

Amelia

Sabbat Bishop: Amelia can enter combat with any vampire of capacity below 4 controlled by another Methuselah as a +1 stealth (D) action.

7

Illus. John Van Fleet

Bronwen

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

10

Illus. Ken Meyer Jr.

Dodd

Sabbat

5

Illus. Tim Bradstreet & Grant Goleash

Evangeline

Sabbat

4

Illus. Christopher Shy

Frederick the Weak

Sabbat

2

Illus. Mike Dringenberg

Hugo

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

4

Illus. Anson Maddocks

Jacko

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

8

Illus. Tim Bradstreet & Grant Goleash

Jacob Bragg

Sabbat

3

Illus. Ash Arnett

Richter, The Templar of Du Mont

Sabbat: +1 strength.

7

Illus. Max Fellwalker

Rigby, Crusade Vanguard



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

5

Illus. Lawrence Snelly

Salinger



Sabbat Archbishop of Philadelphia: As a (D) action, Salinger may enter combat with any ready Lasombra or Tzimisce controlled by another Methuselah.

+1 bleed.

9

Illus. Lawrence Snelly

Sarah Brando



Sabbat: Sarah gets -1 stealth on every (D) action she performs against a Methuselah who controls a ready bishop or archbishop.

3

Illus. Alan Rabinowitz

Sela



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

6

Illus. Sandra Everingham

Victor Tolliver



Sabbat

4

Illus. Lawrence Snelly

Blaise



Sabbat: +1 strength.

7

Illus. Ken Meyer Jr.

Caitlin



Sabbat Bishop

6

Illus. Doug Alexander

Darrell Boyce, Consul



Sabbat

6

Illus. Lawrence Snelly

Ellen Fence, the Tracker



Sabbat Bishop: Ellen can enter combat with any tapped minion controlled by your predator or prey as a (D) action.

8

Illus. Christopher Shy

Luther

Sabbat: Luther gets +1 bleed when bleeding a Methuselah who controls a ready Pander.

6

Illus. Mike Dringenberg

Omaya

Sabbat: Omayra may prevent one damage each combat.

7

Illus. Mike Danza

Sadie

Sabbat

2

Illus. Sandra Everingham

Samantha

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

10

Illus. Ken Meyer Jr.

Wren

Sabbat

4

Illus. Leif Jones

Zachary

Sabbat

7

Illus. Mark Tedin

Aaron Duggan, Cameron's Toady

Sabbat

2

Illus. Eric LaCombe

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.

9

Illus. Scott Fischer

Ambrosio Luis Monçada, Plenipotentiary

Sabbat Cardinal: Monçada cannot block. Actions directed at Monçada cost an additional pool. If Monçada is ready during your discard phase, he can untap another ready Lasombra.

10

Illus. Christopher Shy

Angelica, The Canonica




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

10

Illus. John Bolton

Antonio Delgado



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

9

Illus. Max Fellwalker

Aurora Van Brande, Paladin



Sabbat: Aurora may strike for 1R damage.

6

Illus. Doug Alexander

Cameron



Sabbat

3

Illus. Scott Fischer

Francisco Domingo de Polonia



Sabbat Archbishop of New York: Once per turn, Polonia may burn a blood to get +1 bleed for the current action.

9

Illus. Christopher Shy

Gratiano



Sabbat Priscus: Gratiano gets one additional vote during the prisci sub-referendum. +1 bleed.

8

Illus. Doug Alexander

Guido Lucciano



Sabbat

5

Illus. Joe Ziolkowski

Ignacio, The Black Priest



Sabbat

4

Illus. Mike Dringenberg

Lisette Vizquel



Sabbat Bishop: Lisette gets +1 intercept against any vampire performing a diablerie action.

6

Illus. Ken Meyer Jr.

Lucita

Independent: Sabbat vampires younger than Lucita get -1 intercept when attempting to block Lucita.

8

Illus. John Van Fleet

Ramiro

Sabbat

4

Illus. John Balton

Talley, the Hound

Sabbat: Talley gets +1 intercept when attempting to block any Ⓛ action directed at one of your other minions.

6

Illus. Lawrence Snelly

Claven

Sabbat

4

Dolphin Black

Sabbat

6

Hannibal

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

10

Idalia, Prophet of Guadalajara

Sabbat: If Idalia successfully performs an equip action, untap her at the end of the turn.

4

Kite

Sabbat Bishop: +1 intercept.

7

Korah

Sabbat Priscus

7

Muriel Foucade

Sabbat: +1 strength.

5

Vasantasena

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

9

Yorik

Sabbat

3

Agatha

Sabbat

4

Beast, The Leatherface of Detroit

Sabbat: Beast cannot perform action-card actions or recruit allies. He cannot have or use equipment or retainers. As a (D) action, Beast may enter combat with any ready minion controlled by another Methuselah. +1 strength.

7

Cailean

Sabbat Archbishop of Detroit: Each round of combat, before range is determined, Cailean can set the range for that round. If he does so, skip the Determine Range step for that round.

10

Calebos

Sabbat Bishop: +1 strength.

8

Cicatriz

Sabbat Bishop: If Cicatriz is ready during your discard phase, you may discard one additional card.

5

Nigel the Shunned

Sabbat

5

Ox, Viceroy of the Hollows

Sabbat

6

Illus. Richard Thomas

Shannon Price, the Whisperer

Sabbat

3

Illus. Patrick Lambert

Tommy

Sabbat

3

Illus. Ash Arnett

Angela Decker

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

1

Illus. Max Fellwalker

Basil

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

1

Illus. John Bolton

Huang, Blood Cultist

Sabbat: Any Gangrel *antitribu* controlled by another Methuselah may enter combat with Huang as a \odot action.

1

Illus. Zina Saunders

March Halcyon

Sabbat: If March is diablerized, no one can call a blood hunt against the diablerist.

1

Illus. Ken Meyer Jr.

Mitchell, The Headhunter

Sabbat: Rescuing Mitchell from torpor costs an additional blood.

2

Illus. John Bolton

Carter

Sabbat

2

Illus. Max Slusarski

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.

9

Greta Kircher

Sabbat: Once each action if Greta is ready and you are being bled by an ally or a younger vampire, Greta may burn a blood to reduce the bleed amount by one.

7

Jost Werner

Sabbat: Jost gets +1 stealth on every action he performs.

6

Mercy, Knight Inquisitor

Sabbat

5

Miller Delmardigan, Teacher of Bahari

Sabbat Bishop: Cards that require Celerity cost Miller one less blood to play. +1 strength.

8

Remilliard, Devout Crusader

Sabbat

4

Sheila Mezarin

Sabbat: +1 bleed.

6

Victor Revell, Loyalist

Sabbat

5

Anton

Sabbat: +1 intercept.

8

Caliban



Sabbat

6

Illus. Christopher Sly

Corine Marcón



Sabbat: +1 strength.

6

Illus. Christopher Rush

Devin Bisley



Sabbat

5

Illus. Karl Waller

Dragos




Sabbat: Dragos does not have to burn blood to pay the cost of combat cards he plays.

7

Illus. Mark Tedin

Horatio



Sabbat

2

Illus. Jeff Miracola

Lambach



Sabbat Cardinal: Once each combat, Lambach may burn 1 blood to make the damage from his hand strikes aggravated for the current round. +1 strength.

10

Illus. Tim Bradstreet & Grant Goleash

Little Tailor of Prague



Sabbat: When the Tailor recruits an ally or employs a retainer that requires Tzimisce or Vicissitude, the cost is reduced by one blood or pool. +1 bleed.

8

Illus. Lawrence Snelly

Lolita Houston



Sabbat

4

Illus. Tim Bradstreet & Grant Goleash

Meshenka



Sabbat Priscus: Cards that require Vicissitude cost Meshenka one less blood to play.

