

Abd al-Rashid

Independent: (Blood Cursed)

5

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Al-Ashrad, Amr of Alamut

Independent: Al-Ashrad can burn a location that requires a Camarilla clan to bring into play as an action that costs 2 blood. (Blood Cursed)

9

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Anwar

Independent: (Blood Cursed)

4

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Aziz, Dammar of Istanbul

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

10

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Badr al-Budur

Independent: (Blood Cursed)

5

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Bajazet al-Nasir

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

8

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Fatima al-Faqadi

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

8

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Fida'i

Independent: Fida'i do not untap as normal during the untap phase. Any ready Assamite you control with capacity above 6 can burn 1 blood to untap this Fida'i. Fida'i are not unique and do not contest. (Blood Cursed)

2

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Harika Guljan

Independent: (Blood Cursed)

3

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Husamettin

Independent: If Husamettin burns a vampire with a contract on him or her, you may go through your library get a Master: Discipline card, and place it on him. Shuffle your library afterward. (Blood Cursed)

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Jalal Sayad

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

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Kalinda

Independent: Kalinda can bleed with +1 bleed as a +1 stealth (D) action that costs 2 blood. (Blood Cursed)

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Kanya Akhtar

Independent: (Blood Cursed)

Illus. Max Shade Fellowship

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Melek

Independent: Once each combat, Melek may dodge as a strike. (Blood Cursed)

Illus. L.A. Williams

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Parmenides

Independent: When you move Parmenides from your uncontrolled region to your ready region, your predator takes control of Parmenides until your next untap phase. +1 strength. (Blood Cursed)

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Parnassus

Independent: +1 strength. (Blood Cursed)

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Qadir ul-Ghani

Independent: Qadir may change his clan to a clan of his choosing as a +1 stealth action that costs 1 blood. +1 bleed. (Blood Cursed)

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Tansu Bekir

Independent: (Blood Cursed)

Illus. Pete Venters

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Tariq, The Silent



Independent: Tariq's capacity is reduced by 4 while he is controlled. He can enter combat with a vampire controlled by another Methuselah as a Ⓛ action. Blood hunts can not be called on him. The Blood Curse doesn't affect him.

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Tegyrius, Vizier



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

9

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Thetmes, Caliph of Alamut




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

10

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Ur-Shulgi, The Shepherd



Independent: Ur-Shulgi has 2 votes. If Ur-Shulgi is ready during your untap phase, you may search your library and put Taged in your hand. Discard down to your hand size and shuffle your library afterward. (Blood Cursed)

11

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Yusuf, Scribe of Alamut



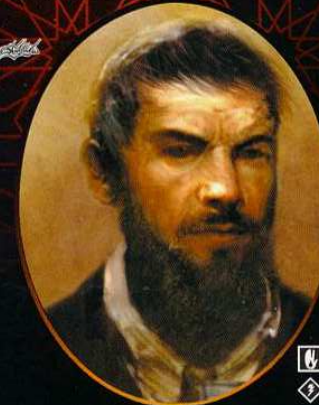
Independent: If Yusuf successfully performs an action to equip with an equipment that requires an Assamite, untap him at the end of the turn. (Blood Cursed)

5

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Zahir, Hand of the Silsila



Independent: Zahir can search your library for a contract and put it in your hand as a +1 stealth action. Discard down to your hand size and shuffle your library afterward. (Blood Cursed)

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Theo Bell



Camarilla: Theo may enter combat with any ready minion controlled by another Methuselah as a Ⓛ action. If you control a ready prince or justicar, blood hunts cannot be called on Theo.

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Julian Sanders



Sabbat: Julian gets one optional press each combat.

6

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Aabbt Kindred



Independent: Aabbt Kindred cannot perform Ⓛ actions unless Nefertiti is ready. Aabbt Kindred can prevent 1 damage each combat. Aabbt Kindred are not unique and do not contest.

4

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Aisha

Independent: Once each turn, Aisha may burn 1 blood to get +1 intercept.

6

illus. Alan Rubinowitz

Amisa

Independent: Amisa has 2 votes. Amisa can tap a vampire with a capacity above 7 as a Ⓢ action.

8

illus. Pete Venters

Celine Chevalier

Independent

3

illus. Christopher Shy

Count Ormonde

Independent

5

illus. Christopher Shy

Danny Larkshill

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

7

illus. Lawrence Snelly

Dedefra

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

5

illus. John Bolton

Hadrian Garrick

Independent: +1 strength

4

illus. Lawrence Snelly

Hesha Ruhadze

Independent: When hunting, Hesha gets an additional +1 stealth and gains an additional blood if successful.

6

illus. John Van Fleet

Intisar

Independent: During your untap phase, if Intisar is ready and you control the Edge, you may give another Methuselah 1 pool from your pool to tap a minion of your choice controlled by that Methuselah.

8

illus. Lawrence Snelly

Kemintiri

Independent: Kemintiri gets +1 bleed and +1 stealth when bleeding a Methuselah who controls a Ventrue. Any Ventrue controlled by another Methuselah can enter combat with Kemintiri as a (1) action. Kemintiri can enter combat with any Ventrue controlled by another Methuselah as a +1 stealth (1) action.

10

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Kephamos, High Priest of Marrakech

Independent: Kephamos has 2 votes. +1 bleed.

8

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Khalil Anvari

Independent

3

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Khay'tall, Snake of Eden

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

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Lalitha

Independent

2

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Nefertiti

Independent: Nefertiti can place a corruption counter on a minion controlled by your prey as a +1 stealth (1) action that costs 1 blood. +1 bleed.

10

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Nehsi

Independent: Nehsi has 2 votes. Nehsi gets an optional maneuver each combat.

10

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Nepata

Independent

4

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Qufur am-Heru

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

7

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Samat Ramal-Ra, Archon



Camarilla: Blood hunts cannot be called on Samat.

6

Illus. Lawrence Snelly

Sagqaf, Keeper of the Grand Temple of Set



Independent: If Sagqaf successfully performs an action requiring Serpents, you gain 1 pool. You may only gain 1 pool this way each turn.

9

Illus. Mark Hedlin

Sarrasine



Independent: During your master phase, if Sarrasine is ready, you may burn the Edge to gain an additional master phase action.

7

Illus. Lawrence Snelly

Sir Marriot D'Urban



Independent

5

Illus. Christopher Shy

Sutekh, The Dark God



Independent: Sutekh has 2 votes. You gain a pool each time an action to recruit a Bane Mummy ally is successful. During your untap, you may move 1 blood between Sutekh and any other Follower of Set you control. +1 bleed.

11

Illus. Lawrence Snelly

Ramona



Camarilla: During your untap phase, you may move 1 blood from any ready Gangrel you control to Ramona.

4

Illus. John Van Fleet

Haakon Mortensen

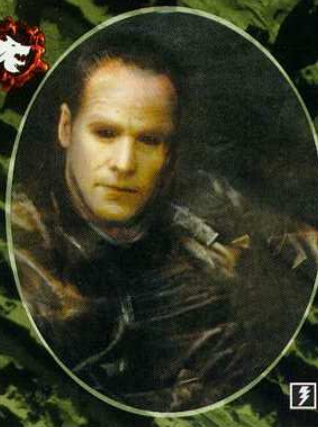


Sabbat: During your untap phase, you can move 1 blood from Haakon to any Gangrel or Gangrel *antitribu* in your uncontrolled region. Haakon can take an action to move 1 blood from the blood bank to any untapped vampire.

