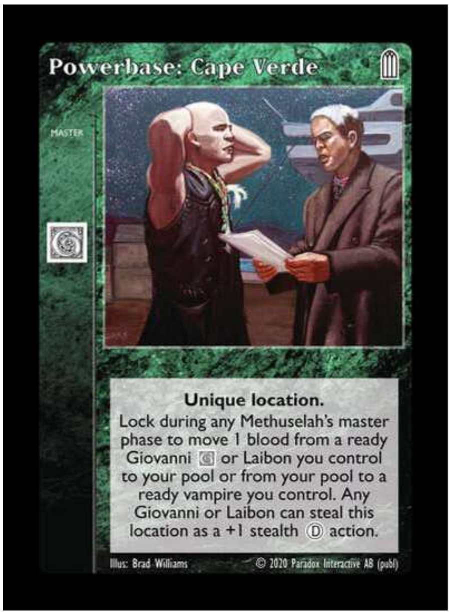


The Path of Bone

MASTER

Unique.
Put this card in play. Cards requiring Necromancy cost Giovanni 1 fewer blood. Any minion can burn this card as a Ⓓ action that inflicts 1 unpreventable environmental damage on acting vampires.

Illus: Michael Gaydos © 2020 Paradox Interactive AB (publ)

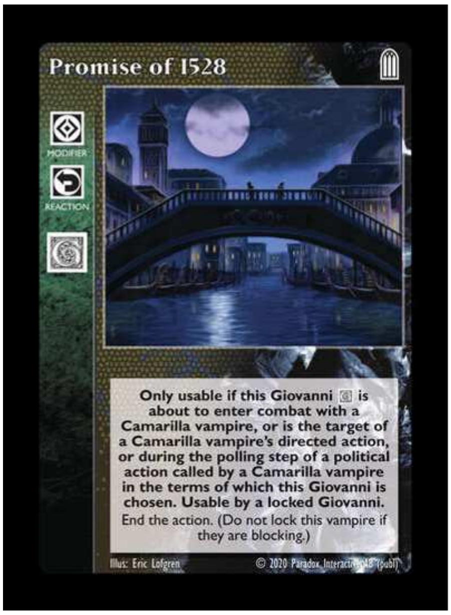


Powerbase: Cape Verde

MASTER

Unique location.
Lock during any Methuselah's master phase to move 1 blood from a ready Giovanni or Laibon you control to your pool or from your pool to a ready vampire you control. Any Giovanni or Laibon can steal this location as a +1 stealth Ⓓ action.

Illus: Brad Williams © 2020 Paradox Interactive AB (publ)

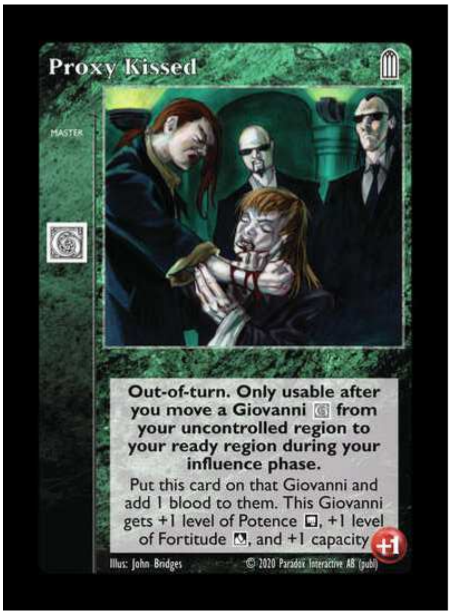


Promise of 1528

MODIFIER
REACTION

Only usable if this Giovanni is about to enter combat with a Camarilla vampire, or is the target of a Camarilla vampire's directed action, or during the polling step of a political action called by a Camarilla vampire in the terms of which this Giovanni is chosen. Usable by a locked Giovanni.
End the action. (Do not lock this vampire if they are blocking.)

Illus: Eric Lofgren © 2020 Paradox Interactive AB (publ)

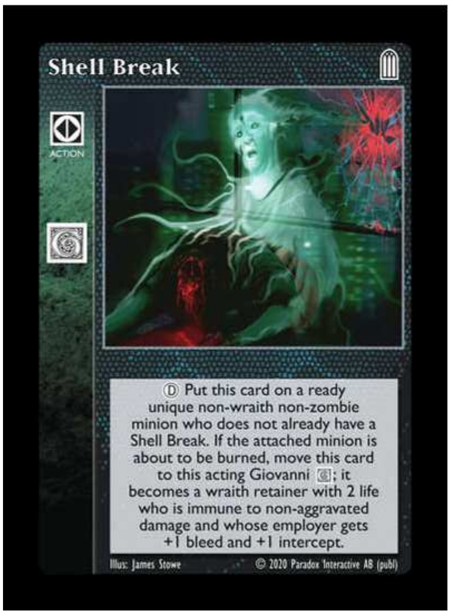


Proxy Kissed

MASTER

Out-of-turn. Only usable after you move a Giovanni from your uncontrolled region to your ready region during your influence phase.
Put this card on that Giovanni and add 1 blood to them. This Giovanni gets +1 level of Potence, +1 level of Fortitude, and +1 capacity.

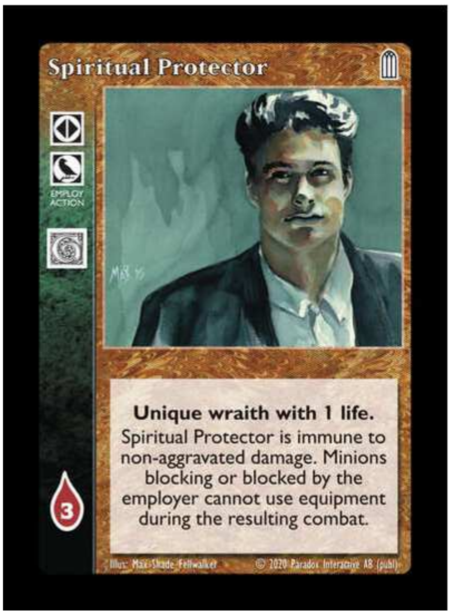
Illus: John Bridges © 2020 Paradox Interactive AB (publ)



Shell Break

Ⓓ Put this card on a ready unique non-wraith non-zombie minion who does not already have a Shell Break. If the attached minion is about to be burned, move this card to this acting Giovanni; it becomes a wraith retainer with 2 life who is immune to non-aggravated damage and whose employer gets +1 bleed and +1 intercept.

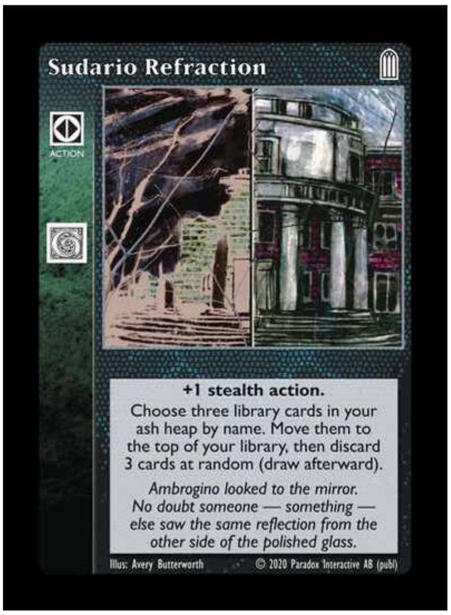
Illus: James Stowe



Spiritual Protector

Unique wraith with 1 life.
Spiritual Protector is immune to non-aggravated damage. Minions blocking or blocked by the employer cannot use equipment during the resulting combat.

Illus: Max Shade Fellwalker

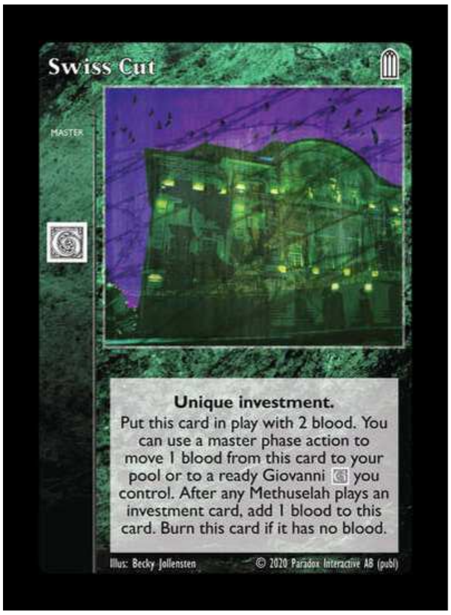


Sudario Refraction

+1 stealth action.
Choose three library cards in your ash heap by name. Move them to the top of your library, then discard 3 cards at random (draw afterward).

Ambrogino looked to the mirror. No doubt someone — something — else saw the same reflection from the other side of the polished glass.

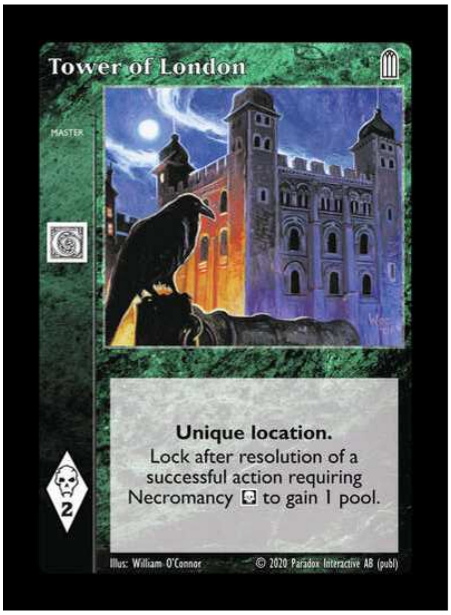
Illus: Avery Butterworth



Swiss Cut

Unique investment.
Put this card in play with 2 blood. You can use a master phase action to move 1 blood from this card to your pool or to a ready Giovanni you control. After any Methuselah plays an investment card, add 1 blood to this card. Burn this card if it has no blood.

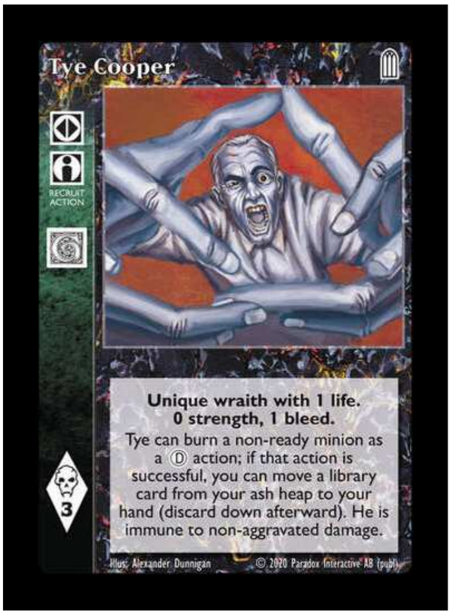
Illus: Becky Jollensten



Tower of London

Unique location.
Lock after resolution of a successful action requiring Necromancy to gain 1 pool.

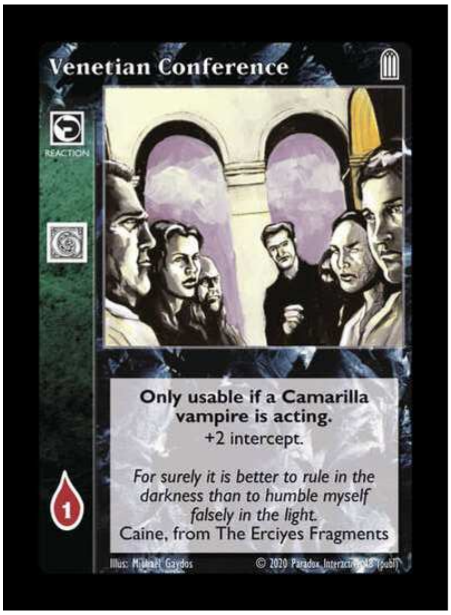
Illus: William O'Connor



Tye Cooper

Unique wraith with 1 life.
0 strength, 1 bleed.
Tye can burn a non-ready minion as a Ⓓ action; if that action is successful, you can move a library card from your ash heap to your hand (discard down afterward). He is immune to non-aggravated damage.

Illus: Alexander Dunnigan

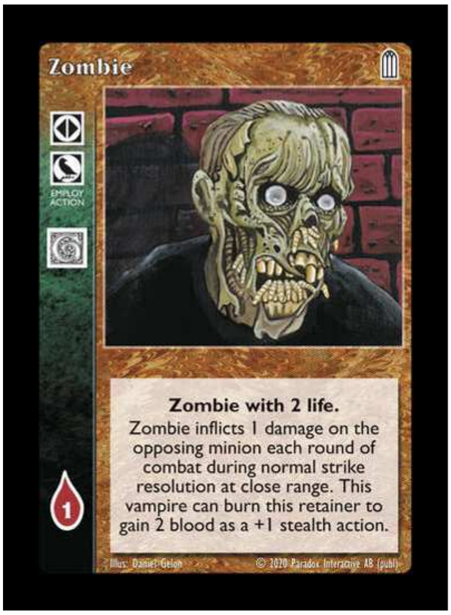


Venetian Conference

Only usable if a Camarilla vampire is acting.
+2 intercept.

For surely it is better to rule in the darkness than to humble myself falsely in the light.
Caine, from The Erciyes Fragments

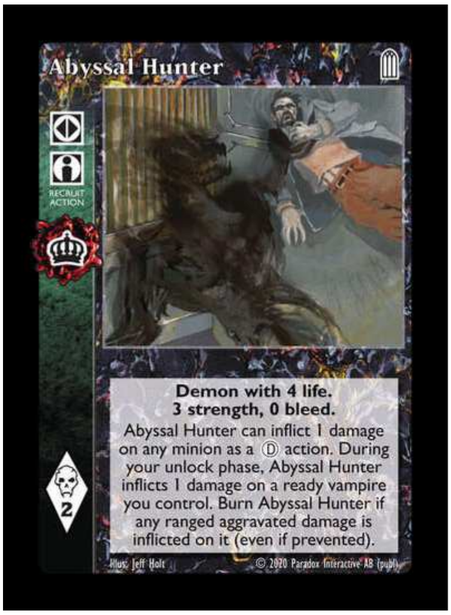
Illus: Mikhael Gaydos



Zombie

Zombie with 2 life.
Zombie inflicts 1 damage on the opposing minion each round of combat during normal strike resolution at close range. This vampire can burn this retainer to gain 2 blood as a +1 stealth action.

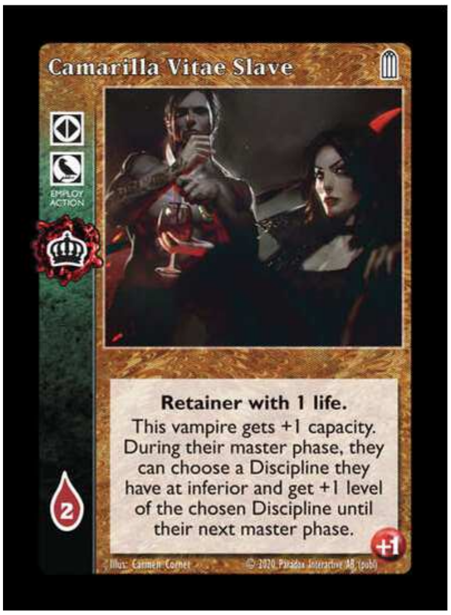
Illus: Daniel Gelon



Abyssal Hunter

Demon with 4 life.
3 strength, 0 bleed.
Abyssal Hunter can inflict 1 damage on any minion as a Ⓓ action. During your unlock phase, Abyssal Hunter inflicts 1 damage on a ready vampire you control. Burn Abyssal Hunter if any ranged aggravated damage is inflicted on it (even if prevented).

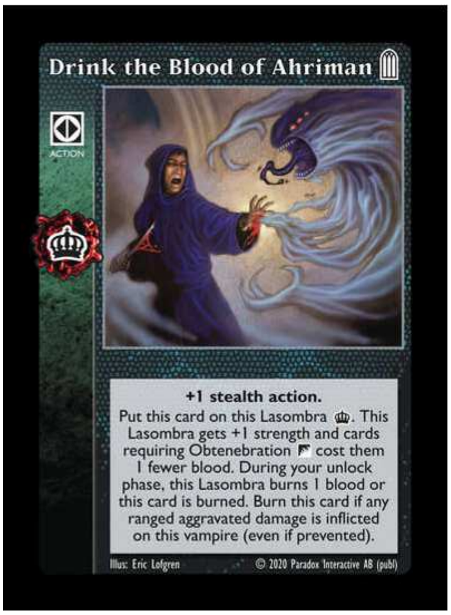
Illus: Jeff Holt



Camarilla Vitae Slave

Retainer with 1 life.
This vampire gets +1 capacity. During their master phase, they can choose a Discipline they have at inferior and get +1 level of the chosen Discipline until their next master phase.

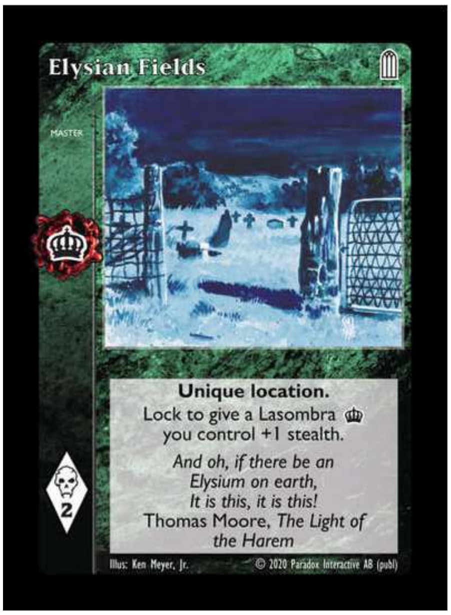
Illus: Carmen Cornet



Drink the Blood of Ahriman

+1 stealth action.
Put this card on this Lasombra. This Lasombra gets +1 strength and cards requiring Obtenebration cost them 1 fewer blood. During your unlock phase, this Lasombra burns 1 blood or this card is burned. Burn this card if any ranged aggravated damage is inflicted on this vampire (even if prevented).

Illus: Eric Lofgren

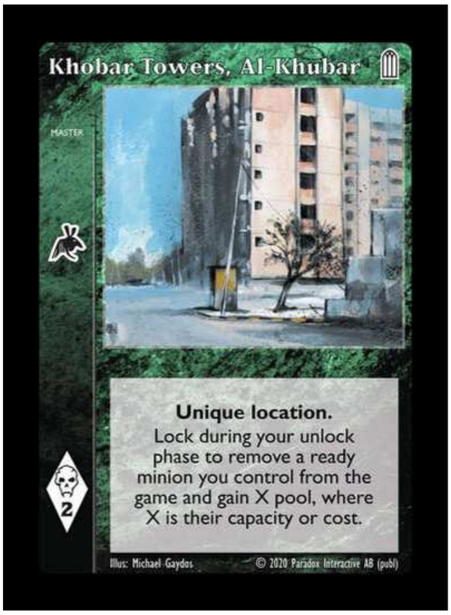


Elysian Fields

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

And oh, if there be an
Elysium on earth,
It is this, it is this!
Thomas Moore, *The Light of the Harem*

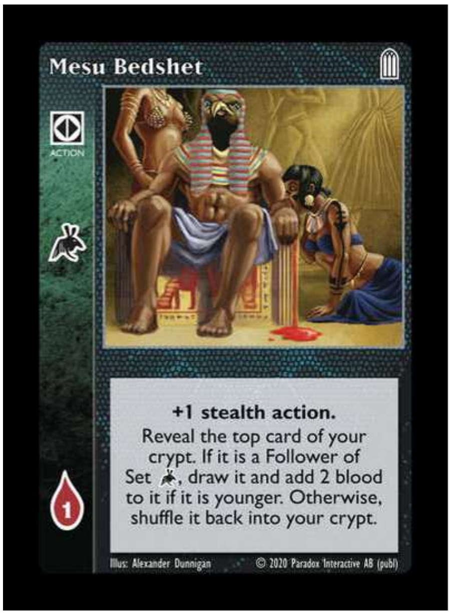
Illus: Ken Meyer, Jr.



Khobar Towers, Al-Khubar

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

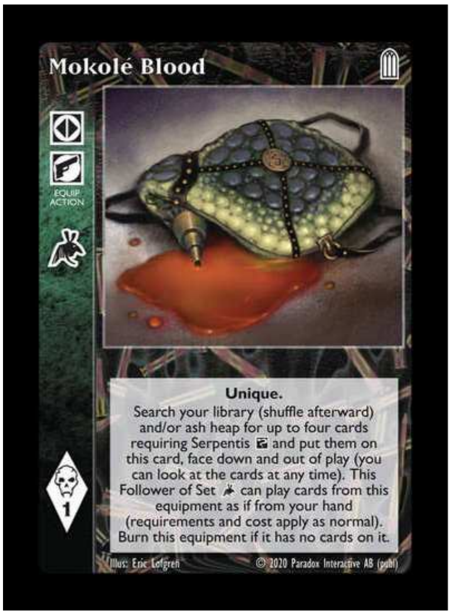
Illus: Michael Gaydos



Mesu Bedshet

+1 stealth action.
Reveal the top card of your crypt. If it is a Follower of Set, draw it and add 2 blood to it if it is younger. Otherwise, shuffle it back into your crypt.

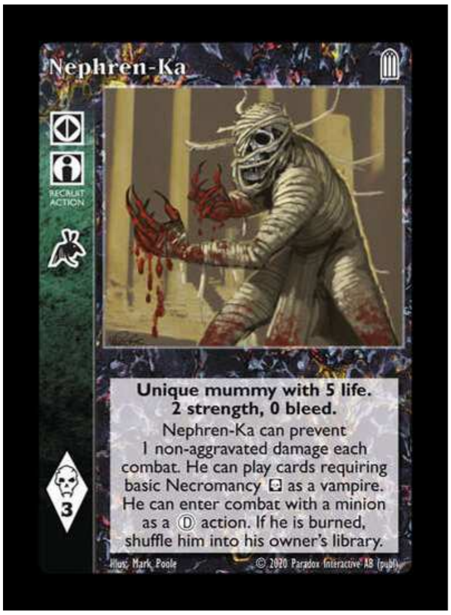
Illus: Alexander Dunnigan



Mokolé Blood

Unique.
Search your library (shuffle afterward) and/or ash heap for up to four cards requiring Serpentis and put them on this card, face down and out of play (you can look at the cards at any time). This Follower of Set can play cards from this equipment as if from your hand (requirements and cost apply as normal). Burn this equipment if it has no cards on it.

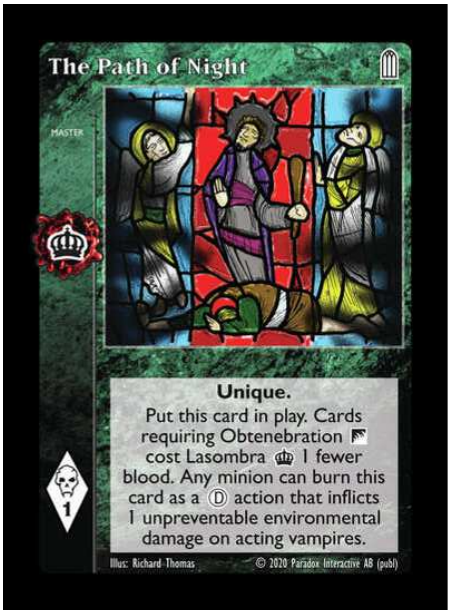
Illus: Eric Lofgren



Nephren-Ka

Unique mummy with 5 life.
2 strength, 0 bleed.
Nephren-Ka can prevent 1 non-aggravated damage each combat. He can play cards requiring basic Necromancy as a vampire. He can enter combat with a minion as a Ⓓ action. If he is burned, shuffle him into his owner's library.