8

Illus. Doug Alexander

Sascha Vykos, The Angel of Caine ↑

Sabbat Priscus: When a vampire opposing Sascha in combat goes to torpor, you may choose to increase your hand size by 2 for the remainder of the turn. This ability can be used only once per turn.

8

Illus: John Van Fleet

Stravinsky ↑

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

9

Illus: Kendra Eppingham

Terrence ↑

Sabbat

4

Illus: William O'Connor

Violet Tremain ↑

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

6

Illus: Pete Westers

Wendy Wade ↑

Sabbat

3

Illus: Christopher Rush

Billy ↑

Sabbat

5

Illus: Max Fellwalker

Dominique ↑

Sabbat: As a (D) 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: Tom Bradstreet & Grant Goleash

Dylan ↑

Sabbat: +1 bleed.

6

Illus: Ken Meyer Jr.

Gerard ↑

Sabbat

5

Illus: Lawrence Sully

Ingrid Russo

Sabbat

4

Illus: Doug Alexander

Juan Cali

Sabbat

3

Illus: John Bolton

Kyle Strathcona, Cardinal of Canada

Sabbat Cardinal: During your untap phase, you may move 1 blood from Kyle to any other controlled Sabbat vampire.

9

Illus: John Van Fleet

Lazverinus, Thrall of Lambach

Sabbat Archbishop of Houston: +2 strength

10

Illus: Zina Saunders

Marlene, The Infernalist

Sabbat

6

Illus: Lawrence Smith

Peter Blaine

Sabbat: Peter gets +1 bleed when bleeding a Methuselah who controls a ready Ventrue.

4

Illus: William O'Connor

Quentin

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

9

Illus: Mike Dringenberg

Vanessa

Sabbat

6

Illus: Max Fellwalker

Vincent Day, Paladin and Paragon

Sabbat: When you burn the Edge for a vote, you gain an additional vote.

5

Illus: Christopher Lee

.44 Magnum



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

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Ablative Skin



+1 stealth action.
 [M]: Put this card on the acting vampire and 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.
 [D]: As above, but you may also prevent aggravated damage in this way.

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Acrobatics



[F]: Additional strike.
 [D]: Strike: dodge, with an additional strike

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Adaptability



[M]: Change all aggravated damage from the opposing minion's strike to normal damage.
 [D]: Prevent all aggravated damage from the opposing minion's strike.

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Aggressive Tactics



Master.
Put this card in play and choose a Methuselah. While this card is in play, the chosen Methuselah reduces her hand size by one card. Any vampire may burn this card as a [D] action.

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Ambush



[D]: Enter combat with a ready tapped minion controlled by another Methuselah. The acting minion gets an optional maneuver during this combat.
We will strike from the shadows when the time is right, and all will fall before us.
 Cameron, Clan Lasombra

Illus. Mark Poole
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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 gain only 1 blood from Hunting Ground cards each turn.
Definitely an E ticket!
 Julie, Brujah antitribu

Illus. Dave Seeley
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Anarchist Uprising



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
 Successful referendum 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
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Ancient Influence



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
 Successful referendum means each Methuselah may choose a ready vampire he or she controls. Each Methuselah gains an amount of pool from the blood bank equal to his or her chosen vampire's capacity. Each Methuselah also burns 5 pool. Only one Ancient Influence can be played in a game.

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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

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Antediluvian Awakening



Unique Master.
Put this card in play. Each Methuselah burns 1 pool during each of his or her untap phases. Any Methuselah can burn this card during his or her untap phase by voluntarily burning one vampire with a capacity above 3 that he or she controls.

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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*

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Army of Rats



+1 stealth action.
☞: Put this card in play. During your untap phase, your prey burns 1 pool. You may only burn 1 pool each turn with Army of Rats cards. Any minion can take a ☞ action to burn the Army of Rats.
*I think we are in rat's alley,
Where dead men lost their bones.
T.S. Elliott, "The Wasteland"*

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Arson



Do not replace until the end of this action.
☞: Burn a location.
*O, for a muse of fire...
Shakespeare, Henry V, act 1, scene 1*

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The Art of Pain



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

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Art Scam



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

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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

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Autarkis Persecution



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
Successful referendum means each Methuselah gains 1 pool for each minion he or she controls.

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Awe

[C]: Only usable during a referendum. This vampire may burn X blood to get X+1 votes.
 [D]: 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*

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The Barrens

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

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Bauble

+1 stealth action.

[C]: Put this card on the acting vampire. Search 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 take 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 controlled region.

[D]: As above, but you may burn this card and the chosen equipment at any time.

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Bestial Visage

Master.
 Put this card on a Gangrel *antitribu*. The vampire with this card gets -1 stealth.

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Bewitching Oration

[C]: Only usable during a referendum. The acting vampire gains 2 votes.
 [D]: As above, but the acting vampire gains 4 votes.

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Black Metamorphosis

[C]: Put this card on the acting vampire. A vampire may have only one Black Metamorphosis. This vampire gets one optional additional strike per round.

[D]: As above, and this vampire gets an optional press once each combat.

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Blanket of Night

[C]: +1 stealth.

[D]: Only usable by a vampire other than the acting minion when a minion attempts to block an acting minion you control. Tap this modifying vampire to cause the block to fail; that blocking minion cannot attempt to block this action again.

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Bloodbath

Requires a ready Archbishop, Priscus or Cardinal. +1 stealth action.

Move 2 blood from the blood bank to a ready Sabbat vampire with capacity above 4. Put this card on that vampire. The vampire with this card gets 1 additional vote unless he or she has a title. A vampire may have only one Bloodbath.

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Blood Brother Ambush

Only usable when an action is blocked. Combat does not occur. Put this card into play. While in play, this card represents an ally with 3 life and 2 strength who can strike for 2R damage; this ally enters combat with the blocking minion. Blood Brothers may play cards requiring basic Potence [C] 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.

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Blood Doll



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

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Blood Feast



Requires a ready Archbishop, Priscus or Cardinal. +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.
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Bloodform



Strike: combat ends, only usable when in combat with an ally.
Play before range is chosen. This vampire is immune to non-aggravated damage for the current round. This vampire cannot strike this round. This vampire gets an optional press, usable only to end combat.

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Blood of Acid



Only usable at close range before strikes are chosen. During each strike resolution this round, the opposing minion takes an amount of damage equal to the damage he or she successfully inflicts. A vampire may play only one Blood of Acid each round.
As above, but the damage is aggravated.

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Blood of the Sabbat



Requires a ready Archbishop, Priscus or Cardinal. +1 stealth action.
Put this card on a Sabbat vampire other than the acting vampire. The vampire with this card gains 1 blood after each successful directed action he or she performs. A vampire may have only one Blood of the Sabbat.

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Blood Siege



Political Card — Worth 1 Vote. Called by any Archbishop, Priscus or Cardinal at +1 stealth. No action modifiers can be played during or after this referendum. Choose a ready Sabbat vampire and a ready prince. Successful referendum means that that prince loses his title and the Sabbat vampire becomes archbishop of that city. Any ready vampire can gain votes during this referendum by burning one blood per vote gained.

*We will sack the city, smashing every last shard of resistance in an all-out offensive.
Francisco Domingo de Polonia*

Illus. William O'Connor
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Blur



Additional strike.
Two additional strikes.

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

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Body Arsenal



For the remainder of this round, damage from this vampire's hand strikes is aggravated.
As above, and this vampire gets +1 strength for the remainder of this combat.

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

Illus. Mark Tedin
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Body Flare



Strike: 2 aggravated damage.
Strike: 2R aggravated damage.

