

Bronwen

Sabbat Priscus: Once each combat, Bronwen may dodge as a strike.

Illus. Ken Meyer, Jr.

10

Dodd

Sabbat

Illus. Tim Bradstreet & Grant Goleash

5

Frederick the Weak

Sabbat

Illus. Mike Dringenberg

2

Hugo

Sabbat: Hugo gets -1 intercept against Lasombra and Tzimisce.

Illus. Anson Maddocks

4

Jacko

Sabbat: Jacko gets an optional additional strike during the first round of combat. This does not count against his additional strikes for that round.

Illus. Tim Bradstreet & Grant Goleash

8

Jacob Bragg

Sabbat

Illus. Ash Arnett

3

Richter, The Templar of Du Mont

Sabbat: +1 hand damage

Illus. Max Shade Fellwalker

7

Rigby, Crusade Vanguard

Sabbat: If Rigby attempts to block a Sabbat vampire and fails, and if any of your predator's Bishops are not at full capacity, move 1 blood from Rigby to one of those Bishops.

Illus. Larry Snelly

5

Salinger

Sabbat Archbishop of Philadelphia: As a Ⓚ action, Salinger may enter combat with any Lasombra or Tzimisce. +1 bleed

Illus. Larry Snelly

9

Sarah Brando



Sabbat: Sarah gets -1 stealth on each **D** action she attempts against a Methuselah who controls a ready Bishop or Archbishop.

Illus. Alan Rabinowitz

Sela



Sabbat Bishop: If Sela becomes an Archbishop, each ready Bishop controlled by your prey burns 1 blood. +1 bleed

Illus. Sandra Everingham

Blaise



Sabbat: +1 hand damage

Illus. Ken Meyer, Jr.

Caitlin



Sabbat Bishop

Illus. Doug Alexander

Genevieve



Sabbat Priscus: Genevieve gets one additional vote during each political action.

Illus. Larry Snelly

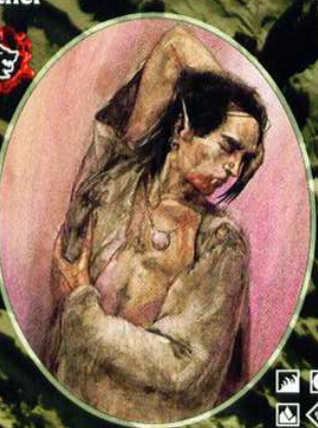
Leon



Sabbat: Gangrel *antitribu* get -1 intercept against Leon.

Illus. John Bolton

Luther



Sabbat: Luther gets +1 bleed against any Methuselah who controls a ready Pander.

Illus. Mike Dringenberg

Monique



Sabbat

Illus. Max Shade Fellwalker


Pieter



Sabbat

Illus. Peter Venters

Sadie



Sabbat

Illus. Sandra Everingham

2

Samantha



Sabbat Bishop: Samantha's hand damage is aggravated. She gets +1 intercept against Lasombra.

Illus. Ken Meyer, Jr.

10

Shane Grimald



Sabbat

Illus. Zina Saunders

4

Zachary



Sabbat

Illus. Mark Tedin

7

Aaron Duggan, Cameron's Toady



Sabbat

Illus. Eric LaCombe

2

Alvaro, The Scion of Angelica



Sabbat Archbishop of Pittsburgh: If Alvaro abstains during a political action, he gains 2 blood at the end of that action. +1 bleed

Illus. Scott Fischer

9

Angelica, The Canonius




Sabbat Cardinal: Once each time Angelica attempts to block, you may burn X master cards from your hand to give her +X intercept.

Illus. John Bolton

10

Antonio Delgado



Sabbat Archbishop of Atlanta: If Antonio performs a successful political action, untap him at the end of the turn.

Illus. Max Shade Fellwalker

9

Aurora Van Brande, Paladin



Sabbat: Aurora may inflict 1R damage as a strike.

Illus. Doug Alexander

6

Cameron

Sabbat

Illus. Scott Fischer

3

Gratiano

Sabbat Priscus: Gratiano gets one additional vote during the Prisci vote. +1 bleed.

Illus. Doug Alexander

8

Guido Lucciano

Sabbat

Illus. Joe Ziolkowski

5

Ignacio, The Black Priest

Sabbat

Illus. Mike Dringenberg

4

Lisette Vizquel

Sabbat Bishop: Lisette gets +1 intercept against any vampire who attempts diablerie.

Illus. Ken Meyer, Jr.

6

Ramiro

Sabbat

Illus. John Bolton

4

Artemis

Sabbat

Illus. Ken Meyer, Jr.

6

Boy Toy

Sabbat

Illus. Ken Meyer, Jr.

2


Claven

Sabbat

Illus. Ken Meyer, Jr.

4

Hannibal



Sabbat Cardinal: As a Ⓛ action, Hannibal may steal up to 2 blood from another Sabbat vampire.

10

Illus. David Alexander © 1994 Wizards of the Coast, Inc. All Rights Reserved.

Imogen



Sabbat Archbishop of Miami: As a +1 stealth Ⓛ action, Imogen may pick one card at random from the hand of her prey or predator and exchange it with any card in that Methuselah's ash heap.

9

Illus. Zoran Mitic © 1994 Wizards of the Coast, Inc. All Rights Reserved.

Korah



Sabbat Priscus

7

Illus. Lawrence Coult © 1994 Wizards of the Coast, Inc. All Rights Reserved.

Muriel Foucade



Sabbat: +1 hand damage

5

Illus. Matt Chade, FeltWalker © 1994 Wizards of the Coast, Inc. All Rights Reserved.

Quira, The Bitch Queen



Sabbat: +1 bleed

6

Illus. Dean Venzara © 1994 Wizards of the Coast, Inc. All Rights Reserved.

Vasantasena



Sabbat: Vasantasena gets +1 stealth when bleeding a Methuselah who does not control a ready titled vampire. +1 bleed

9

Illus. A. J. Ross, D. J. Grayson © 1994 Wizards of the Coast, Inc. All Rights Reserved.

Virgil



Sabbat Bishop: As a Ⓛ action, Virgil may gain control of a retainer; put that retainer on him. As a +1 stealth action, he may burn a retainer he controls to gain an amount of blood equal to that retainer's life from the blood bank.

8

Illus. Dennis Lee Jones © 1994 Wizards of the Coast, Inc. All Rights Reserved.

Yorik



Sabbat

3

Illus. Dennis Alexander © 1994 Wizards of the Coast, Inc. All Rights Reserved.

Agatha



Sabbat

4

Illus. John Bolton © 1994 Wizards of the Coast, Inc. All Rights Reserved.

Beast, The Leatherface of Detroit

Sabbat: As a **Ⓛ** action, Beast may enter combat with any minion. Beast cannot equip, recruit allies, hire retainers, or play action cards **Ⓛ**. +1 hand damage

Illus. Pete Venters

Cailean

Sabbat Archbishop of Detroit: At the beginning of each round of combat, Cailean can set the range for that round. If he does so, skip the Establish Range step for that round.

Illus. Will Simpson

Calebos

Sabbat Bishop: +1 hand damage

Illus. Larry Snelly

Dani

Sabbat

Illus. Ted Naifeh

Josef

Sabbat

Illus. Drew Tucker

Kendrick

Sabbat Priscus: If Kendrick is ready during your master phase, you may look at a card at random from your prey's hand. If that card is a political action **Ⓛ**, your prey discards it.

Illus. Jeff Klimmek

Nigel the Shunned

Sabbat

Illus. Tim Bradstreet & Grant Goleash

Olivia

Sabbat Bishop

Illus. Pete Venters

Tommy

Sabbat

Illus. Ash Arnett

Yong-Sun, Harmonist

Sabbat Cardinal: As a **(D)** action, Yong-Sun may burn the top vampire of your prey's crypt.

Illus. Kevin McCann

10

Angela Decker

Sabbat: If Angela is burned in combat, burn 2 pool.

Illus. Max Shade Fellwalker

1

Christine Boscacci

Sabbat: Christine gets -1 intercept against any minion attempting to bleed.

Illus. Ken Meyer, Jr.

2

Basil

Sabbat: Any older vampire gets +1 hand damage when in combat with Basil.

Illus. John Bolton

1

Gillian Krader

Sabbat: Gillian cannot attempt political actions.

Illus. Larry Snelly

2

Huang, Blood Cultist

Sabbat: Any Gangrel *antitribu* may enter combat with Huang as a **(D)** action.

Illus. Zina Saunders

1

Jimmy Dunn

Sabbat: Jimmy Dunn cannot be contested. If a second Jimmy comes into play, burn the first Jimmy in play instead of contesting him.

Illus. Mike Dringenberg

4

Lena Rowe

Sabbat: Lena cannot attempt actions that would give her a title and cannot be chosen as the recipient of a title.

Illus. Ken Meyer, Jr.

3

March Halcyon

Sabbat: If March is diablerized, no one can call a Blood Hunt against the acting vampire.

Illus. Ken Meyer, Jr.

1

Mitchell, The Headhunter

Sabbat: Rescuing Mitchell from torpor costs an additional blood.

Illus. John Bolton

Rex, The Necronomist

Sabbat: Combat cards cost Rex an additional blood to play.

Illus. Philip Tan

Royce

Sabbat: Royce gets -1 stealth when attempting a bleed action.

Illus. Darryl Elliott

Carter

Sabbat

Illus. Matt Spade, Faller

Donatien

Sabbat Cardinal: As a (D) action, Donatien may bleed any Methuselah who has attempted an unsuccessful bleeding action since your last minion phase. +1 bleed

Illus. Rick By

Ian Wallingford

Sabbat Bishop

Illus. Drew Tucker

Jessica

Sabbat Bishop

Illus. Kenji Masu, Jr.

Jost Werner

Sabbat: Jost gets +1 stealth on each of his actions.

Illus. Peter Metzner, Jr.

Lachlan, Noddist

Sabbat Archbishop of Chicago

Illus. Michael Ausi

Lolita

Sabbat

3

Illus. Ken Meyer, Jr.

Matteus, Flesh Sculptor

Sabbat Priscus: Matteus may burn 1 additional blood to play an action card that requires a Cardinal or Archbishop. He may burn 1 blood to get +1 intercept against a Cardinal or Archbishop attempting a political action.

10

Illus. Mark Frazee

Remilliard, Devout Crusader

Sabbat

4

Illus. Mike Pringenberg

Sheila Mezarin

Sabbat: +1 bleed

6

Illus. John Bolton

Victor Revell, Loyalist

Sabbat

5

Illus. Karl Wall

Ayelea, The Manipulator

Sabbat Cardinal: As a (D) action, Ayelea may allow you to take control of a Tremere *antitribu* until the end of your next turn.

10

Illus. Arthur Roberg

Brooke

Sabbat

3

Illus. John Bolton

Bryan Van Duesen

Sabbat: +1 bleed

7

Illus. Jeff Miracola

Ethan Locke

Sabbat Archbishop of Toronto: As a (D) action, Ethan may steal a Master Discipline card from another vampire if he does not already possess the superior version of that Discipline.

9

Illus. Ken Meyer, Jr.