8

Illus. Christopher Shy

Max Lowell



Sabbat

3

Illus. Christopher Shy

Ambrogino Giovanni



Independent: Ambrogino has 1 vote. +1 bleed.

9

Illus. Christopher Shy

Andrea Giovanni




Independent: Andrea gets +1 stealth when performing an action that requires Necromancy.

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Augustus Giovanni



Independent: Augustus has 2 votes. If a vampire you control has been burned since your last turn, Augustus may move that vampire from your ash heap to the ready region as an action that costs 1 pool, +1 bleed.

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Carlotta Giovanni



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

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Chas Giovanni Tello



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

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Enzo Giovanni, Pentex Board of Directors



Independent: Enzo may attempt to block any political action attempted by any Methuselah; he gets +1 intercept against any political action not attempted by a prince, justicar, or Inner Circle member.

Illustration: PATEL, TIGER

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Francesca Giovanni



Independent

Illustration: JOHN BOSTON

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Gaspere Giovanni



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

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Gillespi Giovanni



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

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Gloria Giovanni



Independent

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Isabel Giovanni

Independent

5

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Marciana Giovanni, Investigator

Independent: Bleed actions cost Marciana an additional blood. Tap Marciana and choose a non-Sabbat vampire to allow that vampire to burn 1 blood to get +1 intercept.

2

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Marianna

Independent: If Marianna is ready, any other Methuselah controlling a ready Giovanni burns 1 pool during his or her untap phase. Marianna gets +1 strength when in combat with a Giovanni.

8

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Mario Giovanni

Independent

3

Illus. Alan Robinson

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Paul DiCarlo, The Alpha

Independent

2

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Pochtli

Independent: Pochtli may move up to two cards from your ash heap to your library as a +1 stealth action. Shuffle your library afterward.

8

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Regina Giovanni, The Right Hand of Augustus

Independent: Regina has 2 votes. Recruiting allies and employing retainers costs Regina 1 less pool or blood (but never less than 0 pool or blood).

10

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Rudolfo Giovanni

Independent

3

Illus. Doug Gregory

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Silvia Giovanni

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

10

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Stefano Giovanni



Independent: During a political action, Stefano may burn 1 blood to gain 1 vote.

6

illus. Steve Lippert

Vittorio Giovanni



Independent

5

illus. Eric Pelletier

Anatole, Prophet of Gehenna



Camarilla: If Anatole is ready during your master phase, you may look at the top 5 cards of your library and then shuffle the top five cards of your library. +1 intercept.

8

illus. John Van Fleet

Theron




Sabbat: Theron can put a derangement counter on any vampire as a (D) action. If the number of derangement counters equals or exceeds the vampire's capacity, that vampire is considered to be Malkavian *arbitru*.

8

illus. Christopher Slay

Calebros, The Martyr



Camarilla Prince of New York: If Calebros is the Prince of New York, any older Camarilla vampire controlled by another Methuselah can steal the title from him as a (D) action which Calebros cannot block.

5

illus. John Van Fleet

Christianus Lionel, The Mad Chronicler



Sabbat: While Christianus is ready, your hand size is increased by 1.

6

illus. Christopher Slay

Anka, Priestess of Thorns



Sabbat: Anka can enter combat with a ready Lasombra controlled by another Methuselah as a (D) action.

4

illus. Christopher Slay

Ankla Hotep



Independent: Rescuing Ankla from torpor costs 2 less blood. Ankla gets one optional press each combat.

9

illus. Christopher Slay

Darius Styx



Independent: Darius may look at one random card from another Methuselah's hand as a (D) action. If it is an equipment or retainer card, place it on Darius at no cost (using the normal version, if it requires a Discipline).

9

illus. Rich Meyer, Jr.

Ezmerelda



Independent: Ezmerelda has 2 votes. If Ezmerelda is ready during your untap phase, you may remove her from the game to gain 11 pool, +1 bleed.

11

mus. Christopher Yoo

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Gabrin



Independent: Cards that require Chimerstry cost Gabrin 1 less blood to play. Gabrin can tap an ally or a younger vampire as a +1 stealth action.

8

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Ghivran Dalaal, The Dead God



Independent

5

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Ivan Krenyenko



Independent: If Ivan is ready during your untap phase, you may search your library for a non-location equipment card; show it to all players and put it in your hand. Discard down to your hand size and shuffle your library afterward. +1 strength.

10

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Joaquina Amaya



Independent: Joaquina gets an additional +1 stealth when equipping.

6

mus. John D. Niles

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Khalil Ravana



Independent: Khalil gets +1 stealth when performing a diablerie action.

5

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Kostantin, Baro of the Caravan



Independent: Kostantin may steal equipment from another minion as a +1 stealth action.

9

mus. Mark Seaman

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Lázár Dobrescu



Independent: Lázár may move one blood from a vampire in your prey's uncontrolled region to a vampire in your uncontrolled region as a action.

3

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Natalia



Independent: +1 bleed.

7

mus. Mark Shingo Reinwaker

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Salbatore Bokkengro

Independent

4

max. Cliff Johnson

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Sarisha Veliku

Independent

6

max. Rebecca Sipe

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Sasha Miklos

Independent

2

max. Todd Strigo, Ted Walker

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Sennuw, The Promoter

Independent

4

max. Christopher Siny

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Spider-Killer

Independent: Spider-Killer gets +1 stealth on every action he performs.

10

max. Christopher Siny

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Spleen, Georgio Gutterpunk

Independent: If Spleen is blocked by an older vampire, he burns 1 blood (before combat occurs, if any).

2

max. Christopher Siny

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Tsigane

Independent

3

max. Neil Hayes, Jr.

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Vaclav Petalengro

Independent: Vaclav gets +1 intercept when attempting to block Gangrel.

6

max. Andrew Studdock

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Vedel Esbreno

Independent

3

max. Christopher Siny

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Victoria Ash



Camarilla Primogen: Victoria can tap a younger ready vampire as a +1 stealth (D) action.

6

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Melisande



Sabbat: Melisande gets an optional additional strike on the first round of combat.

9

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Aisling Sturbridge



Camarilla: Younger Tremere cannot block Aisling.

5

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Goratrix




Sabbat: Goratrix can steal 2 blood as a ranged strike. +1 bleed.

10

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Hannigan



Sabbat

5

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Jan Pieterzoon




Camarilla: While Jan is ready, every Methuselah's hand size is reduced by 1. +1 bleed.

7

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Gustav Mallenhous



Sabbat Priscus: Gustav can remove a bishop's or archbishop's title as a (D) action. +1 bleed.

8

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Abomination



Unique. Requires a ready vampire. +1 stealth action.

Burn an untapped werewolf ally (such as Renegade Garou, Werewolf Pack or Black Spiral Buddy) in your ready region to put this card in play. This card becomes a unique clanless independent vampire of 4 capacity with superior Protean (P). You may move up to 4 blood from the acting vampire to this vampire. This vampire has +1 strength, gets an additional strike each round and gets an optional maneuver each combat. This vampire may attack any ready minion as a (D) action.

4

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Acquired Ventrue Assets



Master

Put an amount of blood counters (from the blood bank) on this card equal to the number of Giovanni you control. During your master phase, you may move 1 blood from this card to any Giovanni you control. Burn this card if there is no blood on it. This card may be burned by any minion who is not Ventrue as a (D) action.

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Aire of Elation



You cannot play another action modifier to further increase the bleed for this action.