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

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Bonding



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

- ☞ :+1 bleed.
- ◆ :+1 stealth and +1 bleed.

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Bonecraft



☑ Strike: 1 damage. Put this card on the opposing minion. The minion with this card has -1 strength. (This does not affect the current Strike Resolution step.) 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 strength.

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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
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Brass Knuckles



Melee Weapon.
Strength+1 damage each strike, only usable once each combat.

Sometimes traditional methods are the best.
Jacob, Brujah antitribu

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Breath of the Dragon



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

◆ : Strike: 2R damage, 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
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Bribes



Only usable during a referendum 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 referendum are called.

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

Illus. Corey Macourek
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Bum's Rush



Do not replace until the end of this action.

☉ : Enter combat with a ready minion controlled by another Methuselah. The acting minion gets an optional maneuver during this combat.

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Burning Wrath



☑ Strike: strength+1 damage, aggravated.

◆ : Strike: strength+2 damage, aggravated.

Wrath killed the foolish man.
Job 5:2

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Camarilla Threat



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

If this referendum is successful, put this card in play. Each Methuselah discarding a card during his or her discard phase burns one pool. Any vampire may call a referendum to burn this card as a +1 stealth political action.

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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 gain only 1 blood from Hunting Ground cards each turn.

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Canine Horde

☉: Strike: IR damage.
♦: Strike: ranged; destroy equipment with first strike.

Cry "Havoc!" and let slip the dogs of war.
Shakespeare, *Julius Caesar*, act III, scene I

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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 referendum means that the vampire is given the title of cardinal. Camarilla vampires cannot vote during this referendum.

Illus. Hannibal King
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Cardinal Sin: Failure of Mission

Requires a ready Archbishop or Cardinal.
Only usable when this vampire has blocked a Sabbat vampire without a title, before combat begins. Put this card on the acting vampire. You still control this card. Any Sabbat vampire controlled by another Methuselah may enter combat with the vampire with this card as a ☉ action. Any Sabbat vampire may burn this card as a ☉ action.

Illus. Dave Seeley
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Cardinal Sin: Insubordination

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

Illus. Richard Amador
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Carrion Crows

☉: Only usable before range is chosen. Opposing minion takes 1R damage 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
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Catatonic Fear

☉: Strike: combat ends.
♦: As above, and inflict 1 damage to the opposing minion once combat ends if the range is close.

His fear did not seek to become a god.
Jean Cocteau

Illus. Clint Langely
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Cats' Guidance

☉: Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.
♦: +1 intercept.

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Celerity

Master: Discipline.
Put this card on a vampire. This vampire has Celerity 1; 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 Simonsen
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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
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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.

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Chiropteran Marauder



☞: Maneuver.
☞: This vampire can pay one blood to make the damage from his or her hand strikes aggravated for the current round.

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Cloak the Gathering



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

Illus. Ted Naifeh
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Code of Milan Suspended



Political Card — Worth 1 Vote.
Called by any Sabbat vampire at +1 stealth.
Select the Methuselah with the Edge. If this referendum is successful, that Methuselah burns 1 pool.

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Coma



☞: Strike: opposing vampire goes into torpor.
♦: As above, and that vampire does not untap as normal 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 III, scene I*

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Combat Shotgun



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

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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.

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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 Methuselah 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*

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Computer Hacking

D: 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
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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.

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Conditioning

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

♣: +2 bleed.
♠: +3 bleed.

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Consanguineous Boon

Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth. Choose a clan. Successful referendum 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
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Conservative Agitation

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

Allocate X points among two or more Methuselahs, where X is the number of Methuselahs in the game. Successful referendum means each Methuselah burns 1 pool for each point assigned.

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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 gain only 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
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Courier

Ally with 1 life. 0 strength. 1 bleed.
Courier gets -1 intercept when attempting to block a vampire. When a minion you control successfully bleeds, you may look at the top card of the library of the Methuselah being bled, and you may tap the Courier to discard that card.

Illus. Steve Prescott
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The Coven

Unique Master.
Gain a master phase action and put this card into play. Tap to move two blood from the blood bank to a ready vampire you control. At the end of your turn, your predator takes control of The Coven. *Something still eludes you. We can help — no strings attached, but you must decide quickly.*
Mercury

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Creation Rites

Requires a ready Archbishop, Priscus or Cardinal. +1 stealth action.
Put this card in play; it becomes a 1 capacity vampire. Go through your library, ash heap or hand to find a Discipline card for this card. You may move a blood from the acting vampire to this card. This vampire is not considered unique, cannot act this turn and is the same clan as the acting vampire. Reshuffle your library.

Illus. Michael Astrachan
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Crimson Sentinel



Unique melee weapon.
Strength+1 damage as a strike. If this weapon successfully inflicts damage on an opponent in combat, add a soul counter to it at the end of that round. This weapon does one additional point of damage 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

Crusade: Atlanta



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

Illus. Richard Thomas

Crusade: Detroit



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

Illus. Clint Langely

Crusade: Houston



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

Illus. Drew Tucker

Crusade: Mexico City



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

Illus. Heather McGenney

Crusade: New York



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

Illus. Mike Danza

Crusade: Philadelphia



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

Illus. Dave Seely

Crusade: Pittsburgh



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

Illus. Clint Langely

Cull the Herd



+1 stealth.
Ⓚ : 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

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.

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Darkness Within

☑: Put this card into play before range is determined. Once each round, during strike resolution, move 1 blood (or life) from the opposing minion to this card (even at long range). Burn this card when combat ends. This vampire gains half of the blood (rounded up) from this card when it is burned. A minion can play only one Darkness Within each combat.
 ♦: As above, with an optional maneuver.
 "Elsinore" — the darkness inside the human soul.
 Heisenberg (in Frayn's "Copenhagen")

Illus. William O'Connor
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Darksight

☑: +1 intercept.
 ♦: As above, and if this vampire successfully blocks the acting minion, put this card on the acting minion. The minion with this card gets -1 stealth when attempting to bleed this reacting vampire's controller. Any minion may burn this card as a +1 stealth action.

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Dead-End Alley

Press, only usable to continue combat.

Illus. Lawrence Allen Williams
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Decapitate

☑: Strike: make a hand strike or melee weapon strike at +2 damage
 ♦: Only usable when the opposing vampire is going into torpor; not usable by a vampire going into torpor. Burn the opposing vampire instead of sending that vampire to torpor.

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Deflection

☑: Only usable when you are being bled. Tap this reacting vampire. Choose another Methuselah other than the one controlling the minion bleeding you. The acting minion is bleeding that Methuselah.
 ♦: As above, but do not tap this vampire.

Illus. Larry Rios-Gonzalez
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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
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Demonstration

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

Illus. Peter Kim
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Detection

Master.
 Put this card on a Lasombra. The vampire with this card does not untap as normal. During his or her controller's untap phase, this vampire may burn 1 blood to untap. This vampire cannot cast votes. He or she may burn this card as a ☐ action.

Illus. Greg Simonson
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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 was a strike card, the minion chooses another strike.

Illus. Harold McNeil
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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; not usable by a vampire going into torpor. Put this card on the opposing vampire and send that vampire into torpor. The vampire with this card has -1 strength; he or she may burn this card by burning 3 blood. A vampire can have only one Disarm.
♦: As above, but the vampire with this card has +2 strength.

Illus. Lawrence Allen Williams
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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.

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Disputed Territory



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

Illus. Stuart Bevil
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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
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Distraction



+1 stealth action.
♦: Replace this card, then draw 5 cards and discard down to your maximum hand size.
♦: Tap a minion controlled by your predator or prey.

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Dodge



Do not replace until after combat.
Strike: dodge.