Heinrick Schlempt

Sabbat

Illus. Tim Bradstreet & Grant Goleash

2

Ian Forestal

Sabbat: Ian can play cards of any Discipline as though he has the basic level of that Discipline. Master Discipline cards played on him grant the superior level of that Discipline.

Illus. Drew Tucker

8

Kij Dansky

Sabbat Priscus

Illus. Rick Berry

8

Kurt Strauss

Sabbat

Illus. Philip Tan

5

Reverend Blackwood

Sabbat Bishop: Reverend Blackwood inflicts +1 damage with any strike card that requires Thaumaturgy.

Illus. John Bolton

6

Richard Tauber, Ayelea's Puppet

Sabbat: Richard gets -1 intercept against Lasombra and Tzimisce.

Illus. Thea Maia

4

Thelonius

Sabbat

Illus. Alan Rabinowitz

4

Anton

Sabbat: +1 intercept

Illus. Larry Snelly

8

Corine Marcón

Sabbat: +1 hand damage

Illus. Christopher Rush

6

Devin Bisley ♠

Sabbat

Illus. Karl Waller

5

Dragos ♠

Sabbat: Dragos does not have to burn blood to play combat cards.

Illus. Mark Tedin

7

Horatio ♠

Sabbat

Illus. Jeff Miracola

2

Lambach ♠

Sabbat Cardinal: During combat, Lambach may burn 1 blood to make his hand damage aggravated for the current round. +1 hand damage.

Illus. Tim Bradstreet & Grant Goleash

10

Lolita Houston ♠

Sabbat

Illus. Tim Bradstreet & Grant Goleash

4

Meshenka ♠

Sabbat Priscus: Meshenka burns one less blood for any card that requires Vicissitude.

Illus. Doug Alexander

8

Stravinsky ♠

Sabbat Archbishop of Mexico City: Stravinsky gets an additional +1 bleed against any Methuselah who controls a younger ready Tzimisce. +1 bleed.

Illus. Sandra Everingham

9

Violet Tremain ♠

Sabbat Bishop: If Violet successfully inflicts at least 2 hand damage to an opposing vampire, reduce that vampire's capacity by 1 at the end of combat. A vampire's capacity cannot be reduced below 0 in this way.

Illus. Pete Venters

6


Wendy Wade ♠

Sabbat

Illus. Christopher Rush

3

Billy



Sabbat

5

Illus. Max Shade Fellowship

Dominique



Sabbat: As a **Ⓢ** action, Dominique may put a vandal counter on a location. If a location has a number of vandal counters equal to its cost (or 1 vandal counter if it has no cost), burn it.

7

Illus. Tim Bradstreet & Grant Gulmaah

Dylan

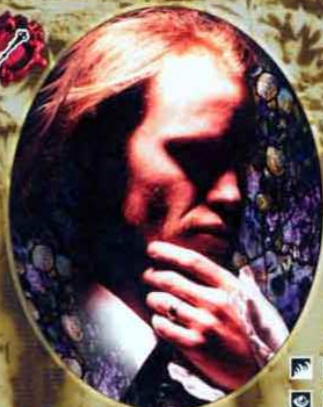


Sabbat: +1 bleed

6

Illus. Ken Meyer, Jr.

Gerard



Sabbat

5

Illus. Larry Snelly

Ingrid Russo



Sabbat

4

Illus. Doug Alexander

Juan Cali



Sabbat

3

Illus. John Bolton

Lazverinus, Thrall of Lambach



Archbishop of Houston:
+2 hand damage

10

Illus. Zina Saunders

Marlene, The Infernalist



Sabbat

6

Illus. Larry Snelly

Quentin



Sabbat Bishop: Once during each political action, Quentin may burn 1 blood to cancel the votes of any vampire.

9

Illus. Mike Dringenberg

Samson

Sabbat

Illus. Karl Waller

© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Vanessa

Sabbat

Illus. Max Shade Fallwalker

© 1996 Wizards of the Coast, Inc. All Rights Reserved.

.44 Magnum

Weapon, Gun
2R each strike, with an optional maneuver each combat

Illus. Greg Simanson

© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Ablative Skin

This is a +1 stealth action.
 Ⓜ : Put 3 ablative counters on this card.
 If the vampire with this card is damaged in combat, you may remove any number of ablative counters from this card to prevent that amount of non-aggravated damage. Burn this card when the last ablative counter on it is removed.
 Ⓞ : As above, but you may also prevent aggravated damage in this way.

Illus. Richard Thomas

© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Adaptability

Ⓜ : Change all aggravated damage from one strike to normal damage.
 Ⓞ : Prevent all aggravated damage from one strike.
A permanent state of transition is man's most noble condition.
 Juan Ramon Jimenez

Illus. Hannibal King

© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Aggressive Tactics

Master
Requires a ready Sabbat vampire.
 Put this card in play and choose a Methuselah. The chosen Methuselah reduces his or her hand size by one card. This card may be burned by any vampire as an Ⓞ action.

Illus. John Matson

© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Ambush

Ⓞ Enter combat with a tapped minion. The acting minion gets an optional maneuver during that combat.
"We will strike from the shadows when the time is right, and all will fall before us."
 Cameron, Clan Lasombra

Illus. Mark Poole

© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Amusement Park Hunting Ground

Master: unique location
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.
"Definitely an E ticket!"
 Julie, Brujah antitribu

Illus. Dave Seeley

© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Anarchist Uprising

Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means each Methuselah burns 1 pool for each minion he or she controls.
We are all brothers of oppression, and today, brothers of oppression are identified with each other all over the world.
 Malcolm X

Illus. Scott Fischer

© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Animalism



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

+1

Illus. Sandra Everingham
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Apportation



: Press, only usable to continue combat.
: **Maneuver**
*"The gun flew from my hands like God himself chose to intervene."
Jacob Bragg, Brujah antitribu*

Illus. Clint Langley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Arms of the Abyss



: Strike: dodge
: **Strike: dodge, with an additional strike**
*And when you gaze long into the abyss, the abyss also gazes into you.
Nietzsche, Thus Spoke Zarathustra*

Illus. Michael Astrachan
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Arson



Do not replace until after combat.
: Burn a location.
O, for a Muse of fire...
Shakespeare, Henry V, act 1, scene 1

Illus. Dave Seeley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

The Art of Love



Master
Take control of an ally controlled by another Methuselah until the end of your turn.
I know of only one duty, and that is to love.
Camus

Illus. Greg Simanson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

The Art of Pain



Unique master
Put this card on a ready Toreador antitribu. The vampire with this card gets +2 hand damage each combat.
No kind of sensation is keener and more active than that of pain; its impressions are unmistakable.
Marquis de Sade, 120 Days of Sodom

2

Illus. Greg Simanson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Art Scam



This is a +1 stealth action.
Gain 2 pool.
It's clever, but is it Art?
Kipling, "The Conundrum of the Workshops"

Illus. John Matson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Ascendance



Master
Gain 1 pool.
"It is our destiny, our birthright, to rule."
Gratiano, Clan Lasombra

Illus. Max Shade Fellwalker
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Auspex



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

+1

Illus. Greg Simanson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Awe

◻ : Only usable during a political action. This vampire may burn X blood to get X+1 votes.
 ◆ : As above, but this vampire gets 2X+1 votes.
We admire people to the extent that we cannot explain what they do, and the word "admire" then means "marvel at."
 B.F. Skinner, *Beyond Freedom and Dignity*

Illus. Gary Leach

The Barrens

Master: unique location
 Tap to discard a card from your hand.

Illus. Dave Seeley

Bauble

This is a +1 stealth action.
 ♣ : Put this card on the acting vampire. Search through your library and put a non-unique, non-location equipment card on another minion you control. Do not pay the cost to equip. The vampire with this card cannot attempt actions, block, or vote. You may burn this card and the chosen equipment card during your untap phase or when the vampire with the chosen equipment leaves the active region.
 ♠ : As above, but you may burn this card and the chosen equipment at any time.

Illus. Ron Spencer

Bestial Visage

Master
 Put this card on a Gangrel *antitribu*. The vampire with this card gets -1 stealth on each action.
...and finally doth bring To a perfect beast that first deformed thing.
 Pliny the Elder, *Divine Weekes and Workes*

Illus. Greg Loudon

Bewitching Oration

◻ : Only usable during a political action. The acting vampire gains 2 votes.
 ◆ : As above, but the acting vampire gains 4 votes.

Illus. Ash Arnett

Black Spiral Buddy

Ally with 3 life. 1 aggravated hand damage, 0 bleed.
 Once each combat, Black Spiral Buddy gets an additional strike. If Black Spiral Buddy has less than 3 life during your untap phase, he gains 1 life.

Illus. Jeff Miracola

Blessing of Chaos

This is a +1 stealth action.
 ♣ : Put this card on the acting vampire. If the vampire with this card attempts to block another vampire, that vampire cannot play action modifiers requiring *Dementation* ◻, *Dominate* ◻, *Presence* ◻, or *Chimistry* ◻. Vampires opposing this vampire in combat cannot play cards that require those Disciplines.
 ◆ : As above, and actions requiring those Disciplines cannot be directed at this vampire.

Illus. Hannibal King

Blood Brother Ambush

Put this card in play when an action is blocked. Combat does not occur. This card is then considered to be an ally with 3 life and 2R damage; this ally enters combat with the blocking minion. Blood Brothers may play cards requiring basic *Potence* ◻ as a vampire with a capacity of 3. Any cost in blood is paid with life. If a card would give them blood, give them life instead. Burn this card at the end of combat or if the combat is canceled.

Illus. Ted Naifeh

Blood Doll

Master
 Put this card on a vampire you control. During his or her master phase, the Methuselah controlling the vampire with this card may move 1 blood from the vampire to his or her blood pool or from his or her blood pool to the vampire.

Illus. Larry Snelly

Blood Feast



Requires a ready Priscus, Cardinal, or Archbishop. This is a +1 stealth action. Each ready Sabbat vampire you control gains 1 blood from the blood bank.

*Fear and suffering
Have fled to the heavens
And an unhealthy thirst
Darkens my veins.*
Rimbaud, "Song of the Highest Tower"

Illus. Ken Meyer, Jr. © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Blood of Acid



Only usable at close range before strikes are chosen. During strike resolution, the opposing minion takes an amount of damage equal to the damage he or she successfully inflicts.

As above, but the damage is aggravated.

Illus. Rick O'Brien © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Bloodbath



Requires a ready Priscus, Cardinal, or Archbishop. This is a +1 stealth action. Move 2 blood from the blood bank to a ready Sabbat vampire with a capacity above 4. Put this card on that vampire. The vampire with this card gains 1 additional vote during each political action unless he or she has a title. A vampire may have only one Bloodbath.

Illus. John Matson © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Blur



Additional strike.

Two additional strikes

*In skating over thin ice,
our safety is in our speed.*
Ralph Waldo Emerson, "Prudence"

Illus. Ken Meyer, Jr. © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Body Arsenal



For the remainder of this round, this vampire's hand damage is aggravated.

As above, and this vampire gets +1 hand damage for the remainder of this combat.