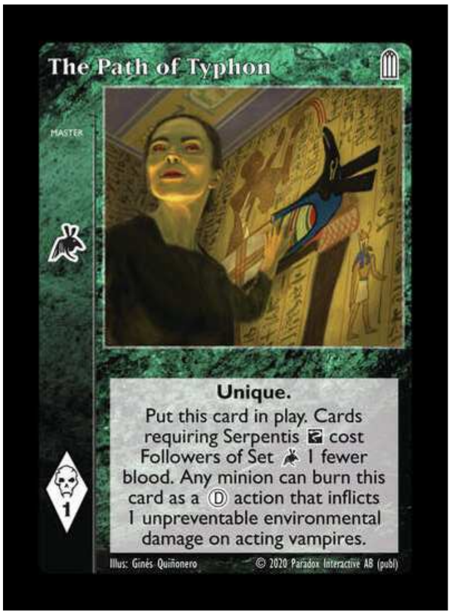
Illus: Mark Poole



The Path of Night

Unique.
Put this card in play. Cards requiring Obtenebration cost Lasombra 1 fewer blood. Any minion can burn this card as a Ⓓ action that inflicts 1 unpreventable environmental damage on acting vampires.

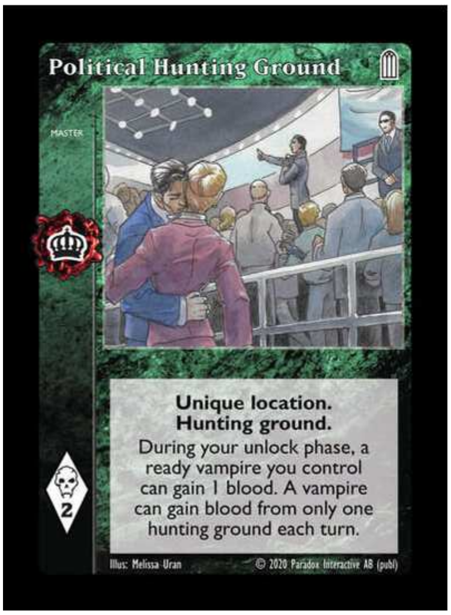
Illus: Richard Thomas



The Path of Typhon

Unique.
Put this card in play. Cards requiring Serpentis cost Followers of Set 1 fewer blood. Any minion can burn this card as a Ⓓ action that inflicts 1 unpreventable environmental damage on acting vampires.

Illus: Ginés Quiñonero



Political Hunting Ground

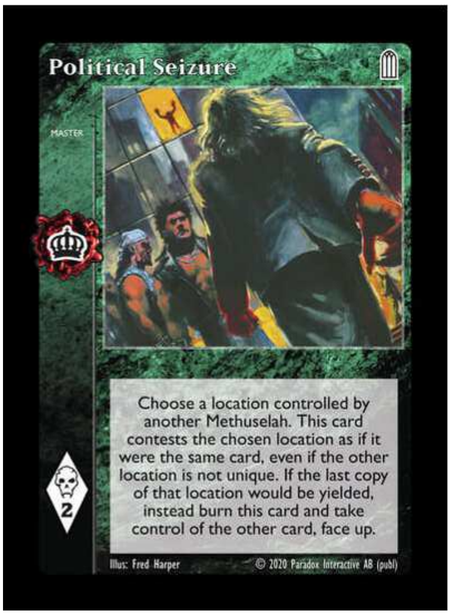
MASTER

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: Melissa Uran © 2020 Paradox Interactive AB (publ)



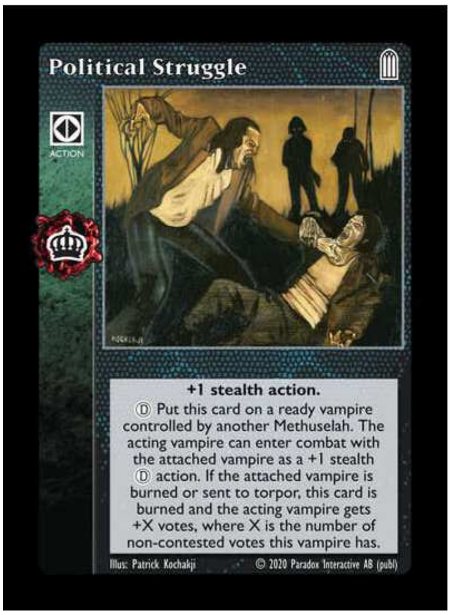
Political Seizure

MASTER

2

Choose a location controlled by another Methuselah. This card contests the chosen location as if it were the same card, even if the other location is not unique. If the last copy of that location would be yielded, instead burn this card and take control of the other card, face up.

Illus: Fred Harper © 2020 Paradox Interactive AB (publ)



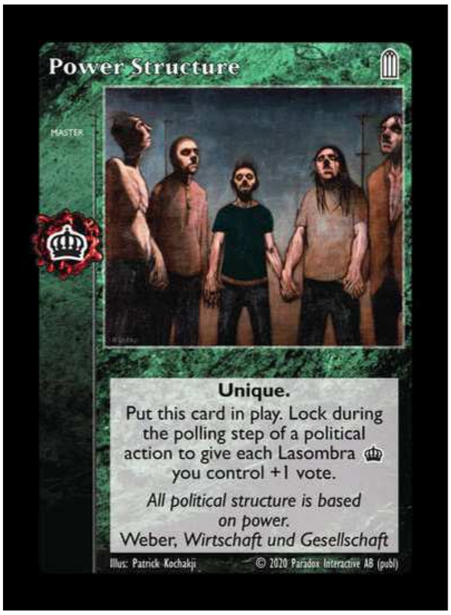
Political Struggle

ACTION

+1 stealth action.

Ⓓ Put this card on a ready vampire controlled by another Methuselah. The acting vampire can enter combat with the attached vampire as a +1 stealth Ⓓ action. If the attached vampire is burned or sent to torpor, this card is burned and the acting vampire gets +X votes, where X is the number of non-contested votes this vampire has.

Illus: Patrick Kochakji © 2020 Paradox Interactive AB (publ)



Power Structure

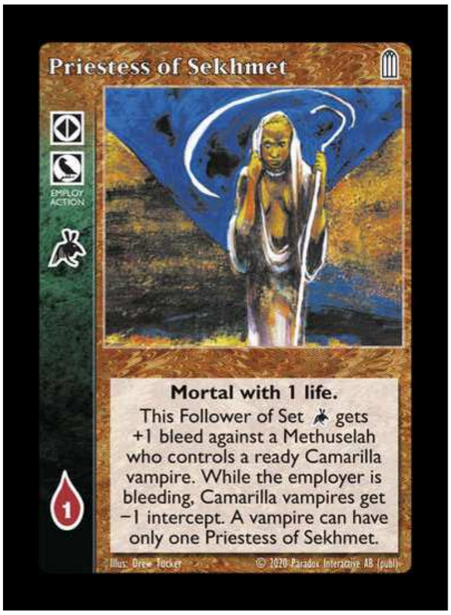
MASTER

Unique.

Put this card in play. Lock during the polling step of a political action to give each Lasombra you control +1 vote.

All political structure is based on power.
Weber, *Wirtschaft und Gesellschaft*

Illus: Patrick Kochakji © 2020 Paradox Interactive AB (publ)



Priestess of Sekhmet

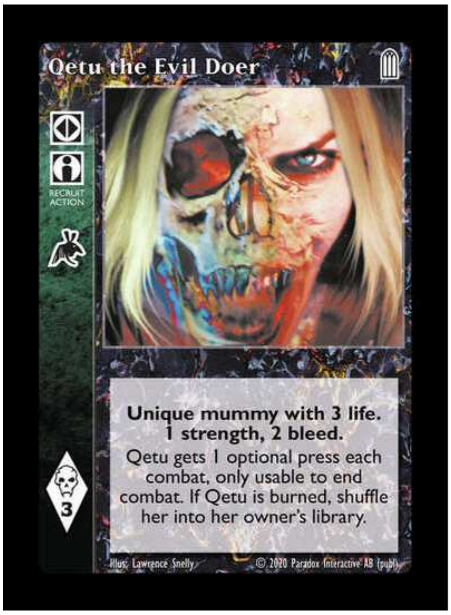
EMPLOY ACTION

1

Mortal with 1 life.

This Follower of Set gets +1 bleed against a Methuselah who controls a ready Camarilla vampire. While the employer is bleeding, Camarilla vampires get −1 intercept. A vampire can have only one Priestess of Sekhmet.

Illus: Drew Tucker © 2020 Paradox Interactive AB (publ)



Qetu the Evil Doer

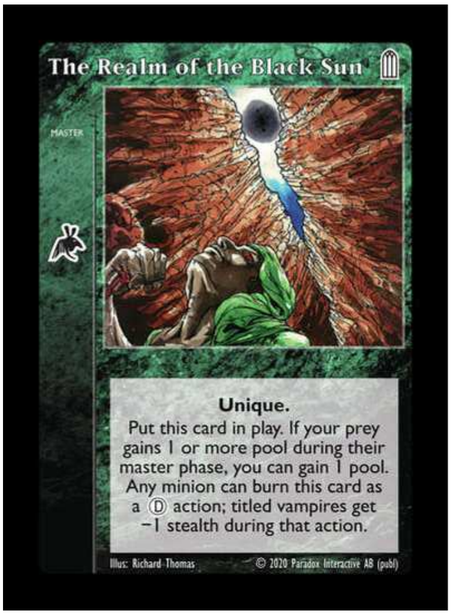
RECRUIT ACTION

3

Unique mummy with 3 life.
1 strength, 2 bleed.

Qetu gets 1 optional press each combat, only usable to end combat. If Qetu is burned, shuffle her into her owner's library.

Illus: Lawrence Snelly © 2020 Paradox Interactive AB (publ)



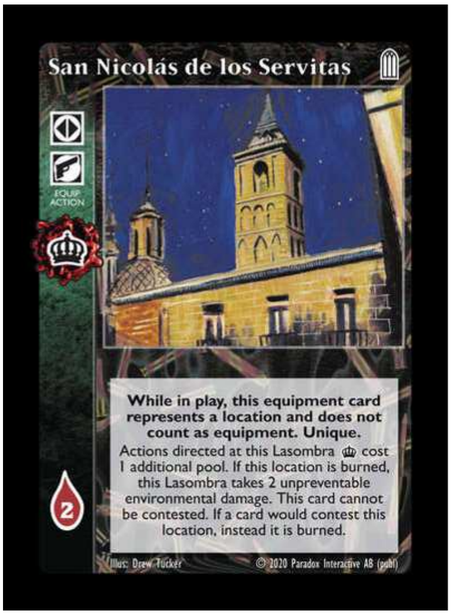
The Realm of the Black Sun

MASTER

Unique.

Put this card in play. If your prey gains 1 or more pool during their master phase, you can gain 1 pool. Any minion can burn this card as a Ⓓ action; titled vampires get −1 stealth during that action.

Illus: Richard Thomas © 2020 Paradox Interactive AB (publ)



San Nicolás de los Servitas

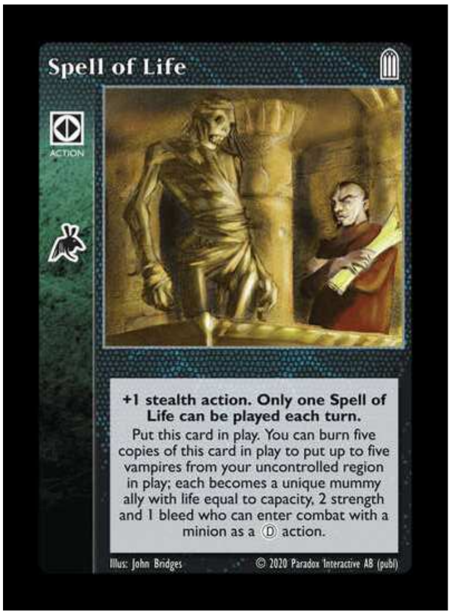
EQUIP ACTION

2

While in play, this equipment card represents a location and does not count as equipment. Unique.

Actions directed at this Lasombra cost 1 additional pool. If this location is burned, this Lasombra takes 2 unpreventable environmental damage. This card cannot be contested. If a card would contest this location, instead it is burned.

Illus: Drew Tucker © 2020 Paradox Interactive AB (publ)



Spell of Life

ACTION

+1 stealth action. Only one Spell of Life can be played each turn.

Put this card in play. You can burn five copies of this card in play to put up to five vampires from your uncontrolled region in play; each becomes a unique mummy ally with life equal to capacity, 2 strength and 1 bleed who can enter combat with a minion as a Ⓓ action.

Illus: John Bridges © 2020 Paradox Interactive AB (publ)

Summon the Serpent

ACTION

2

+1 stealth action.
Search your crypt for a vampire with Serpentis, reveal them, and move them to your uncontrolled region with 1 blood (shuffle afterward).

Illus: Stuart Beel

Tainted Vitae

REACTION

2

Only usable if a vampire controlled by your predator is about to successfully hunt.
The hunting vampire gets +2 hunt this action and put this card on them; you still control this card. The attached vampire must burn 1 additional blood to announce a bleed action (if it is not canceled as played) against you.

Illus: Drew Tucker

Treaty of Laibach

MASTER

Unique. Requires both Follower of Set and Tremere.
Put this card in play. Each Follower of Set is considered to have a level of Thaumaturgy equal to their level of Serpentis. Each Tremere is considered to have a level of Serpentis equal to theirs level of Thaumaturgy.

Illus: Torstein Nordstrand

Tutu the Doubly Evil One

RECRUIT ACTION

4

Unique mummy with 3 life. 2 strength, 1 bleed.
Once each combat, Tutu can strike: dodge. During your minion phase, Tutu can unlock. Tutu can steal an equipment from a vampire in torpor as a Ⓓ action. If Tutu is burned, shuffle him into his owner's library.

Illus: Lawrence Snelly

Waters of Duat

ACTION

1

+1 stealth action. Requires a non-sterile Follower of Set with capacity 5 or more.
Put this card in play. It becomes a 1-capacity (non-unique) Follower of Set of the same sect as the acting Follower of Set and must hunt this turn. You can search your library (shuffle afterward), hand, and/or ash heap for a master Discipline card and put it on this new vampire.

1

Illus: Jeff Holt

Zaire River Ferry

EQUIP ACTION

2

While in play, this equipment card represents a location and does not count as equipment. Haven. Unique.
Lock as an action directed at this Lasombra is announced to have that action fail. Lock to give this Lasombra +1 stealth. A vampire can have only one haven.

Illus: William O'Connor

Acheron Vortex

MODIFIER

Minions without Necromancy or Obtenebration get −1 intercept.

Illus: Ginés Quiñonero

Dirty Contract

MASTER

Contract.
Choose any Samedi and put this card on any minion. The chosen Samedi can enter combat with this minion as a +1 stealth Ⓓ action. This card cannot be put on a Nosferatu or a Giovanni.

When it comes time for business, however, Samedi are more than happy to get their hands dirty.

Illus: Brian LeBlanc

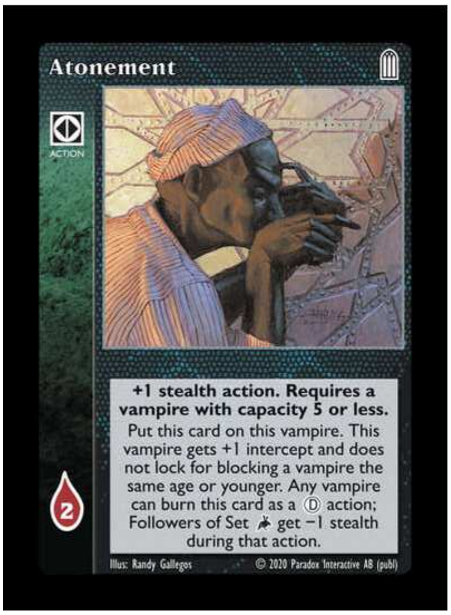
Akhenaten, The Sun Pharaoh

RECRUIT ACTION

4

Unique mummy with 3 life. 3 strength, 1 bleed.
Akhenaten can play cards requiring basic Necromancy as a 3-capacity vampire. In combat with a Follower of Set, any damage he inflicts is aggravated. Akhenaten can burn himself to burn a Follower of Set controlled by your prey as a Ⓓ action. If he is burned, shuffle him into his owner's library.

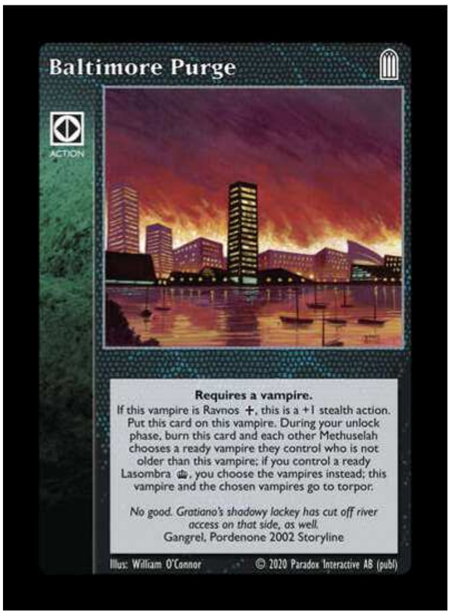
Illus: Rebecca Guay



Atonement

+1 stealth action. Requires a vampire with capacity 5 or less.
Put this card on this vampire. This vampire gets +1 intercept and does not lock for blocking a vampire the same age or younger. Any vampire can burn this card as a Ⓓ action; Followers of Set get −1 stealth during that action.

Illus: Randy Gallegos

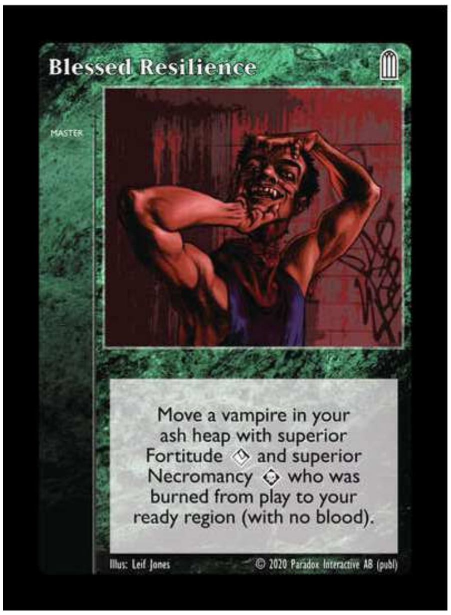


Baltimore Purge

Requires a vampire.
If this vampire is Ravnos +, this is a +1 stealth action. Put this card on this vampire. During your unlock phase, burn this card and each other Methuselah chooses a ready vampire they control who is not older than this vampire; if you control a ready Lasombra, you choose the vampires instead; this vampire and the chosen vampires go to torpor.

No good. Gratiano's shadowy lackey has cut off river access on that side, as well.
Gangrel, Pordenone 2002 Storyline

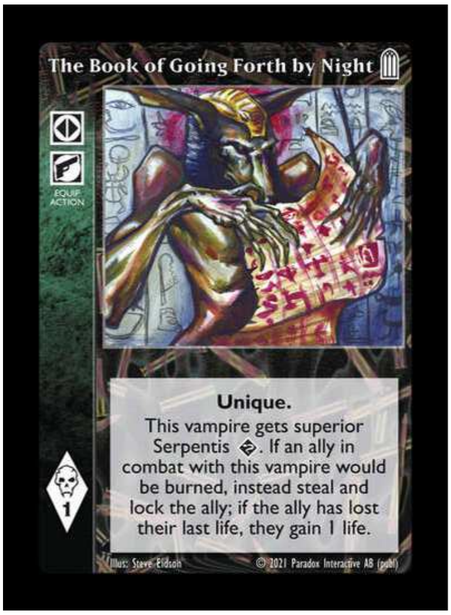
Illus: William O'Connor



Blessed Resilience

Move a vampire in your ash heap with superior Fortitude and superior Necromancy who was burned from play to your ready region (with no blood).

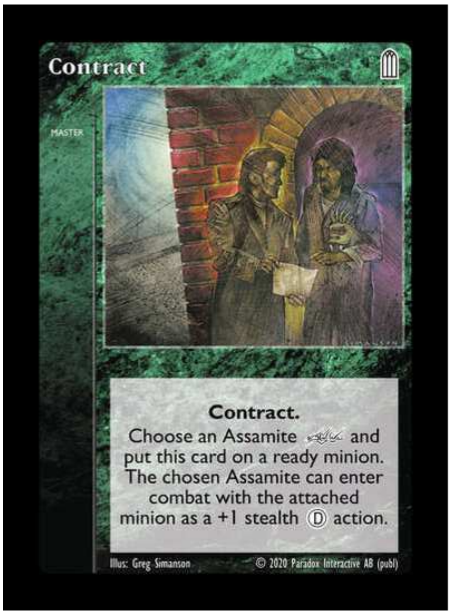
Illus: Leif Jones



The Book of Going Forth by Night

Unique.
This vampire gets superior Serpentis. If an ally in combat with this vampire would be burned, instead steal and lock the ally; if the ally has lost their last life, they gain 1 life.

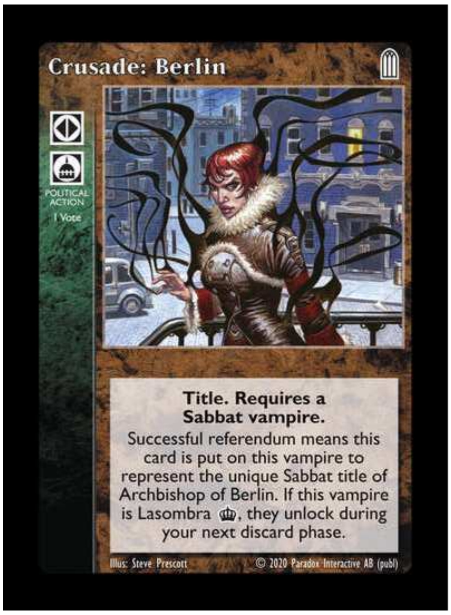
Illus: Steve Eidson



Contract

Contract.
Choose an Assamite and put this card on a ready minion. The chosen Assamite can enter combat with the attached minion as a +1 stealth Ⓓ action.

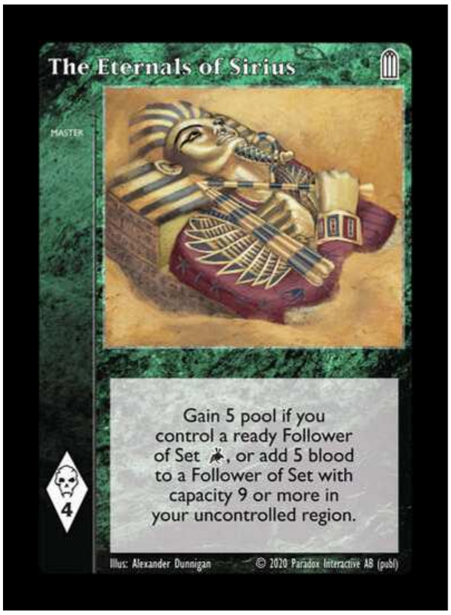
Illus: Greg Simanson



Crusade: Berlin

Title. Requires a Sabbat vampire.
Successful referendum means this card is put on this vampire to represent the unique Sabbat title of Archbishop of Berlin. If this vampire is Lasombra, they unlock during your next discard phase.