☞: +1 bleed; +2 bleed if acting vampire is Toreador.

◆: +2 bleed; +3 bleed if acting vampire is Toreador.

Illus. Greg Simanjin

Akhenaten, The Sun Pharaoh (Mummy)



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

Akhenaten may play cards requiring basic Necromancy ☞ as a vampire with a capacity of 3. Any cost in blood is paid with his life. If a card would give him blood, give him life. If he is burned, shuffle him into your library. If he is in combat with a Follower of Set ☞, any damage he inflicts is aggravated. Akhenaten can burn himself to burn a Follower of Set controlled by your prey as a ☞ action.

Illus. Rebecca Guay

Alamut



Master: unique location.

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

Illus. Pat Morrissey

Amam the Devourer (Bane Mummy)



Unique mummy with 3 life, 0 bleed, 2 strength.

Amam may enter combat with any ready minion controlled by another Methuselah as a ☞ action. Amam may burn a vampire in torpor to gain 1 life as a ☞ action. This does not constitute diablerie. If a minion opposing Amam in combat is burned, Amam gains 1 life. If Amam is burned, shuffle him into his owner's library.

Illus. Lawrence Snelly

Ambrosius, The Ferryman (Wraith)



Unique wraith with 2 life, 1 strength, 0 bleed.

Ambrosius is immune to damage that is not aggravated. He can move a retainer from your ash heap to a ready vampire you control as an action. Put 3 Pathos counters on the retainer. Remove a Pathos counter from the retainer at the beginning of each of your minion phases. When there are no Pathos counters remaining, remove the retainer from the game.

Illus. Alan Rabinowitz

Ambush



☞ 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

Amria



☞ Maneuver, only usable to go to long range.

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

Be wary then; best safety lies in fear.
Shakespeare, Hamlet, Act 1, Scene 3

Illus. Michael Gaydos

The Ancestor's Talisman



Unique equipment.

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

Illus. Liz Dahlforth

Animalism



Master: Discipline.

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

+1

Illus. Sandra Everingham

Apparition



Do not replace until after combat.
 ☐ Prevent up to 1 damage to this vampire each round of combat.
 ◆ As above, but prevent up to 2 damage.

*Girls would come out of inadequate graves to stand near...
 Rilke, "Duino Elegy #7"*

Illus. Stuart Beel
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Arcanum Chapterhouse, Alexandria



Master: unique location
 Your predator and prey burn 1 pool for each Hunting Ground he or she controls at the start of each of his or her turns. Any minion may burn this card as a ☐ action.

*The learned ones are the heirs of the Prophets — they leave knowledge as their inheritance; he who inherits it inherits a great fortune.
 Hadith of al-Bikhari*

Illus. Ken Meyer, Jr.
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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. Eliott, "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 I, scene I.*

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Atonement



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

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Backstab



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

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Baleful Doll



Unique equipment.
 ☐ Choose a vampire controlled by your prey. The bearer may tap himself or herself and burn the Baleful Doll during his or her untap phase to cause the chosen vampire to burn 3 blood.
 ◆ As above, but choose a vampire controlled by any Methuselah.

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Bang Nakh — Tiger's Claws



Melee weapon.
 Strength+2 damage each strike.

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Banishment



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

Choose a younger ready vampire. Successful referendum means that the chosen vampire is moved to the uncontrolled region (place him or her face down). The vampire is uncontrolled. The vampire's blood counters, master cards and minion cards stay with that vampire, with any counters they have on them (these cards are out of play as long as the vampire remains uncontrolled.)

Illus. Steve Casper
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Banner of Neutrality

Requires a ready Independent vampire.
 Only usable when a Camarilla or Sabbat vampire is bleeding you. Reduce the bleed by 1.

Your approval means nothing to us. Your high-handed "recognition of sovereignty" and other quasi-political jingoism won't work in this room.
 Isabel Giovanni

Illus. Brian LeBlanc

Blackmail

■ : ① Tap a ready vampire.
 ◆ : ① Put this card on a ready vampire. The vampire with this card cannot block this acting vampire. He or she may burn this card by burning 2 blood during his or her untap phase.

Illus. Brian LeBlanc

Blessing of Durga Syn

◆ Strike: steal equipment.
 ◆ Strike: steal equipment with First Strike.

*And blessedness goes where the wind goes...
 Years, "The Blessed"*

Illus. Ron Spencer

Blood Agony

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

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

Illus. Ron Spencer

Blood Clots

+1 stealth action.
 ◆ : ① Put this card on a minion controlled by another Methuselah. This minion cannot gain blood or life; any blood or life this minion gains goes to the blood bank instead. Any minion may burn this card as an action.
 ◆ As above, and the minion with this card burns 1 blood or life when this card is burned.

*I was sick — sick unto death with that long agony,
 Edgar Allen Poe, "The Pit and the Pendulum"*

Illus. Brian LeBlanc

Blood Doll

Master.
 Put this card on a vampire you control. During his or her master phase, the Methuselah controlling this 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.

Illus. Lawrence Snelly

Blood of the Cobra

◆ Strike: 1R damage.
 ◆ Strike: ranged. Play a non-ranged strike that requires Quietus from your hand and use that strike as if it were ranged.

Illus. William O'Connor

Blood Sweat

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

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


Illus. Rob Alexander

Blood Tears of Kephran

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

Illus. Ron Spencer

Brigitte Gebauer (Wraith)



Unique wraith with 3 life, 2 bleed, 1 strength.
Tap Brigitte when a bleed action is announced to give an acting minion you control +1 bleed. If the action is blocked and combat occurs, Brigitte loses 1 life.

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Bum's Rush



Do not replace until the end of this action.
D 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 kills a foolish man... Job 5:2 (NKJV)

Illus. L.A. Williams
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Call of the Hungry Dead



Only usable when a minion is attempting to block.
The blocking minion gets -1 intercept.
This acting vampire burns 1 blood to cause the block to fail. The blocking minion cannot attempt to block this action again.

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Canopic Jar



Choose a ready minion. The bearer gets +1 intercept when attempting to block the chosen minion. When the bearer successfully blocks the chosen minion, he or she can burn this equipment before combat begins to cancel the combat and untap. The acting minion is not untapped.
As above, and the chosen minion burns 1 blood when this equipment is burned.

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Catacombs



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

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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 Langeloy
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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.
Your cat now, linked to learning and to love, Exhibits a taste for silences and gloom — Would make a splendid messenger of doom If his fierce pride would condescend to serve Baudelaire, "Cats"

Illus. Greg Simanson
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Celerity



Master: Discipline.
Put this card on a vampire. This vampire has Celerity 1 if the vampire already has 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.

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Charisma



Unique master.
Put this card on a ready vampire. This vampire's recruit ally actions cost 1 less blood or pool (but never less than 0 blood or pool).

Beauty is power; a smile is its sword.
Charles Reade

Illus. Talon Dunning
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Chimerstry



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

+1

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Clandestine Contract



Contract.
Requires an Assamite with a capacity above 4. +1 stealth action.
 $\textcircled{1}$ Enter combat with a ready minion controlled by another Methuselah and put this card on that minion. This Assamite is chosen for this contract. This Assamite may enter combat with the minion with this card as a +1 stealth $\textcircled{1}$ action.

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Clan Loyalty



Only usable when this vampire is successfully blocked by a vampire of the same clan (play before combat).
Cancel the block and combat. The action continues as normal, and no vampires of that clan may block the acting vampire for the remainder of the turn.