*"The most important weapons
are not those you carry."*
Anton, Clan Tzimisce

Illus. Mark Tedin © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Body Flare



Strike: 2 aggravated damage

Strike: 2R aggravated damage

*"The Star of Bethlehem itself
couldn't have burned brighter."*
Lambach, Sabbat Cardinal

Illus. Randy Gallegos © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Bonding



After playing this card, you cannot play another action modifier to further increase the bleed for this action.

+1 bleed

+1 stealth and +1 bleed

Illus. Harold Arthur McNeill © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Bone Spur



For the remainder of this round, this vampire's hand damage is aggravated.

As above, but for the remainder of this combat.

*"It may not be decorative,
but it's very functional."*
Horatio, Clan Tzimisce

Illus. Mike Dringenberg © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Bonecraft



Strike: 1 damage

Put this card on the opposing minion. The minion with this card has -1 hand damage. (This does not affect the Strike Resolution step this round.) He or she may burn this card by paying 2 blood as a +1 stealth action.

As above, but the minion with this card has -2 hand damage.

Illus. Ron Spencer © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Boxed In

Do not replace until after combat.
Press

"Nay, he is even more prisoner than the slave of the galley, than the madman in his cell."
Bram Stoker, *Dracula*

Illus. Matt Cavotta

Brass Knuckles

Melee Weapon
The minion with this equipment can inflict +1 hand damage once each combat.

"Sometimes the traditional methods are the best."
Jacob, Brujah *antitribu*

Illus. Ron Spencer

Breath of the Dragon

♣: Strike: 1R, aggravated
If this strike is used at close range, this vampire also takes the damage.

♠: Strike: 2R, aggravated
If this strike is used at close range, this vampire also takes the damage.

"I bring flame and death to my enemies."
Dragos, Clan Tzimisce

Illus. Pete Venters

Bribes

Only usable during a political action before votes are cast. Gain 1 pool. Any other Methuselah who votes in your favor and does not vote against you gains 1 pool when the results of the vote are tallied.

Bribes, believe me, buy both gods and men.
Ovid

Illus. Corey Macourek

The Bruisers

Unique Ally with 2 life. 2 hand damage, 0 bleed.
The Bruisers may take a **D** action to burn a location controlled by your prey.

Illus. Matt Cavotta

Call the Lamprey

♣: Strike: steal 1 blood from the opposing ally
Only usable during combat with an ally.

♠: Strike: steal 1 blood from the opposing minion

Illus. Alan Rabinowitz

Camarilla Threat

Political Card—Worth 1 Vote Called by any vampire at +1 stealth

If this vote is successful, put this card in play. Each Methuselah discarding a card during his or her discard phase burns 1 pool. This card may be burned by a vote called by any vampire as a +1 stealth action.

Illus. Jason Brubaker

Camarilla Vitae Slave

Retainer with 1 life.
The vampire with this retainer increases his or her capacity by 1. During each of his or her controller's master phases, he or she may choose a basic level Discipline he or she possesses. He or she then has the chosen Discipline at the superior level until his or her controller's next master phase.

Illus. Zina Saunders

Campground Hunting Ground

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

Illus. Ron Spencer

Canine Horde



Ⓜ : Strike: 1R
 ♦ : Strike: destroy equipment with First Strike
 Usable at long range.
Cry "Havoc!" and let slip the dogs of war.
Shakespeare, Julius Caesar, act 3, scene 1

Illus. Dave Seeley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Cardinal Benediction



Political Card—Worth 1 Vote Called by any Sabbat vampire at +1 stealth
 Choose a Sabbat vampire with a capacity over 6. Successful vote means that the vampire is given the title of Cardinal. Camarilla vampires cannot vote during this political action.

Illus. Hannibal King
© 1996 Wizards of the Coast, Inc. All Rights Reserved.


Cardinal Sin: Failure of Mission



Requires a ready Cardinal or Archbishop.
 Only usable when a Sabbat vampire without a title has been blocked. Put this card on that vampire. Any Sabbat vampire may enter combat with the vampire with this card. This card can be burned by any Sabbat vampire as a Ⓜ action.

Illus. David Foden
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Cardinal Sin: Insubordination



Requires a ready Priscus, Cardinal, or Archbishop.
 Only usable after a combat involving a titled Sabbat vampire you control and a non-titled Sabbat vampire; only usable if the opposing vampire is ready. The opposing vampire goes into torpor.

Illus. Michael Astrachan
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Carrion Coffin



Ⓜ : Put this card on the acting vampire. This vampire with this card may burn 1 blood to untap at the end of any Methuselah's turn. Any vampire can burn this card as a Ⓜ action.
 Ⓜ : As above, but this action is at +1 stealth.

Illus. Stuart Beel
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Carrion Crows



Ⓜ : Only usable before range is chosen. Opposing minion takes 1R each round of combat during strike resolution. A vampire can only play one Carrion Crows each combat.
 ♦ : As above, but with 2R damage.

Illus. Michael Dixon
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Catatonic Fear



Ⓜ : Strike: combat ends
 ♦ : As above, and the opposing minion takes 1 damage during strike resolution.
His fear did not seek to become a god.
Jean Cocteau

Illus. Clint Langley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Cats' Guidance



Ⓜ : Only usable immediately after this vampire blocks.
 Untap this reacting vampire.
 ♦ : This reacting vampire gets +1 intercept.
*Your cat, now, linked to learning and to love,
 Exhibits a taste for silences and gloom—
 Would make a splendid messenger of doom
 If his fierce pride would condescend to serve.*
Baudelaire, "Cats"

Illus. Greg Simanson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Cauldron of Blood



Ⓜ : Strike: 3 damage
 Not usable first round.
 ♦ : Strike: 5 damage
 Not usable first round.

Illus. Drew Tucker
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Celerity 



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

Illus. Greg Simanson © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Changeling 



 : +1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action
 : +1 stealth

Illus. Jeff Miracola © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Changeling Skin Mask 



Unique equipment
The vampire with this equipment gains superior Obfuscate . The vampire with this equipment may burn it to get +2 intercept for the current action. 

Illus. Mark Tedin © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Channeling the Beast 



 Strike: use your hand or melee weapon at +1 damage
Conquer yourself rather than the world.
Rene Descartes

Illus. Michael Astrachan © 1996 Wizards of the Coast, Inc. All Rights Reserved.

City Gangrel Connections 



Unique Master Location
Gain one vote during each political action.
"Watch yourself around them. They love the Beast."
Democritus, Clan Ventruue

Illus. Fred Harper © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Cloak the Gathering 



 : +1 stealth
 : Usable by a vampire other than the acting minion. The acting minion gets +1 stealth.
The shadow cloak'd from head to foot ..
Lord Tennyson, "In Memoriam"

Illus. Ted Naifeh © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Code of Milan Suspended 



Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
Successful vote means the Methuselah with the Edge burns 1 pool.

Illus. Drew Tucker © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Coma 



 : Strike: opposing vampire goes into torpor
 : As above, and that vampire does not untap during his or her controller's next untap phase.
To sleep, perchance to dream. Ay, there's the rub, For in that sleep of death what dreams may come.
Shakespeare, Hamlet, act 3, scene 1

Illus. Ash Arnett © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Combat Shotgun 



Weapon, Gun
3R each strike, only usable once each round 

Illus. Michael Dixon © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Command of the Beast

☞ : +1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action
 ♦ : +1 bleed

Illus. Lee Carter
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Communal Haven: Temple

Master: location
 Each Sabbat vampire you control gets +1 intercept when attempting to block Ⓚ actions directed against Sabbat vampires you control.
 A player may have only one Communal Haven in play.
No sooner is a temple built to God, but the Devil builds a chapel hard by.
 George Herbert

Illus. Drew Tucker
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Computer Hacking

Ⓚ Bleed with +1 bleed.
"Look, dood, those 'D3mons33d 3lit3' hackers aren't kewl. They just can't spell..."
 Synner-G, City Gangrel Hacker

Illus. Roger Raupp
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Concoction of Vitality

Unique equipment
 When the vampire with this card announces an action, he or she may burn this card to prevent vampires from blocking that action. If he or she does so, this vampire cannot play cards requiring Disciplines until the action is complete.

Illus. Ash Arnett
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Confusion

After playing this card, you cannot play another action modifier to further increase the bleed for this action.
 ☞ : +1 bleed
 ♦ : +1 stealth and +1 bleed
Confusion is a word we have invented to explain an order which is not understood.
 Henry Miller

Illus. Gary Leach
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Consanguineous Boon

Political Card—Worth 1 Vote
 Called by any vampire at +1 stealth
 Choose a clan. Successful vote means each Methuselah gains 1 pool for each member of that clan he or she controls.
When you deal with your brother, be pleasant, but get a witness.
 Hesiod, Works and Days

Illus. Randy Gallegos
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Consecration Rites

Requires a ready Priscus, Cardinal, or Archbishop.
 This is a +1 stealth action.
 Put this card on a location you control. You may burn this card to cause an action directed at the location to fail.
*A night of memories and of sighs
 I consecrate to thee.*
 Landor, "Rose Aylmer"

Illus. Harold Arthur McNeill
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Corporate Hunting Ground

Master: unique location
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank.
 A vampire can only gain 1 blood from Hunting Ground cards each turn.
"A room full of suits slaughtered by a pack of bloodsucking thieves? Sounds like poetic justice to me."
 Mitchell, The Headhunter

Illus. John Scotello
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Consecration Rites

Requires a ready Priscus, Cardinal, or Archbishop.
 This is a +1 stealth action.
 Put this card on a location you control. You may burn this card to cause an action directed at the location to fail.
*A night of memories and of sighs
 I consecrate to thee.*
 Landor, "Rose Aylmer"

Illus. Harold Arthur McNeill
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

The Crimson Sentinel



Unique melee weapon
 The minion with this equipment inflicts +1 hand damage with each strike. If this weapon successfully inflicts damage on an opponent in combat, add a soul counter to it at the end of that round. The minion with this equipment inflicts one additional point of hand damage with each strike for each soul counter on this card. Remove all soul counters from this card if another minion gains control of it.

Illus. Mike Weaver
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Crusade: Atlanta



Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
 Successful vote means the acting vampire is declared Archbishop of Atlanta. This could lead to a contested title.

Illus. Richard Thomas
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Crusade: Chicago



Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
 Successful vote means the acting vampire is declared Archbishop of Chicago. This could lead to a contested title.

Illus. James Allen Higgins
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Crusade: Detroit



Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
 Successful vote means the acting vampire is declared Archbishop of Detroit. This could lead to a contested title.

Illus. Clint Langley
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Crusade: Houston



Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
 Successful vote means the acting vampire is declared Archbishop of Houston. This could lead to a contested title.

Illus. Drew Tucker
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Crusade: Mexico City



Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
 Successful vote means the acting vampire is declared Archbishop of Mexico City. This could lead to a contested title.

Illus. Heather J. McKinney
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Crusade: Miami



Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
 Successful vote means the acting vampire is declared Archbishop of Miami. This could lead to a contested title.