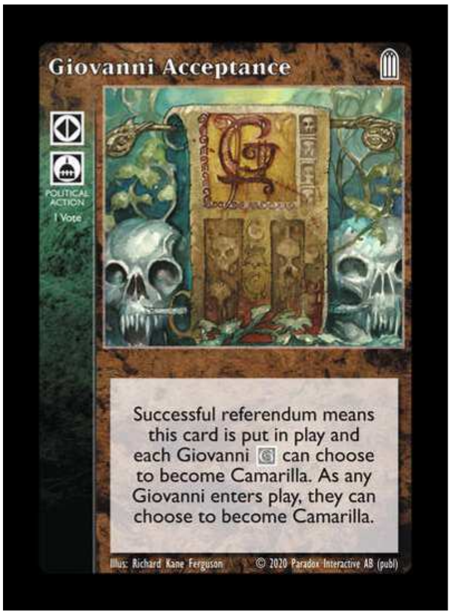
Illus: Steve Prescott



The Eternals of Sirius

Gain 5 pool if you control a ready Follower of Set, or add 5 blood to a Follower of Set with capacity 9 or more in your uncontrolled region.

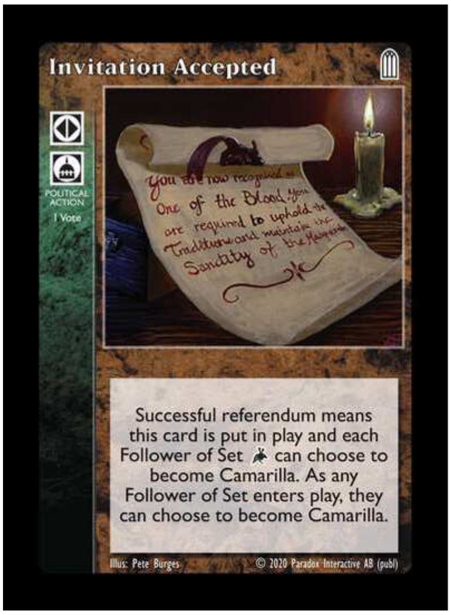
Illus: Alexander Dunnigan



Giovanni Acceptance

Successful referendum means this card is put in play and each Giovanni can choose to become Camarilla. As any Giovanni enters play, they can choose to become Camarilla.

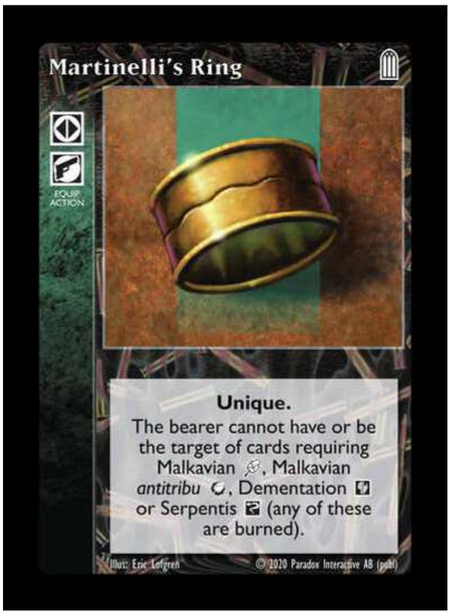
Illus: Richard Kane Ferguson


POLITICAL
ACTION
1 Vote
You are now recognized as One of the Blood, you are required to uphold the Traditions and maintain the Masquerade Sanctity of

Invitation Accepted

Successful referendum means this card is put in play and each Follower of Set can choose to become Camarilla. As any Follower of Set enters play, they can choose to become Camarilla.

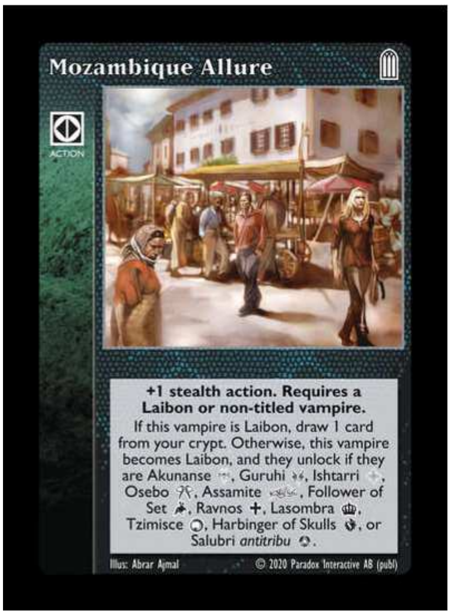
Illus: Pete Burges



Martinelli's Ring

Unique.
The bearer cannot have or be the target of cards requiring Malkavian, Malkavian *antitribu*, Dementation or Serpentis (any of these are burned).

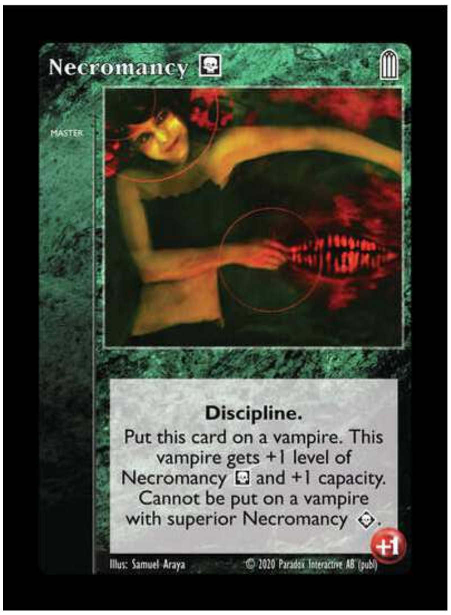
Illus: Eric Lofgren



Mozambique Allure

+1 stealth action. Requires a Laibon or non-titled vampire.
If this vampire is Laibon, draw 1 card from your crypt. Otherwise, this vampire becomes Laibon, and they unlock if they are Akunanse, Guruhi, Ishtarri, Osebo, Assamite, Follower of Set, Ravnos, Lasombra, Tzimisce, Harbinger of Skulls, or Salubri *antitribu*.

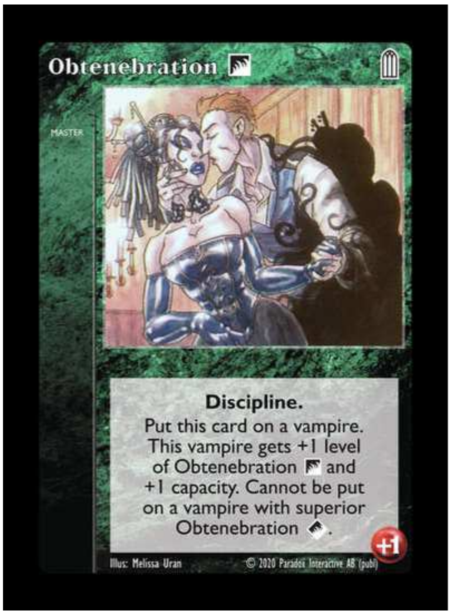
Illus: Abrar Ajmal



Necromancy

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

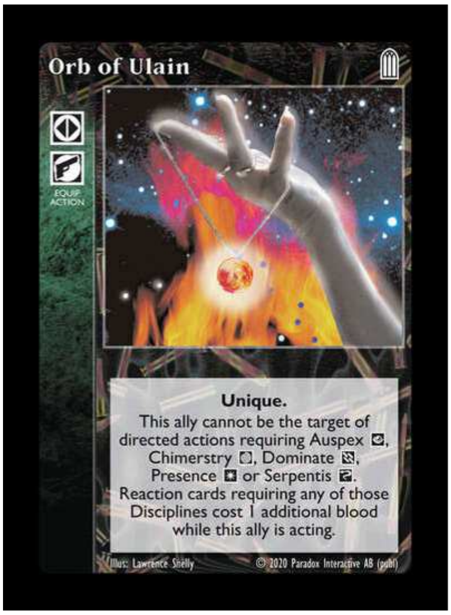
Illus: Samuel Araya



Obtenebration

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

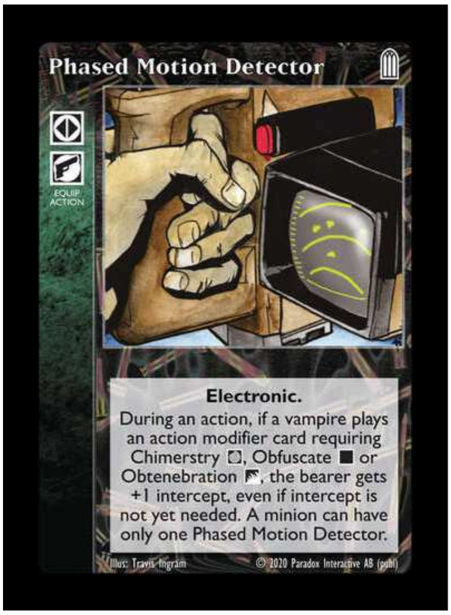
Illus: Melissa Uran



Orb of Ulain

Unique.
This ally cannot be the target of directed actions requiring Auspex, Chimerstry, Dominate, Presence or Serpentis. Reaction cards requiring any of those Disciplines cost 1 additional blood while this ally is acting.

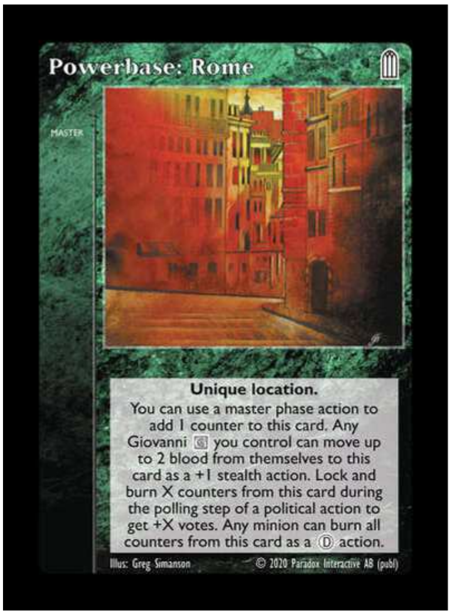
Illus: Lawrence Snelly



Phased Motion Detector

Electronic.
During an action, if a vampire plays an action modifier card requiring Chimerstry, Obfuscate or Obtenebration, the bearer gets +1 intercept, even if intercept is not yet needed. A minion can have only one Phased Motion Detector.

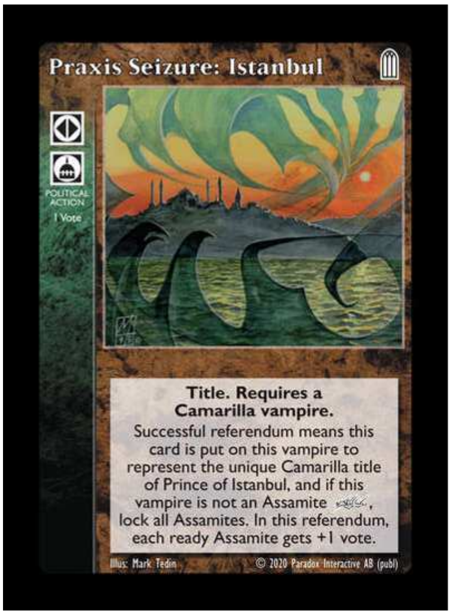
Illus: Travis Ingram



Powerbase: Rome

Unique location.
You can use a master phase action to add 1 counter to this card. Any Giovanni you control can move up to 2 blood from themselves to this card as a +1 stealth action. Lock and burn X counters from this card during the polling step of a political action to get +X votes. Any minion can burn all counters from this card as a Ⓓ action.

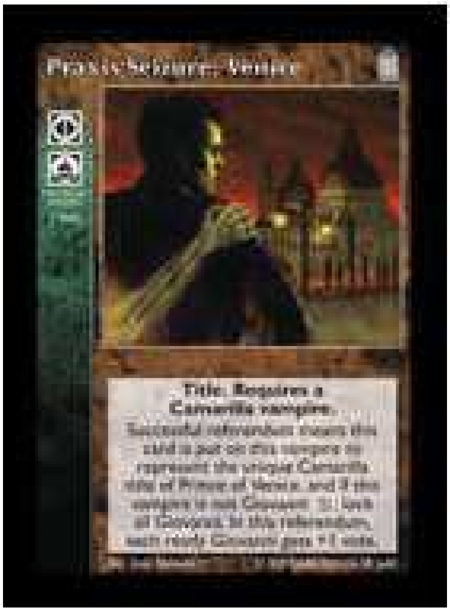
Illus: Greg Simanson



Praxis Seizure: Istanbul

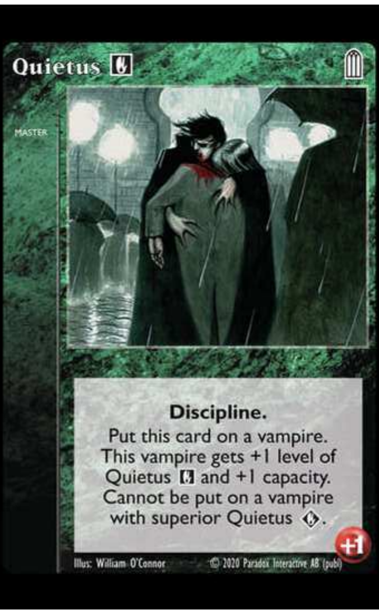
Title. Requires a Camarilla vampire.
Successful referendum means this card is put on this vampire to represent the unique Camarilla title of Prince of Istanbul, and if this vampire is not an Assamite, lock all Assamites. In this referendum, each ready Assamite gets +1 vote.

Illus: Mark Tedin



Praxis Seizure: Venice

Title. Requires a Camarilla vampire.
Successful referendum means this card is put on this vampire to represent the unique Camarilla title of Prince of Venice, and if this vampire is not Giovanni, lock all Giovanni. In this referendum, each ready Giovanni gets +1 vote.



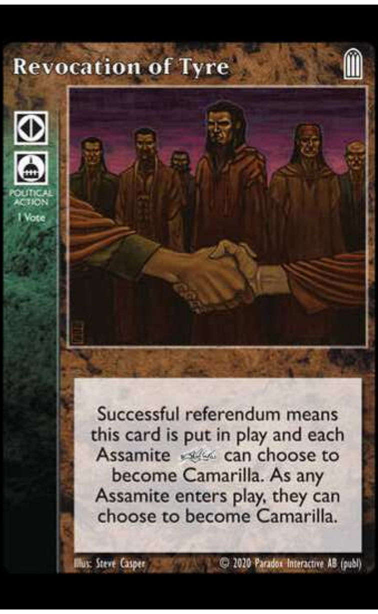
Quietus

MASTER

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

+1

Illus: William O'Connor

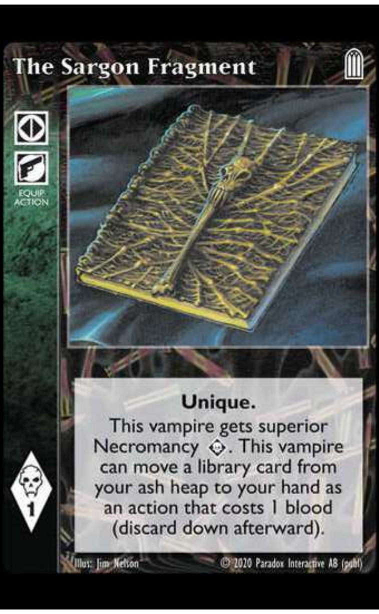


Revocation of Tyre

POLITICAL ACTION
1 Vote

Successful referendum means this card is put in play and each Assamite can choose to become Camarilla. As any Assamite enters play, they can choose to become Camarilla.

Illus: Steve Casper



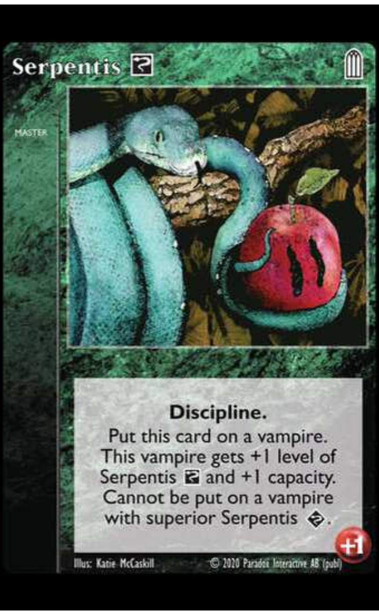
The Sargon Fragment

EQUIP ACTION

1

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

Illus: Jim Nelson



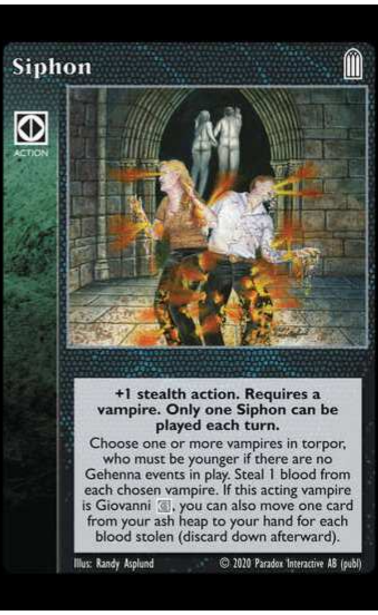
Serpentis

MASTER

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

+1

Illus: Katie McCaskill

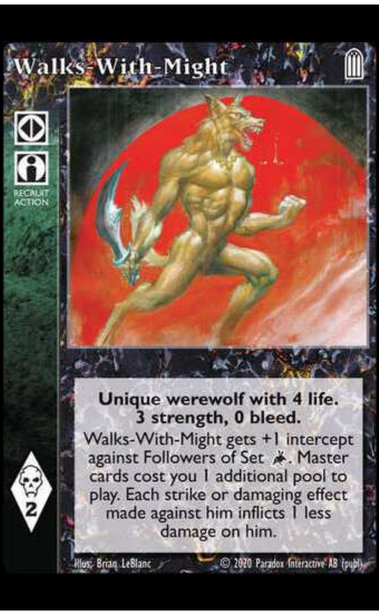


Siphon

ACTION

+1 stealth action. Requires a vampire. Only one Siphon can be played each turn.
Choose one or more vampires in torpor, who must be younger if there are no Gehenna events in play. Steal 1 blood from each chosen vampire. If this acting vampire is Giovanni, you can also move one card from your ash heap to your hand for each blood stolen (discard down afterward).

Illus: Randy Asplund



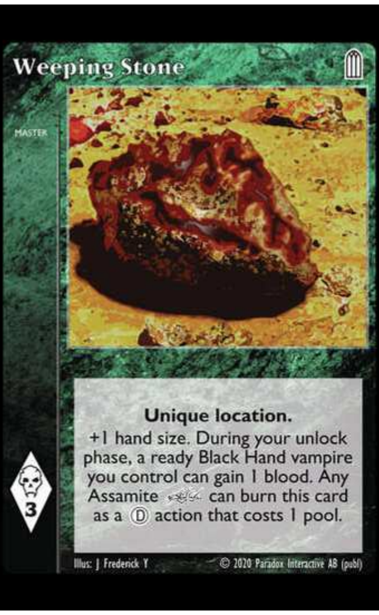
Walks-With-Might

RECRUIT ACTION

2

Unique werewolf with 4 life. 3 strength, 0 bleed.
Walks-With-Might gets +1 intercept against Followers of Set. Master cards cost you 1 additional pool to play. Each strike or damaging effect made against him inflicts 1 less damage on him.

Illus: Brian LeBlanc



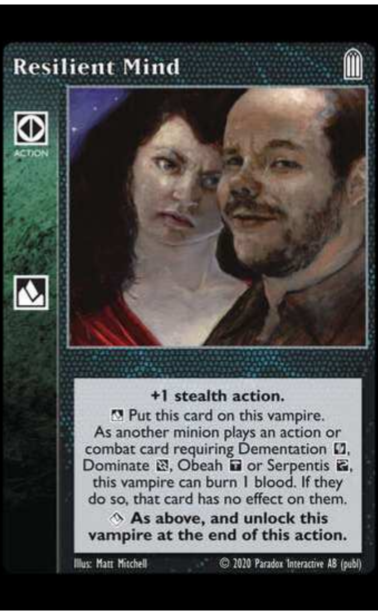
Weeping Stone

MASTER

3

Unique location.
+1 hand size. During your unlock phase, a ready Black Hand vampire you control can gain 1 blood. Any Assamite can burn this card as a Ⓓ action that costs 1 pool.

Illus: J Frederick Y

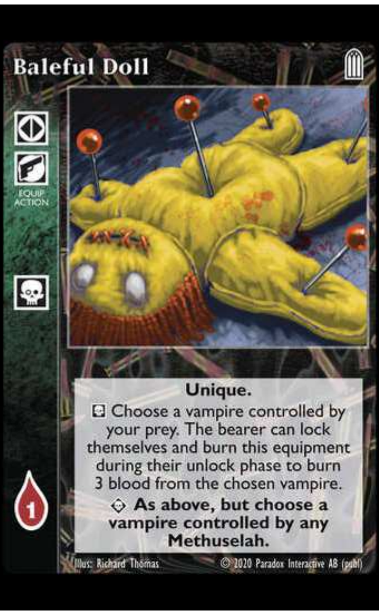


Resilient Mind

ACTION

+1 stealth action.
Put this card on this vampire. As another minion plays an action or combat card requiring Dementation, Dominate, Obeah or Serpentis, this vampire can burn 1 blood. If they do so, that card has no effect on them.
As above, and unlock this vampire at the end of this action.

Illus: Matt Mitchell



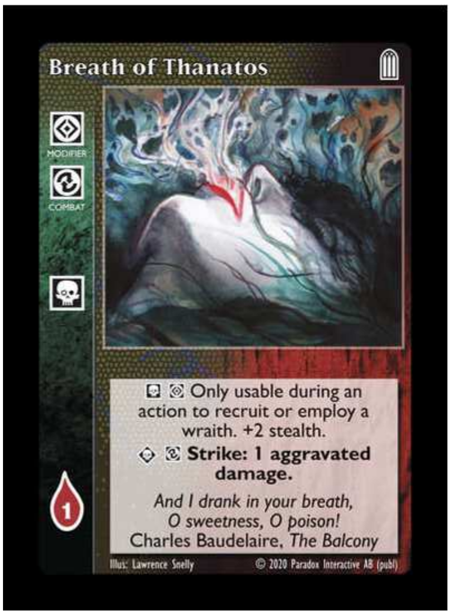
Baleful Doll

EQUIP ACTION

1

Unique.
Choose a vampire controlled by your prey. The bearer can lock themselves and burn this equipment during their unlock phase to burn 3 blood from the chosen vampire.
As above, but choose a vampire controlled by any Methuselah.

Illus: Richard Thomas



Breath of Thanatos

MODIFIER
COMBAT

◻ Only usable during an action to recruit or employ a wraith. +2 stealth.