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Cloak the Gathering



\blacksquare : +1 stealth.
 \blacklozenge : 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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Club Zombie



Master: unique location.
Tap to give +1 intercept to a vampire you control. If Club Zombie is untapped at the start of your turn, during your untap phase you may move 1 blood from the blood bank to a ready vampire you control.

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Coagulate Blood



\blacksquare : Strike: 1R damage, 2R damage to an ally.
 \blacklozenge : Strike: 2R damage, 3R damage to an ally.

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Command of the Beast



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

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Compel the Spirit



+1 stealth action. Only usable if a retainer or ally you control has been burned since your last turn.
 \square : Move the card from your ash heap to your hand.
 \textcircled{X} : Move the card from your ash heap to your ready region, even if this vampire doesn't meet the requirements, if any, of the card (use the normal version if it requires a Discipline). Move X life counters from the blood bank to the card, where X is the number of life printed on the card. If a retainer is chosen, it must be placed on the acting minion.

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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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Contingency Planning



Master: out-of-turn
Only usable when a minion you control is bleeding. You may play this card during your turn. Burn a minion card that would change the target of the bleed as it is played. Any blood or pool burned for that card is retrieved from the blood bank by the vampire or Methuselah who played it. If more than 1 pool is bled in this action, ignore the excess.

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Contract



Master: contract.
Put this card on any ready minion and choose an Assamite. In play, that Assamite may enter combat with this minion as a +1 stealth action unless they are controlled by the same Methuselah.

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Corruption



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

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Creepshow Casino



Master: unique location.
Only usable when a vampire you control is performing an undirected action. Tap this location when the action is announced to give the acting vampire +1 stealth; usable even though the stealth is not yet needed.

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Crimson Fury



This card can be played as a reaction card or a combat card. Only usable when this vampire is being diablerized. Usable by a tapped vampire. Usable by a vampire in torpor.

- ☒: The diablerie is canceled and the diablerist burns 1 blood.
- ◆: Burn both the diablerist and this vampire. (The diablerie is still considered successful.)

*O dearly bought revenge, yet glorious!
Milton, Samson Agonistes*

Illus. Dyrnon Labe
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Daemonic Possession



① Only usable when a minion controlled by another Methuselah has been burned since your last turn. Move that minion from his or her owner's ash heap to your ready region, put 1 blood or life from the blood bank on the minion and tap the minion. You now control the minion.

- ◆: As above, but the minion is untapped.

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Dagon's Call

1 : Strike: make a hand strike (at strength damage) and the opposing minion takes 1 unpreventable damage during the press step each round this combat. A vampire may play only one Dagon's Call each combat.

◆ : As above, and this hand strike does strength+1 damage.

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

Illus. Durwin Talon
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The Damned

Unique master.
Put this card on a vampire with a capacity below 5. The vampire with this card burns 1 additional blood for each bleeding action he or she successfully performs.

The Beast I am lest the Beast I become!

Illus. Drew Tucker
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Daring the Dawn

1 : 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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Dead-End Alley

Press, only usable to continue combat.

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The Death of My Conscience

Requires a vampire with a capacity above 5. Do not replace this card until after combat. Play before strikes are chosen.

1 : Burn up to 4 cards in your hand. For each card you burn this way, this vampire gets +1 strength for the remainder of combat. Do not replace these cards until after combat.

◆ : As above, but this vampire gets +2 strength for the remainder of combat for each card you burn this way.

Illus. Edward Beard, Jr.
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Deflection

1 : 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.

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Deny

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

1 : Press.

◆ : +1 stealth.

What we believe is, in the end, of little consequence. The only consequence is what we do.
John Ruskin

Illus. Jim Nelson
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Depravity

Unique master.
Put this card on a ready vampire you control. This vampire gets +1 stealth when attempting a disable action and gets +1 strength. He or she cannot recruit allies or employ retainers.

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Disease

1 : Only usable before range is determined.

1 : The opposing minion gets -1 strength for the duration of this combat.

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

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

Illus. Pat Morrissey
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Dismemberment of Osiris



[C]: Burn a titled vampire in torpor. This does not constitute diablerie. Each ready vampire of the same clan as the titled vampire burns 1 blood.
 ♦: As above, and the controller of the titled vampire burns 1 pool.

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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.

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Dominate



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

+1

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Draba



This card can be played as an action or a reaction.
 [C]: +1 stealth action. [D] Put this card on a ready minion. You still control this card. Burn this card to reduce that minion's stealth to 0. The minion may still increase his or her stealth.
 ♦: Reduce the acting minion's stealth to 0. The minion may still increase his or her stealth.

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Drawing Out the Beast



[C] 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 opposing vampire takes 1 damage during the press step each round. This damage cannot be prevented.

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Dreams of the Sphinx



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

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Ecstasy



[C] Reduce a bleed against you by 1.
 ♦: As above, and if the bleed resolves for 0 (or less), the acting minion burns 1 blood or life at the end of the action.

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Ecstatic Agony



+1 stealth action.
 [C] Put this card on this acting vampire. Each round of combat, this vampire gets +X strength, where X is the amount of damage successfully inflicted on this vampire in the previous round of the combat.
 ♦: As above, and once per combat this vampire may press to continue combat if any damage has been successfully inflicted on him or her in the current round.

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Edge Vitiation



+1 stealth action.
 [C]: [D] Only usable if your prey controls the Edge. Your prey burns 1 pool and burns the Edge.
 ♦: Put this card in play. Whenever your predator successfully bleeds you, you get the Edge instead of your predator. Any minion can burn this card as a [D] action.

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Effective Management



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

Illus. Né Né Thomas
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Elder Impersonation



Master: +1 stealth.
◆: Only usable when a minion attempts to block. That minion's blocking attempt fails; do not tap that minion. That minion cannot attempt to block this action again.

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Elder Library



Master: unique location.
+1 hand size.
*My library was dukedom large enough.
Shakespeare, The Tempest, act II, scene 2*

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Enchant Kindred



Master: ① Bleed with +1 bleed.
◆: +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
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Enticement



Master: ① Burn the Edge to cause your prey to burn 2 pool. Your minions cannot attempt bleed actions for the remainder of the turn.
◆: As above, but your prey burns 3 pool.

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Erosion



Master: +1 stealth action.
① Put this card on a minion controlled by another Methuselah. That minion has 0 strength and cannot use melee weapons; he or she may burn this card as a +1 stealth action.
◆: As above, but the action to burn this card does not get +1 stealth.

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Eruption of Vitae



Master: Strike: 2R damage, aggravated. Not usable first round. Only usable at long range.
◆: As above, and this vampire can burn X blood and randomly discard X cards from your hand to inflict X additional non-aggravated damage this strike.

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Ex Nihilo



Master: +1 stealth.
②: Put this card on this vampire. The vampire with this card gets +1 stealth. Damage inflicted by this vampire in combat is reduced to 0, and this vampire is immune to non-aggravated damage. This vampire cannot gain blood; any blood this vampire gains goes to the blood bank instead. During your master phase, this vampire burns 1 blood or is burned. You may choose to burn this card during your untap phase.
◆: As above, but you may burn this card during any Methuselah's untap phase.

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Extortion



Master: Only usable when this vampire successfully bleeds (play after combat, if any).
②: Put this card on the acting minion. The minion with this card burns an additional blood to untap during his or her untap phase. A Methuselah can burn the Edge to burn all Extortion cards he or she has.
◆: The acting minion's controller takes control of this card (put this card in play). The controller of this card burns 1 pool during his or her untap phase. He or she can burn the Edge to burn all Extortion cards he or she has.