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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
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Drawing Out the Beast



Only usable before range is determined on the first round. During this combat, the opposing vampire gets +1 strength, but he or she cannot use maneuvers to maneuver to long range, cannot use presses to end combat and cannot use equipment. A vampire may play only one Drawing Out the Beast each combat.
♦: As above, and the opposing vampire takes 1 damage during the press step each round. This damage cannot be prevented.

Illus. Bryon Wackwitz
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Dread Gaze

[S]: Only usable during a referendum. This reacting vampire gains 2 votes.
 [D]: As above, but this reacting vampire gains 4 votes.
 And close your eyes with holy dread.
 Coleridge, "Kubla Khan"

Illus. Harold Kling

Effective Management

Master.
Move the top vampire from your crypt to your uncontrolled region.

Illus. Né Né Thomas

Elder Library

Master: unique location.
+1 hand size.

*My library was dukedom large enough,
Shakespeare, The Tempest, act II,
scene 2*

Illus. Mark Poole

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 when bleeding.

*You left behind a broken doll,
Clifford Harris, "A Broken Doll"*

Illus. Sandra Everingham

Enchant Kindred

[S]: [D] Bleed with +1 bleed.
 [D]: +1 stealth action. Move two blood from the blood bank to a younger vampire in your uncontrolled region.
*I saw pale kings and princes too,
Pale warriors, death pale were they all;
They cried - "La Belle Dame sans Merci
Hath thee in thrall!"
Keats, "La Belle Dame sans Merci"*

Illus. Harold MacNeill

Enhanced Senses

[S]: +1 intercept.
 [D]: +2 intercept.
 Perhaps to our senses things offer only their rejections. Perfume is what the flowers throw away.
 Paul Valery

Illus. Phil Wit

Entombment

[S]: Strike: burn the opposing ally.
 [D]: 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. Lawrence Allen Williams

Escaped Mental Patient

Ally with 1 life, 1 strength, 0 bleed.
As a [D] action, Escaped Mental Patient can enter combat with any minion controlled by another Methuselah. The Patient can strike for strength+1 aggravated damage. Burn him at the end of combat if he does so.

Illus. Lawrence Snely

Eternal Vigilance

Requires a ready Archbishop, Priscus or Cardinal. +1 stealth.
Put this card on the acting vampire. During an action, the Sabbat vampire with this card can pay a blood to untap and attempt to block. Burn this card if this Sabbat vampire goes to torpor.
I look forward to observing. You must forgive me, however, if I abandon this seat of honor and instead take up my duties.
Talley

Illus. Brian LeBlanc
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Excommunication

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

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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.

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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 of Metamorphosis*, act III, scene I

Illus. Hassan Mahmud
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Fake Out

Do not replace until after combat.
Maneuver.

Illus. Corey Macourek
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Fame

Unique Master.
Put this card on a ready vampire. If he or she goes into torpor, the vampire's controller burns 3 pool. Each Methuselah burns 1 pool during his or her untap phase if this vampire is in torpor.

Illus. Kaja Foglio
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Far Mastery

+1 stealth action.
♦♦: The acting vampire takes control of a retainer controlled by another vampire.
♦♦♦: Take control of an ally controlled by another Methuselah.

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Fast Hands

♦♦: Strike: steal weapon.
♦♦♦: Strike: steal weapon with first strike.

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Femur of Toomler

Unique melee weapon.
Strength+1 aggravated damage 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

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Festivo dello Estinto



Master.
Put this card in play. Each Sabbat vampire gets -1 stealth when hunting. 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.

1

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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 gain only 1 blood from Hunting Ground cards each turn.
*Our torments may also in length of time
Become our elements.*
John Milton, *Paradise Lost*

2

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Fire in the Blood



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

1

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Flak Jacket



Equipment.
Minion with this equipment may prevent 1 damage each combat.

1

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Flamethrower



Weapon.
2R aggravated damage each strike.

4

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Flash



⚡: Maneuver or press.
◆: Maneuver, with an optional press.

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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.

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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 does not successfully block the acting minion, he or she burns an additional blood.

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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
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Fortitude



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

+1

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Fractured Armament



\square : Strike: destroy equipment.
 \diamond : As above, with 1 damage.

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Gangrel Conspiracy



Master: out-of-turn.
Cancel a blood hunt 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*

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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 Determine Range step during that combat.

*He who is skilled in 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*

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Gang Territory



Master: unique location.
During your influence phase, tap to move 1 blood from the blood bank to a Brujah *antitribu* in your uncontrolled region.

②

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Gas-Powered Chainsaw




Melee Weapon.
3 damage each strike, only usable once each combat.

①

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Ghouled Street Thug



Ally with 2 life, 1 strength, 0 bleed.
Ghouled Street Thug may strike for 1R damage. 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.

②

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Govern the Unaligned



\square : \square Bleed with +2 bleed.
 \diamond : +1 stealth action. Move three blood from the blood bank to a younger vampire in your uncontrolled region.

①

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Guard Dogs



\square : Only usable by a tapped vampire during a bleed against you. Untap this reacting vampire.
 \diamond : As above, with an optional maneuver during the resulting combat if this vampire successfully blocks this bleed and combat occurs.

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Guardian Ghoul



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

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Hand of Conrad



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

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The Haunting



Put this card on any minion.
The minion with this card burns one blood or life during his or her untap phase. Any minion can burn this card as an action. A minion can have only one of The Haunting.

As above, but this action is at +1 stealth.

Illus. Leif Jones
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Haven Affinity



Unique Master.
Put this card on a Tzimisce. When this Tzimisce blocks, he or she may play combat cards in the resulting combat as if all of his or her Disciplines were at the superior level.

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Haven Uncovered



Master.
Put this card on any ready vampire. Any minion not controlled by that vampire's controller may enter combat with that vampire as a +1 stealth action. That vampire can burn this card as a +1 stealth action.

*Come burrow through my ruins, shed not a tear.
Baudelaire, "The Gladly Dead"*

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Hawg



Vehicle.
Minion with this vehicle gets one optional press each combat. A minion may have only one vehicle.

Illus. Tom Wänerstrand
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Hidden Lurker



Usable only by an untapped vampire other than the acting minion after the acting minion is blocked and combat is over. Tap this vampire. This vampire now enters combat with the blocking minion. The first round of combat, the blocking minion cannot use any strikes (not even the default hand strike).

As above, but with an optional press.

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Hidden Pathways



Put this card in play. Your minions get +1 stealth on non-bleeding actions against your prey. Any minion may burn this card as a action. A Methuselah may have only one Hidden Pathways in play.

As above, but playing this card is a +1 stealth action.

Illus. Craig Maher
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High Museum of Art, Atlanta



Master: unique location.
Gain 4 pool when you put this card into play or gain control of it. Any vampire can steal this location for his or her controller as a action. Burn 4 pool when you lose control of the High Museum (including when it is burned or becomes contested).
*Seems like all the sculptures here tonight are rather dominic.
Stella*

Illus. William O'Connor
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Horrid Form



☑ Only usable before range is chosen. This vampire gets +1 strength 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

The Hungry Coyote



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

Illus. Mike Dringenberg

Immortal Grapple



☑ Only usable at close range before strikes are chosen. Strikes that are not hand strikes may not be used this round (by either combatant). A vampire may play only one Immortal Grapple each round.

⬠: As above, with an optional press. If another round of combat occurs, that round is at close range; skip the Determine Range step for that round.

Illus. Clint Langely

Information Highway



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

Illus. Sue Ann Harkey

Inner Essence



☑ Play before range is determined. Once this combat, this vampire can reduce the cost to play a combat card by one blood. A vampire can play only one Inner Essence each combat.

⬠: As above, and gain a blood.