◇ **Strike: 1 aggravated damage.**

And I drank in your breath,
O sweetness, O poison!
Charles Baudelaire, *The Balcony*

1

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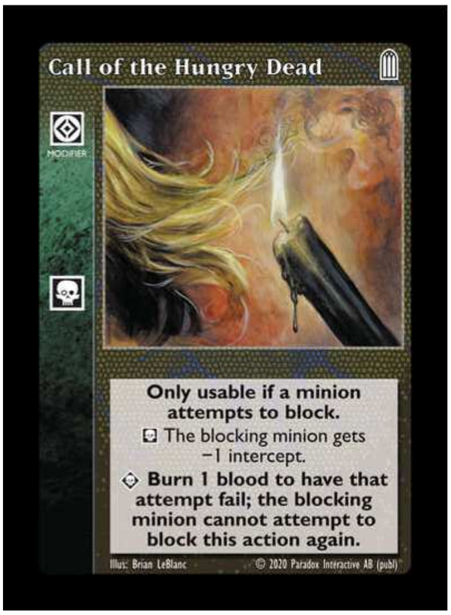


Call of the Hungry Dead

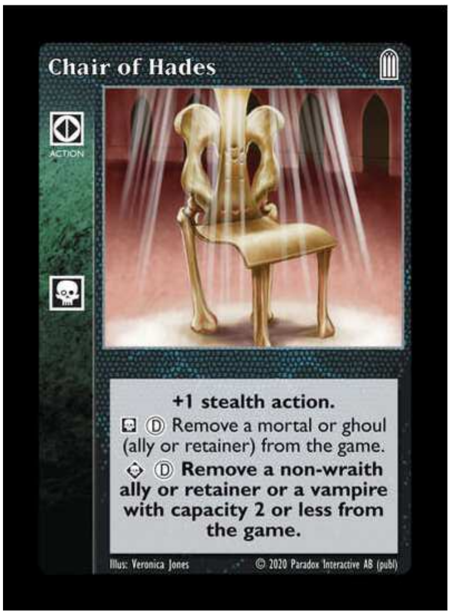
MODIFIER

Only usable if a minion attempts to block.

◻ The blocking minion gets −1 intercept.

◇ **Burn 1 blood to have that attempt fail; the blocking minion cannot attempt to block this action again.**

Illus: Brian LeBlanc © 2020 Paradox Interactive AB (publ)



Chair of Hades

ACTION

+1 stealth action.

◻ Ⓓ Remove a mortal or ghoul (ally or retainer) from the game.

◇ Ⓓ **Remove a non-wraith ally or retainer or a vampire with capacity 2 or less from the game.**

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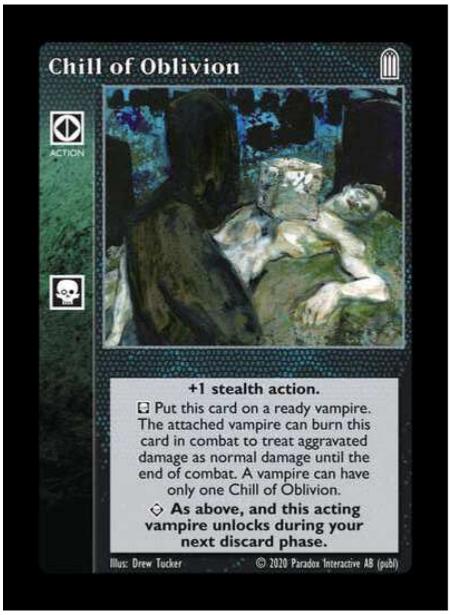


Chill of Oblivion

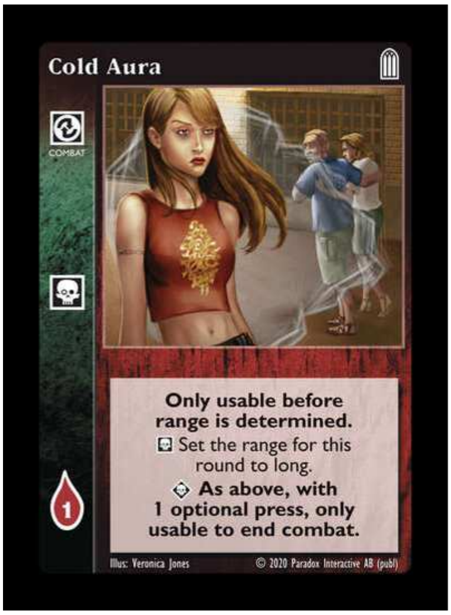
ACTION

+1 stealth action.

◻ Put this card on a ready vampire. The attached vampire can burn this card in combat to treat aggravated damage as normal damage until the end of combat. A vampire can have only one Chill of Oblivion.

◇ **As above, and this acting vampire unlocks during your next discard phase.**

Illus: Drew Tucker © 2020 Paradox Interactive AB (publ)



Cold Aura

COMBAT

Only usable before range is determined.

◻ Set the range for this round to long.

◇ **As above, with 1 optional press, only usable to end combat.**

1

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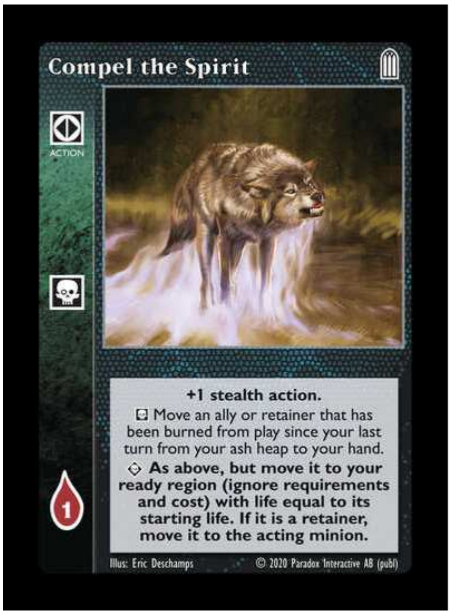

Compel the Spirit

ACTION

+1 stealth action.

◻ Move an ally or retainer that has been burned from play since your last turn from your ash heap to your hand.

◇ **As above, but move it to your ready region (ignore requirements and cost) with life equal to its starting life. If it is a retainer, move it to the acting minion.**

1

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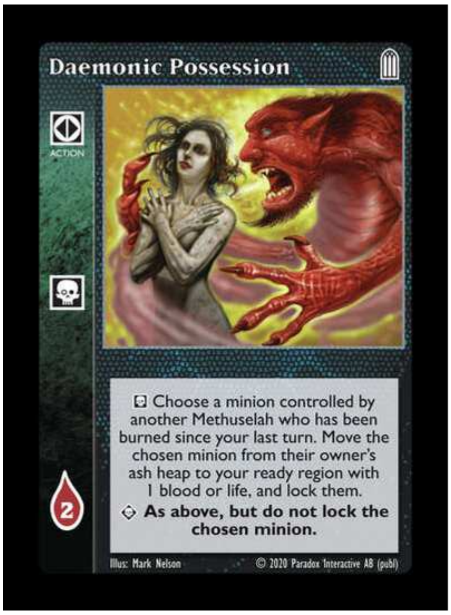


Daemonic Possession

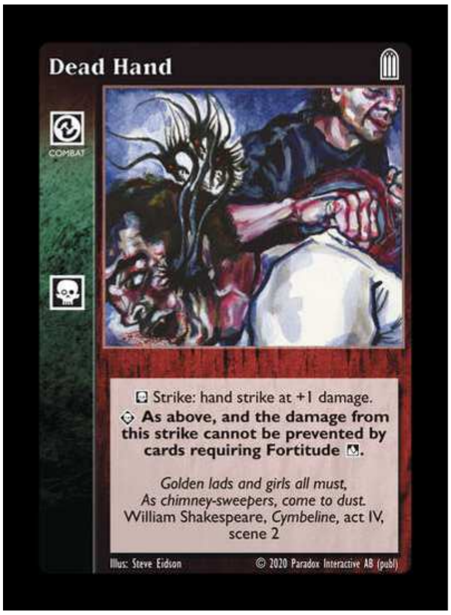
ACTION

◻ Choose a minion controlled by another Methuselah who has been burned since your last turn. Move the chosen minion from their owner's ash heap to your ready region with 1 blood or life, and lock them.

◇ **As above, but do not lock the chosen minion.**

2

Illus: Mark Nelson © 2020 Paradox Interactive AB (publ)



Dead Hand

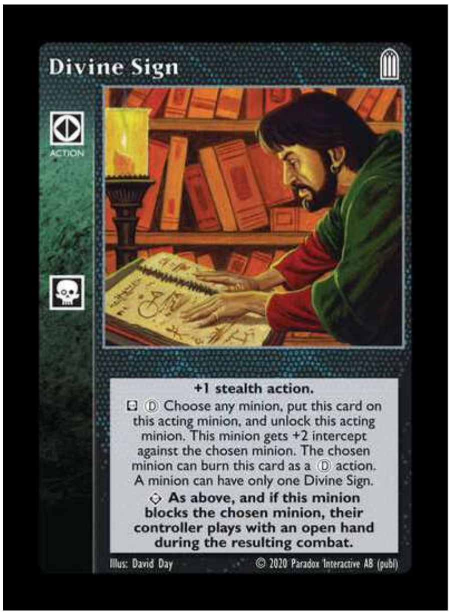
COMBAT

◻ Strike: hand strike at +1 damage.

◇ **As above, and the damage from this strike cannot be prevented by cards requiring Fortitude ◻.**

Golden lads and girls all must,
As chimney-sweepers, come to dust.
William Shakespeare, *Cymbeline*, act IV, scene 2

Illus: Steve Eidson © 2020 Paradox Interactive AB (publ)



Divine Sign

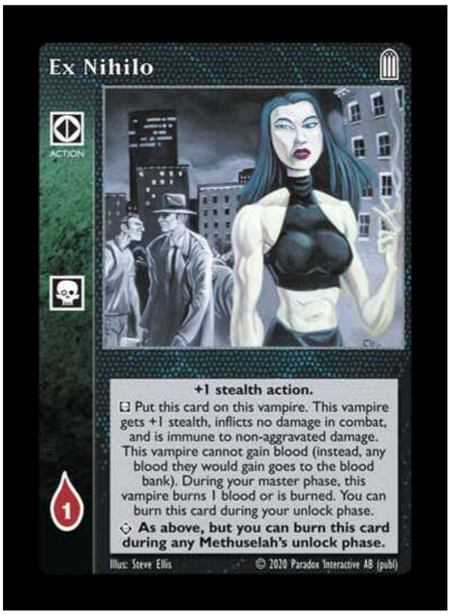
ACTION

+1 stealth action.

◻ Ⓓ Choose any minion, put this card on this acting minion, and unlock this acting minion. This minion gets +2 intercept against the chosen minion. The chosen minion can burn this card as a Ⓓ action. A minion can have only one Divine Sign.

◇ **As above, and if this minion blocks the chosen minion, their controller plays with an open hand during the resulting combat.**

Illus: David Day © 2020 Paradox Interactive AB (publ)



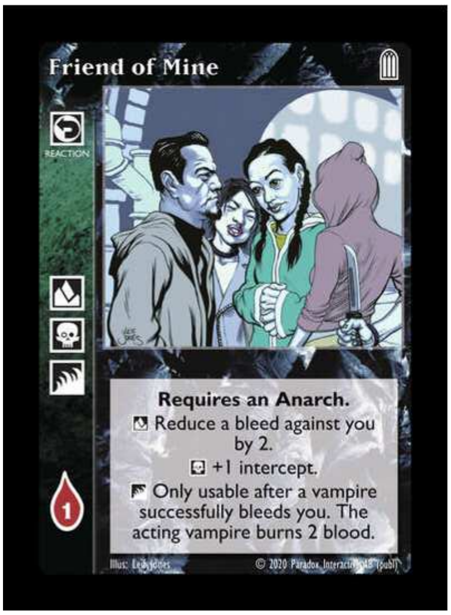
Ex Nihilo

+1 stealth action.

◻ Put this card on this vampire. This vampire gets +1 stealth, inflicts no damage in combat, and is immune to non-aggravated damage. This vampire cannot gain blood (instead, any blood they would gain goes to the blood bank). During your master phase, this vampire burns 1 blood or is burned. You can burn this card during your unlock phase.

◇ **As above, but you can burn this card during any Methuselah's unlock phase.**

Illus: Steve Ellis



Friend of Mine

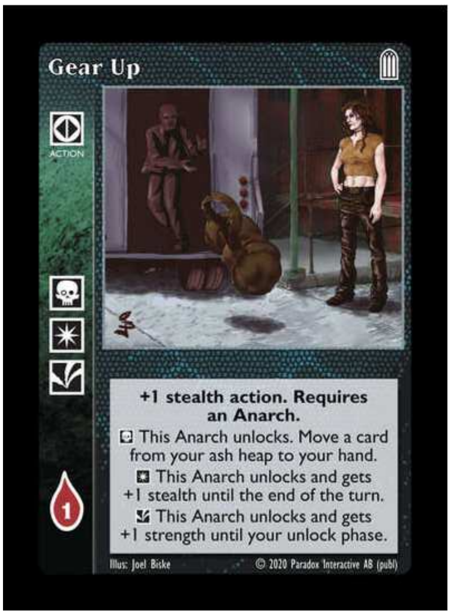
Requires an Anarch.

◻ Reduce a bleed against you by 2.

◻ +1 intercept.

◻ Only usable after a vampire successfully bleeds you. The acting vampire burns 2 blood.

Illus: Leif Jones



Gear Up

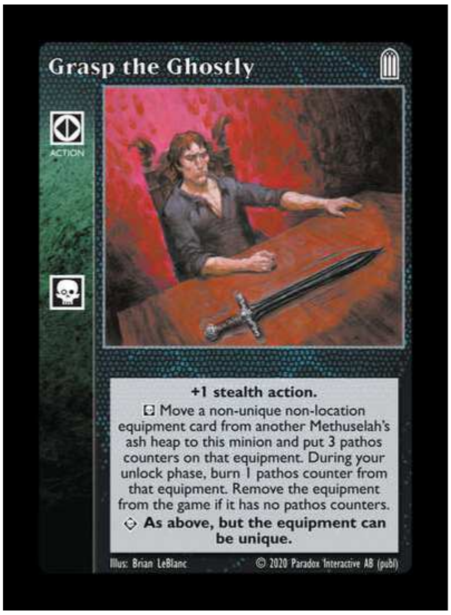
+1 stealth action. Requires an Anarch.

◻ This Anarch unlocks. Move a card from your ash heap to your hand.

■ This Anarch unlocks and gets +1 stealth until the end of the turn.

■ This Anarch unlocks and gets +1 strength until your unlock phase.

Illus: Joel Biske



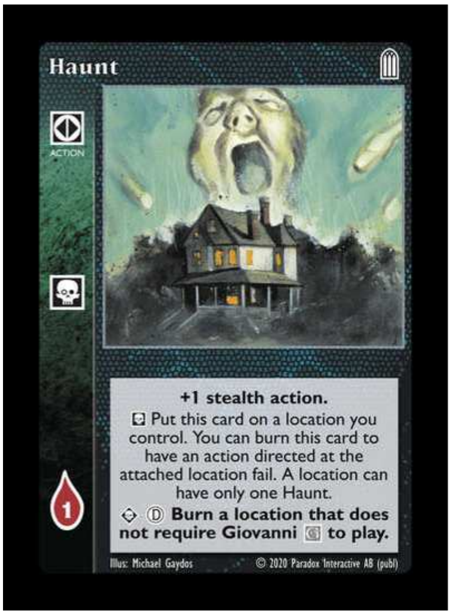
Grasp the Ghostly

+1 stealth action.

◻ Move a non-unique non-location equipment card from another Methuselah's ash heap to this minion and put 3 pathos counters on that equipment. During your unlock phase, burn 1 pathos counter from that equipment. Remove the equipment from the game if it has no pathos counters.

◇ **As above, but the equipment can be unique.**

Illus: Brian LeBlanc



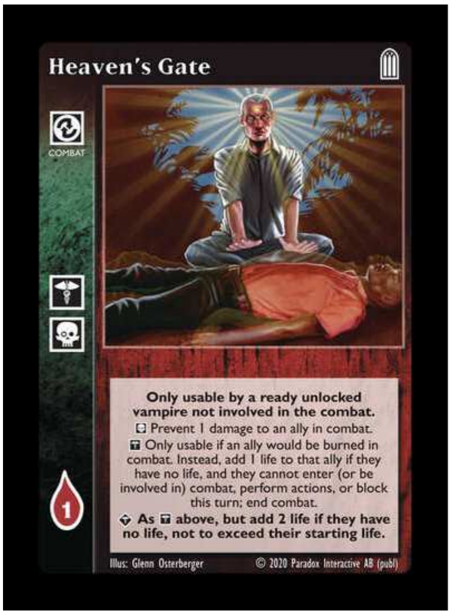
Haunt

+1 stealth action.

◻ Put this card on a location you control. You can burn this card to have an action directed at the attached location fail. A location can have only one Haunt.

◇ Ⓓ **Burn a location that does not require Giovanni ◻ to play.**

Illus: Michael Gaydos



Heaven's Gate

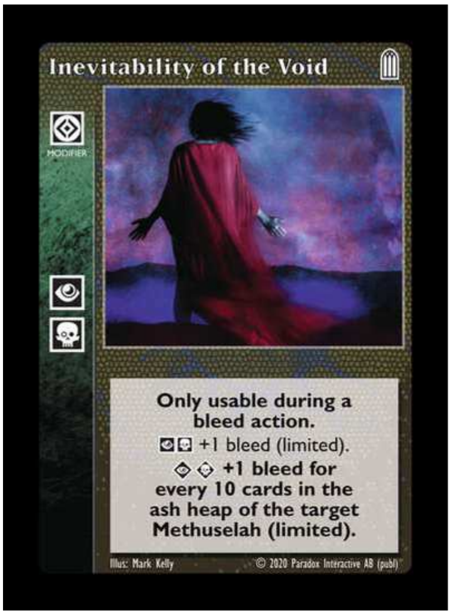
Only usable by a ready unlocked vampire not involved in the combat.

◻ Prevent 1 damage to an ally in combat.

■ Only usable if an ally would be burned in combat. Instead, add 1 life to that ally if they have no life, and they cannot enter (or be involved in) combat, perform actions, or block this turn; end combat.

◆ **As ■ above, but add 2 life if they have no life, not to exceed their starting life.**

Illus: Glenn Osterberger



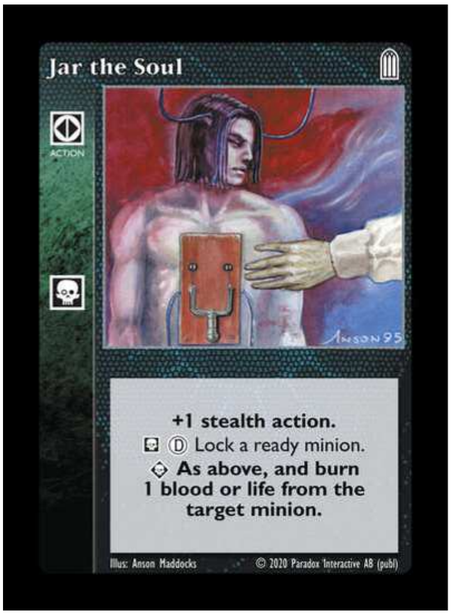
Inevitability of the Void

Only usable during a bleed action.

■◻ +1 bleed (limited).

◇◇ **+1 bleed for every 10 cards in the ash heap of the target Methuselah (limited).**

Illus: Mark Kelly



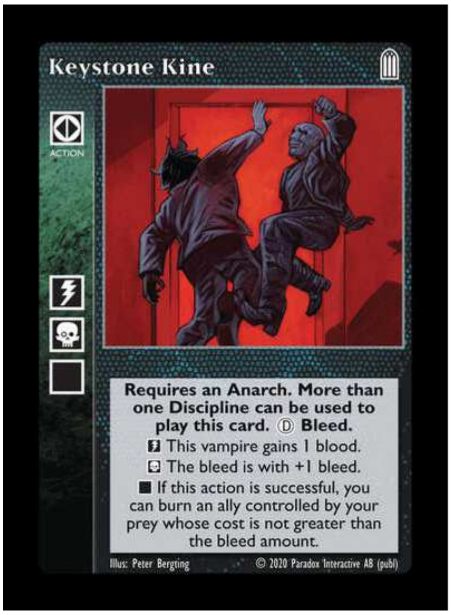
Jar the Soul

+1 stealth action.

◻ Ⓓ Lock a ready minion.

◇ **As above, and burn 1 blood or life from the target minion.**

Illus: Anson Maddocks



Keystone Kine

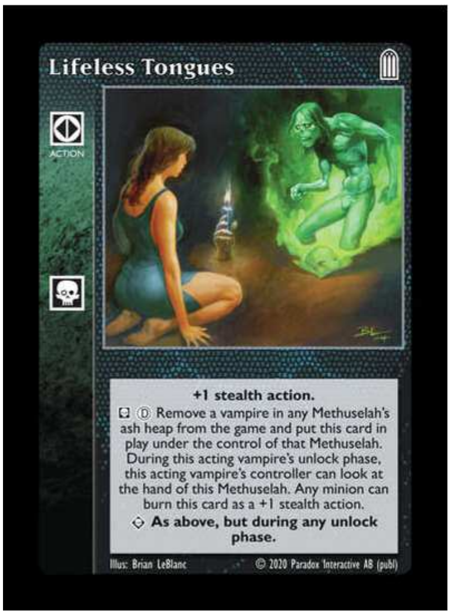
Requires an Anarch. More than one Discipline can be used to play this card. Ⓓ Bleed.

■ This vampire gains 1 blood.

◻ The bleed is with +1 bleed.

■ If this action is successful, you can burn an ally controlled by your prey whose cost is not greater than the bleed amount.

Illus: Peter Bergting



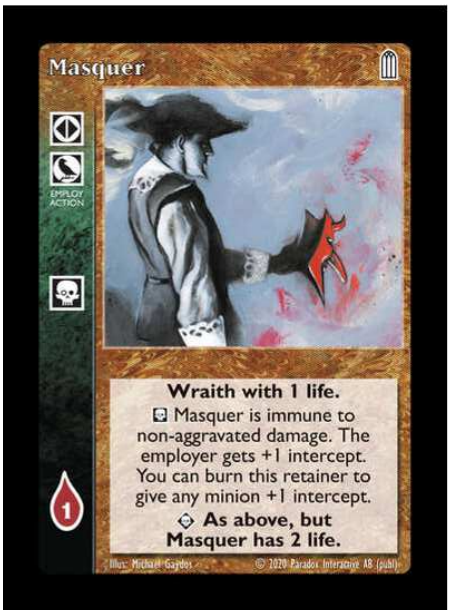
Lifeless Tongues

+1 stealth action.

▢ Ⓓ Remove a vampire in any Methuselah's ash heap from the game and put this card in play under the control of that Methuselah. During this acting vampire's unlock phase, this acting vampire's controller can look at the hand of this Methuselah. Any minion can burn this card as a +1 stealth action.

◇ **As above, but during any unlock phase.**

Illus: Brian LeBlanc © 2020 Paradox Interactive AB (publ)



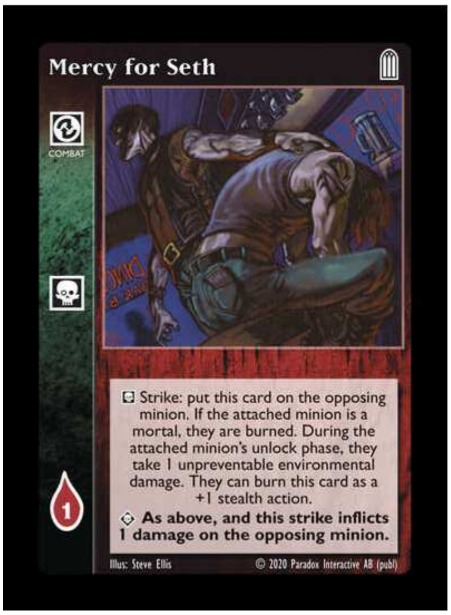
Masquer

Wraith with 1 life.

▢ Masquer is immune to non-aggravated damage. The employer gets +1 intercept. You can burn this retainer to give any minion +1 intercept.