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Exuding Blood



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

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

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Far Fatus



[1] Strike: 2R damage, only usable at long range.
[2] As above, and prevent all damage from opponent's strikes for the remainder of this round.

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Far Mastery



[1] +1 stealth action.
[2] The acting vampire takes control of a retainer controlled by another vampire.
[3] Take control of an ally controlled by another Methuselah.

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Fast Hands



[1] Strike: steal weapon.
[2] Strike: steal weapon with first strike.

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Fata Amria



This card can be played as a combat card or a reaction card.
[1] Strike: put Fata Amria on the opposing vampire. The vampire with Fata Amria cannot play cards that require Disciplines at the superior level. The vampire with Fata Amria may burn this card during his or her untap phase instead of untapping. This strike cannot be dodged.
[2] Play after a **[1]** action directed at you (or something you control) is successful. Put Fata Amria on the acting vampire. The vampire with Fata Amria cannot play cards that require Disciplines at the superior level. The vampire with Fata Amria may burn this card during his or her untap phase instead of untapping.

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Fata Morgana



[1] +1 stealth.
[2] You cannot play another action modifier to further increase the bleed for this action. +1 bleed, or +1 bleed and +1 stealth.

Seek those images that constitute the wild... Yeats, "Those Images"

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Felix "Fix" Hessian (Wraith)



Unique wraith with 2 life. 1 bleed, 1 strength.
 Felix can take a +1 stealth **[1]** action that costs 1 pool to burn any location.

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The Final Nights



Political Card — Worth 1 Vote. Called by any vampire at +1 stealth.
 Successful referendum means each vampire burns 1 blood. If this referendum fails, the acting vampire burns 1 blood.

The final nights are at hand. Thetmes

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Flak Jacket



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

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Flash



[F] Maneuver or press.
◆ Maneuver, with an optional press.

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Fleeing the Gaze



[D] Move a retainer, an equipment or 1 blood from a younger vampire controlled by another Methuselah to this Ravnos.

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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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Force of Will



Only usable by a tapped vampire.
[A] **[D]** Bleed with +1 bleed. This vampire takes 2 points of aggravated damage (damage not preventable) even if the action is blocked. Damage occurs after the action or combat is resolved.
◆: As above, but with +2 bleed, and the acting vampire takes only 1 point of aggravated damage (damage not preventable).

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Foreshadowing Destruction



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

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Forgotten Labyrinth



[S]: +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"*

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Form of Corruption



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

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Form of the Serpent




This card can be played as an action modifier card or a combat card.
[S]: +1 stealth.
◆: Maneuver.

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

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Fortitude



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

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Fortune Teller Shop



Master: unique location.
Tap to give any Ravnos +1 stealth.

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Foul Blood



Only usable when a vampire controlled by another Methuselah successfully hunts.
[D]: The acting vampire gains 1 less blood from the blood bank and takes 1 damage (damage not preventable). Tap this reacting vampire.
[D]: As above, but this reacting vampire does not tap.

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Free States Rant



Political Card — Worth 1 Vote. Called by any Independent vampire at +1 stealth.
 Allocate X points among one or more ready vampire, where X is half the capacity of the acting vampire (rounded up). No more than 3 points can be allocated to a single vampire. Successful referendum means each vampire burns 1 blood for each point assigned. In this referendum, titles are worth 1 less vote each (even in the Prisci sub-referendum), and burning the Edge for a vote is worth an additional vote.
Citizens, whatever happens today, through our defeat as well as through our victory, we are going to effect a revolution.
 Victor Hugo, *Les Miserables*

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Garrote



Melee weapon.
 Strike: strength damage, only usable at close range. If the opposing vampire goes into torpor during the strike resolution step of this strike and the bearer remains ready, the bearer may burn this card to burn the opposing vampire. This is not considered diablerie.

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The Ghouls of Plaza Moreria



Unique ghoul with 2 life, 1 strength, 0 bleed.
 The Ghouls get an optional maneuver each combat and can strike for 1R damage. The Ghouls may take a +1 stealth [D] action to remove 1 blood from any ready vampire and gain a container counter. Any ready Assamite may take a +1 stealth action to burn X container counters on the Ghouls and gain X blood from the blood bank.
The time has come when we must prepare the blood that is spoken for. We must prepare the way.
 Al-Ashrad

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Giuseppe, Gravedigger



Unique mortal with 1 life.
 The vampire with this retainer gets +1 stealth on any action that requires Necromancy [D].
*I've longed to dig myself a good deep grave
 There to stretch my old bones at ease...*
 Baudelaire, "The Gladly Dead"

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Govern the Unaligned



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

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Grand Temple of Set



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

Illus. Pat Morrissey
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Grasp the Ghostly



+1 stealth.
[D]: [D] Move a non-unique, non-location equipment from any other Methuselah's ash heap to this minion. Put 3 Pathos counters on that equipment. Burn a Pathos counter during each of your untap phases. Remove the equipment from the game if it has no Pathos counters.
[D]: As above, but the equipment can be unique.

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Guard Dogs



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

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Guard Duty



+2 stealth action.
 Put this card on the acting minion and choose a location. If the chosen location is the target of a (D) action (and you control the location), this minion can burn either 1 blood or this card to untap and attempt to block with +1 intercept.

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Guardian Angel



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

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Haunt



+1 stealth.
 Put this card on a location you control. The controller of this location can burn this card to cause an action directed at this location to fail. A location can have only one Haunt.
 Burn a location that doesn't require Giovanni to play.

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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 (D) action. That vampire can burn this card as a +1 stealth (D) action.
Come burrow through my ruins, shed not a tear.
 Baudelaire, "The Gladly Dead"

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Heartblood of the Clan



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

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Heart of Darkness



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

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Heidelberg Castle, Germany



Master: unique location.
 Tap to transfer equipment cards, move blood and transfer retainers between any two ready vampires you control. (You may choose the amount of blood you move and which cards you transfer.) Cannot be used during an action.
Night Rain. The lurid sky that lets the spires and towers show grey silhouettes of an old Gothic town, by distance dimmed.
 Paul Verlaine, "Night Effect"

Illus. L.A. Williams
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Honor the Elders



Political Card — Worth 1 Vote.
 Called by any vampire at +1 stealth.
 Successful referendum means that each ready vampire with a capacity above 7 gains 1 blood from the blood bank, and each vampire with a capacity above 7 in any uncontrolled region gains 1 blood from the blood bank.

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Horrid Reality



Only usable before range is determined in combat.

- Equip this minion with the first weapon you find in your library (working down from the top). Do not pay the cost for this weapon. Shuffle afterward. At the end of the combat, burn the weapon if it is still in play.
- As above, but return the equipment to your library at the end of combat if it is still in play. Shuffle afterward.

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Humanitas



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

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Ignis Fatuus



The acting minion gets -1 stealth for the remainder of the turn.

- Reduce a bleed against any Methuselah by 1.

Because there is safety in denial, talked about an apparition... Years. The Apparitions.

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Illusions of the Kindred



Only usable before range is determined.

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

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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.

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Imposing Phantasm



Only usable before range is chosen. This vampire gets +1 strength for the remainder of combat. When combat ends, if the opposing minion is ready, the opposing minion gains an amount of blood (or life) equal to the amount he or she lost due to damage this combat. A vampire can play only one Imposing Phantasm each combat.