Illus. Steve Prescott

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 gain only 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

Intimidation



☑ : Ⓚ Bleed with +1 bleed
⬠: Ⓚ Bleed with +2 bleed

*They are weak and easily cowed. Show your fangs and they will run.
Gerard, Ventrue antitribu*

Illus. Karl Waller

Investiture



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

Illus. Rick O'Brien

J.S. Simmons, Esq.



Unique Retainer with 1 life.
The minion with this retainer gets +1 bleed.

Illus. Chris McLaughlin

Kindred Manipulation

Only usable during a referendum. Change the votes of a younger vampire to votes of your choice.

Illus. Brian LeBlanc

Kindred Spirits

☐ : Ⓚ Bleed any Methuselah. Gain 1 pool if bleed is successful.
 ◆ : **As above, with +1 bleed.**

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

Illus. Greg Loudon

Kraken's Kiss

☑ Strike: strength+1 ranged damage. If this striking vampire takes more than 3 damage this combat, he or she goes to torpor.
 ◆ : **As above, with an optional press, only usable to continue combat, and once each round for the remainder of this combat, this vampire may strike to steal two blood at close or long range.**

Illus. Drew Tucker

Laptop Computer

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

Illus. Darryl Elliott

Leather Jacket

Equipment.
 If the action to equip with the Leather Jacket is successful, untap the acting minion at the end of the turn. Bearer may burn Leather Jacket to prevent all the damage from the opposing minion's strike. A minion can have only one Leather Jacket.

Illus. Tim Bradstreet & Grant Goleash

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 McNeill

Legacy of Pander

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

If this referendum is successful, put this card in play. Each non-titled Pander has one vote. Any Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

Illus. Dave Seely

Legal Manipulations

☐ : Ⓚ Bleed with +2 bleed.
 Ⓚ : **As above, and gain 1 pool if bleed is successful.**

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

Illus. Stuart Beel

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 gain only 1 blood from Hunting Ground cards each turn.

Illus. Michael Weaver

Life Boon



Master: out-of-turn.
Give pool to a Methuselah with no pool to keep her in the game; put this card in play. During each of his or her untap phases, you can collect 1 pool from that Methuselah. The next victory point (and ante) that the Methuselah wins is given to you (unless you are ousted by them). This Life Boon is then burned.

Illus. Kaja Foglio
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Lightning Reflexes



Additional strike.
♦: This vampire may burn X blood to gain X additional strikes.

Illus. Michael Astrachen
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Living Manse



This equipment card represents a location and 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 before range is determined to end combat. A vampire may have only one Living Manse.

Illus. Mark Tedin
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Lobotomy



Ⓜ: Only usable when recruiting an ally. If the action is successful, put this card on the ally and tap the ally. Actions that require Dominate or Presence do not affect this ally. This ally has -1 bleed and cannot use maneuvers.
♦: As above, but the ally is not tapped.

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Lucky Blow



Do not replace until after combat.
Strike: make a hand strike or melee weapon strike at +1 damage.

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Lunatic Eruption



Ⓜ: Ⓜ Put this card on any ready minion. During his or her minion phase, the minion with this card must enter combat with a ready minion controlled by his prey as a Ⓜ action (unless the minion must hunt). Any minion may burn this card as an action.
♦: As above, and the minion takes the action to burn this card taking one damage (damage not preventable) when this card is burned.

Illus. Steve Prescott
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Malkavian Derangement: Paranoia



Master.
Put this card on a Malkavian *antitribu*. The vampire with this card cannot perform actions. Any vampire may burn this card 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 V, scene 2*

Illus. Phillip Tam
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Manstopper Rounds



Only usable before resolution of a gun's strike. The gun inflicts +1 damage each strike 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
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Marked Path



Ⓜ: Only usable after a successful Ⓜ action. Put this card on the acting vampire. If this vampire performs 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 McNeill
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Masochism



+1 stealth action.
 [M]: 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 this vampire plays a card, you may remove X rush counters from this card to reduce that card's blood cost by X.
 [D]: 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
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Meat Cleaver



Melee Weapon.
 Strength+1 damage each strike.

Illus. Michael Astrachan
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Media Influence



[M]: [D] Bleed with +2 bleed.
 [D]: 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
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Melange



[M]: +1 intercept.
 [D]: 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 vampire bleeds the controller of the vampire with this card.

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Meld with the Land



[M]: Strike: combat ends and untap the opposing minion.
 [D]: Strike: combat ends.

Illus. Mike Danza
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Mighty Grapple



[M]: Press, only usable to continue combat.
 [D]: Strike: make a hand strike or melee weapon strike at +1 damage, with an optional press only usable to continue combat.

Illus. William O'Connor
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Mind Rape



[M]: [D] Bleed with +2 bleed.
 [D]: Put this card on a younger vampire, and tap that vampire. The vampire with this card does not untap as normal during his or her controller's untap phase. During the acting vampire's controller's next minion phase, he or she must burn this card to untap the vampire and take control of the vampire until the end of her turn.

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Minion Tap



Master.
 Move as much blood as you want from one of the vampires you control to your pool.

Illus. Bryon Wackowitz
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Misdirection



Master.
 Tap a minion.

Illus. Mark Poole
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Mistaken Identity



Play when a Ventrue *antitribu* attempts to hunt. This action is considered blocked, and the acting vampire goes into torpor.

Illus. Brian Hoctor

Mob Connections



Unique Master.
Tap to give a press, only usable to continue combat, to a minion you control. Any minion may burn this card as a **1** action.

Collective crimes incriminate no one.
Napoleon I. Maxims

Illus. Greg Simonson

Monomancy



Requires a ready Sabbat vampire. **+1 stealth action.**

1: Enter combat with a ready Sabbat vampire controlled by another Methuselah. That vampire may end 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

Mr. Winthrop



Unique Retainer with 1 life.
The minion with this retainer gets +1 intercept when blocking.

Illus. Pete Venters

My Enemy's Enemy



2: +1 intercept.
1: Only usable when a minion controlled by your predator is bleeding you. Tap this reacting vampire. The minion is now bleeding your predator's predator.

Illus. Dave Scola

Nosferatu Kingdom



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

Obedience



2: Only usable when this reacting vampire is about to enter combat with an acting younger vampire. This vampire is not tapped and combat does not occur; untap the acting vampire. The acting vampire is blocked and cannot perform the same action this turn.
1: As above, but do not untap the acting vampire.

Illus. Lawrence Allen

Obfuscate



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

+1

Illus. Lawrence Snelly

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, this card is burned.

Illus. Mark Tedin


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. **+1**

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Open Grate



Press; only usable to end combat.

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Orgy of Blood



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.)

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Oubliette



Strike: combat ends.
◆: As above, and the opposing minion burns one blood (or life) after combat.

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Out of Control



Master.
Burn a Brujah *antitribu* with 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

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Pack Tactics



Do not replace until the end of this action.
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.

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Palla Grande



Unique master.
Put this card in play; put 3 debauchery counters on this card. Each Toreador *antitribu* gets +1 bleed. 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.

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The Path of Metamorphosis



Unique Master.
Put this card in play. Tzimisce burn one less blood when playing cards that require Vicissitude. Any minion may burn this card as a  action; if that minion is a vampire, he or she takes one damage (damage not preventable) when this card is burned.

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The Path of Night



Unique Master.
Put this card in play. Lasombra burn one less blood when playing cards that require Obtenebration. Any minion may burn this card as a  action; if that minion is a vampire, he or she takes one damage (damage not preventable) when this card is burned.

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The Path of the Feral Heart



Unique Master.
Put this card in play. Gangrel *antitribu* burn one less blood when playing cards that require Protean. Any minion may burn this card as a **Ⓛ** action; if that minion is a vampire, he or she takes one damage (damage not preventable) when this card is burned.