◇ **As above, but Masquer has 2 life.**

Illus: Michael Gaydos © 2020 Paradox Interactive AB (publ)

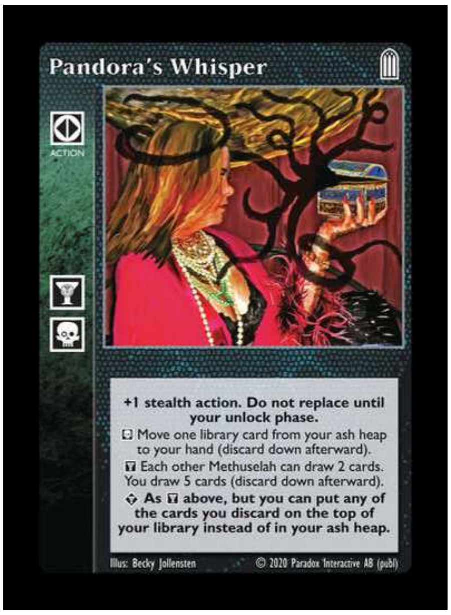


Mercy for Seth

▢ Strike: put this card on the opposing minion. If the attached minion is a mortal, they are burned. During the attached minion's unlock phase, they take 1 unpreventable environmental damage. They can burn this card as a +1 stealth action.

◇ **As above, and this strike inflicts 1 damage on the opposing minion.**

Illus: Steve Ellis © 2020 Paradox Interactive AB (publ)



Pandora's Whisper

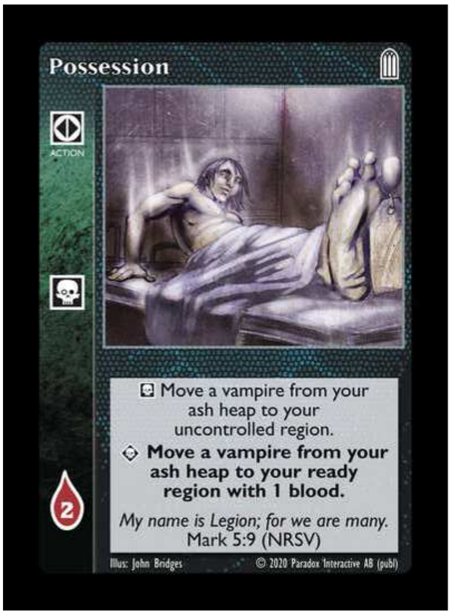
+1 stealth action. Do not replace until your unlock phase.

▢ Move one library card from your ash heap to your hand (discard down afterward).

▣ Each other Methuselah can draw 2 cards. You draw 5 cards (discard down afterward).

◈ **As ▣ above, but you can put any of the cards you discard on the top of your library instead of in your ash heap.**

Illus: Becky Jollensten © 2020 Paradox Interactive AB (publ)



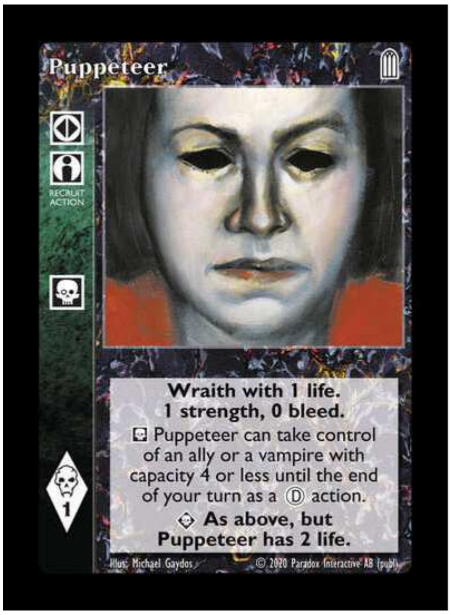
Possession

▢ Move a vampire from your ash heap to your uncontrolled region.

◇ **Move a vampire from your ash heap to your ready region with 1 blood.**

My name is Legion; for we are many.
Mark 5:9 (NRSV)

Illus: John Bridges © 2020 Paradox Interactive AB (publ)



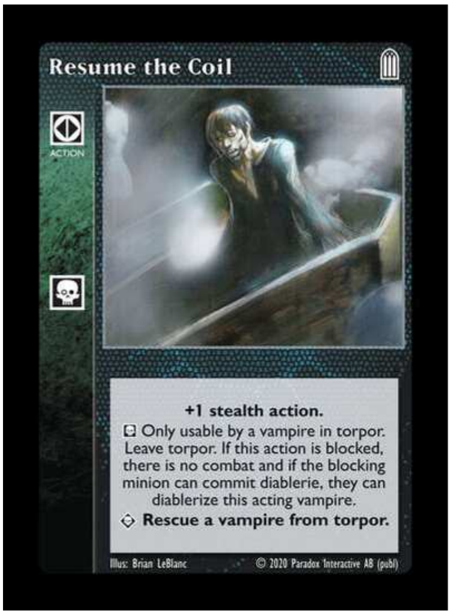
Puppeteer

Wraith with 1 life.
1 strength, 0 bleed.

▢ Puppeteer can take control of an ally or a vampire with capacity 4 or less until the end of your turn as a Ⓓ action.

◇ **As above, but Puppeteer has 2 life.**

Illus: Michael Gaydos © 2020 Paradox Interactive AB (publ)



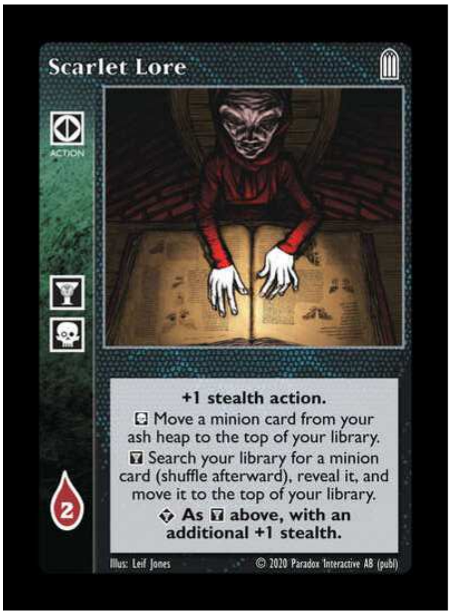
Resume the Coil

+1 stealth action.

▢ Only usable by a vampire in torpor. Leave torpor. If this action is blocked, there is no combat and if the blocking minion can commit diablerie, they can diablerize this acting vampire.

◇ **Rescue a vampire from torpor.**

Illus: Brian LeBlanc © 2020 Paradox Interactive AB (publ)



Scarlet Lore

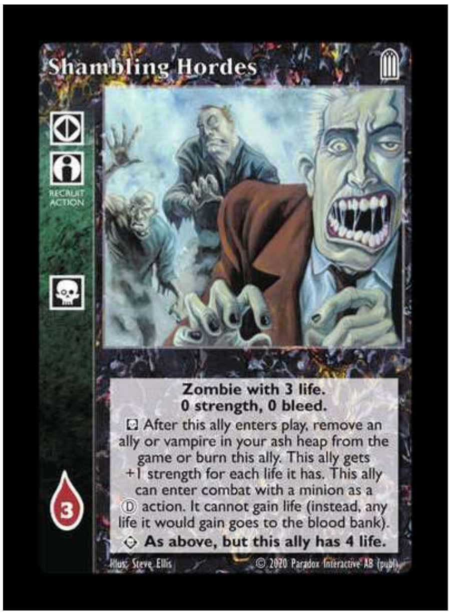
+1 stealth action.

▢ Move a minion card from your ash heap to the top of your library.

▣ Search your library for a minion card (shuffle afterward), reveal it, and move it to the top of your library.

◈ **As ▣ above, with an additional +1 stealth.**

Illus: Leif Jones © 2020 Paradox Interactive AB (publ)



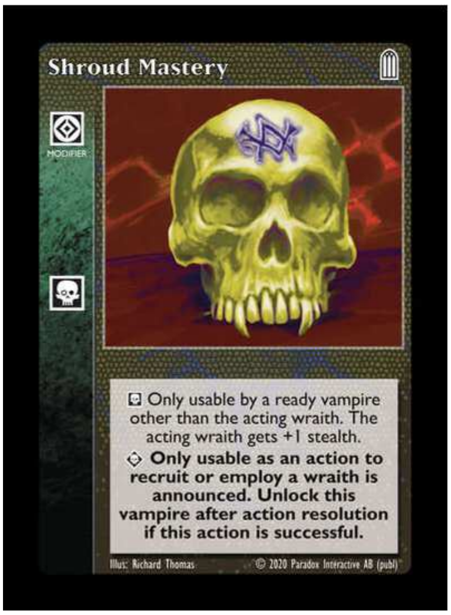
Shambling Hordes

Zombie with 3 life.
0 strength, 0 bleed.

▢ After this ally enters play, remove an ally or vampire in your ash heap from the game or burn this ally. This ally gets +1 strength for each life it has. This ally can enter combat with a minion as a Ⓓ action. It cannot gain life (instead, any life it would gain goes to the blood bank).

◇ **As above, but this ally has 4 life.**

Illus: Steve Ellis © 2020 Paradox Interactive AB (publ)

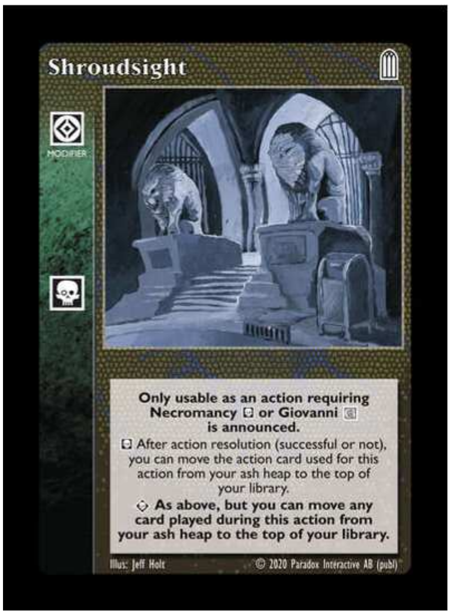


Shroud Mastery

☐ Only usable by a ready vampire other than the acting wraith. The acting wraith gets +1 stealth.

◇ **Only usable as an action to recruit or employ a wraith is announced. Unlock this vampire after action resolution if this action is successful.**

Illus: Richard Thomas



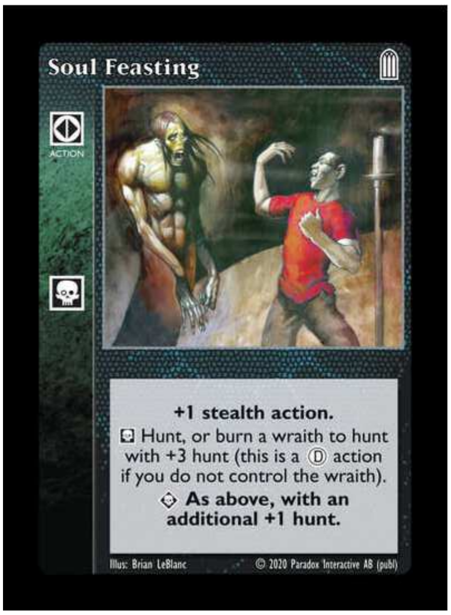
Shroudsight

Only usable as an action requiring Necromancy ☐ or Giovanni ▨ is announced.

☐ After action resolution (successful or not), you can move the action card used for this action from your ash heap to the top of your library.

◇ **As above, but you can move any card played during this action from your ash heap to the top of your library.**

Illus: Jeff Holt



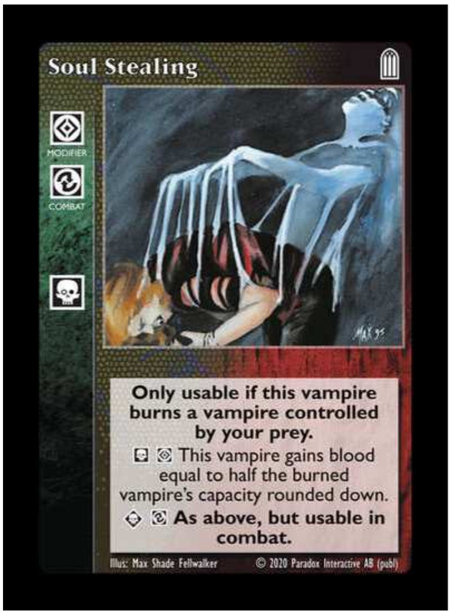
Soul Feasting

+1 stealth action.

☐ Hunt, or burn a wraith to hunt with +3 hunt (this is a Ⓓ action if you do not control the wraith).

◇ **As above, with an additional +1 hunt.**

Illus: Brian LeBlanc



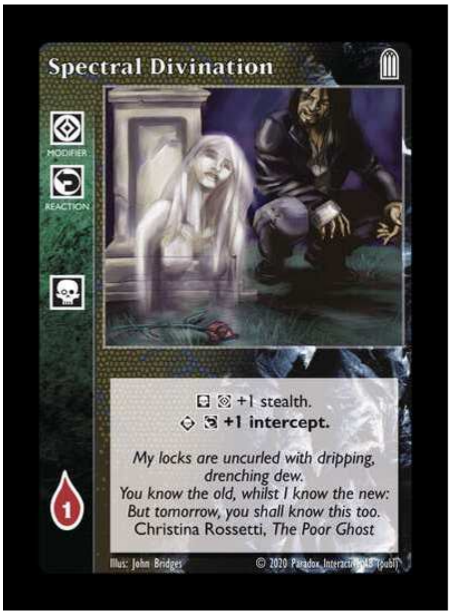
Soul Stealing

Only usable if this vampire burns a vampire controlled by your prey.

☐ ▨ This vampire gains blood equal to half the burned vampire's capacity rounded down.

◇ ▨ **As above, but usable in combat.**

Illus: Max Shade Fellwalker



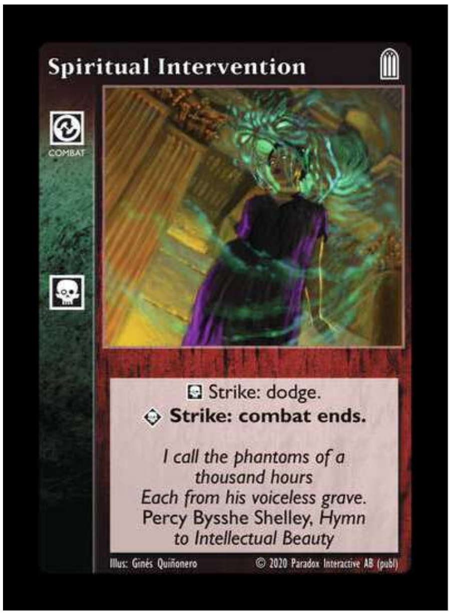
Spectral Divination

☐ ▨ +1 stealth.

◇ ▨ **+1 intercept.**

My locks are uncurled with dripping, drenching dew.
You know the old, whilst I know the new:
But tomorrow, you shall know this too.
Christina Rossetti, *The Poor Ghost*

Illus: John Bridges



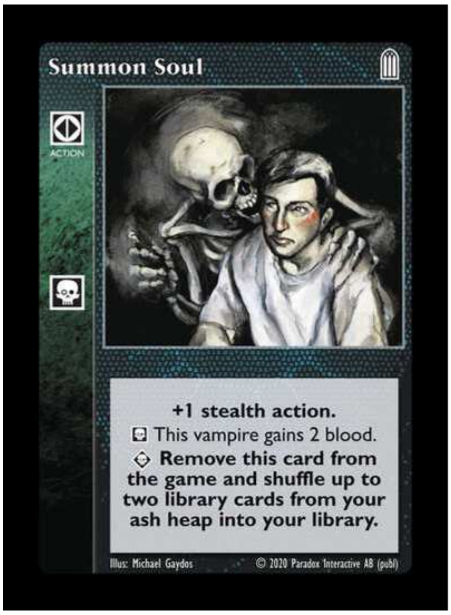
Spiritual Intervention

☐ Strike: dodge.

◇ **Strike: combat ends.**

I call the phantoms of a thousand hours
Each from his voiceless grave.
Percy Bysshe Shelley, *Hymn to Intellectual Beauty*

Illus: Ginés Quiñonero



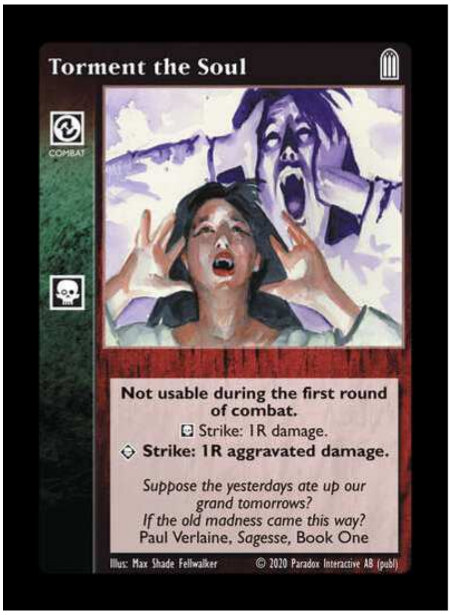
Summon Soul

+1 stealth action.

☐ This vampire gains 2 blood.

◇ **Remove this card from the game and shuffle up to two library cards from your ash heap into your library.**

Illus: Michael Gaydos



Torment the Soul

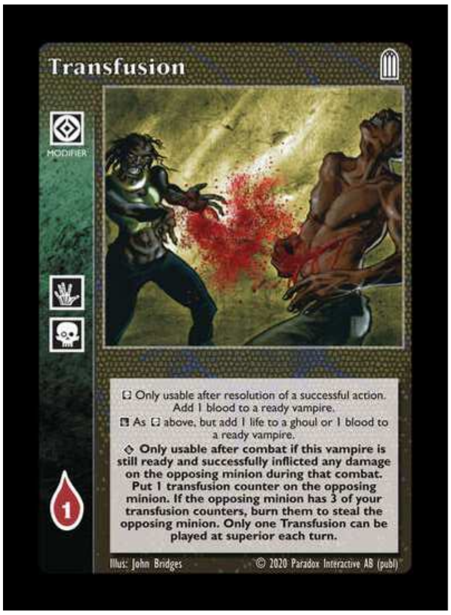
Not usable during the first round of combat.

☐ Strike: 1R damage.

◇ **Strike: 1R aggravated damage.**

Suppose the yesterdays ate up our grand tomorrows?
If the old madness came this way?
Paul Verlaine, *Sagesse*, Book One

Illus: Max Shade Fellwalker



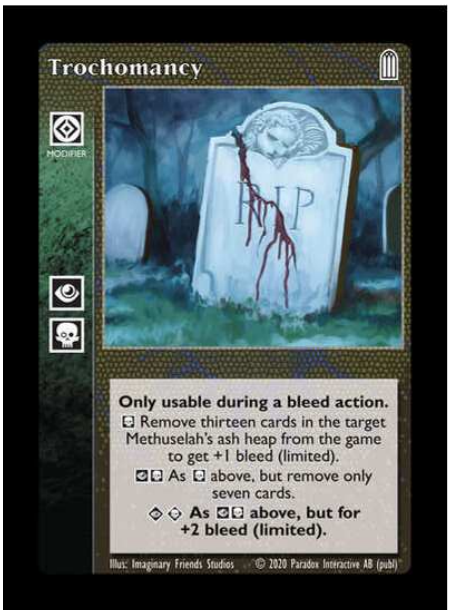
Transfusion

☐ Only usable after resolution of a successful action. Add 1 blood to a ready vampire.

▣ As ☐ above, but add 1 life to a ghoul or 1 blood to a ready vampire.

◇ **Only usable after combat if this vampire is still ready and successfully inflicted any damage on the opposing minion during that combat. Put 1 transfusion counter on the opposing minion. If the opposing minion has 3 of your transfusion counters, burn them to steal the opposing minion. Only one Transfusion can be played at superior each turn.**

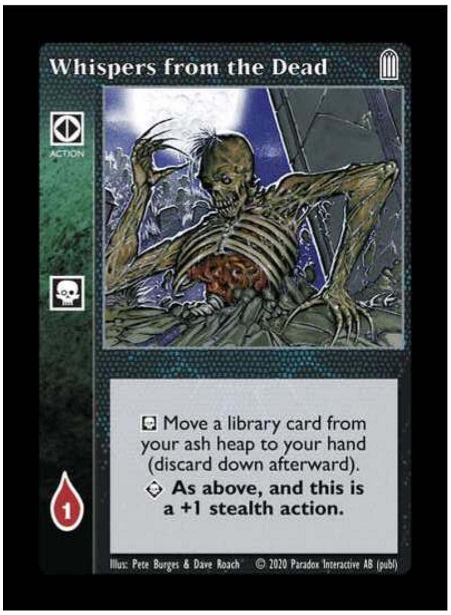
Illus: John Bridges



Trochomancy

Only usable during a bleed action.
Remove thirteen cards in the target Methuselah's ash heap from the game to get +1 bleed (limited).
As above, but remove only seven cards.
As above, but for +2 bleed (limited).

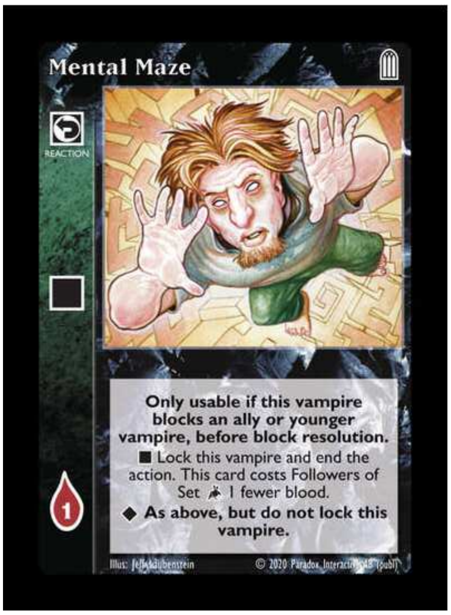
Illus: Imaginary Friends Studios



Whispers from the Dead

Move a library card from your ash heap to your hand (discard down afterward).
As above, and this is a +1 stealth action.

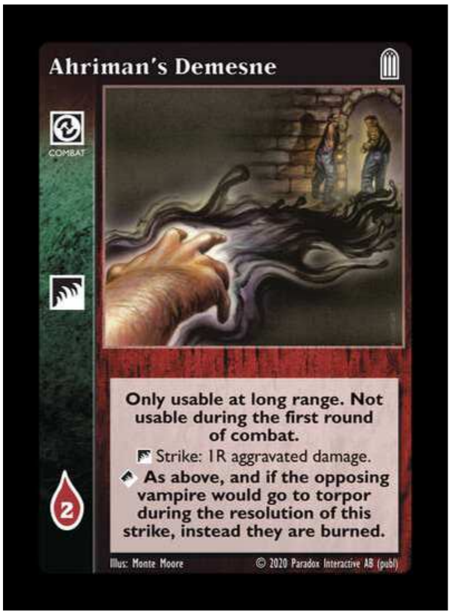
Illus: Pete Burges & Dave Roach



Mental Maze

Only usable if this vampire blocks an ally or younger vampire, before block resolution.
■ Lock this vampire and end the action. This card costs Followers of Set 1 fewer blood.
◆ **As above, but do not lock this vampire.**

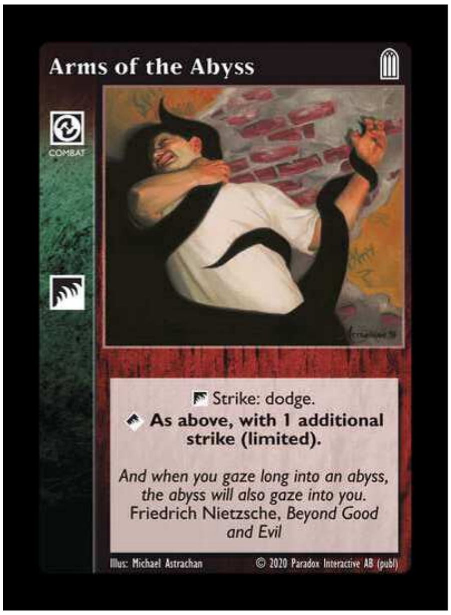
Illus: Jeff Laubenstein



Ahriman's Demesne

Only usable at long range. Not usable during the first round of combat.
Strike: 1R aggravated damage.
As above, and if the opposing vampire would go to torpor during the resolution of this strike, instead they are burned.