Illus. Andrew Robinson
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Crusade: Philadelphia



Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
 Successful vote means the acting vampire is declared Archbishop of Philadelphia. This could lead to a contested title.

Illus. Dave Seeley
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Crusade: Pittsburgh



Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
 Successful vote means the acting vampire is declared Archbishop of Pittsburgh. This could lead to a contested title.

Illus. Clint Langley
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Crusade: Toronto

Political Card—Worth 1 Vote Called by any Sabbat vampire at +1 stealth
 Successful vote means the acting vampire is declared Archbishop of Toronto. This could lead to a contested title.

Illus. Clint Langley
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Cryptic Mission

This is a +1 stealth action.
 ☞ : Ⓛ Remove 1 blood from a vampire, or do 1 damage to any ally or retainer. This damage cannot be prevented.
 Ⓛ : Ⓛ As above, and the acting vampire gains 1 blood from the blood bank.

Illus. Hannibal King
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Cryptic Rider

Requires a ready vampire.
 Only usable after a successful vote. The next vote you successfully call this turn passes automatically.
I am Your slave, and You will reward me, for I shall be faithful.
 Bram Stoker, Dracula

Illus. Sue Ann Harkey
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Cull the Herd

Requires a ready vampire.
 This is a +1 stealth action.
 Ⓛ Look at another Methuselah's hand. That Methuselah discards all ally or retainer cards in his or her hand. The acting vampire gains 1 blood from the blood bank for each card discarded in this way.

Illus. Peter Kim
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Daring the Dawn

Vampires cannot block this action. This vampire takes 2 aggravated damage (not preventable) after the action is complete.
 Ⓛ : As above, but this acting vampire takes 1 aggravated damage.

Illus. Pete Venters
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Dauntain Black Magician (Changeling)

Ally with 4 life.
 3 hand damage, 0 bleed.
 As a Ⓛ action, Dauntain Black Magician can steal a Master Discipline card from a vampire and put it on a vampire you control that does not already have the superior version of that Discipline.
 As a Ⓛ action, you may burn Black Magician to burn a Tremere antitribu controlled by your predator.

Illus. Matt Cavotta
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Decapitate

☞ : Strike: use your hand or melee weapon at +2 damage
 Ⓛ : Only usable when the opposing vampire goes into torpor; not usable by a vampire going into torpor. Burn the opposing vampire.

Illus. Randy Gallegos
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Dementation

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

Illus. Alan Rabinowitz
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Demonstration

Unique Master
 Tap to cancel the votes of any vampire during a political action.

Illus. Peter Kim
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Derange



This is a +1 stealth action.

☑ : Ⓛ Put this card on a vampire. The vampire with this card is now considered to be a Malkavian *antitribu* and is no longer a member of his or her original clan. The vampire with this card may move it as a Ⓛ action. This card cannot be played on a Malkavian *antitribu*.

◆ : As above, and the vampire with this card does not untap as normal. He or she may burn 1 blood to untap.

Illus. Eric LaCombe
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Detection



Master

Put this card on a Lasombra. The vampire with this card does not untap as normal during the untap phase, but may burn 1 blood to untap. The vampire cannot cast votes. He or she may burn this card as a Ⓛ action.

Illus. Greg Simanson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Direct Intervention



Master: out-of-turn

Burn a minion card as it is played. Any blood or pool cost burned for that card is retrieved from the blood bank by the vampire or Methuselah who played it. If the burned card was an action card, the acting minion remains untapped. If the card is a strike card, the minion chooses another strike.

①

Illus. Harold Arthur McNeill
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Dirty Little Secrets



Only usable when the acting vampire successfully bleeds a Methuselah. For each pool your vampire bleeds from that Methuselah, burn one card from the top of that Methuselah's library.

There's something addictive about a secret.
J. Edgar Hoover

Illus. Ron Spencer
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Disarm



☑ : Only usable at the end of a round of combat in which this vampire successfully inflicted more damage at close range than the opposing vampire. Put this card on the opposing vampire and send that vampire into torpor. The vampire with this card has -1 hand damage; he or she may burn this card by burning 3 blood.

◆ : As above, but the vampire with this card has -2 hand damage.

Illus. L. A. Williams
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Disguised Weapon



☑ : Only usable before range is chosen if you have a weapon card in your hand. Equip this vampire with that weapon (and pay cost to equip as normal).

◆ : As above, but usable when choosing a strike.

Illus. Eric LaCombe
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Disputed Territory



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a location and a Methuselah. Successful vote means the chosen Methuselah takes control of the chosen location.

Illus. Stuart Beel
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Dissolution



☑ : Maneuver or press
Ⓛ : **Maneuver**, with an optional press
Imperious, choleric, irascible, extreme in everything, with a dissolute imagination the like of which has never been seen...
Marquis de Sade, *Last Will and Testament*

Illus. Ron Spencer
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Dominate



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

+1

Illus. Mike Dringenberg
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Dread Gaze

☐ : Only usable during a political action. This reacting vampire gains 2 votes.
 ♦ : As above, but this reacting vampire gains 4 votes.
And close your eyes with holy dread.
 Coleridge, "Kubla Khan"

Illus. Hannibal King

Eldritch Glimmer

☐ : Strike: 2R damage, and this vampire can burn X blood to get +X damage. Not usable first round. Usable at long range.
 ♦ : Strike: 4R damage, and this vampire can burn X blood to get +X damage. Not usable first round. Usable at long range.

Illus. Richard Thomas

Elysian Fields

Master: unique location
 Tap 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.

Enchanted Marionette

Unique equipment
 The Malkavian *antitribu* with this equipment gets +1 bleed and +1 stealth on each bleed action.
You left behind a broken doll.
 Clifford Harris, "A Broken Doll"

Illus. Sandra Everingham

Enhanced Senses

☐ : This reacting vampire gets +1 intercept.
 ♦ : This reacting vampire gets +2 intercept.
Perhaps to our senses things offer only their rejections. Perfume is what the flowers throw away.
 Paul Valery

Illus. Philip Tan

Entombment

☐ : Strike: burn the opposing ally
 ♦ : Strike: send the opposing vampire into torpor.
The womb shall forget him; the worm shall feed sweetly on him; he shall be no more remembered.
 Job 24:20

Illus. L. A. Williams

Escaped Mental Patient

Ally with 1 life.
1 hand damage, 0 bleed.
 As a Ⓛ action, Escaped Mental Patient can enter combat with any minion. He or she can strike for +1 aggravated hand damage. Burn him or her at the end of combat if he or she does so.

Illus. Larry Snelly

Excommunication

Political Card—Worth 1 Vote
 Called by any Sabbat vampire at +1 stealth
 Choose a ready Archbishop. Successful vote means the chosen Archbishop loses his or her title.

Illus. Richard Thomas

Eyes of Chaos

After playing this card, you cannot play another action modifier to further increase the bleed for this action.
 ☐ : +1 bleed
 ♦ : +2 bleed
We live in a rainbow of chaos.
 Paul Cezanne

Illus. Eric LaCombe

Eyes of the Night



☞ : +1 intercept
 ▲ : As above, with an optional maneuver or press if combat occurs.
Night hath a thousand eyes.
 John Lyly, *The Maydes Metamorphosis*, act 3, scene 1

Illus. Harold Arthur McNeill

Fade from View



■ Press
 ◆ : Strike: dodge
*Fade far away, dissolve, and quite forget
 What thou amongst the leaves
 hast never known...*
 John Keats, "Ode to a Nightingale"

Illus. Jeff Klimek

Fake Out



Do not replace until after combat. Maneuver

Illus. Corey Macourek

Fast Hands



⚡
 Ⓛ : Strike: steal weapon
 ◆ : Strike: steal weapon with First Strike

Illus. Karl Waller

Femur of Toomler



Unique melee weapon
 The minion with this equipment inflicts +1 aggravated hand damage with each strike.
"It was with this bone that we destroyed one of the founders of the Tremere, so I suggest that you treat it with a little more respect."
 Meshenka, Sabbat Priscus of Clan Tzimisce

Illus. Mark Tedin

Festivo dello Estinto



Master
 Put this card in play.
 Each Sabbat vampire gets -1 stealth when attempting to hunt. Any Sabbat vampire who hunts successfully gains enough blood from the blood bank to reach full capacity. Burn this card during your next untap phase. Only one Festivo dello Estinto can be played during a game.

Illus. Patrick Kochakji

Fetish Club Hunting Ground



Master: unique location
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.
*Our torments may also in length of time
 Become our elements.*
 John Milton, *Paradise Lost*

Illus. Mike Dringenberg

Fire Dance



Requires a ready Priscus, Cardinal, or Archbishop.
This is a +1 stealth action.
 Put this card on a Sabbat vampire. Once each combat, the vampire with this card may change one point of damage from aggravated to normal. A vampire may have only one Fire Dance.

Illus. David Fooden

Fire in the Blood



☞ : Only usable before range is chosen. This vampire gets +1 hand damage for the remainder of combat.
 ◆ : As above, but increase the hand damage by 1 each round for the remainder of combat (e.g., this vampire will get +2 hand damage on the next round).

Illus. Ted Naifeh

Flamethrower



Weapon
2R, aggravated, each strike

Illus. Matt Wilson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Flash



Maneuver or press
Maneuver,
with an optional press

Illus. John McCreia
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Fleshcraft



Strike: 1 damage
Put this card on the opposing minion.
The minion with this card has -1 stealth. He or she may burn this card as a +1 stealth action.
As above, but the minion with this card has -2 stealth.

Illus. Pete Venters
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

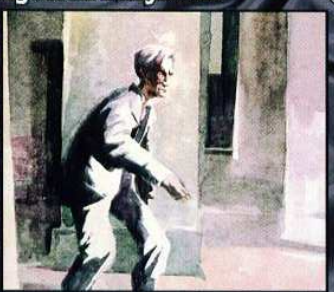
Forced Awakening



Only usable by a tapped vampire. This reacting vampire can attempt to block the acting minion and play reaction cards as though untapped. If he or she fails to block the acting minion, he or she burns an additional blood.

Illus. Alan Rabinowitz
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Forgotten Labyrinth



+2 stealth, only usable during a non-bleeding action
+3 stealth, only usable during a non-bleeding action

*I fled Him down the nights and down the days
I fled Him down the arches of the years,
I fled Him down the labyrinthine ways...*
Francis Thompson, "The Hound of Heaven"

Illus. Drew Tucker
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Fortitude



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

+1

Illus. Ron Spencer
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Fractured Armament



Strike: destroy equipment
As above, with 1 damage.

Illus. Dave Seeley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Gang Tactics



Only usable as an action is announced. If the action is blocked, the combat is at close range. Other effects cannot change this; skip the Establish Range step during that combat.

He who is skilled in the attack flashes forth from the topmost heights of heaven, making it impossible for the enemy to guard against him.
Sun Tzu, *The Art of War*

Illus. Pete Venters
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Gang Territory



Master: unique location
During your influence phase, tap to move 1 blood from the blood bank to one of your uncontrolled Brujah antitribu.