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Patronage



+1 stealth action.
You may play only one Patronage per turn. Untap a younger Toreador *antitribu*, and untap this acting vampire.

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Patterns in the Chaos



Ⓛ: Only usable when a bleed is successful. Look at the top card in the library of the Methuselah being bled.
Ⓢ: Only usable when a bleed is successful. Look at the cards in the hand of the Methuselah being bled. *Unlike you, I am Awake, I see the threads that spin all around you.*
Liith

Illus. Leif Jones
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Peace Treaty



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth. Successful referendum 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
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Pentex™ Loves You!



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

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Personal Scourge



Ⓛ: Strike: 1 damage, only usable at close range. This damage cannot be prevented by equipment or cards that require Fortitude. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.
Ⓢ: As above, with an optional press, only usable to end combat.

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Pier 13, Port of Baltimore



This equipment card represents a unique location and does not count as equipment while in play. During your influence phase, this minion may equip with a non-location, non-unique equipment card from your hand (this minion must meet the requirements, if any, of the equipment card). Pay the cost as normal. This is not an action and cannot be blocked.

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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
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Political Antagonist



Ally with 1 life, 1 strength, 1 bleed.
Tap to give +1 intercept to a Ventruue *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 of the Revolution in France"

Illus. Brian Ashmore
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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 gain only 1 blood from Hunting Ground cards each turn.

Illus. John Scotello

Political Seizure



Master.
Choose a location controlled by another Methuselah. This card contests that location as though it were 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.

Illus. Fred Harper

Political Stranglehold



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

Illus. Brian Ashmore

Political Struggle



+1 stealth action.
①: Put this card on a ready vampire controlled by another Methuselah. The acting vampire may enter combat with the vampire with this card as a +1 stealth ① 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 afterward.

Illus. Pat Kochakji

Potence



Master: Discipline.
Put this card on a vampire. This vampire has Potence ①; if the vampire already had Potence, he or she now has superior Potence ②. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Potence.

Illus. Randy Gallegos

Powerbase: Madrid



Master: Unique Location.
During your untap phase, add one counter to this card from the blood bank if it has less than 4 counters. Tap to give a titled Sabbat vampire X additional votes during a referendum, where X is the number of counters on this card. Any vampire controlled by another Methuselah can take a ① action to burn all the counters on this card.

Illus. Drew Tucker

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 controlled by another Methuselah may take a ① action to move all the blood on the Powerbase to his or her controller's pool. Burn this card when the last blood counter on it is removed.

Illus. Fred Harper

Powerbase: Montreal



Master: Unique Location.
During your influence phase, you may move one blood from the blood bank to a vampire in your uncontrolled region. Any vampire may steal this location for his or her controller as a ① action.

Illus. Patrick Lambert

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. Pat Kochakji

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 Kalmbach

Presence



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

+1

Illus. Mike Dringenberg

Preternatural Evasion



☑: Strike: dodge.
 ◆: Strike: this vampire burns 1 blood to end combat.

Illus. Jeff Miracola

Primal Instincts



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

Illus. Kevin McCann

Private Audience



Requires a ready Archbishop, Priscus or Cardinal.
 Only usable during a referendum, before any votes are cast. Non-Sabbat vampires cannot vote on the current referendum.
What we decide is what happens. The rest is mere shadowplay, a puppet show. Francisco Domingo de Polonia

Illus. Drew Tucker

Propaganda



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

Illus. Ken Meyer Jr.

Protean



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

+1

Illus. Joe Zrolkowski

Pulled Fangs



☑: Only usable at the end of a round of combat in which this minion inflicted more damage at close range than the opposing vampire. Not usable by a dying ally or a vampire going into torpor. Put this card on the opposing vampire and inflict 1 point of damage. The victim cannot hunt until this card is removed. Any vampire(s) may burn this card with two +1 stealth actions; if the victim must hunt and cannot, he or she goes into torpor. A vampire can have only one Pulled Fangs.

Illus. Edward Beard Jr.

Pulse of the Canaille



☑: +1 stealth action.
 ☑: For the remainder of this turn, you may look at all Methuselahs' hands.
 ◆: Put this card on the acting vampire. The vampire with this card gets +2 bleed. A vampire can have only one Pulse of the Canaille.

Illus. Hannibal King

Purchase Pact



Unique Master. Requires a ready Archbishop, Priscus or Cardinal.
Put this card into play. Tap before range is determined to end combat between a Sabbat vampire you control and another Sabbat vampire. Any titled Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

All Sabbat of good faith and conscience do hereby suspend all grievances with other Sabbat. In this we are united. In this we are Sabbat.
Regent Gorchist

Illus. Brian LeBlanc
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Pursuit



Maneuver:
♦: **Additional strike.**

*What mad pursuit?
What struggle to escape?
Keats, "Ode on a Grecian Urn"*

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Pushing the Limit



Strike: make a hand strike or melee weapon strike at +2 damage.
♦: **Strike:** make a hand strike or melee weapon strike at +3 damage.

*These are our realms, no limit to their sway...
Lord Byron, "The Corsair"*

Illus. John McCrea
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Quick Exit



Press, only usable to end combat.
♦: **Strike:** dodge.

Illus. Jeff Miracola
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Quick Meld



Maneuver:
♦: **As above, and once this round, this vampire may burn 1 blood for an additional maneuver.**

*So let us melt, and make no noise...
John Donne, "A Valediction Forbidding Mourning"*

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Quickness



Additional strike.
♦: **As above, but this additional strike card does not count against this vampire's additional strike effect limit for this round. A vampire may play only one Quickness each round.**

*There is no secrecy comparable to celerity.
Francis Bacon, "Of Delay"*

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Rabble Razing



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
Successful referendum means all vampires with capacity less than 4 burn one blood.
You are beyond my control. You are a burden on my will.
Hesha Ruhadze

Illus. Mike Danza
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Rapid Change



This card may be played as an action modifier or a combat card.
♦: +1 stealth.
♦: **Strike:** combat ends.

Our nature lies in movement; absolute rest is death.
Blaise Pascal

Illus. Craig Maher
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Rapid Healing



+1 stealth action.
♦: Only usable by a vampire in torpor. The acting vampire leaves torpor. If this action is blocked, there is no combat; if the blocking minion is a vampire who can commit diablerie, that vampire may diablerize the acting vampire.
♦: **As above, and the vampire leaving torpor gains 1 blood from the blood bank.**

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Rat's Warning



☞: Only usable by a tapped vampire during a bleed against you. Untap this reacting vampire.
 ♦: As above, with an optional press during the resulting combat if this vampire successfully blocks this bleed and combat occurs.

Illus. Peter Testieras

Rave



+1 stealth action.
 Move any amount of blood (or life) and/or equipment from the acting minion to any ready vampires you control.

Illus. William O'Connor

Reality Mirror



Choose a combat card in the opposing minion's controller's ash heap, and use the ability of that card as if that card had been played from your hand (pay cost as normal). If the card requires a Discipline this vampire does not have, you can only use the basic ability of that card. Only one Reality Mirror can be played during a game.

Illus. Drew Tucker

Recruiting Party



Each Ventrue *antitribu* in your uncontrolled region gains 1 blood from the blood bank.

Illus. Brian Ashmore

Recruitment



Master.
 Search your crypt for a vampire. Show it to all players and place it face down in your uncontrolled region. Reshuffle your crypt afterward.

Follow me and I shall show you the way to victory.
 Aurora Van Brande, Paladin of Clan Lasombra

Illus. Diana Vick

Redirection



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

Illus. Chris Conroy

Reform Body



This card can be played as a combat card or a reaction card.
 ☞: Only usable by a vampire being burned; he or she goes into torpor instead. May be played by a vampire in torpor.
 ♦: As above, and this vampire gains 2 blood from the blood bank.