Illus: Monte Moore

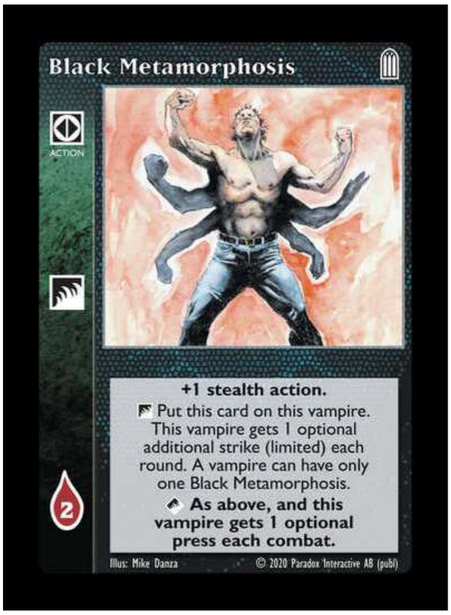


Arms of the Abyss

Strike: dodge.
As above, with 1 additional strike (limited).

And when you gaze long into an abyss, the abyss will also gaze into you.
Friedrich Nietzsche, *Beyond Good and Evil*

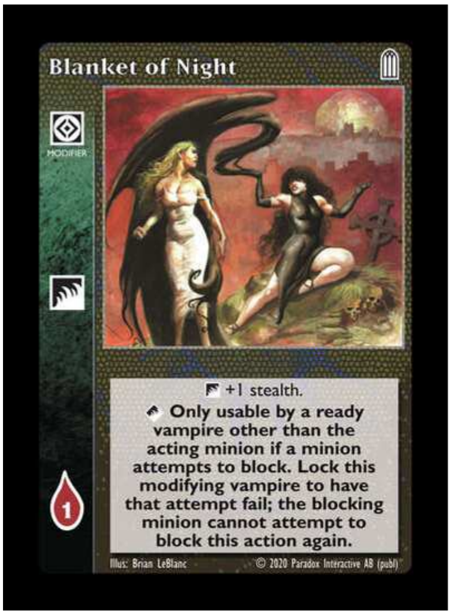
Illus: Michael Astrachan



Black Metamorphosis

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

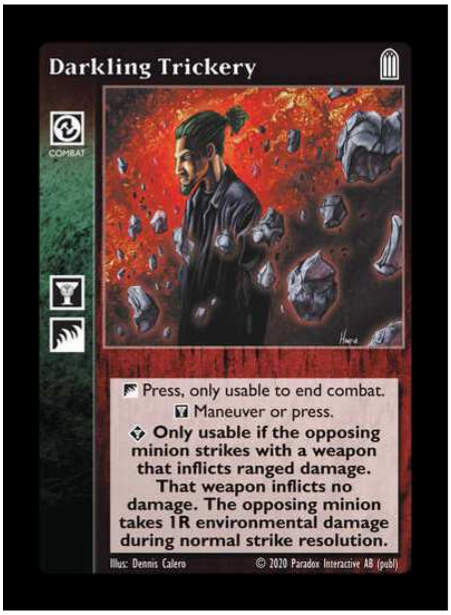
Illus: Mike Danza



Blanket of Night

+1 stealth.
Only usable by a ready vampire other than the acting minion if a minion attempts to block. Lock this modifying vampire to have that attempt fail; the blocking minion cannot attempt to block this action again.

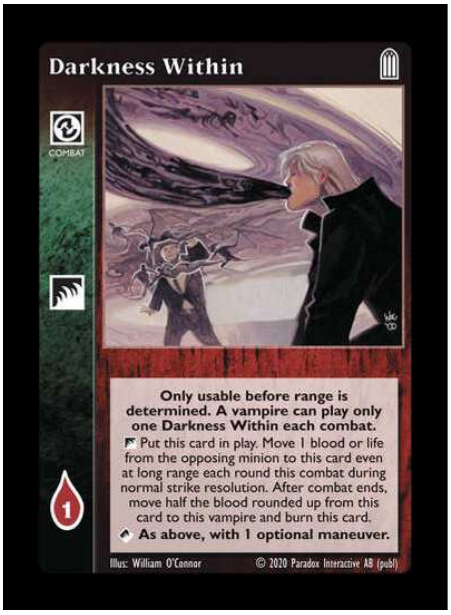
Illus: Brian LeBlanc



Darkling Trickery

Press, only usable to end combat.
Maneuver or press.
Only usable if the opposing minion strikes with a weapon that inflicts ranged damage. That weapon inflicts no damage. The opposing minion takes 1R environmental damage during normal strike resolution.

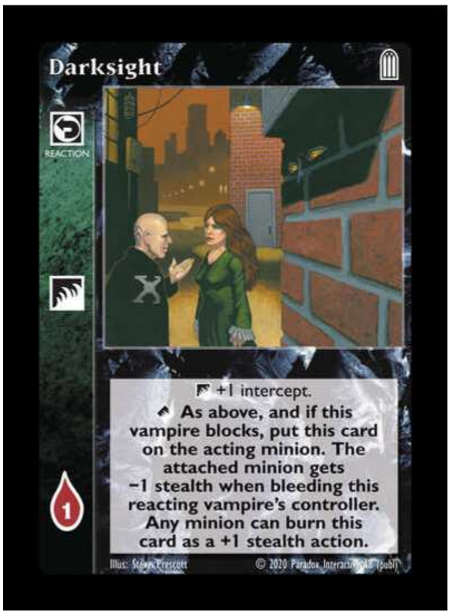
Illus: Dennis Calero



Darkness Within

Only usable before range is determined. A vampire can play only one Darkness Within each combat.
Put this card in play. Move 1 blood or life from the opposing minion to this card even at long range each round this combat during normal strike resolution. After combat ends, move half the blood rounded up from this card to this vampire and burn this card.
As above, with 1 optional maneuver.

Illus: William O'Connor



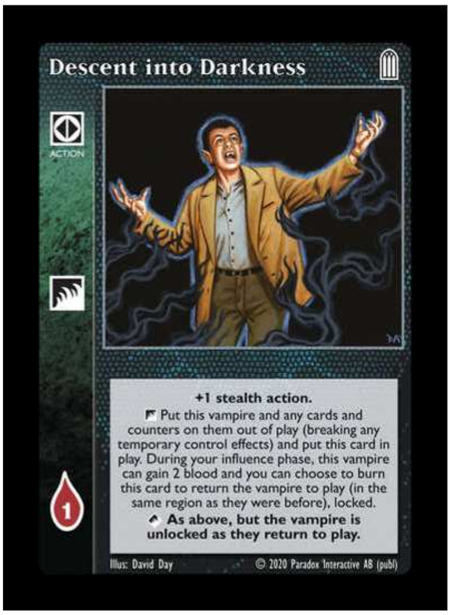
Darksight

REACTION

+1 intercept.

As above, and if this vampire blocks, put this card on the acting minion. The attached minion gets −1 stealth when bleeding this reacting vampire's controller. Any minion can burn this card as a +1 stealth action.

Illus: Steve Prescott



Descent into Darkness

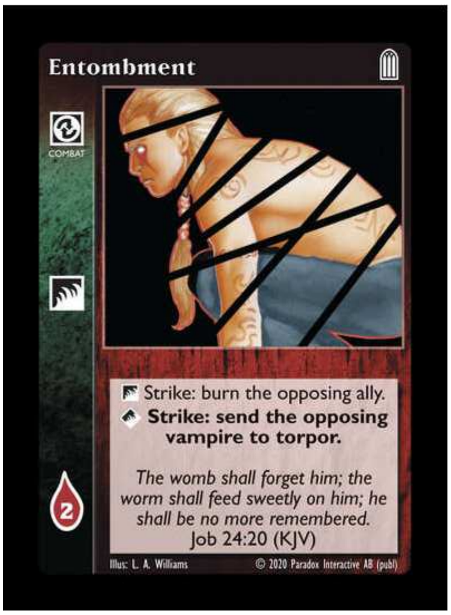
ACTION

+1 stealth action.

Put this vampire and any cards and counters on them out of play (breaking any temporary control effects) and put this card in play. During your influence phase, this vampire can gain 2 blood and you can choose to burn this card to return the vampire to play (in the same region as they were before), locked.

As above, but the vampire is unlocked as they return to play.

Illus: David Day



Entombment

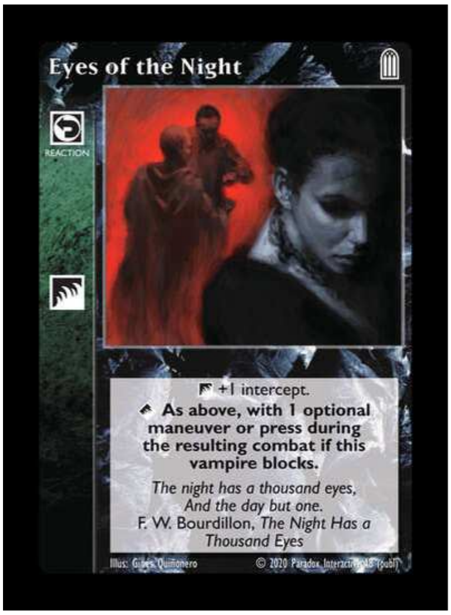
COMBAT

Strike: burn the opposing ally.

Strike: send the opposing vampire to torpor.

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

Illus: L. A. Williams



Eyes of the Night

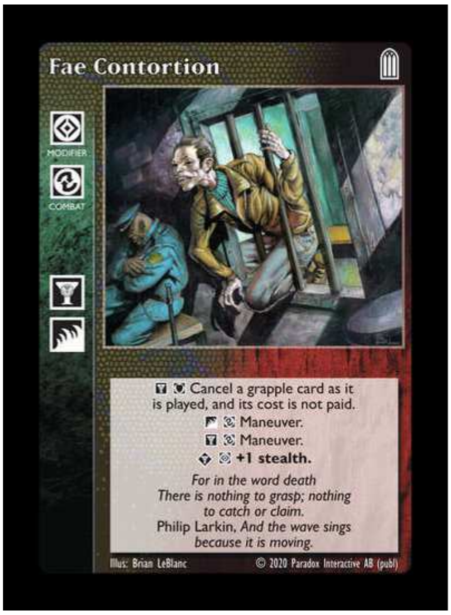
REACTION

+1 intercept.

As above, with 1 optional maneuver or press during the resulting combat if this vampire blocks.

The night has a thousand eyes,
And the day but one.
F. W. Bourdillon, *The Night Has a Thousand Eyes*

Illus: Gines Quiñonero



Fae Contortion

MODIFIER
COMBAT

Cancel a grapple card as it is played, and its cost is not paid.

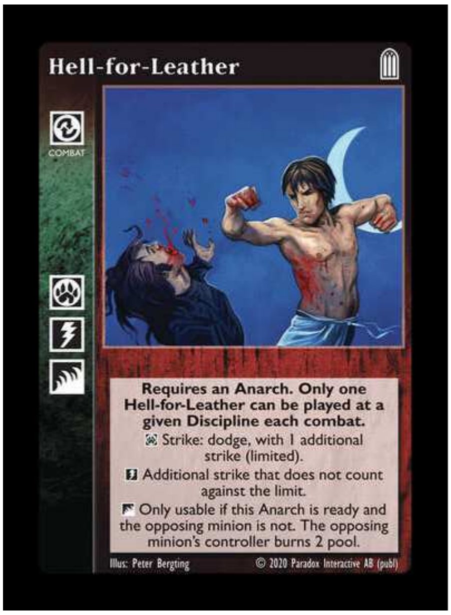
Maneuver.

Maneuver.

+1 stealth.

For in the word death
There is nothing to grasp; nothing
to catch or claim.
Philip Larkin, *And the wave sings because it is moving.*

Illus: Brian LeBlanc



Hell-for-Leather

COMBAT

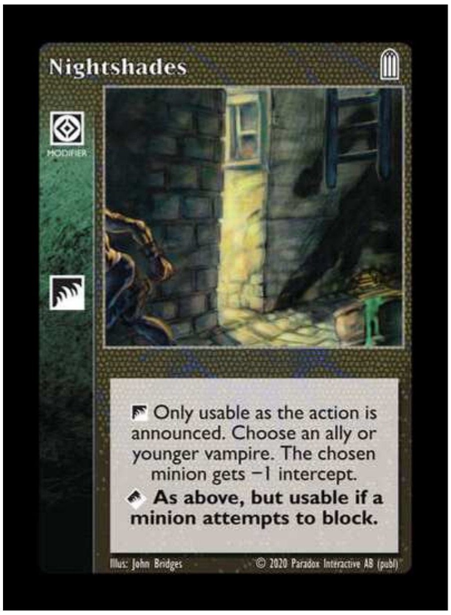
Requires an Anarch. Only one Hell-for-Leather can be played at a given Discipline each combat.

Strike: dodge, with 1 additional strike (limited).

Additional strike that does not count against the limit.

Only usable if this Anarch is ready and the opposing minion is not. The opposing minion's controller burns 2 pool.

Illus: Peter Bergting



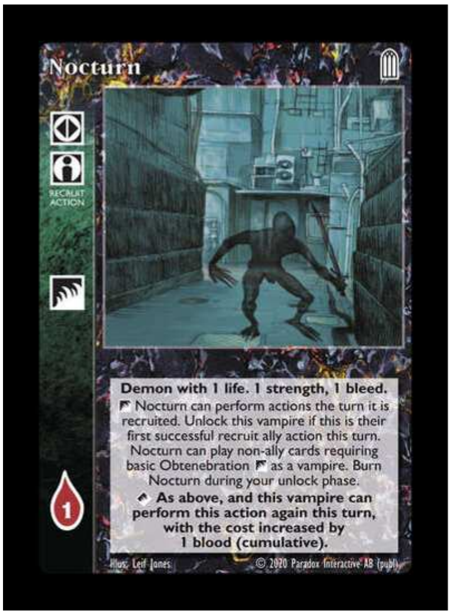
Nightshades

MODIFIER

Only usable as the action is announced. Choose an ally or younger vampire. The chosen minion gets −1 intercept.

As above, but usable if a minion attempts to block.

Illus: John Bridges



Nocturn

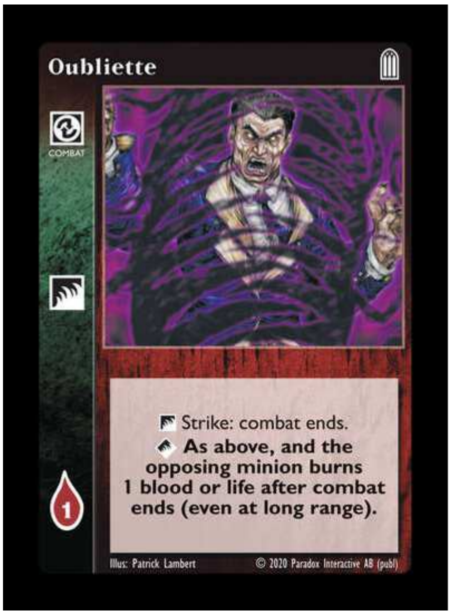
ACTION
RECRUIT ACTION

Demon with 1 life. 1 strength, 1 bleed.

Nocturn can perform actions the turn it is recruited. Unlock this vampire if this is their first successful recruit ally action this turn. Nocturn can play non-ally cards requiring basic Obtenebration as a vampire. Burn Nocturn during your unlock phase.

As above, and this vampire can perform this action again this turn, with the cost increased by 1 blood (cumulative).

Illus: Leif Jones



Oubliette

COMBAT

Strike: combat ends.

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

Illus: Patrick Lambert

Pocket Out of Time

MODIFIER

Burn 1 blood to get +1 stealth.
+1 stealth.
Usable after combat. After any combat this action, this vampire can burn 1 blood to start a new combat with the opposing minion (if both combatants are still ready).

Illus: Marian Churchland

Power of One

MODIFIER

1

Requires an Anarch.
Only usable if this Anarch is blocked, before block resolution. The blocking minion burns 2 blood or life.
Only usable during a bleed action. +1 bleed that does not count against the limit.
Only usable during a bleed action. +1 bleed (limited), or +1 stealth and +1 bleed (limited).

Illus: Jim Pavelec

Shade

EMPLOY ACTION

1

Demon with 2 life.
Shade inflicts 1 damage on the opposing minion each round of combat during normal strike resolution at close range.
As above, but Shade has 3 life.

Yet even your darkest shade a canvas forms
Whereon my eye must multiply in swarms
Familiar looks of shapes no longer there.
Charles Baudelaire, *Obsession*

Illus: Stuart Beel

Shadow Body

COMBAT

1

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

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

Illus: Mike Dringenberg

Shadow Parasite

COMBAT

1

Only usable at long range.
Strike: 3R damage.
Strike: 4R damage.

Illus: William O'Connor

Shadow Play

MODIFIER

1

+1 stealth.
+2 stealth.

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

Illus: Stuart Sayger

Shadow Step

COMBAT

Maneuver.
Only usable before range is determined. Burn 2 blood to set the range for this round.

Illus: Richard Thomas

Shadow Strike

COMBAT

1

Strike: strength ranged damage, with 1 optional maneuver.
As above, with 1 optional press.

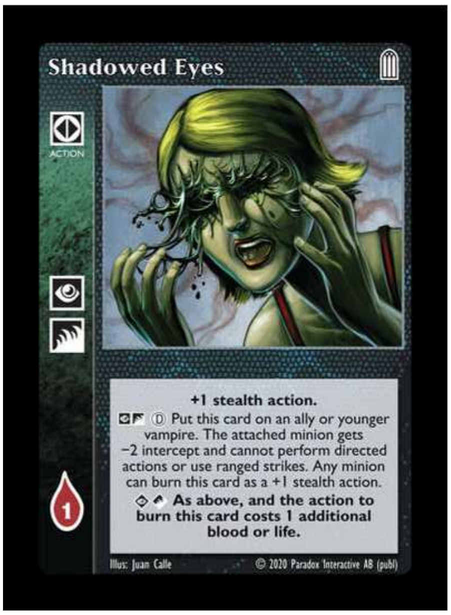
Illus: William O'Connor

Shadow Twin

ACTION

+1 stealth action.
Ⓓ Inflict 1 unpreventable damage on any minion or retainer.
As above, and put this card on the target minion; you still control this card. The attached minion gets −1 stealth. Burn this card during your unlock phase.

Illus: Drew Tucker



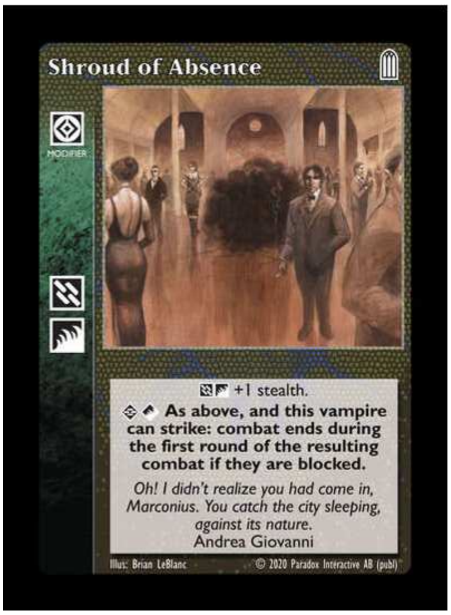
Shadowed Eyes

+1 stealth action.

Ⓓ Put this card on an ally or younger vampire. The attached minion gets −2 intercept and cannot perform directed actions or use ranged strikes. Any minion can burn this card as a +1 stealth action.

As above, and the action to burn this card costs 1 additional blood or life.

Illus: Juan Calle



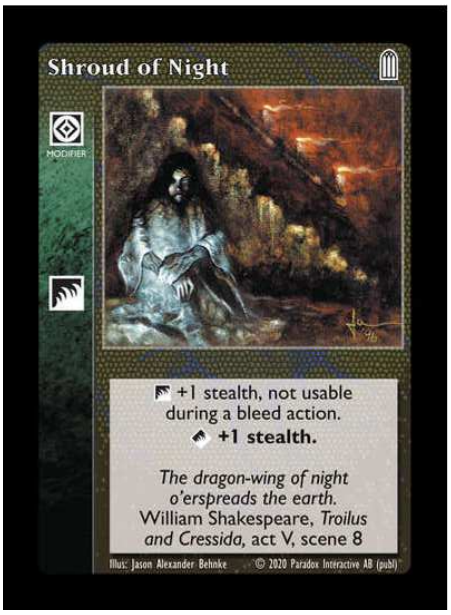
Shroud of Absence

+1 stealth.

As above, and this vampire can strike: combat ends during the first round of the resulting combat if they are blocked.

Oh! I didn't realize you had come in, Marconius. You catch the city sleeping, against its nature.
Andrea Giovanni

Illus: Brian LeBlanc



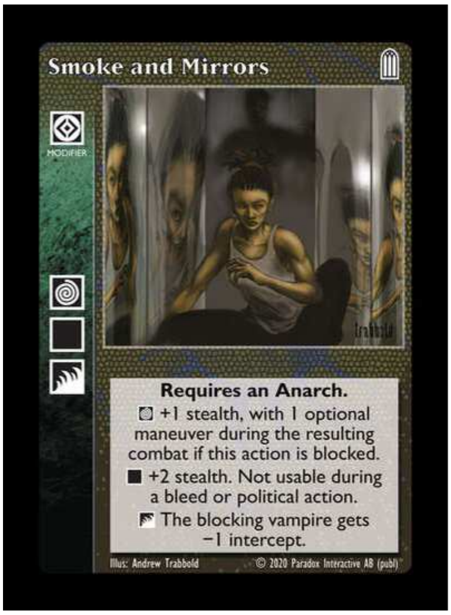
Shroud of Night

+1 stealth, not usable during a bleed action.

+1 stealth.

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

Illus: Jason Alexander Behnke



Smoke and Mirrors

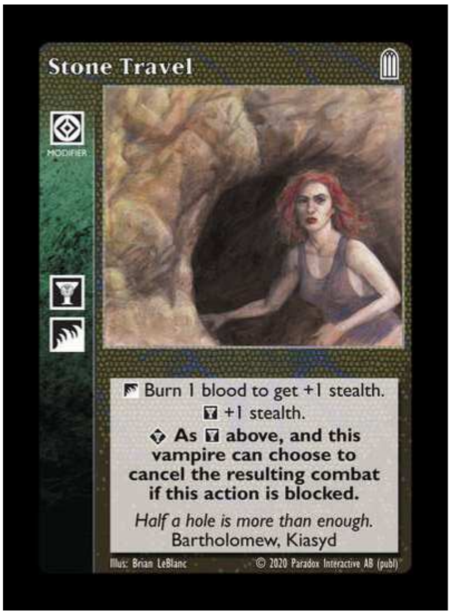
Requires an Anarch.

+1 stealth, with 1 optional maneuver during the resulting combat if this action is blocked.