2

Illus. Fred Harper
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Gangrel Conspiracy

Master: out-of-turn
Cancel a Blood Hunt vote called on a Gangrel *antitribu*. You may play this card during your turn.
In America there are factions, but no conspiracies.
Alexis de Tocqueville, *Democracy in America*

Illus. Corey Macourek
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Gargoyle Slave

Ally with 3 life.
2 hand damage, 0 bleed.
Gargoyle Slave cannot use ranged weapons. Gargoyle prevents one damage each combat. If Gargoyle has less than 3 life, he or she can gain one life as a +1 stealth action.

Illus. Alan Rabinowitz
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Gas-Powered Chainsaw

Melee Weapon
The minion with this equipment can inflict 3 damage as a strike once each combat.

Illus. Randy Gallegos
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Ghouled Street Thug

Ally with 2 life.
1R, 0 bleed.
Ghouled Street Thug may play cards requiring basic Potence \square as a vampire with a capacity of 2. Any cost in blood is paid with his life. If a card would give him blood, give him life instead.

Illus. John Scotello
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Gleam of Red Eyes

Ⓢ : Press
Ⓢ : Maneuver
*Delightful eyes, you burn with mystic rays
Like candles in broad day,
red suns may blaze,
But cannot quench their still, fantastic light.
Baudelaire, "The Living Torch"*

Illus. Ron Spencer
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Goth Band

Unique Ally with 2 life.
1 hand damage, 0 bleed.
As a +1 stealth $\textcircled{1}$ action, the Goth Band may move one counter from any master card in play to a master card you control that uses counters.

Illus. Matt Wilson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Guard Dogs

Ⓢ : Only usable by a tapped vampire after a bleed has been declared against you. Untap this reacting vampire.
Ⓢ : As above, with an optional maneuver if combat occurs.

Illus. Michael Dixon
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Guardian Ghoul

Ally with 1 life.
1 hand damage, 0 bleed.
If a card controlled by another Methuselah burns a location you control, you may burn Guardian Ghoul instead.

Illus. Ted Naifeh
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Hand of Conrad

Unique equipment
The vampire with this equipment has superior Potence \square . As an action, the vampire with this equipment may move a vampire from your ash heap to your inactive region.

Illus. L. A. Williams
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Hidden Pathways



■ : Put this card in play; your vampires cannot attempt this action if you already have a Hidden Pathways in play. Your minions get +1 stealth when attempting non-bleeding actions directed at your prey. Any minion may burn this card as a Ⓛ action.
 ◆ : As above, but playing this card is a +1 stealth action.

Illus. Craig Maher
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Horrid Form



☞ : Only usable before range is chosen. This vampire gets +1 hand damage for the remainder of combat.
 ◆ : As above, and this vampire may prevent 1 damage each round for the remainder of combat.

*Whence and what art thou, execrable shape?
Milton, Paradise Lost*

Illus. Craig Maher
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

The Hungry Coyote



Master: unique location
Whenever a Sabbat vampire you control hunts successfully, he or she gains an additional blood.

Illus. Mike Dringenberg
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Immortal Grapple



☞ : Only usable at close range before strikes are chosen. Only hand strikes may be used for the remainder of combat.
 ◆ : As above, with an optional press. If another round of combat occurs, that round is at close range; skip the Establish Range step for that round.

Illus. Clint Langley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Infamous Warlock



Master
Put this card on a Tremere *antitribu* with a title. The vampire with this card cannot cast votes.

*I owe allegiance to the race of those
Who from the dark aspire to clarity.
Goethe*

Illus. James Allen Higgins
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Infernal Familiar



Retainer with 2 life.
The vampire with this retainer can play a card that requires a Discipline he or she does not have as if he or she had the basic level of that Discipline; if he or she does so, place an investment counter on the Infernal Familiar. If the number of investment counters on the Familiar is greater than his controller's capacity, burn the controlling vampire.

Illus. L.A. Williams
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Infernal Pact



Unique master
Put this card on a Tremere *antitribu* you control. Choose a Discipline. The vampire with this card can play cards that require that Discipline as though he or she has the superior version of that Discipline.

Illus. Ron Spencer
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Information Highway



Master: unique location
Gain two additional transfers during your influence phase.

Illus. Sue Ann Harkey
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Innocent Bystander



Only usable when the acting vampire successfully bleeds a Methuselah. Remove the top vampire of that Methuselah's crypt from the game.

Illus. Peter Kim
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Institution Hunting Ground 



Master: unique location
During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.
Chasing an errant swarm of bees is nothing to following a naked lunatic when the fit of escaping is upon him.
Bram Stoker, *Dracula*

Illus. Greg Loudon
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Intimidation 



☐ : Ⓚ Bleed with +1 bleed.
◆ : Ⓚ **Bleed with +2 bleed.**
"They are weak and easily cowed. Show your fangs and they will run."
Gerard, *Ventruue antitribu*

Illus. Karl Waller
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Investiture 



Political Card—Worth 1 Vote Called by any Cardinal as a +1 stealth action
Choose a Sabbat vampire. If this vote is successful, the chosen vampire is given the title of Priscus. In this vote, each ready Cardinal gets one extra vote. Camarilla vampires cannot vote during this political action.

Illus. Rick O'Brien
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Kindred Spirits 



☐ : Ⓚ Bleed any Methuselah. Gain 1 pool if successful.
◆ : **As above, with +1 bleed.**
Like kindred drops, been mingled into one.
Cowper, "William the Timepiece"

Illus. Greg Loudon
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Laptop Computer 



The minion with this equipment gets +1 bleed on each bleed action. A minion may have only one Laptop Computer.

Illus. Darryl Elliott
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Leather Jacket 



If a minion successfully equips with Leather Jacket, untap that minion at the end of the turn. Burn Leather Jacket to prevent the damage from any strike. A minion can have only one Leather Jacket.

Illus. Tim Bradstreet & Grant Gofeash
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Legacy of Caine 



Master
Put this card on a vampire with a capacity above 6 controlled by another Methuselah. When the vampire with this card hunts, he or she steals 1 blood from another vampire as a Ⓚ action instead of performing the usual hunting action.


Illus. Harold Arthur McNeill
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Legacy of Pander 



Political Card—Worth 1 Vote Called by any Sabbat vampire at +1 stealth
If this vote is successful, put this card in play. Each non-titled Pander has one additional vote. This card may be burned by a vote called by any Sabbat vampire as a +1 stealth action.

Illus. Dave Seeley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Library Hunting Ground 



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

Illus. Mike Weaver
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Lightning Reflexes



⚡

Ⓛ

Ⓛ : Additional strike
 ◆ : This vampire may burn X blood to gain X additional strikes.
Celerity is never more admired Than by the negligent.
 Shakespeare, *Antony & Cleopatra*, act 3, scene 7

Illus. Michael Astrachan
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Living Manse



Ⓛ

Ⓛ

This equipment card represents a location, but does not count as an equipment card while it is in play. The vampire with this location gets +1 bleed. He or she can burn this card during combat to end combat. A vampire may have only one Living Manse.

Illus. Mark Tedin
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Lost in Crowds



Ⓛ

■ : +1 stealth
 ◆ : +2 stealth

Illus. Drew Tucker
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Lyndhurst Estate, New York



Ⓛ

Ⓛ

This equipment card represents a unique location and does not count as equipment when in play. Once during each political action, the vampire with this location can burn X blood to gain X additional votes during a political action.

Illus. Mike Dringenberg
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Machine Blitz



Ⓛ

Ⓛ

Choose a weapon possessed by the opposing minion. Strike: ranged; X damage, where X is the amount of damage inflicted by the chosen weapon.
 ◆ : As above, with +1R damage.

Illus. Clint Langley
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Malkavian Derangement: Paranoia



Master
 Put this card on a Malkavian *antitribu*. The vampire with this card cannot attempt actions. This card can be burned by any vampire as a Ⓛ action.
These eyes, that now are dimm'd with death's black veil Have been as piercing as the midday sun To search the secret treasons of the world.
 Shakespeare, *Henry the Third*, act 5, scene 2

Illus. Philip Tan
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Malkavian Game



Master
 Play Rock/Paper/Scissors with any other Methuselah. The winner gets 2 pool from the loser. Each time you tie, play again, but for an additional pool.
Though this be madness, yet there is method in't.
 Shakespeare, *Hamlet*, act 2, scene 2

Illus. Patrick Kochakji
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Manstopper Rounds



Only usable when damage from a gun is being resolved. The minion inflicts +1 damage each strike with that weapon for the remainder of this combat. This is an ammo card. No more than one ammo card can be used on a gun each combat.

Illus. Mike Raabe
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Marked Path



■ : Only usable after a successful Ⓛ action. Put this card on the acting vampire. If this vampire attempts a Ⓛ action against the same Methuselah or his or her minions, this vampire may burn this card to get +1 stealth.
 ◆ : As above, but this vampire may burn this card to get +2 stealth.

Illus. Harold Arthur McNeill
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Masochism



This is a +1 stealth action.
 ☞ : Put this card on the acting vampire. Whenever damage is successfully inflicted on this vampire, put 1 rush counter on this card for each point of damage. Remove rush counters in excess of the vampire's capacity. Whenever the vampire plays a card, you may remove X rush counters from this card to reduce that card's blood cost by X.
 ♦ : As above, but put an additional rush counter on this card at the end of any round of combat in which this vampire takes damage.

Illus. Will Simpson
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Meat Cleaver



Melee Weapon
 The minion with this equipment inflicts +1 hand damage with each strike.

Illus. Michael Astrachan
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Media Influence



☞ : Ⓛ Bleed with +2 bleed.
 ♦ : Each of your untapped vampires gains 1 blood from the blood bank. (Remove excess blood.)
All media exist to invest our lives with artificial perceptions and arbitrary values.
 Marshall McLuhan, *Understanding Media*

Illus. Darryl Elliott
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Melange



☞ : +1 intercept
 ♦ : As above, and if you successfully block the acting minion, put this card on the acting minion; you still control this card. You may burn this card to get +1 bleed when this reacting vampire bleeds the controller of the vampire with this card.

Illus. Harold Arthur McNeill
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Mind of a Child



☞ : Ⓛ Put this card on any vampire. The vampire with this card cannot play cards that require Disciplines. This card may be burned by any vampire as a +1 stealth action.
 ♦ : As above, and the capacity of the vampire with this card is reduced by 1 (but not below 0). Remove excess blood.

Illus. Michael Astrachan
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Mind Rape



☞ : Ⓛ Bleed with +2 bleed.
 ♦ : Ⓛ Put this card on a younger vampire; you gain control of that vampire. Put two ego counters on this card. During each of your untap phases, burn one ego counter on this card. Burn this card when the last counter on it is removed.

Illus. Scott M. Bakal
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Mind Tricks



☞ : +1 stealth
 ♦ : As above, with an optional maneuver or press if combat occurs.
The power of thought — the magic of the mind!
 Lord Byron, "The Corsair"

Illus. Eric LaCombe
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Mistaken Identity



Requires a ready vampire.
 Play during a hunting action attempted by a *Ventruue antitribu*. This action is considered blocked, and the acting vampire goes into torpor.