- As above, and this vampire gets an additional strike this round.

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Inbase Discotek, Frankfurt



Master: unique location.
Tap to give a vampire who successfully hunts an additional blood form the blood bank. (Ignore excess blood.)

Come to me now, you delicate Graces... Sappho.

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Increased Strength



Only usable before range is determined.

- For the remainder of combat, all strikes that require Potence made by this vampire inflict +1 damage.
- As above, but those strikes inflict +2 damage.

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Jake Washington (Hunter)



Unique master.
Put this card in play. While in play, this card represents a mortal ally with 1 life, 0 strength and 0 bleed. During your untap phase, you may burn Jake to move up to 4 blood from the blood bank to a ready vampire with no blood.

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Jar the Soul



+1 stealth action.
 [C] [D] Tap any ready minion.
 [D]: [D] As above, and that minion burns 1 blood.

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The Jones



Only usable in combat with an ally or younger vampire.
 [C] Strike: dodge, with an optional press, only usable to end combat.
 [D]: Cancel the opposing minion's strike as it is declared. Any blood or pool cost burned for that strike is retrieved from the blood bank by the vampire or Methusehah who played it. The opposing minion gets a new opportunity to declare a strike. A vampire may play only one The Jones at superior each round.

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Kali's Fang



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

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The Khabar: Honor



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

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Khabar: Loyalty



+1 stealth action.
 Move 2 blood from the blood bank to a younger Assamite in your uncontrolled region.

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

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Khobar Towers, Al-Khubar



Master: unique location.
 Tap during your untap phase to remove a ready minion you control from the game and gain X pool, where X is the capacity of that vampire or the cost of that ally.

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Kindred Coercion



Only usable during a referendum.
 [C] Cancel the votes of X vampires. The affected vampire cannot be older than this reacting vampire.
 [D]: As above, but change the votes of the affected vampire to votes of your choice.

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King of the Mountain



[C]: Prevent all damage from the opposing minion's strike, if the strike was made with a melee weapon, that weapon is destroyed.
 [D]: Play after range is determined and before strikes are chosen. If the opposing minion inflicts damage with a hand strike this round (even if the damage is prevented), he or she takes an equal amount of damage during strike resolution as well.

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The Kiss of Ra



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

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Laptop Computer



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

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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.

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Left for Dead



Master: out-of-turn.
Only usable as an ally is burned in combat. Combat ends. Put this card on that ally; that ally is not burned. Plus 1 life on the ally from the blood bank if he or she has no life. Tap the ally. If the ally with this card enters combat, he or she is burned. Burn this card instead of untapping the ally during his or her next untap phase.

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Legendary Vampire



Unique master.
Put this card on a vampire with a capacity above 6 who was moved into your ready region during your last influence phase. This vampire gets +2 bleed and an additional 2 votes. Any vampire may call a referendum to burn this card as a +1 stealth political action.

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Leonardo, Mortician



Unique mortal with 2 life. 1 strength, 0 bleed.
Leonardo may move 1 blood from the blood bank to any ready vampire as a +1 stealth action.

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

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London Evening Star, Tabloid Newspaper



Master: unique location.
Tap to give any minion +1 intercept for the current action.

He... remarked that the smuts in London were not so bad as they used to be when he was a student there.
Bram Stoker, Dracula

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Lost in Crowds



■ : +1 stealth.
◆ : +2 stealth.

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Lupine Assault



Master: Do not replace until your influence phase.
Each Methuselah (including you) discards 3 cards of his or her choice, then draws back up to his or her hand size. Only one Lupine Assault may be played in a game.

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Lure of the Serpent



① The acting vampire takes control of a retainer controlled by another vampire.
◆ ① Take control of an ally controlled by another Methuselah.

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Malleable Visage



[C]: Usable when an ally you control is blocked, before combat begins. The combat is canceled; untap the acting minion and tap this modifying vampire. This vampire enters combat with the blocking minion.
 [D]: As above, but usable when a vampire you control is blocked.

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Marijava GhouL



Ghoul with 2 life.
 The minion with this retainer gets +1 stealth when attempting an action that requires Presence [P].

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Market Square



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

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Mark of Damnation



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

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Masquer (Wraith)



Wraith with 1 life.
 Masquer is immune to damage that is not aggravated. The minion with this retainer gets +1 intercept. You may burn this retainer to give any minion +1 intercept.
 [D]: As above, with 2 life.

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Mass Reality



[P]: Put this card in play. Weapons possessed by minions you control inflict +1 damage each strike. Any minion may burn this card as a [D] action.
 [D]: As above, but the weapons inflict +2 damage each strike.

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The Mausoleum, Venice



Master: unique location.
 Tap to gain 2 votes during a political action; if Ventrue Headquarters is in play, you gain only 1 vote.
...even the spectres have beads of sweat. I came from the dead tomb, my end is at this door through which a gleam of light passes. Victor Hugo, "I am made of stone and marble..."

Illus. Ken Meyer, Jr.
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Meat Hook



Melee Weapon.
 Strength+1 damage each strike, only usable once each round. If this weapon is used to strike at close range and the opponent doesn't dodge the strike, the bearer gets an optional press this round, only usable to continue combat. At close range, any vampire with Potence [P] may destroy this weapon as a strike that is done at First Strike and costs a blood.

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Mind Numb



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

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Minion Tap



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

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Mirror Image




This card can be used as an action modifier or a combat card.
 ◻: +1 stealth action.
 ◆: Strike: combat ends. If this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.

*Is all that we see or seem
But a dream within a dream?
Edgar Allen Poe, "A Dream within a Dream"*

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Misdirection



Master:
Tap a minion.

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Morgue 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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Mummy's Tongue



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

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Mythic Form



◻: Play before range is determined on the first round. For the remainder of this combat, this vampire gets +1 strength and can prevent 1 non-aggravated damage each round. A vampire can play only one Mythic Form each combat.
 ◆: As above, but with an optional maneuver, and this vampire can inflict 2R aggravated damage as a strike once each round this combat.

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National Guard Support



Political Card — Worth 1 Vote. Called by any titled vampire at +1 stealth.
You may not play this card if another National Guard Support is in play. Successful referendum means that this card is put into play. All minions get -1 stealth when performing (D) actions. Put a counter on this card during each of your untap phases. Any vampire can burn this card with a successful referendum called as a +1 stealth political action. In that referendum, each counter represents a vote in favor of burning the card.

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Necromancy



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

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Obfuscate



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

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Opium Den



Master: unique location.
Tap to give a Follower of Set you control +1 stealth.

*And opium dreams can roam and rave
Past that which has no bourn,
Can plumb eternity, and mourn
The emptiness of love,
And satiate the soul with joys forlorn.
Baudelaire, "The Poison"*

Illus. William O'Connor

Palatial Estate



This equipment card represents a unique location and does not count as equipment while in play. The vampire with this location gains 1 blood at the beginning of each of your master phases (ignore excess blood).

*Welcome to my house! Come freely.
Go safely...
Bram Stoker, Dracula*

Illus. Greg Simanson

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.

Illus. Pete Venters

The Parthenon



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

Illus. Rob Alexander

The Path of Blood



Unique master.
Put this card in play. Assamites burn 1 less blood when playing cards that require Quietus. Any minion may burn this card as a **Q** action; if that minion is a vampire, he or she then takes one damage (damage not preventable) when this card is burned.