+2 stealth. Not usable during a bleed or political action.

The blocking vampire gets −1 intercept.

Illus: Andrew Trabbold



Stone Travel

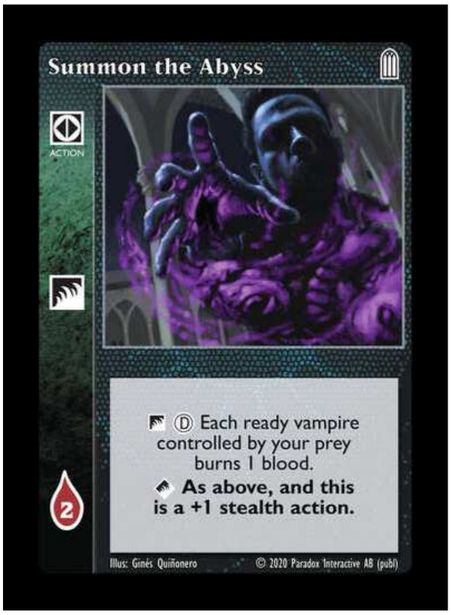
Burn 1 blood to get +1 stealth.

+1 stealth.

As above, and this vampire can choose to cancel the resulting combat if this action is blocked.

Half a hole is more than enough.
Bartholomew, Kiasyd

Illus: Brian LeBlanc

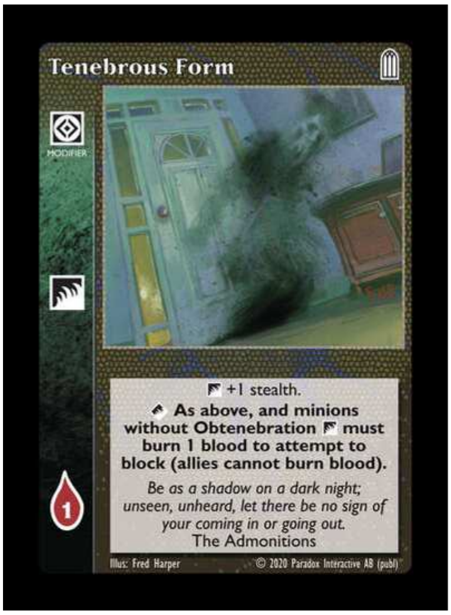


Summon the Abyss

Ⓓ Each ready vampire controlled by your prey burns 1 blood.

As above, and this is a +1 stealth action.

Illus: Ginés Quiñonero



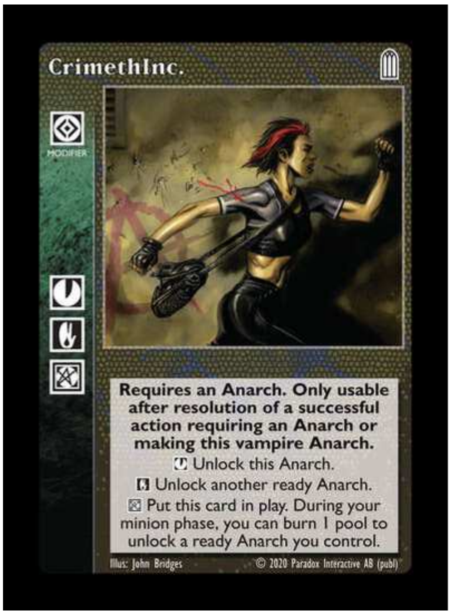
Tenebrous Form

+1 stealth.

As above, and minions without Obtenebration must burn 1 blood to attempt to block (allies cannot burn blood).

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

Illus: Fred Harper



CrimethInc.

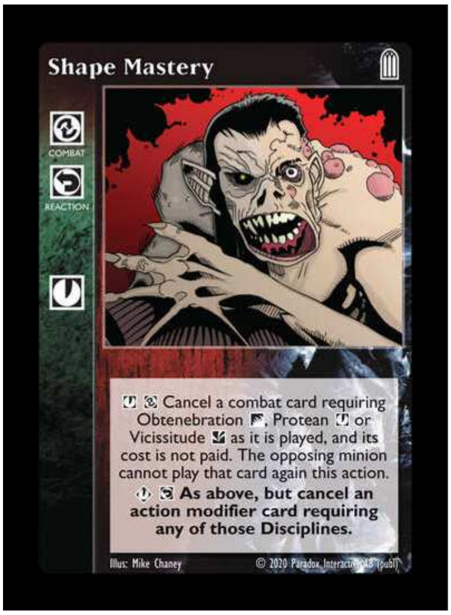
Requires an Anarch. Only usable after resolution of a successful action requiring an Anarch or making this vampire Anarch.

Unlock this Anarch.

Unlock another ready Anarch.

Put this card in play. During your minion phase, you can burn 1 pool to unlock a ready Anarch you control.

Illus: John Bridges



Shape Mastery

Cancel a combat card requiring Obtenebration, Protean or Vicissitude as it is played, and its cost is not paid. The opposing minion cannot play that card again this action.

As above, but cancel an action modifier card requiring any of those Disciplines.

Illus: Mike Chaney

Steely Tenacity

ACTION

COMBAT

Requires an Anarch. Do not replace until after this action. If you would replace this card, instead you can take this card from your ash heap.

Strike: hand strike or use a melee weapon strike. This strike is at +1 damage, with 1 optional press.

Ⓓ Bleed with +1 bleed.

+1 stealth action. Ⓓ Enter combat with a minion.

1

Illus: Peter Bergting

Canopic Jar

EQUIP ACTION

Choose a ready minion. The bearer gets +1 intercept against the chosen minion. If the bearer blocks the chosen minion, the bearer can burn this equipment before block resolution to cancel combat and unlock.

◆ **As above, and the chosen minion burns 1 blood or life after this equipment is burned.**

Illus: Mark Nelson

Cobra Fangs

COMBAT

Strike: hand strike. If any damage from this strike is successfully inflicted on an opposing ally, burn that ally after action resolution.

◆ **As above, and if any damage from this strike is successfully inflicted on an opposing vampire, the opposing vampire goes to torpor during their next unlock phase.**

1

Illus: Mike Chaney

Concordance

ACTION

+1 stealth action.

Ⓓ Bleed. If more than 1 pool is bled with this action, ignore the excess.

Requires an infernal vampire. Put this card on this vampire. This vampire treats aggravated damage as normal damage and gets +1 strength and −1 stealth.

◆ **As above, and this vampire gets flight. During your influence phase, this vampire can burn 1 blood to unlock.**

1

Illus: Steve Ellis

Condemnation: Betrayed

ACTION

+1 stealth action. Condemnation.

Ⓓ Lock a younger vampire.

Requires an infernal vampire. Ⓓ Put this card on a ready minion. Bleed actions cost the attached minion 1 additional blood (allies cannot pay blood costs). Burn all other condemnation cards on this minion.

◆ **As above, and the attached minion's controller burns the top card of their library during their unlock phase.**

But the Brujah are not as disciplined. Betrayal swiftly shifts their focus.
Sargon, Baali

Illus: William O'Connor

Consignment to Duat

ACTION

+1 stealth action.

Ⓓ Steal 1 blood or life (becoming blood) from a ready minion.

◆ Ⓓ **Put this card on a ready minion. During the attached minion's unlock phase, they burn 1 blood or life. If they cannot, they go to torpor. Burn this card after this acting minion enters combat or leaves the ready region. A minion can have only one Consignment to Duat.**

1

Illus: James Stowe

Detect Authority

REACTION

Requires an Anarch.

Only usable during an action directed at a minion or location you control. The action fails unless the acting minion burns 2 blood (allies cannot burn blood).

+1 intercept.

Reduce a bleed against you by 2.

Illus: Peter Bergting

Dismemberment of Osiris

ACTION

Ⓓ Burn a titled vampire in torpor (this is not diablerie). Each ready vampire of the same clan as the titled vampire burns 1 blood.

◆ **As above, and the titled vampire's controller burns 1 pool.**

1

Illus: Steve Ellis

Divine Image

MODIFIER

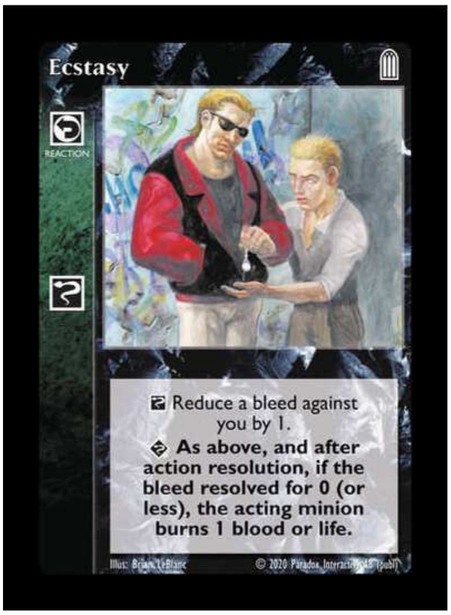
Only usable as the action is announced.

This action, this vampire gets −1 stealth, +1 strength, and can prevent 1 damage each combat.

◆ **As above, with +1 bleed that does not count against the limit, only usable during a bleed action.**

1

Illus: Jim Di Bartolo

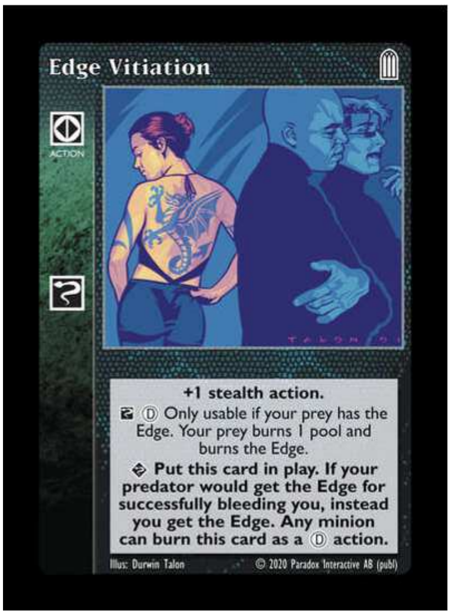


Ecstasy

Reduce a bleed against you by 1.

As above, and after action resolution, if the bleed resolved for 0 (or less), the acting minion burns 1 blood or life.

Illus: Brian LeBlanc © 2020 Paradox Interactive AB (publ)



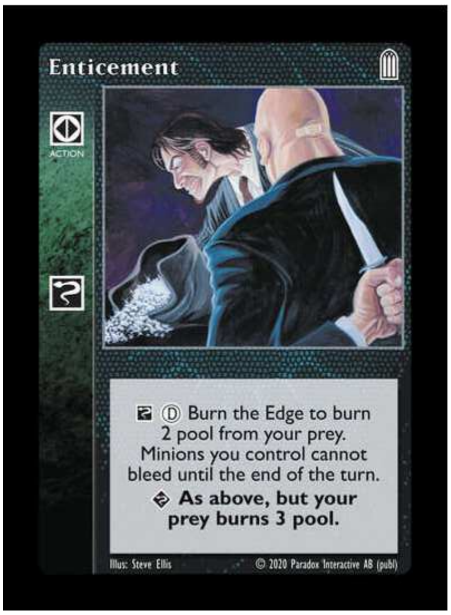
Edge Vitiation

+1 stealth action.

Ⓓ Only usable if your prey has the Edge. Your prey burns 1 pool and burns the Edge.

Put this card in play. If your predator would get the Edge for successfully bleeding you, instead you get the Edge. Any minion can burn this card as a Ⓓ action.

Illus: Durwin Talon © 2020 Paradox Interactive AB (publ)

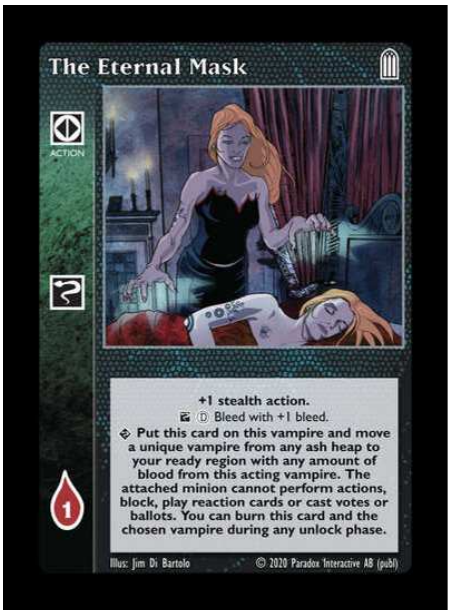


Enticement

Ⓓ Burn the Edge to burn 2 pool from your prey. Minions you control cannot bleed until the end of the turn.

As above, but your prey burns 3 pool.

Illus: Steve Ellis © 2020 Paradox Interactive AB (publ)



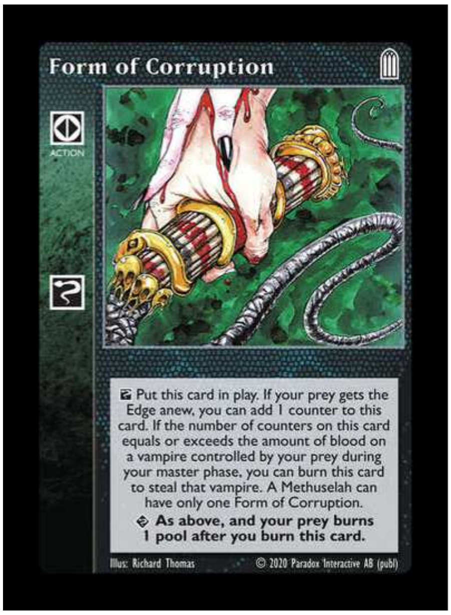
The Eternal Mask

+1 stealth action.

Ⓓ Bleed with +1 bleed.

Put this card on this vampire and move a unique vampire from any ash heap to your ready region with any amount of blood from this acting vampire. The attached minion cannot perform actions, block, play reaction cards or cast votes or ballots. You can burn this card and the chosen vampire during any unlock phase.

Illus: Jim Di Bartolo © 2020 Paradox Interactive AB (publ)

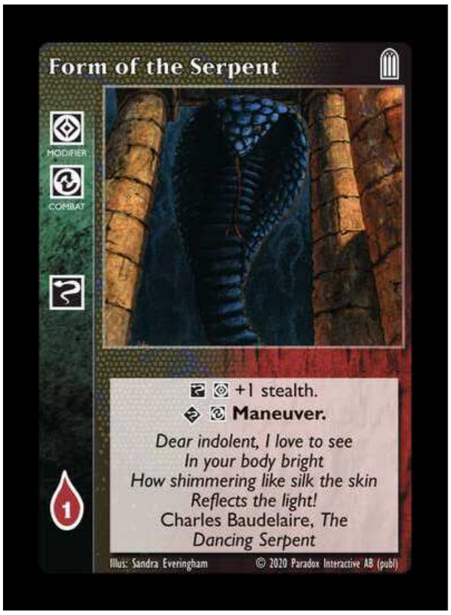


Form of Corruption

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

As above, and your prey burns 1 pool after you burn this card.

Illus: Richard Thomas © 2020 Paradox Interactive AB (publ)



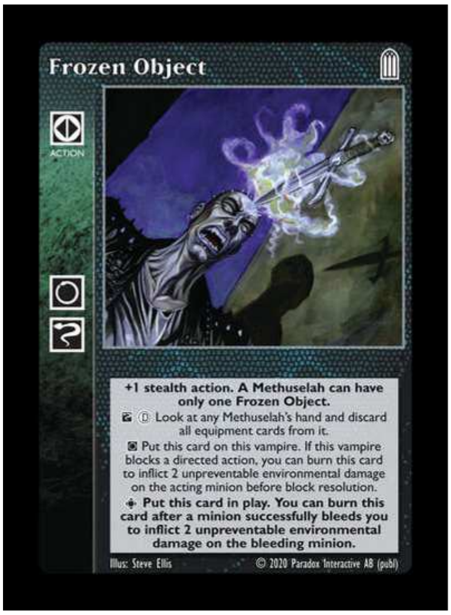
Form of the Serpent

+1 stealth.

Maneuver.

Dear indolent, I love to see
In your body bright
How shimmering like silk the skin
Reflects the light!
Charles Baudelaire, *The Dancing Serpent*

Illus: Sandra Everingham © 2020 Paradox Interactive AB (publ)



Frozen Object

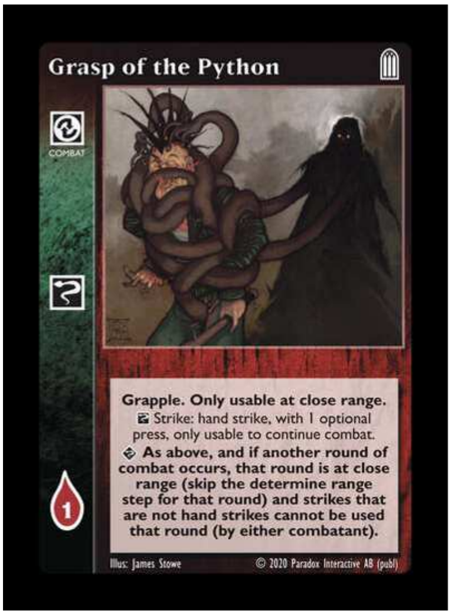
+1 stealth action. A Methuselah can have only one Frozen Object.

Ⓓ Look at any Methuselah's hand and discard all equipment cards from it.

Put this card on this vampire. If this vampire blocks a directed action, you can burn this card to inflict 2 unpreventable environmental damage on the acting minion before block resolution.

Put this card in play. You can burn this card after a minion successfully bleeds you to inflict 2 unpreventable environmental damage on the bleeding minion.

Illus: Steve Ellis © 2020 Paradox Interactive AB (publ)



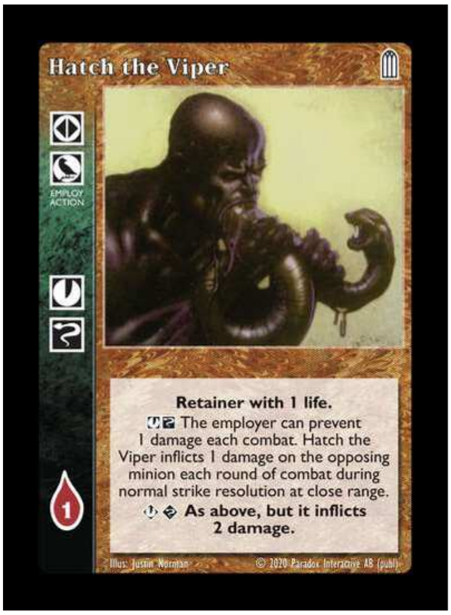
Grasp of the Python

Grapple. Only usable at close range.

Strike: hand strike, with 1 optional press, only usable to continue combat.

As above, and if another round of combat occurs, that round is at close range (skip the determine range step for that round) and strikes that are not hand strikes cannot be used that round (by either combatant).

Illus: James Stowe © 2020 Paradox Interactive AB (publ)



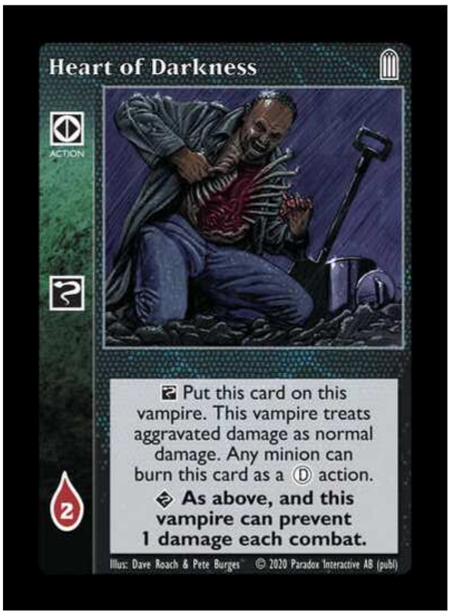
Hatch the Viper

Retainer with 1 life.

The employer can prevent 1 damage each combat. Hatch the Viper inflicts 1 damage on the opposing minion each round of combat during normal strike resolution at close range.

As above, but it inflicts 2 damage.

Illus: Justin Norman © 2020 Paradox Interactive AB (publ)



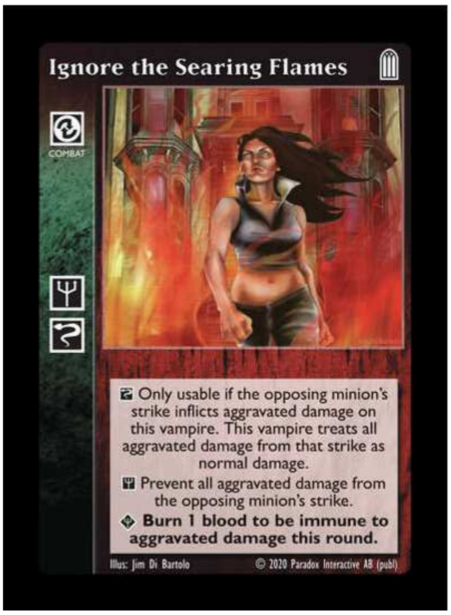
Heart of Darkness

ACTION

Put this card on this vampire. This vampire treats aggravated damage as normal damage. Any minion can burn this card as a Ⓓ action.

As above, and this vampire can prevent 1 damage each combat.

Illus: Dave Roach & Pete Burges



Ignore the Searing Flames

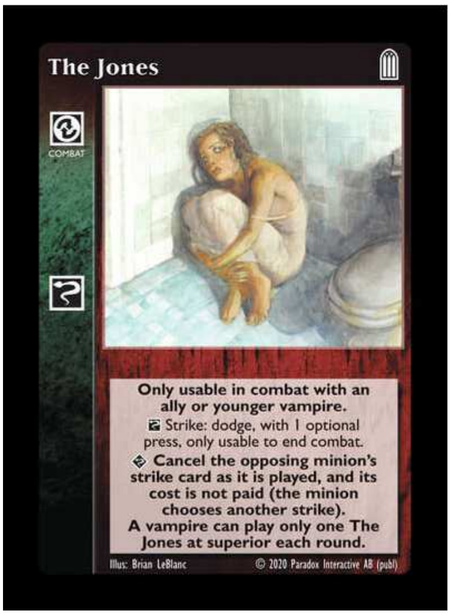
COMBAT

Only usable if the opposing minion's strike inflicts aggravated damage on this vampire. This vampire treats all aggravated damage from that strike as normal damage.

Prevent all aggravated damage from the opposing minion's strike.

Burn 1 blood to be immune to aggravated damage this round.

Illus: Jim Di Bartolo



The Jones

COMBAT

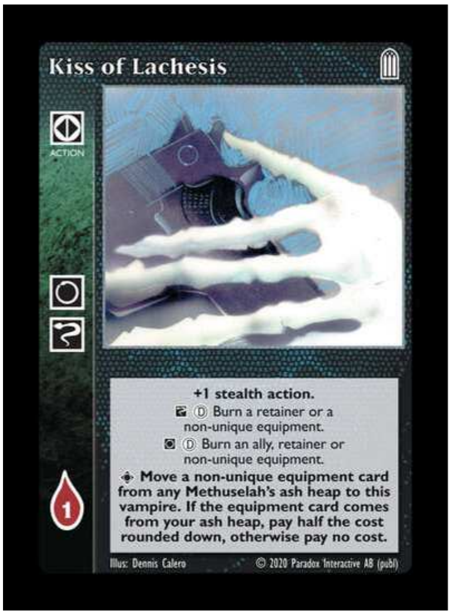
Only usable in combat with an ally or younger vampire.

Strike: dodge, with 1 optional press, only usable to end combat.