Illus. Brian Horton
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Mob Connections



Unique Master
 Tap to give a press, only usable to continue combat, to a vampire you control. Any minion may burn this card as a Ⓛ action.
Collective crimes incriminate no one.
 Napoleon I, *Maxims*

Illus. Greg Simanson
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Monomancy



Requires a ready Sabbat vampire. This is a +1 stealth action.

① Enter combat with a Sabbat vampire. That vampire may end the combat before range is chosen during the first round of combat. If he or she does so, put this card on him or her; that vampire gets -1 bleed.

Illus. Corey Macourek
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

My Enemy's Enemy



☑ : +1 intercept

◆ : Only usable when a minion controlled by your predator attempts to bleed you. Tap this reacting vampire. The minion is now bleeding your predator's predator.

Illus. Dave Seeley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Nephandus (Mage)



Ally with 2 life. 1R damage, 1 bleed.

Nephandus gets an optional press each combat. Opposing minions inflict -1 damage to him during combat. As a ① action, Nephandus may burn a vampire in torpor to gain 1 life.

Illus. Larry Snelly
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Night Moves



■ : ① Bleed your predator or prey at +3 stealth. If more than 1 pool is bled with this action, ignore the excess.

◆ : ① As above, but bleed at +6 stealth.

Hung be the heavens with black, yield day to night!
Shakespeare, King Henry VI, pt. 1, act 1, scene 1

Illus. Jason Alexander Behnke
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Nosferatu Kingdom



Master: unique location
During your influence phase, tap to move 1 blood from the blood bank to one of your uncontrolled Nosferatu *antitribu*.

When the eye fails to find beauty... it commands the body to create it or, failing that, adjusts itself to perceive virtue in ugliness.
Joseph Watermark Brodsky

Illus. Richard Thomas
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Obedience



☑ : Only usable when this reacting vampire is about to enter combat with an acting younger vampire. Untap the acting vampire. The acting vampire is blocked, and he or she cannot attempt the same action again this turn.

◆ : As above, but do not untap the acting vampire.

Illus. L. A. Williams
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Obfuscate



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

Illus. Larry Snelly
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Obsession



Master
Put this card on a ready Toreador *antitribu*. The vampire with this card does not untap as normal during his or her controller's untap phase; he or she burns 1 blood to untap or is burned. If the vampire goes into torpor, burn this card.

Illus. Mark Tedin
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Obtenebration



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

Illus. Alan Rabinowitz
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Orgy of Blood

Requires a ready Sabbat vampire. Only usable when a minion you control burns an ally controlled by another Methuselah. Each of your vampires gains X blood from the blood bank, where X is the recruitment cost of the ally. (Remove excess blood.)

Illus. Harold Arthur McNeill
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Out of Control

Master
Burn a Brujah *antitribu* with a capacity below 6. Only one Out of Control can be played during a game.
I would have nobody to control me; I would be absolute; and who but I?
Cervantes, *Don Quixote*

Illus. Greg Loudon
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Pack Tactics

Do not replace until after combat. Only usable after a bleed is declared against you. This reacting vampire gets +2 intercept. A vampire cannot play Pack Tactics and Elder Intervention during the same action.

Illus. Patrick Kochakji
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Palla Grande

Unique master
Put this card in play; put 3 debauchery counters on this card. Each Toreador *antitribu* gets +1 bleed when attempting a bleed action. Remove a debauchery counter from this card at the end of each of your turns. Burn this card when you remove the last debauchery counter.

Illus. Diana Vick
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Passion

☞ : Ⓛ Tap a minion controlled by your prey.
♦ : **As above, with +1 stealth.**
If we resist our passions, it is due more to their weakness than to our strength.
Francois de la Rouchefoucauld

Illus. Thea Maia
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Peace Treaty

Political Card—Worth 1 Vote
Called by any vampire at +1 stealth. Successful vote burns all weapons. A Methuselah may keep any of his or her minions' weapons by repaying their cost to equip.
You don't promote the cause of peace by talking only to people with whom you agree.
Dwight D. Eisenhower

Illus. Michael Astrachan
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Pentex™ Loves You!

Master: unique location
Tap this card and choose a Sabbat vampire. Once during this turn, the chosen vampire may burn 1 blood for +1 bleed.

Illus. Mike Weaver
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Plasmic Form


This card may be used as an action modifier or a combat card.
☞ : +1 stealth
♦ : **Strike: dodge**
Transition is a complete present which unites the past and the future in a momentary progressive ecstasy...
Juan Ramon Jimenez


Illus. Pete Venters
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Political Antagonist


Ally with 1 life.
1 hand damage, 1 bleed. Tap to give +1 intercept to a Ventrue *antitribu* who is attempting to block a political action.
He that wrestles with us strengthens our nerves and sharpens our skill. Our antagonist is our helper.
Burke, "Reflections on the Revolution in France"

Illus. Brian Ashmore
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Political Hunting Ground 



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

 2

Illus. John Scotello © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Political Seizure 



Master
 Choose a location. This card contests that location as though it is the same card, even if the other location is not unique. When the last copy of that location is yielded, burn this card; the other card comes into play under your control untapped instead of being burned.

 2

Illus. Fred Harper © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Political Stranglehold 



Political Card—Worth 1 Vote
 Called by any vampire at +1 stealth. Successful vote means each Methuselah gains 3 pool for each vampire he or she controls with a capacity above 7. Only one Political Stranglehold can be played during a game.

Illus. Brian Ashmore © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Political Struggle 



This is a +1 stealth action.
 Put this card on a ready vampire. The acting vampire may enter combat with the vampire with this card as a +1 stealth action. If the vampire with this card is burned or sent into torpor, the acting vampire gains X votes, where X is the number of non-contested votes the vampire with this card has; burn this card afterwards.

Illus. Patrick Kochackji © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Potence 



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

 +1

Illus. Randy Gallegos © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Power Structure 



Unique Master
 Tap to give each Lasombra you control one additional vote for the current political action. All political structure is based on power. Weber, Wirtschaft und Gesellschaft.

Illus. Patrick Kochackji © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Powerbase: Mexico City 



Master: unique location
 Put 5 blood on this card when it is played. During each of your untap phases, move 1 blood from this card to your pool. Any Sabbat vampire may take a  action to move all the blood on the base to his or her controller's pool. Burn this card when the last blood counter on it is removed.

 2

Illus. Fred Harper © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Powerbase: New York 



Master: unique location
 As a master phase action, you may burn 1 pool to move 3 blood counters from the blood bank to this card or move 1 blood counter from this card to your pool. Any Sabbat vampire can take a  action to move all the blood on the base to his or her controller's blood pool. Burn this card when the last blood counter on it is removed.

 1

Illus. Ted Naifeh © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Precognition 



 : +1 intercept
 : As above, and if combat occurs, prevent 1 damage during the first round of combat.
 "It's a poor sort of memory that only works backwards," remarked the Queen.
 Lewis Carroll, *Through the Looking Glass*

Illus. Eric LaCombe © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Presence

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

+1

Illus. Mike Dringenberg
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Preternatural Evasion

1 : Strike: dodge
1 : Strike: this vampire burns 1 blood to end combat

Illus. Jeff Miracola
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Primal Instincts

1 : Strike: dodge
1 : Only usable by the acting vampire after the opposing minion has chosen his or her strike. Cancel this vampire's strike and choose a new one.

Illus. Kevin McCann
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Propaganda

1 : **1** : Bleed with +1 bleed. Vampires with titles cannot block this action.
1 : As above, and the Methuselah you are bleeding taps one of his or her ready minions.
It is the absolute right of the State to supervise the formation of public opinion.
 Paul Joseph Goebbels

Illus. Ken Meyer, Jr.
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Protean

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

+1

Illus. Joe Ziolkowski
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Pulse of the Canaille

This is a +1 stealth action.
1 : For the remainder of this turn, you may look at any Methuselah's hand.
1 : Put this card on the acting vampire. The vampire with this card gets +2 bleed on each bleed action. A vampire can have only one Pulse of the Canaille.

Illus. Hannibal King
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Pursuit

1 : Maneuver
1 : Additional strike
*What mad pursuit?
 What struggle to escape?
 Keats, "Ode on a Grecian Urn"*

Illus. Kevin McCann
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Pushing the Limit

1 : Strike: use your hand or melee weapon at +2 damage
1 : Strike: use your hand or melee weapon at +3 damage
These are our realms, no limit to their sway...
 Lord Byron, "The Corsair"

Illus. John McCrea
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Quick Exit

1 : Press, only usable to end combat
1 : Strike: dodge

Illus. Jeff Miracola
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Quick Meld



 : Maneuver
 : As above, and once this round, this vampire may burn 1 blood for an optional maneuver.
*So let us melt, and make no noise...
John Donne, "A Valediction: Forbidding Mourning"*

Illus. Randy Gallegos © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Quickness



 : Additional strike
 : As above, but this strike does not count against this vampire's additional strikes for this round. A vampire may only play one Quickness each round.
*There is no secrecy comparable to celerity.
Francis Bacon, "Of Delay"*

Illus. Craig Maher © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Rapid Change



 : +1 stealth
 : Strike: combat ends
*Our nature lies in movement;
absolute rest is death.
Blaise Pascal*

This card can be played as an action modifier or a combat card.

Illus. Craig Maher © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Rapid Thought



 : Maneuver or press
 : Only usable during the Choose Strike step, and only if this vampire would choose his or her strike first. Instead, the opposing minion chooses his or her strike before this vampire.
*To know and to act are one in the same.
Samurai maxim*

Illus. Clint Langley © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Raptor



 : Retainer with 1 life.
 : The minion with this retainer gets +1 intercept.
 : As above, and when the minion controlling this retainer is in combat, the opposing minion's controller's hand size is reduced by one.

Illus. Ron Spencer © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Recruiting Party



 : Each Ventrue *antitribu* in your inactive region gains 1 blood.
*How fast has brother followed brother,
From sunshine to the sunless land!
Wordsworth, "Extempore Effusion
Upon the Death of James Hogg"*

Illus. Brian Ashmore © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Recruitment



Master
 Search your crypt for a vampire. Show it to all players and place it face down in your inactive region. Reshuffle your crypt afterwards.
Follow me and I shall show you the way to victory.
 Aurora Van Brande, Paladin of Clan Lasombra

Illus. Diana Vick © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Redirection



 : Only usable when a younger vampire is attempting to bleed you. Tap this reacting vampire. Choose a Methuselah other than the acting vampire's controller. That acting vampire is now attempting to bleed the chosen Methuselah.
 : As above, but the acting vampire can be the same age or older.

Illus. Clint Langley © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Reform Body



 : Only usable when this reacting vampire is burned; he or she is sent into torpor instead.
 : As above, and the vampire gains 2 blood from the blood bank.
*Oh that this too, too solid flesh would melt...
Shakespeare, Hamlet, act 1, scene 2*

Illus. L. A. Williams © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Regaining the Upper Hand 



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Choose a Methuselah.
 Successful vote means the chosen Methuselah gets the Edge.