Illus. Drew Tucker

The Path of Bone



Unique master.
Put this card in play. Giovanni burn 1 less blood when playing cards that require Necromancy. Any minion may burn this card as a **Q** action; if that minion is a vampire, he or she takes 1 damage (damage not preventable) when this card is burned.

Illus. Michael Gaydos

The Path of Paradox



Unique master.
Put this card in play. Ravnos burn 1 less blood when playing cards that require Chimerstry. Any minion may burn this card as a **Q** action; if that minion is a vampire, he or she takes 1 damage (damage not preventable) when this card is burned.

Illus. Brian LeBlanc

The Path of Typhon



Unique master.
Put this card in play. Followers of Set burn 1 less blood when playing cards that require Serpentes. Any minion may burn this card as a **Q** action; if that minion is a vampire, he or she then takes one damage (damage not preventable) when this card is burned.

Illus. Harold Arthur McNeill


Patshiv



+1 stealth action.
Each ready untapped Ravnos gains 1 blood from the blood bank.

Illus. Dennis Calero

Pentex Subversion



Unique master.
Put this card on any ready minion. The minion with this card may not perform any actions and cannot block actions. This card may be burned by any other minion as a **1** action.

Illus. Pete Venters

Perfect Clarity



Only usable when this acting vampire's action is announced.
1 Reaction cards that require Dominate **1** or Presence **1** do not affect this vampire for the duration of this action.
1 :As above, and for the remainder of this action, minions opposing this vampire in combat cannot play cards that require Dominate or Presence.

*Strength of mind and will is still strength.
The Erciyes Fragments*

Illus. Brian LeBlanc

Phobia



1 : Put this card on any vampire; you still control this card. During your master phase, you may put a phobia counter on this card. If a minion you control blocks the vampire with this card, you may burn five counters from this card before range is chosen to end combat.
1 :As above, but with +1 stealth.

Illus. Ron Spencer

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

Possession



1 : Move any vampire from your ash heap to your uncontrolled region.
1 : Move a vampire from your ash heap to your ready region and move 1 blood from the blood bank to the vampire.

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

Illus. Stuart Beel

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. **1** Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Potence.

+1

Illus. Randy Gallegos

Powerbase: Rome



Master: unique location.
You may use a master phase action to move 1 counter from the blood bank to the Powerbase: Any Giovanni. **1** you control may move up to 2 of his or her blood counters to this card as a +1 stealth action. Tap and burn X counters from this card to gain X votes during a political action. Any minion may burn all counters on this card as a **1** action.

Illus. Greg Simanson

Presence



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

+1

Illus. Mike Dringenberg

Priestess of Sekhmet



Mortal with 1 life.
The Follower of Set with this retainer gets +1 bleed when bleeding a Methuselah who controls a ready Camarilla vampire. When the minion with this retainer is bleeding, Camarilla vampires get -1 intercept when attempting to block. A vampire may have only one Priestess of Sekhmet.

Illus. Drew Tucker

Provision of the Silsila



This card can be played as an **action modifier** or a **reaction card**.
Usable by a tapped vampire.
 Only usable after a combat involving this Assamite and an opposing minion with a contract naming this Assamite. Only usable if the opposing minion is not ready and this Assamite is ready. This Assamite gains enough blood from the blood bank to reach full capacity, and the contract is burned.

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Pseudo-Blindness



Only usable by a vampire attempting to block. Cancel an action modifier that requires **Chimerstry** or **Obscure** as it is played.
 As above, and if this vampire successfully blocks this action and combat occurs, the acting minion cannot use any cards that require **Chimerstry** or **Obscure** during that combat.

My gracious lord, you do forget yourself. These are but shadows, not substantial.
 Christopher Marlowe, Doctor Faustus

Illus. John Dunning
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Psyche!



Press.
 Only usable at the end of a combat when both combatants are still ready. Enter combat with the opposing minion. This is a new combat.

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Puppeteer (Wraith)



Wraith with 1 life, 1 strength, 0 bleed.
 The puppeteer can give you control of an ally or a vampire with capacity of less than 5 for the remainder of your turn as a **D** action.
 As above, with 2 life.

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Purity of the Beast



Requires a ready vampire.
 +1 stealth action.
 Enter combat with an ally controlled by your prey. The acting vampire gets +2 strength for the duration of this combat.

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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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Qetu the Evil Doer (Bane Mummy)



Unique mummy with 3 life, 2 bleed, 1 strength.
 Once per combat, Qetu can press to end combat. If Qetu is burned, shuffle her into her owner's library.

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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"

Illus. Craig Maher
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Quietus



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

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Rafastio Ghoul

Ghoul with 2 life. 1 bleed, 1 strength.
 Rafastio Ghoul can play cards requiring basic Thaumaturgy as a vampire with a capacity of 3. Any cost in blood is paid with her life. If a card would give her blood, give her life instead.

Illus. Durwin Talon

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.

Illus. Ron Spencer

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. Fred Vertner

Ravnos Cache

Master: unique location.
 During your master phase, you may move 1 counter from your pool to this card and add 1 blood from the blood bank. When equipping a minion, you may tap this card to use the blood counters on it to pay some or all of the cost of the equipment.

Illus. Greg Simanson

Ravnos Carnival

Master: unique location.
 Put X currency counters on this card when you play it, where X is the number of Ravens you control. When a Ravens you control successfully performs an action, you may use counters from the Ravens Carnival to pay some or all of the cost in blood (but not pool) for the card. When the last counter is removed, burn the Ravens Carnival.

Illus. Pat Morrissey

Reality

Put Reality on a younger vampire. The vampire with this card cannot be the target of actions, cannot act (except to burn this card), cannot block and cannot cast votes. That vampire can burn Reality as a +1 stealth action.
 Move a tapped younger vampire to his or her controller's uncontrolled region. The vampire's blood counters, master cards and minion cards stay with that vampire, with any counters they have on them (those cards are out of play as long as the vampire remains uncontrolled).

Illus. Brian LeBlanc

The Realm of the Black Sun

Unique master.
 Put this card in play. If your prey gains at least 1 pool during his or her master phase, you gain 1 pool. Any minion may burn this card as an action; vampire with titles get -1 stealth when attempting that action.

Illus. Richard Thomas

Red Herring

Only usable when this acting vampire is blocked. Untap the acting vampire, do not tap the blocking minion, and cancel the current action and combat. Take the card played to perform the action (if any) back into your hand. Your vampires cannot attempt the same action again this turn. Discard down to your hand size.
 As above, but tap the blocking minion.

Illus. Michael Gaydos

Reinforcements

Political Card — Worth 1 Vote. Called by any titled vampire at +1 stealth.
 Choose one or more Methuselahs. Successful referendum means each chosen Methuselah selects up to 3 library cards from his or her ash heap and shuffles them into his or her library. Remove this card from the game, even if the action is canceled or blocked or the referendum fails.

Illus. Steve Ellis

Relentless Pursuit

Press.

Press, and if another round of combat starts, your hand size is two cards larger for the remainder of combat.

Illus. Durwin Talon

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Resilience

Prevent 1 damage.

Prevent 3 non-aggravated damage.

Illus. Karl Waller

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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.)

Illus. Ash Arnett

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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.

Illus. Lee Carter

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Rom Gypsy

Mortal with 2 life. IR damage, 0 bleed.

Rom Gypsy gets one optional maneuver each combat. Tap to give a Ravnos you control +1 stealth.