O! that this too, too solid flesh would melt...
 Shakespeare, Hamlet, act 1, scene 2

Illus. Lawrence Allen Williams

Regeneration



+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 blocked, there is no combat; if the blocking minion is a vampire who can commit diablerie, that vampire may diablerize the acting vampire.
 ♦: As above, but the acting vampire gains 5 blood from the blood bank.

Illus. Max Fellwalker

Regent



Unique Master.
 Put this card on a Sabbat vampire you control with a capacity above 7. This vampire has the title of Cardinal and has one additional vote as well. Burn this card if this vampire receives another title. Any Sabbat vampire with a different controller can enter combat with this vampire as a ☞ action. If a Sabbat vampire diablerizes this vampire, move this card to the diablerist (before the blood hunt is called).

Illus. Mike Danza

Resilience



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

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Restoration



+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).

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Restructure



☐: ☐ Put this card on any ally. This ally does not untap as normal during his or her controller's untap phase. His or her controller can burn a pool during his or her untap phase to untap this ally.
 ◆: ☐ Take control of an ally controlled by another Methuselah.

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Revelations



+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. Any minion may burn this card as a ☐ action.

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Revenant



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

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Rolling with the Punches



☐: Prevent 1 damage.
 ◆: This vampire burns 1 blood to prevent all damage from the opposing minion's strikes this round of combat.

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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

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Sabbat Priest



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

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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

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San Nicolás de los Servitas

This equipment card represents a unique location and does not count as equipment while in play. Actions directed at this Lasombra cost an additional pool. If this location is burned, the Lasombra with this card takes two damage (damage not preventable). This card cannot be contested. Any card that would contest this location is immediately burned before contesting begins.

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Saturday-Night Special

Weapon, Gun.
1R damage each strike, with an optional maneuver each combat.

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Sawed-Off Shotgun

Weapon, Gun.
3R damage each strike, only usable once per combat.

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Scouting Mission

☞: ① Bleed with +1 bleed. +1 stealth action. **Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.**

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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 discards your choice of one of those cards.**

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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.

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Seduction

☞: Only usable when the acting vampire's action is announced. Choose a younger vampire. He or she cannot block the acting vampire.
☞: **As above, but the affected vampire can be the same age or older.**
Letting go is the secret; giving up to me is the greatest pleasure of all...
Robbi Sommers, Lilith

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Sermon of Caine

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

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Shade

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 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"

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Shadow Body



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

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

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Shadow Court Satyr (Changeling)



☐ Ally with 3 life, 1 strength, 1 bleed.
 When Shadow Court Satyr comes into play, you may put a combat card from your hand on him. Once each combat, Satyr may use the ability of that card as if that card had been played on him 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 as a vampire with a capacity of 1. If the ability would give him blood, give him life instead.

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Shadow of the Beast



☐ 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.

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

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Shadow Play



☐ +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"*

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Shadow Strike



☐ Strike: strength ranged damage, with an optional maneuver.
 ♦: **As above, with an optional press.**

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Shadow Twin



☐ +1 stealth action.
 ☐: Do 1 damage to any minion or retainer (damage not preventable).
 ♦: **As above, and put this card on that minion. You still control this card. The minion with this card has -1 stealth. Burn this card during your next untap phase.**

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Shanty Town Hunting Ground



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

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Shock Troops



Requires a ready Archbishop or Cardinal.
Master.
 Put X Master: Discipline cards from your hand into play. These cards represent clanless Sabbat vampires of 1 capacity with those respective Disciplines and do not count as Master: Discipline cards while in play. These vampires are not unique, must hunt the turn they are created, have -1 stealth on all actions and cannot attempt bleeds or political actions.

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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.

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Shroud of Night



⚡: +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 V, scene 8

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Sideslip



⚡: Strike: dodge.
 ⬢: Prevent 1 damage. A vampire can only use one Sideslip each round to prevent damage.

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Side Strike



⚡: Strike: dodge.
 ⬢: Additional strike.

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Skin of Rock



⚡: Prevent 1 damage.
 ⬢: Prevent 2 damage.

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Skin Trap



⚡: Play before range is determined. Opposing minion may not dodge this round. A vampire can play only one Skin Trap each round.
 ⬢: As above, and opposing minion cannot strike at all this round unless he or she burns one blood immediately.

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Slaughtering the Herd



⚡: Ⓛ Bleed at +2 bleed. Allies cannot block this action.
 ⬢: Ⓛ Put this card on a vampire controlled by your predator. Each time that vampire takes an action, he or she moves 1 blood to this acting vampire when the action is announced. That vampire may burn this card by turning 4 blood during his or her controller's minion phase. Burn this card if this acting vampire is sent into torpor or burned.

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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.

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The Sleeping Mind



⚡: Only usable when the acting vampire's action is announced. Choose a tapped vampire. The chosen vampire cannot attempt to block this action.
 ⬢: Only usable when the acting vampire's action is announced. Minions cannot untap during this action.

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Social Charm



⚡: Ⓛ Bleed with +1 bleed.
 ⬢: Ⓛ 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*

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Song in the Dark

☐: Strike: 2 damage.
 ◆: **Strike: 2 aggravated damage.**

*I heard the most bewitchingly beautiful voice from the shadows that night.
Lolita, Toreador antitribu*

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Song of Serenity

☐: Only usable before range is chosen. Opposing minion gets -1 strength for the first round of combat. A vampire can play only one Song of Serenity each combat.
 ◆: **As above, but for the duration of combat.**

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Speed of Thought

+1 stealth action.
 ☐: ☐ Bleed. If more than 1 pool is bled with this action, ignore the excess. Minions without Celerity cannot block this action.
 ◆: **As above, but minions without superior Celerity cannot block this action.**

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Spirit's Touch

☐: +1 intercept.
 ◆: **As above, with an optional maneuver if combat occurs.**

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Sport Bike

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

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Staredown

☐: Strike: dodge.
 ◆: **Strike: combat ends.**

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

Illus. Kevin McCann
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Storage Annex

Master: location.
 Put a card from your hand facedown (out of play) on this card when you play it. You may look at the card at any time. During your master phase, you may exchange a card in your hand for the card on this Storage Annex. If the Storage Annex is stolen or burned, the card on it is stolen or burned as well.

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Sudden Reversal

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

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Sunrise Service

Requires a ready Sabbat vampire.
+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.

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Superior Mettle



☐ Prevent all damage from the opposing minion's 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.

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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. Dave Robbins
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Survivalist



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

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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 Mara
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Sword of Judgement



Unique melee weapon. Strength+1 damage each strike, with an optional additional strike each round. Only usable by Brujah *antitribu*.

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Tasha Morgan



Unique Retainer with 1 life. The minion with this retainer gets +1 bleed.

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Taste of Vitae



Only usable after strike resolution. This vampire gains an amount of blood equal to the amount lost by the opposing vampire to damage during this round of combat. Not usable by a vampire going into torpor. Blood loss counted by a previous Taste of Vitae is not counted again.

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Telepathic Counter



☐: Reduce a bleed against you by 1.
 ♦: Reduce a bleed against you by 2.

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Telepathic Tracking



☐: Press, only usable to continue combat. If another round of combat occurs, this vampire gets an optional maneuver during that round.
 ♦: Only usable when both combatants are still ready and combat is about to end (with no uncanceled press to continue). Combat does not end; another round starts.