Illus. Will Simpson
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Regeneration 



This is a +1 stealth action.
 : Only usable by a vampire in torpor. The acting vampire gains 4 blood from the blood bank. (Remove excess blood.) If this action is successfully blocked by a vampire, that vampire may diablerize the acting vampire.
 : As above, but the acting vampire gains 5 blood from the blood bank.

Illus. Max Shade Fellwalker
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Resilience 



 : Prevent 1 damage.
 : Prevent 3 non-aggravated damage.

Illus. Karl Waller
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Restoration 



This is a +1 stealth action.
 : The acting vampire gains 2 blood from the blood bank. (Remove excess blood.)
 : The acting vampire gains 3 blood from the blood bank. (Remove excess blood.)

Illus. Ash Arnett
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Revelations 



This is a +1 stealth action.
 :  Look at your prey's hand. He or she discards one card of your choice.
 : Put this card in play.
 Your prey plays with an open hand. This card can be burned by any minion as a  action.

Illus. Ash Arnett
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Revenant 



Retainer with 2 life.
 The minion with this retainer gets +1 intercept.

Illus. Pete Venters
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Rolling with the Punches 



 : Prevent 1 damage.
 : This vampire burns 1 blood to prevent all damage from strikes inflicted by the opposing minion during this round of combat.

Illus. Lee Carter
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

The Rumor Mill, Tabloid Newspaper 



Master: unique location
 Tap this card and choose a vampire. Once during the current action, the chosen vampire may burn 1 blood to get +1 intercept.
If ever the public was betrayed by its press, it's ours.
 Mark Twain

Illus. Peter Kim
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Sabbat Inquisitor 



Political Card—Worth 1 Vote
Called by any Archbishop or Cardinal at +1 stealth
 Choose any Sabbat vampire who is not an Inquisitor. Successful vote means that vampire is an Inquisitor; put this card on that vampire. He or she gets +1 bleed on each bleed action. As a  action, he or she may look at the top vampire of any Methuselah's crypt; if that vampire has Thaumaturgy  , burn that card. This card can be burned with a successful vote called by any Sabbat vampire at +1 stealth.

Illus. Ken Meyer, Jr.
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Sabbat Priest

Political Card—Worth 1 Vote
Called by any Sabbat vampire at +1 stealth
 Choose a ready Sabbat vampire. Successful vote means that for the remainder of the game, any vampire attempting to block the chosen vampire burns 1 blood.

Illus. Larry Snelly
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Sacrament of Carnage

☐ : Strike: 2R damage
 ◆ : Strike: 3R damage
The spiritual virtue of a sacrament is like light — although it passes among the impure, it is not polluted.
 Saint Augustine, Works, vol. 3

Illus. Clint Langley
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Sacrifice

Political Card—Worth 1 Vote
Called by any Sabbat vampire with a capacity above 7 at +1 stealth
 Choose a vampire with a capacity below 7 who belongs to the same clan as the acting vampire. Successful vote burns the chosen vampire.

Illus. Clint Langley
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Scouting Mission

☐ : ☐ Bleed with +1 bleed.
 ◆ : This action is at +1 stealth.
A younger, uncontrolled vampire gains 2 blood from the blood bank.
"It's amazing how trusting these Camarilla bastards can be."
 Jimmy Dunn, Pander

Illus. Scott Fischer
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Screw the Masquerade!

Political Action—Worth 1 Vote
Called by any vampire at +1 stealth
 Choose a Methuselah. Successful vote means each Methuselah burns 1 pool and the chosen Methuselah burns an additional pool.
The Masquerade is unraveling as the mysticism of the mortals increases.
 V.T., Vampire: The Masquerade

Illus. Mark Poole
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Scrying of Secrets

☐ : Only usable when this vampire successfully bleeds a Methuselah. Look at the next seven cards in that Methuselah's library.
 ◆ : As above, and if any of those cards are action cards ☐ that can be used to bleed, that Methuselah burns one of those cards.

Illus. Jeff Klimek
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Secret Horde

Master
 Move 2X blood from the blood bank to this card. You may use a master phase action to move 1 blood from this card to your blood pool. Burn this card when the last blood counter on it is removed.

Illus. Michael Astrachan
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Sermon of Caine

Master
 Move any amount of blood from one of your ready vampires to any combination of your other ready vampires.

Illus. Dave Seeley
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Shade

Retainer with 2 life.
 ☐ : When the minion with this retainer is in combat, the opposing minion takes 1 damage during strike resolution.
 ◆ : 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.*
 Baudelaire, "Obsession"

Illus. Stuart Bee
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Shadow Body 



   1

Strike: combat ends
◆: As above, and if this vampire was blocked while attempting an action other than a political action or bleeding, the action continues as if unblocked.

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

Illus. Mike Dringenberg
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Shadow Court Satyr (Changeling) 



   3

Ally with 3 life.
I hand damage, I bleed.
 When Shadow Court Satyr comes into play, you may put a combat card from your hand on him. During combat, Satyr may use the ability of that card as if that card had been played from your hand. If the card has a cost, he pays its cost in life to use its ability. If the card requires a Discipline, he may only use the basic ability of that card. If the ability would give him blood, give him life instead.

Illus. Ken Meyer, Jr.
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Shadow of the Beast 



   1

U: Put this card on the acting vampire. The vampire with this card gets one optional maneuver each combat. A vampire may have only one Shadow of the Beast.

U: As above, and this vampire gets an optional press each combat.

Illus. Craig Maher
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Shadow Play 



   1

U: +1 stealth
◆: +2 stealth

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

Illus. Stuart Beel
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Shadow Step 



   2

Maneuver
◆: Only usable at the beginning of a round. This vampire burns 2 blood to set the range for that round. If he or she does so, skip the Establish Range step for this round.

Illus. Richard Thomas
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Shanty Town Hunting Ground 



   2

Master: unique location
 During your untap phase, a ready vampire you control gains 1 blood from the blood bank. A vampire can only gain 1 blood from Hunting Ground cards each turn.
"The desperate no longer care when death stalks their streets. Some think of it as a blessing."
 Nigel the Shunned, Nosferatu anathema

Illus. Mike Weaver
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Short-Term Investment 



Master
 Move 3 blood from the blood bank to this card. You may use a master phase action to move 1 blood from this card to your blood pool. Burn this card when the last blood counter on it is removed.

  1

Illus. Drew Tucker
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Shotgun Ritual 



   2

U: Only usable at the beginning of combat. Any strike requiring Thaumaturgy that is not usable during the first round of combat can be played by this vampire during the first round.
◆: As above, with an optional press to continue.

Illus. Hannibal King
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Shroud of Night 



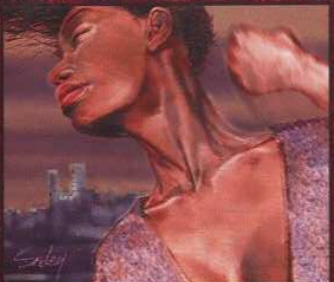
U: +1 stealth, only usable for a non-bleeding action
◆: +1 stealth

The dragon-wing of night o'erspreads the earth.
 Shakespeare, Troilus and Cressida, act 5, scene 8

  2

Illus. Jason Alexander Behnke
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Side Strike



[F]: Strike; dodge
 [D]: Additional strike

Illus. Dave Seeley © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Skin of Rock



[A]: Prevent 1 damage.
 [D]: Prevent 2 damage.

Illus. Clint Langley © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Slaughtering the Herd



[A]: [D] Bleed at +2 bleed.
 Allies cannot block this action.
 [D]: [D] Put this card on a vampire controlled by your predator. Each time that vampire attempts an action, he or she moves 1 blood to this acting vampire. That vampire may burn this card by burning 4 blood during his or her controller's minion phase. Burn this card if this acting vampire is sent to torpor or burned.

Illus. Randy Gallegos © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Slave Auction



Unique Master
 Put this card in play. Move an amount of blood equal to the number of Methuselahs in the game from the blood bank to this card. As a master phase action, you may move a blood counter from this card to your pool. Burn this card when you remove the last blood counter.

Illus. Fred Harper © 1996 Wizards of the Coast, Inc. All Rights Reserved.

The Sleeping Mind



[A]: Only usable when the acting vampire's action is announced. Choose a tapped vampire. The chosen vampire cannot attempt to block this action.
 [D]: Only usable when the acting vampire's action is announced. Minions cannot untap during this action, and tapped minions cannot block this action.

Illus. Greg Simanson © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Social Charm



[A]: [D] Bleed with +1 bleed.
 [D]: [D] As above, and gain 1 pool if the bleed is successful.
Charming people live up to the very edge of their charm and behave just as outrageously as the world will let them.
 Logan Pearsall Smith, *Afterthoughts*

Illus. Mike Dringenberg © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Song in the Dark



[A]: Strike: 2 damage
 [D]: Strike: 2 aggravated damage
"I heard the most bewitchingly beautiful voice from the shadows that night."
 Lolita, *Toreador antitribu*

Illus. Stuart Beel © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Song of Serenity



[A]: Only usable before range is chosen. Opposing minion gets -1 hand damage for the first round of combat. A vampire can only play one Song of Serenity each combat.
 [D]: As above, but for the duration of combat.

Illus. Michael Astrachan © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Soul Burn



[A]: Strike: 1R damage
 This damage cannot be prevented by cards that require Fortitude [A]. For the remainder of this round, the opposing minion cannot inflict damage with weapons.
 [D]: As above, but for 2R damage.

Illus. Craig Maher © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Speed of Thought



[1] : [C] Bleed your prey for 1 pool. If more than 1 pool is bled with this action, ignore the excess. Minions without Celerity cannot block this action.

[D] : As above, but minions without superior Celerity cannot block this action.

Illus. Will Simpson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Spirit Summoning Chamber



Master: unique location
Tap this card and burn 1 blood from a ready Tremere *antitribu* you control to search your library for a minion card that requires Thaumaturgy. Reveal that card to all players and put it in your hand. Reshuffle your library afterwards and discard down to your maximum hand size.

Illus. Mike Weaver
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Spirit's Touch



[C] : This reacting vampire gets +1 intercept.

[D] : As above, with an optional maneuver if combat occurs.

Illus. Harbort Young
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Sport Bike



Vehicle
The minion with this equipment gets +1 intercept. A minion may have only one vehicle.

Illus. Ken Meyer, Jr.
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Staredown



[C] : Strike: dodge

[D] : Strike: combat ends

Courage is resistance to fear, mastery of fear — not absence of fear.
Mark Twain

Illus. Kevin McCann
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Steam Tunnels



Master: unique location
Tap this card during your master phase to look at the top three cards in your prey's library.

I told myself that the owners of those voices faced the same obstacles that I did — dangerous footing, complete darkness, terrific heat — but I knew that I was probably deluding myself.
William Dear, *The Dungeon Master*

Illus. Dave Seeley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.


Submachine Gun



Weapon, Gun
3R each strike, with an optional maneuver each combat.

Illus. Dave Seeley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Succubus



Ally with 3 life.
1 aggravated damage, 0 bleed. As a +1 stealth [C] action, Succubus may remove 1 blood from a vampire or 1 life from an ally to gain 1 life. Once each turn, she may burn 1 life to get +1 bleed.