Cancel the opposing minion's strike card as it is played, and its cost is not paid (the minion chooses another strike).

A vampire can play only one The Jones at superior each round.

Illus: Brian LeBlanc



Kiss of Lachesis

ACTION

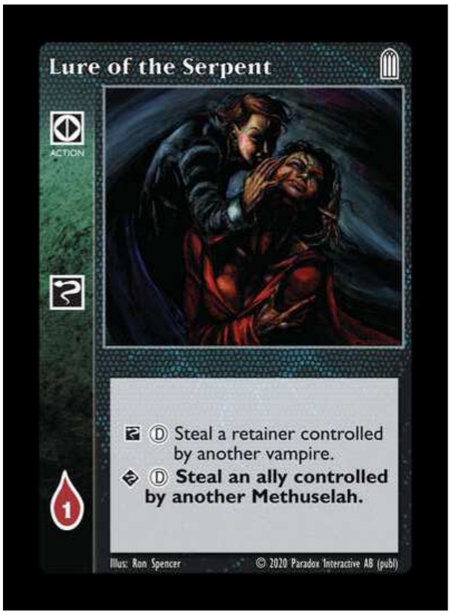
+1 stealth action.

Ⓓ Burn a retainer or a non-unique equipment.

Ⓓ Burn an ally, retainer or non-unique equipment.

Move a non-unique equipment card from any Methuselah's ash heap to this vampire. If the equipment card comes from your ash heap, pay half the cost rounded down, otherwise pay no cost.

Illus: Dennis Calero



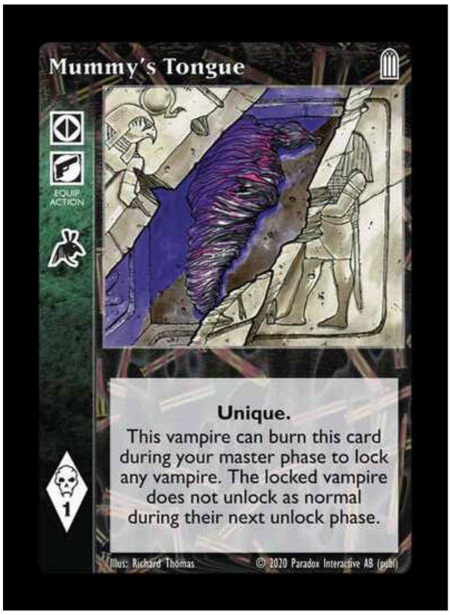
Lure of the Serpent

ACTION

Ⓓ Steal a retainer controlled by another vampire.

Ⓓ Steal an ally controlled by another Methuselah.

Illus: Ron Spencer



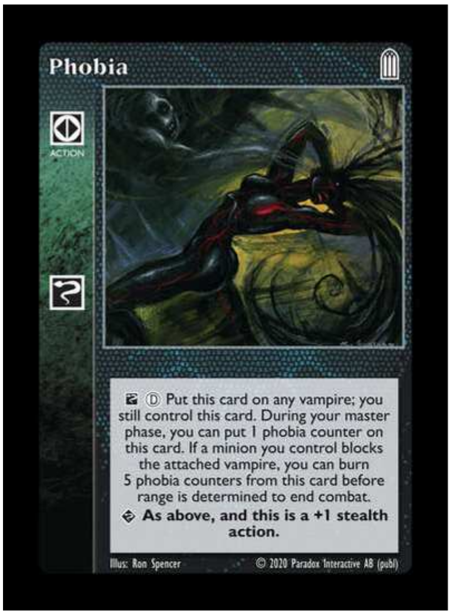
Mummy's Tongue

EQUIP ACTION

Unique.

This vampire can burn this card during your master phase to lock any vampire. The locked vampire does not unlock as normal during their next unlock phase.

Illus: Richard Thomas



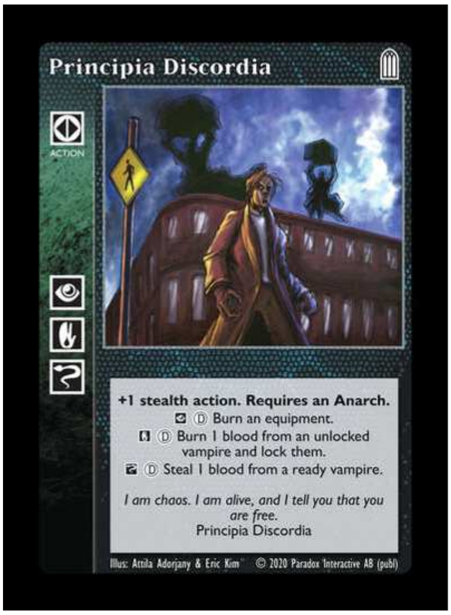
Phobia

ACTION

Ⓓ Put this card on any vampire; you still control this card. During your master phase, you can put 1 phobia counter on this card. If a minion you control blocks the attached vampire, you can burn 5 phobia counters from this card before range is determined to end combat.

As above, and this is a +1 stealth action.

Illus: Ron Spencer



Principia Discordia

ACTION

+1 stealth action. Requires an Anarch.

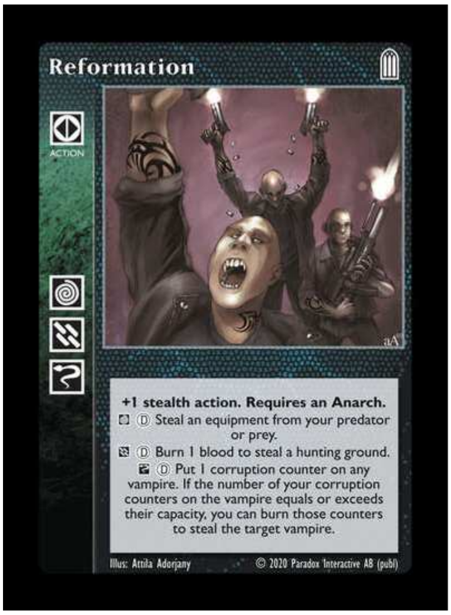
Ⓓ Burn an equipment.

Ⓓ Burn 1 blood from an unlocked vampire and lock them.

Ⓓ Steal 1 blood from a ready vampire.

I am chaos. I am alive, and I tell you that you are free.
Principia Discordia

Illus: Attila Adorjany & Eric Kim



Reformation

ACTION

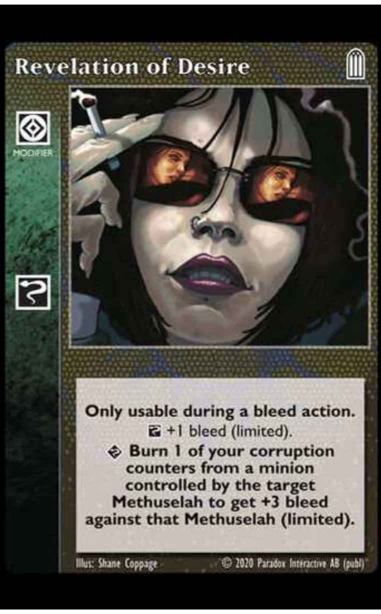
+1 stealth action. Requires an Anarch.

Ⓓ Steal an equipment from your predator or prey.

Ⓓ Burn 1 blood to steal a hunting ground.

Ⓓ Put 1 corruption counter on any vampire. If the number of your corruption counters on the vampire equals or exceeds their capacity, you can burn those counters to steal the target vampire.

Illus: Attila Adorjany



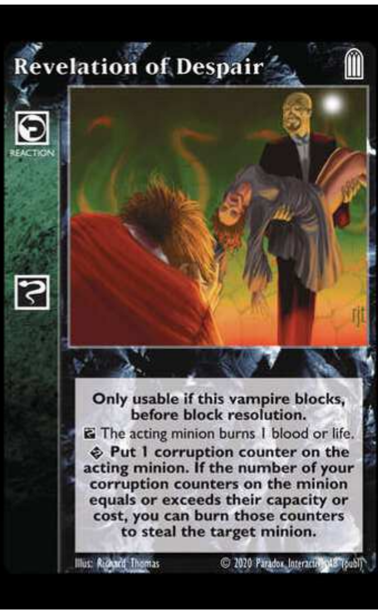
Revelation of Desire

Only usable during a bleed action.

▣ +1 bleed (limited).

◈ **Burn 1 of your corruption counters from a minion controlled by the target Methuselah to get +3 bleed against that Methuselah (limited).**

Illus: Shane Coppage



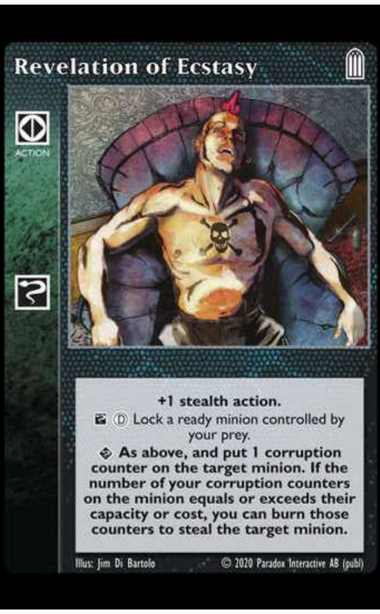
Revelation of Despair

Only usable if this vampire blocks, before block resolution.

▣ The acting minion burns 1 blood or life.

◈ **Put 1 corruption counter on the acting minion. If the number of your corruption counters on the minion equals or exceeds their capacity or cost, you can burn those counters to steal the target minion.**

Illus: Richard Thomas



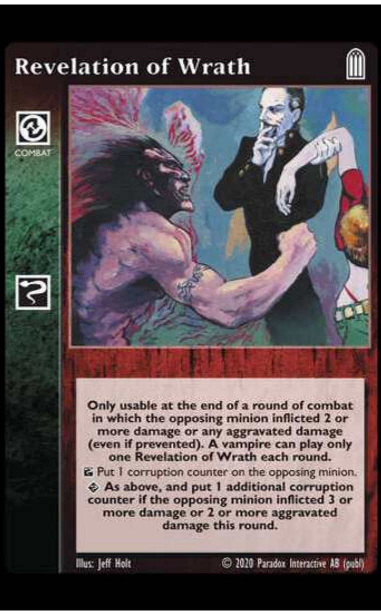
Revelation of Ecstasy

+1 stealth action.

▣ Ⓓ Lock a ready minion controlled by your prey.

◈ **As above, and put 1 corruption counter on the target minion. If the number of your corruption counters on the minion equals or exceeds their capacity or cost, you can burn those counters to steal the target minion.**

Illus: Jim Di Bartolo



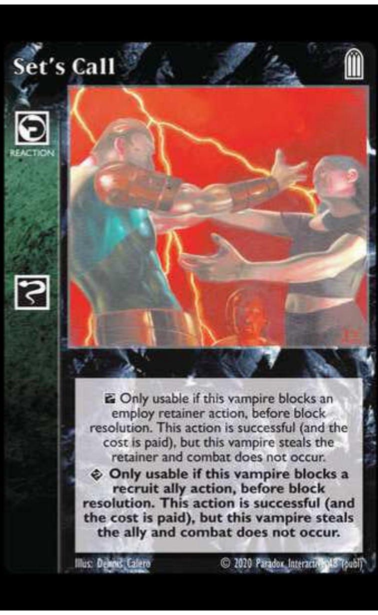
Revelation of Wrath

Only usable at the end of a round of combat in which the opposing minion inflicted 2 or more damage or any aggravated damage (even if prevented). A vampire can play only one Revelation of Wrath each round.

▣ Put 1 corruption counter on the opposing minion.

◈ **As above, and put 1 additional corruption counter if the opposing minion inflicted 3 or more damage or 2 or more aggravated damage this round.**

Illus: Jeff Holt

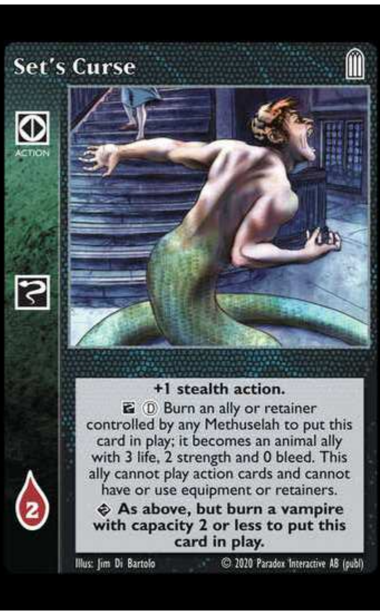


Set's Call

▣ Only usable if this vampire blocks an employ retainer action, before block resolution. This action is successful (and the cost is paid), but this vampire steals the retainer and combat does not occur.

◈ **Only usable if this vampire blocks a recruit ally action, before block resolution. This action is successful (and the cost is paid), but this vampire steals the ally and combat does not occur.**

Illus: Dennis Calero



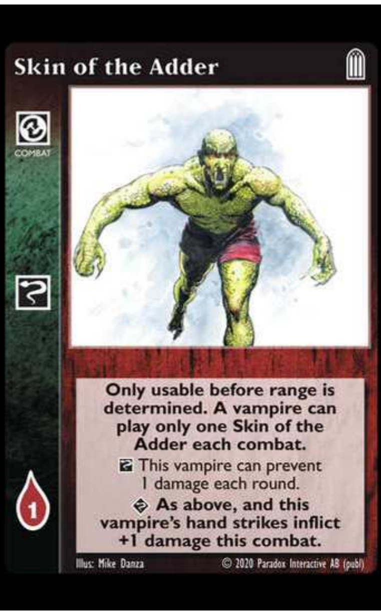
Set's Curse

+1 stealth action.

▣ Ⓓ Burn an ally or retainer controlled by any Methuselah to put this card in play; it becomes an animal ally with 3 life, 2 strength and 0 bleed. This ally cannot play action cards and cannot have or use equipment or retainers.

◈ **As above, but burn a vampire with capacity 2 or less to put this card in play.**

Illus: Jim Di Bartolo



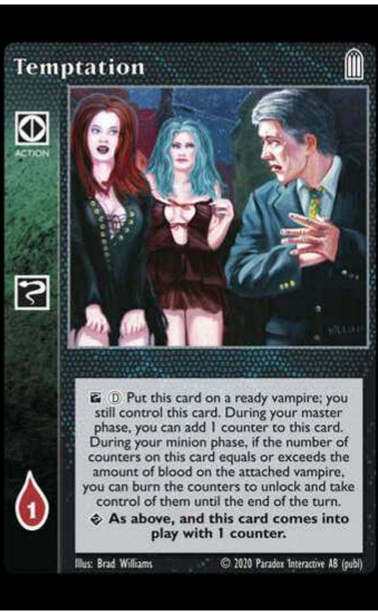
Skin of the Adder

Only usable before range is determined. A vampire can play only one Skin of the Adder each combat.

▣ This vampire can prevent 1 damage each round.

◈ **As above, and this vampire's hand strikes inflict +1 damage this combat.**

Illus: Mike Danza

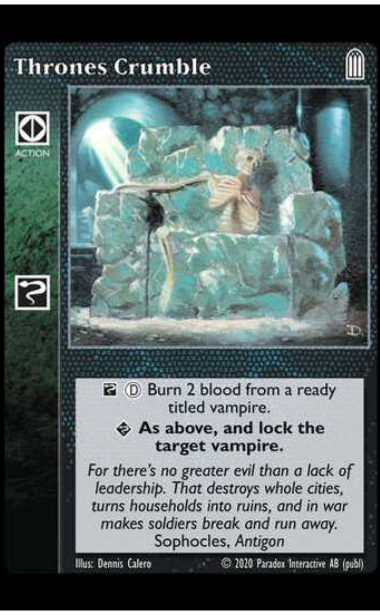


Temptation

▣ Ⓓ Put this card on a ready vampire; you still control this card. During your master phase, you can add 1 counter to this card. During your minion phase, if the number of counters on this card equals or exceeds the amount of blood on the attached vampire, you can burn the counters to unlock and take control of them until the end of the turn.

◈ **As above, and this card comes into play with 1 counter.**

Illus: Brad Williams



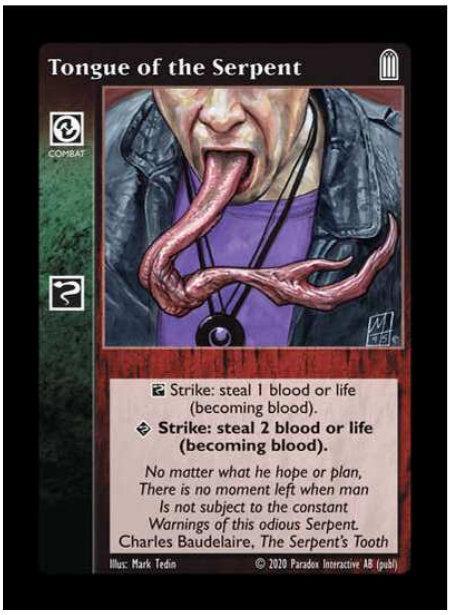
Thrones Crumble

▣ Ⓓ Burn 2 blood from a ready titled vampire.

◈ **As above, and lock the target vampire.**

For there's no greater evil than a lack of leadership. That destroys whole cities, turns households into ruins, and in war makes soldiers break and run away.
Sophocles, *Antigon*

Illus: Dennis Calero



Tongue of the Serpent

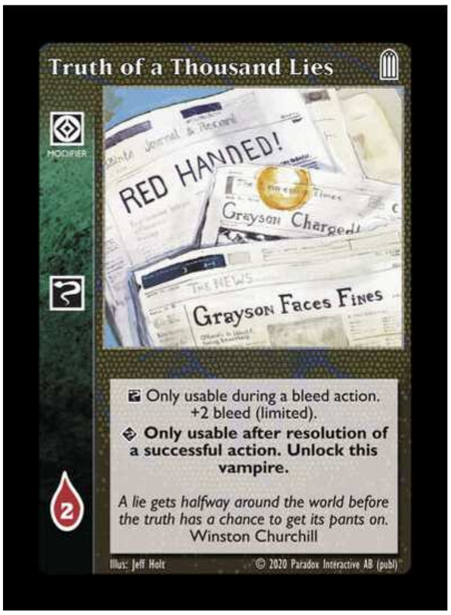
COMBAT

▪ Strike: steal 1 blood or life (becoming blood).

◆ **Strike: steal 2 blood or life (becoming blood).**

No matter what he hope or plan,
There is no moment left when man
Is not subject to the constant
Warnings of this odious Serpent.
Charles Baudelaire, *The Serpent's Tooth*

Illus: Mark Tedin



Truth of a Thousand Lies

MODIFIER

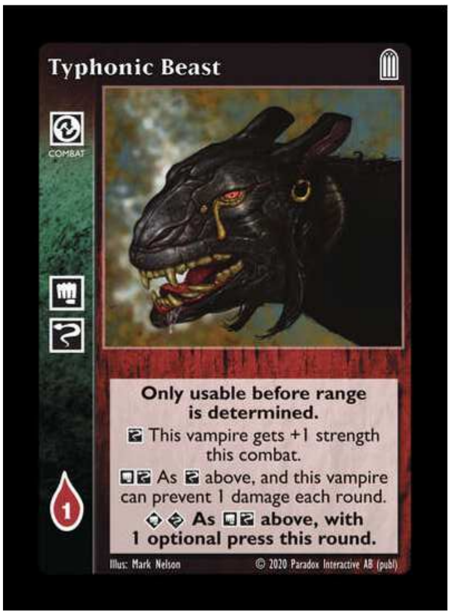
2

▪ Only usable during a bleed action. +2 bleed (limited).

◆ **Only usable after resolution of a successful action. Unlock this vampire.**

A lie gets halfway around the world before the truth has a chance to get its pants on.
Winston Churchill

Illus: Jeff Holt



Typhonic Beast

COMBAT

1

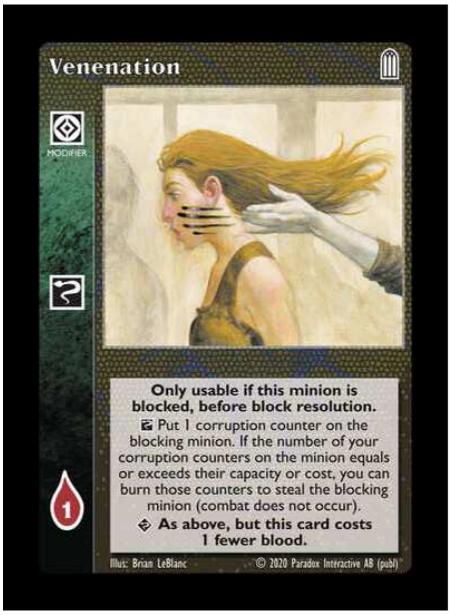
Only usable before range is determined.

▪ This vampire gets +1 strength this combat.

▪▪ As ▪ above, and this vampire can prevent 1 damage each round.

◆◆ **As ▪▪ above, with 1 optional press this round.**

Illus: Mark Nelson



Venenation

MODIFIER

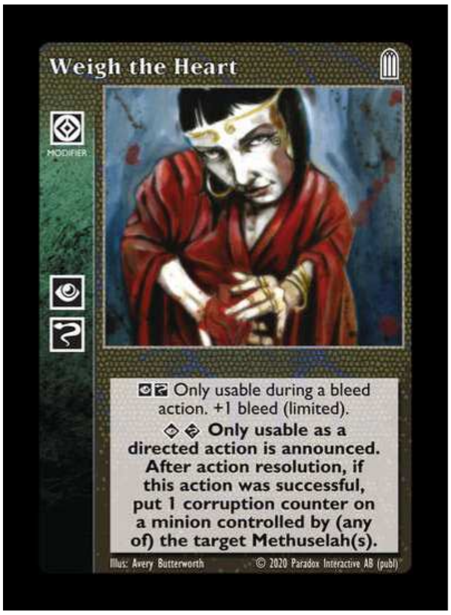
1

Only usable if this minion is blocked, before block resolution.

▪ Put 1 corruption counter on the blocking minion. If the number of your corruption counters on the minion equals or exceeds their capacity or cost, you can burn those counters to steal the blocking minion (combat does not occur).

◆ **As above, but this card costs 1 fewer blood.**

Illus: Brian LeBlanc



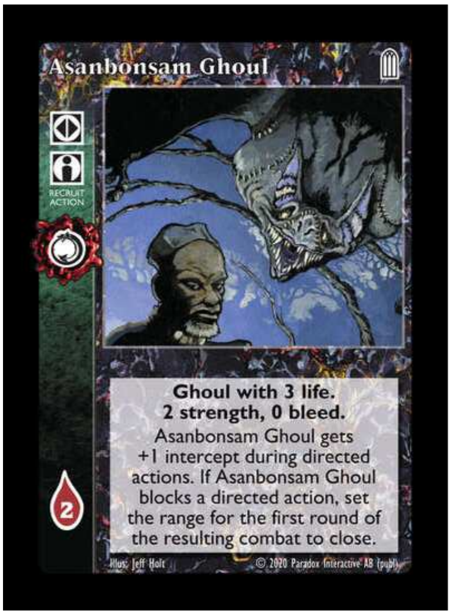
Weigh the Heart

MODIFIER

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

◆◆ **Only usable as a directed action is announced. After action resolution, if this action was successful, put 1 corruption counter on a minion controlled by (any of) the target Methuselah(s).**

Illus: Avery Butterworth



Asanbonsam Ghoul

RECRUIT ACTION

2

Ghoul with 3 life. 2 strength, 0 bleed.

Asanbonsam Ghoul gets +1 intercept during directed actions. If Asanbonsam Ghoul blocks a directed action, set the range for the first round of the resulting combat to close.

Illus: Jeff Holt