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Telepathic Vote Counting

☑: Only usable during a referendum. Cancel the referendum. If you played a political card to call this referendum, take the card back into your hand (and discard back down to your hand size). Any votes cast are lost.
 ◆: Only usable during a referendum. A vampire of your choice abstains from voting. This can cancel that vampire's votes.

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Templar

Political Card — Worth 1 Vote. Called by any Bishop, Archbishop, Priscus or Cardinal at +1 stealth.
 Choose a Sabbat vampire. Successful referendum makes the vampire a templar. A templar may enter combat with a ready vampire controlled by another Methuselah as a +1 stealth.
 Ⓛ action. Any Sabbat vampire may call a referendum to remove this ability as a +1 stealth political action.
I don't have to kill anyone? Then why call for me?
 Talley

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Terror Frenzy

☑: Only usable before range is determined on the first round. During this combat, the opposing minion cannot use maneuvers to maneuver to close range, cannot use presses to continue combat and cannot use equipment.
 ◆: Only usable before range is determined. Opposing vampire burns an additional blood when playing combat cards this combat. A vampire may play only one Terror Frenzy at superior each combat.

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Thanks for the Donation

+1 stealth action.
 ☑: Put this card into play and choose a card you are contesting with another Methuselah. Your cost to avoid yielding the contested card is paid by your prey. (You still decide whether you will yield.) Any minion may burn this card as a Ⓛ action.

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Thoughts Betrayed

☑: Only usable before range is determined on the first round. Opposing minion takes an additional 1 damage in the first round of combat during strike resolution.
 ◆: Only usable before range is determined on the first round. Opposing minion cannot play any strike cards for the duration of this combat.

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Threats

After playing this card, you cannot play another action modifier to further increase the bleed for this action.
 ☑: +1 bleed.
 ◆: +2 bleed.

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Thrown Gate

☑: Strike: 1R damage, with an optional maneuver.
 ◆: Strike: 2R damage, 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

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Thrown Sewer Lid

☑: Strike: 3R damage; only usable at long range.
 ◆: As above, with an optional press.

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Tier of Souls

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

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Tithings



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

Illus. James Higgins

Tomb of Rameses III



Master: unique location.
 When this card is played or the controller of this card changes, the controller chooses a vampire in his or her uncontrolled region. For each blood counter you transfer to the chosen vampire during your influence phase, move one counter from the blood bank to the Tomb. At the end of your influence phase, if the total number of counters on the chosen vampire and on the Tomb equals or exceeds that vampire's capacity, you may move the vampire to the ready region. Burn this card (and the counters on it) when this vampire leaves the uncontrolled region.

Illus. Sandra Everingham

Torn Signpost



☐: Only usable before range is determined. This vampire has a strength of 2 for the remainder of combat.
 ♦: As above, but the vampire has a strength of 3 for the remainder of combat.

Illus. Jeff Menges

Total Insanity



☐: Ⓛ Put this card on an ally or a younger vampire. The minion with this card has -1 stealth. During this minion's untap phase, put a counter on this card from the blood bank. Burn this card when it has 3 counters on it.
 ♦: As above, and the minion with this card cannot play action cards.

Illus. William O'Connor

Transfer of Power



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

Illus. Matt Crota

Trap



Only usable before range is determined on the first round of combat. During the press step, if any Methuselah has played a card earlier in the current round or during the two previous rounds, the Trap automatically provides a press to continue (either combatant can press to end).

Illus. Peter Kim

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 Bills

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.
 Catullus, "Carmina"

Illus. Ken Meyer, Jr.

Twisting the Knife



☐: Only usable as damage from a hand or melee weapon is resolved; only usable if this vampire successfully inflicts 3 or more 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

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* with a different controller may enter combat with him or her as a **1** action. The vampire with this card may burn it as a **1** action that costs 2 blood.

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Undead Persistence



1: Only usable when this vampire should go into torpor. This vampire gets an optional press and will not go to torpor until combat ends (although he or she is still considered wounded and can be burned as normal). If 3 rounds of combat pass with no cards played, combat ends. This vampire is sent into torpor after combat.
1: Prevent 2 damage.

*The cry is still, "They came!"
Shakespeare, Macbeth, act V, scene 5*

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Undead Strength



1: Strike: make a hand strike or melee weapon strike at +1 damage.
1: Strike: make a hand strike or melee weapon strike at +2 damage.

*Dead flesh isn't always subject to the mortal laws of physics.
Dodd, Brujah antitribu*

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Unflinching Persistence



1: Prevent 1 damage.
1: Maneuver and prevent up to 1 damage later this round. Usable only when choosing range.

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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
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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*

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Using the Advantage



Master.
Put this card into play. During your untap phase, if you control the Edge, 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."
Terrence, Heautontimoroumenos, act I, scene 2

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Vagabond Mystic



Unique ally with 2 life, 0 strength, 0 bleed.
Tap Vagabond Mystic to move 1 life counter from the blood bank to an ally you control if that ally has fewer life than his or her starting amount. The Vagabond Mystic cannot block vampires.

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Vaulderie



Requires a ready Archbishop, Priscus or Cardinal. +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; that minion cannot attempt to block this action again. Continue with the action as normal.

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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.

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Vicissitude



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

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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.

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Voice of Madness



Ⓜ Only usable when this vampire successfully blocks an ally or younger vampire. Tap this reacting vampire. Combat does not occur.
Ⓢ As above, and the acting minion burns one blood or life.
It is everything singing in my head at once. Anatole, the Prophet of Gehenna

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Wake with Evening's Freshness



Do not replace until your next untap phase.
Only usable by a tapped vampire. This reacting vampire can use reaction cards and attempt to block as though untapped until the current action is concluded.

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Walk Through Arcadia



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

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War Ghoul



Ally with 5 life, 4 strength, 0 bleed.
When War Ghoul enters play, burn an ally or retainer you control. She can enter combat with any ready vampire controlled by another Methuselah as a \mathbb{D} action. She may prevent 1 damage each round. Tap and burn War Ghoul to burn any location; you cannot use this ability during combat.

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War Party



Requires a ready Archbishop, Priscus or Cardinal. +1 stealth action.
 \mathbb{D} : Put this card on a vampire who is not an archbishop, priscus or cardinal. Any vampire with a different controller may enter combat with that vampire as a +1 stealth \mathbb{D} action.

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Waste Management Operation



Master: unique location.
Tap during your discard phase to move a card from your ash heap to the bottom of your library.

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White Phosphorous Grenade



Weapon.
2R aggravated damage each strike. If White Phosphorous Grenade is used at close range, the minion with this equipment takes 1 aggravated damage. Burn after 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"*

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Wolf Claws



U: For the remainder of the round, this vampire's hand damage is aggravated.
D: Press.

*How cheerfully he seems to grin,
How neatly spread his claws...
Lewis Carroll, Alice in Wonderland*

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Wolf Companion



Retainer with 2 life.
W: When the minion with this retainer is in combat, the opposing minion takes 1 damage during strike resolution (if the range is close).
D: As above, but **Wolf Companion** has 3 life.

*It was even thou, my companion: my guide,
and mine own familiar friend.
Psalms 55:14*

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Wooden Stake



Melee Weapon.
Strength damage each strike. If more than 1 damage is inflicted on an opposing vampire by this weapon in a given combat, then that vampire is sent into torpor. In that case, this card is transferred to that vampire, and he or she doesn't untap as normal during the untap phase as long as he or she remains in torpor.

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Zip Gun



Before range is determined, put this card on this minion. This card represents an equipment card and doesn't count as a combat card while in play. This equipment is a Weapon: Gun. Ammo cards cannot be used with this gun. It does 1R damage each strike, with an optional maneuver each combat. Bearer takes 1 damage during strike resolution when this gun is used, but only once each combat. This card is kept as normal equipment and not discarded after combat.

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