Illus. Ken Meyer, Jr.
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Sudden Reversal



Master: out-of-turn
Burn a master card played by another Methuselah as that card is played. That card has no effect, but any pool burned for that card is retrieved from the blood bank by that Methuselah.

Illus. Harold Arthur McNeill
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Summon the Abyss 



Requires a ready vampire.
 Each ready vampire controlled by your prey burns 1 blood.
 As above, but this action is at +1 stealth.

Illus. David Ho
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Sunrise Service 



Requires a ready Sabbat vampire.
 This is a +1 stealth action.
 Put this card on the acting vampire; he or she takes one point of aggravated damage (not preventable). You may burn this card when this vampire declares an action to make that action unblockable.

Illus. Alan Rabinowitz
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Superior Mettle 



Prevent all damage from one strike.
 As above, and each round of this combat, this vampire may burn 1 blood to prevent all damage from the opposing minion's first strike for that round.

Illus. Tim Bradstreet & Grant Goleash
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Surprise Influence 



Requires a ready vampire.
 Only usable during a political action. This reacting vampire gains 2 votes.
Influence is neither good nor bad in an absolute manner, but only in relation to the one who experiences it.
 Andre Gide

Illus. David Foden
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Survivalist 



Ally with 1 life.
 2R, 0 bleed.
 Tap to give a Brujah antitribu you control one maneuver.

Illus. Drew Tucker
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Swallowed by the Night 



This card may be used as an action modifier card or a combat card.
 +1 stealth
 Maneuver
*To perish rather, swallow'd up and lost
 In the wide womb of uncreated night?*
 Milton, "Paradise Lost"

Illus. Thea Maia
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Sword of Judgment 



Unique melee weapon
 The Brujah antitribu with this equipment gets +1 hand damage with each strike; he or she gains an optional additional strike each round of combat.
Justice is incidental to law and order.
 J. Edgar Hoover

Illus. Richard Thomas
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Telepathic Counter 



Reduce a bleed against you by 1.
 As above, but reduce the bleed by 2.

Illus. Darryl Elliott
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Terror Frenzy 



Only usable before range is determined on the first round. During this combat, the opposing minion can only use maneuvers to set the combat at long range, cannot press to continue combat, and cannot use equipment.
 Only usable before range is determined. Opposing minion pays an additional blood when playing combat cards during this combat.

Illus. Jeff Klimek
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Thanks for the Donation

This is a +1 stealth action.
Put this card on a card you are contesting with another Methuselah. Your cost to avoid yielding the contested card is now paid by your prey. (You still decide whether you will yield.) This card may be burned by any minion as a (D) action.

Illus. Clint Langley
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Thaumaturgy

Master: Discipline
Put this card on a vampire. This vampire has Thaumaturgy (S); if the vampire already had Thaumaturgy, he or she now has superior Thaumaturgy (D). Capacity increases by 1: the vampire is one generation older. Cannot be played on a vampire with superior Thaumaturgy.

Illus. Ash Arnett
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Theft of Vitae

(S) : Strike: steal 1 blood
Usable at long range.
(D) : Strike: steal 2 blood
Usable at long range.
*"The blood is the life!
The blood is the life!"*
Bram Stoker, *Dracula*

Illus. Michael Astrachan
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Threats

After playing this card, you cannot play another action modifier to further increase the bleed for this action.
(S) : +1 bleed
(D) : +2 bleed

Illus. Matt Wilson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Thrown Gate

(S) : Strike: 1R, with an optional maneuver
(D) : Strike: 2R, with an optional maneuver
"Just be glad we aren't back in the days when most gates were made out of wood."
Angela Decker, *Pander*

Illus. Ron Spencer
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Tier of Souls

(S) : (D) Move 1 blood from a minion controlled by your prey to this vampire.
(D) : As above, and put this card on the acting vampire.
This vampire gets +1 bleed when attempting to bleed your prey. A vampire may have only one Tier of Souls. Any minion may burn this card as a (D) action.

Illus. Harold Arthur McNeill
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Tithings

Political Card—Worth 1 Vote
Called by any Sabbat vampire with a capacity above 6 at +1 stealth
Successful vote means you gain 1 pool from each Methuselah who does not control a vampire with a capacity above 6.

Illus. James Allen Higgins
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Transfer of Power

Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Successful vote means you gain 1 pool from each Methuselah who has more pool than you do.

Illus. Matt Cavotta
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Trap

Only usable before range is determined on the first round of combat. Each round of combat has a press, only usable to continue combat. This continues until 3 rounds of combat pass with no cards played.

Illus. Peter Kim
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Tribute to the Master



Master
Move 1 blood from each of your ready vampires to your pool.
"All these lives I will give you, ay, and many more and greater, through countless ages..."
Bram Stoker, *Dracula*

Illus. Jeremy C. Bills © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Twisted Forest



Master: unique location
Tap to give a Gangrel *antitribu* you control +1 stealth.
Now he goes along the darksome road, Thither whence they say no one returns.
Catallus, "Carmina"

Illus. Ken Meyer, Jr. © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Twisting the Knife



☐: Only usable as damage from a hand or melee weapon is resolved; only usable if this vampire inflicts 3 or more hand damage. He or she inflicts an additional point of damage. Only one Twisting the Knife may be played by a vampire during a strike phase.
◆: As above, with an optional press.

Illus. Scott Fischer © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Unacceptable Appearance



Master
Put this card on a Nosferatu *antitribu*. The vampire with this card is no longer considered to be a Nosferatu *antitribu*. He or she is now a Pander, and any Nosferatu *antitribu* may enter combat with him or her as a Ⓛ action. The vampire with this card may burn it as a Ⓛ action that costs 2 blood.

Illus. Pete Venters © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Undead Persistence



☐: Prevent this vampire from going into torpor. This vampire gets an optional press. When combat ends, or if 3 rounds of combat pass with no cards played, this vampire is sent into torpor.
◆: Prevent 2 damage.
The cry is still, "They come!"
Shakespeare, *Macbeth*, act 5, scene 5

Illus. Clint Langley © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Undead Strength



☐: Strike: use your hand or melee weapon at +1 damage
◆: Strike: use your hand or melee weapon at +2 damage
"Dead flesh isn't always subject to the mortal laws of physics."
Dodd, Brujah *antitribu*

Illus. Will Simpson © 1996 Wizards of the Coast, Inc. All Rights Reserved.

University Hunting Ground



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

Illus. Mike Raabe © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Unnatural Disaster



Master
Burn a location.
"I'm terribly sorry about the gas leak in the sewers. At least it's not combustible, right? Right?"
Basil, Pander

Illus. Ted Naifeh © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Up Yours!



Only usable at close range. Choose a weapon possessed by the opposing minion. Strike: X damage, where X is the cost of the chosen weapon.
"Don't worry, I got my flamethrower back... eventually."
Jimmy Dunn, Pander

Illus. David Fooden © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Using the Advantage

Master
If you control the Edge at the beginning of your turn, you may tap this card to gain 1 pool.

*This is a wise maxim:
"...take warning from others of what may be to your own advantage."
Terence, Heautontimoroumenos, act 1, scene 2*

Illus. Matt Wilson
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Vaulderie

Requires a ready Priscus, Cardinal, or Archbishop.
This is a +1 stealth action.
Put this card on the acting vampire.

You may burn this card when a Sabbat vampire attempts to block the vampire with this card. That blocking attempt fails; continue with the action as normal.

Illus. Philip Tan
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Ventrué Investment

Master
Move one blood counter from the blood bank to this card for each Ventrué *antitribu* you control.

You may use a master phase action to move 1 blood from this card to your pool. Burn this card when the last blood counter on it is removed.

Illus. Greg Loudon
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Vicissitude

Master: Discipline
Put this card on a vampire.

This vampire has Vicissitude $\frac{1}{2}$ if the vampire already had Vicissitude, he or she now has superior Vicissitude. Capacity increases by 1: the vampire is one generation older.

Cannot be played on a vampire with superior Vicissitude.

Illus. Alan Rabinowitz
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Vicissitude Poisoning

Master
Put this card on a Tzimisce.

Put a poison counter on this card each time this vampire plays a card that requires Vicissitude. If the number of poison counters on this card is greater than the capacity of the vampire, burn him or her at the end of the current action or combat.

Illus. Ron Spencer
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Voter Captivation

♦: Only usable after a successful vote. The acting vampire gains X blood from the blood bank, where X is the number of votes by which the motion passed.

◆: As above, but move up to 2 of those blood counters to your blood pool instead of this vampire.

Illus. Tom Gianni
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Walk of Flame

♦: Strike: 1R, aggravated
Not usable first round.

◆: Strike: 2R, aggravated
Not usable first round.

Illus. Scott Fischer
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

Walk through Arcadia

Flip a coin. If it comes up heads, this action is unblockable. If it comes up tails, the Malkavian takes one damage. This damage is not preventable.

*Those golden times
And those Arcadian scenes that Maro sings...
William Cowper, The Winter Evening*

Illus. Brian Ashmore
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

War Ghoul

Ally with 5 life.
4 hand damage, 0 bleed.

When War Ghoul enters play, burn an ally or retainer you control. She can attack any vampire as a $\frac{1}{2}$ action. She may prevent 1 damage each round. Tap and burn War Ghoul to burn any location; you cannot use this ability during combat.

Illus. Mark Tedin
© 1996 Wizards of the Coast, Inc. All Rights Reserved.

War Party



Requires an Archbishop or Cardinal.
This is a +1 stealth action.
 Ⓛ Put this card on a vampire who is not an Archbishop, Priscus, or Cardinal. Any vampire may enter combat with that vampire as a +1 stealth Ⓛ action.

Illus. Tom Gianni
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Wave of Insanity



This is a +1 stealth action.
 Ⓛ : Tap an ally.
 Ⓢ : Tap all allies.
To see clearly is poetry, prophecy, and religion — all in one.
 John Ruskin

Illus. Drew Tucker
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

White Phosphorus Grenade



Weapon
 2R, aggravated, each strike; if White Phosphorus Grenade inflicts damage at close range, the minion with this equipment takes 1 aggravated damage. Burn after either use.
*The sky is darkening like a stain;
 Something is going to fall like rain,
 And it won't be flowers.*
 W.H. Auden, "The Witnesses"

Illus. Scott Fischer
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Wolf Claws



Ⓛ : For the remainder of the round, this vampire's hand damage is aggravated.
 Ⓢ : Press
*How cheerfully he seems to grin,
 How neatly spread his claws...*
 Lewis Carroll, Alice in Wonderland

Illus. Ron Spencer
 © 1996 Wizards of the Coast, Inc. All Rights Reserved.

Wolf Companion



Retainer with 2 life.
 Ⓛ : When the minion with this retainer is in combat, the opposing minion takes 1 damage during strike resolution (if the range is close).
 Ⓢ : As above, but Wolf Companion has 3 life.
*It was even thou, my companion; my guide,
 and mine own familiar friend.*
 Psalms 55:14

Illus. Zina Saunders
 © 2007 Wizards of the Coast, Inc. All Rights Reserved.