*The dark-eyed ancient tribe that never rests
Took up the age-old journey yesterday...
Baudelaire, "Gypsies on the Road"*

Illus. Allen Rabinowitz

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Ruins of Villers Abbey, Belgium

This equipment represents a unique location and does not count as equipment while in play.

The vampire with this location may burn X blood before range is determined on the first round of combat to get X optional maneuvers for that combat.

*Under heavy loads of trampled clay,
Lie bodies of the vampires full of blood,
Their shrouds are bloody, and their lips are wet
Yeats, "Oil and Blood"*

Illus. Stuart Beel

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Sacrificial Lamb

Burn a vampire in torpor that you control. The acting vampire gains blood equal to the burned vampire's capacity (ignore excess blood). You may also transfer equipment from the burned vampire to this one. This action is not considered diablerie.

As above, but burn a vampire in another Methuselah's torpor region.

Illus. Stuart Beel

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The Sargon Fragment

Unique equipment.

The vampire with this equipment gains superior Necromancy. This vampire can move a library card from your ash heap to your hand as an action that costs 1 blood. Discard down to your hand size afterward.

Illus. Jim Nelson

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Saturday-Night Special

Weapon, Gun.

IR damage each strike, with an optional maneuver each combat.

Illus. Tom Wänerstrand

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Save Face



Usable only by an untapped vampire not involved in the current combat. Only usable during the press step if both combatants are still ready.

Choose a younger vampire of the same clan who is involved in the combat. The chosen vampire gets a mandatory press, only usable to continue combat. If the chosen combatant is still ready after the combat ends, he or she gains 1 blood from the blood bank.

Only one Save Face may be played each combat. Better that we should die fighting than be outraged and dishonored. Better to die than to live in slavery.

Emmeline Pankhurst

Illus. Durwin Talon

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Scorpion Sting



Strike: strength+1 damage.

As above, and this strike cannot be dodged.

Illus. Scott Kirschner

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Scorpion's Touch



Strike: make a hand or melee weapon strike and put this card on the opposing minion. The minion with this card gets -1 strength (this does not affect the current strike resolution step). Any vampire may burn this card as a +1 stealth action. A minion may have only one Scorpion's Touch.

As above, and the minion with this card burns 1 blood or life during his or her untap phase.

Illus. William O'Connor

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Secure Haven



Master: unique location

Put this card on a minion you control. This minion cannot be affected by ① actions. Any Methuselah burns an additional pool when playing master cards on this minion. Burn this card if this minion enters torpor.

Illus. Edward Beard, Jr.

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Sensory Deprivation



Burn any retainer or put this card on any ally. The minion with this card does not untap as normal during the untap phase as long as the acting vampire remains in play.

As above, but put this card on any vampire in play.

Illus. Richard Thomas

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Sensory Overload



Put this card on a ready minion. You still control this card. The minion with this card may not act or block. Burn this card during the minion's controller's discard phase.

As above, but burn this card during your next untap phase.

I have said that Danforth refused to tell me what final horror had made him scream out so insanely...

H.P. Lovecraft, *At the Mountains of Madness*

Illus. Durwin Talon

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Serpentis



Master: Discipline.

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

Illus. Scott Kirschner

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Set's Call



Only usable when this vampire successfully blocks an enemy retainer action (play before combat). The action is successful (and the cost is paid), but this reacting vampire takes control of the retainer. Combat does not occur.

As above, but usable when a recruit ally action is blocked. You take control of the ally.

Illus. Brian Kelso

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Shadow Parasite



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

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

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Shambling Hordes



Zombie with 3 life, 0 bleed, 0 strength.
 ☐: When Shambling Hordes enters play, remove an ally or vampire in your ash heap from the game or burn Shambling Hordes. Shambling Hordes gets +1 strength for each life counter it has. Shambling Hordes can never gain life counters; any life counters it gains go to the blood bank instead. Shambling Hordes can enter combat with any ready minion controlled by another Methuselah as a Ⓛ action.
 ♦: As above, with 4 life.

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Shilmulo Deception



☐: Only usable when a minion you control successfully blocks (play before combat). Not usable if the blocking minion played any reaction cards that this vampire could not play. Do not tap the blocking minion; tap this reacting vampire instead. Now this vampire is the blocking vampire (and combat begins as normal).
 ♦: As above, and this vampire gets an optional maneuver during the first round of the resulting combat.

Illus. Fahn Dunning
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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 Mastery



☐: Usable by a ready vampire when a wraith ally you control is acting. The acting wraith gets +1 stealth.
 ♦: Only usable when an action to recruit or employ a wraith is announced. Untap this acting vampire if the action is successful.

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Sideslip



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

Illus. Dan Smith
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Skin of Rock



☐: Prevent 1 damage.
 ♦: Prevent 2 damage.

Illus. Clint Langely
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Skin of the Adder



☐: Play before range is determined. Prevent 1 damage each round. A vampire can play only one Skin of the Adder each combat.
 ♦: As above, and this vampire's hand strikes inflict an additional point of damage for the remainder of combat.

Illus. Mike Danza
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Sleight of Hand



☐: Ⓛ Look at another Methuselah's hand. That Methuselah discards any equipment you find there. He or she draws back up to his or her hand size afterward.
 ♦: As above, but this vampire may equip with one of the non-location equipment cards found at no cost, even if he or she doesn't meet the requirements of that card.

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Smoke Grenade



Weapon.
 End combat as a strike, only usable at long range. Burn after use.

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Sniper Rifle



Weapon, Gun.
2R damage each strike. Only usable at long range. If the bearer blocks an action, he or she may set the range for the first round of combat to long, if he or she does so, skip the Determine Range step on the first round, and the bearer must strike with this weapon on the first round.

Weapons are tools of ill omen.
Sun Tzu, *The Art of War*

Illus. Jeff Holt
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Social Charm



Reaction.
♦: ① Bleed with +1 bleed.
♦: ① As above, and gain 1 pool if the bleed is successful.

Charming people live up to the very edge of their charm and behave just as outrageously as the world will let them.
Logan Pearsall Smith, *Afterthoughts*

Illus. Mike Dringenberg
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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 antitibu*

Illus. Stuart Beel
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Song of Serenity



Reaction. 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.

Illus. Michael Astrachan
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Soul Stealing



Action Modifier or Combat Card. Only usable when a vampire you control burns a vampire controlled by your prey.
♦: This vampire gains an amount of blood equal to half of the burned vampire's capacity (round down). Ignore excess blood. Not usable during combat.
♦: As above, but usable in combat.

Illus. Max Shade Fellwalker
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Spectral Divination



Action Modifier or Reaction Card.
♦: +1 stealth.
♦: +1 intercept.

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

Illus. Pete Venters
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Sport Bike



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

Illus. Ken Meyer, Jr.
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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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Starshell Grenade Launcher



Weapon.
1R aggravated damage each strike. Only usable once per combat. Only usable at long range. The minion with this equipment may tap to give the acting minion -1 stealth for the current action.

Illus. William O'Connor
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Strained Vitae Supply



Master.
Put this card in play. Vampires do not get the normal +1 stealth when hunting. Any Methuselah may use a master phase action to put 1 blood counter on this card from his or her pool. If the number of counters on this card equals or exceeds the number of Methuselahs in the game, burn this card.

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Stutter-Step



1 Strike: dodge.
♦ Strike: dodge and inflict strength damage. This damage may be modified by effects that modify hand damage. Only usable at close range. Not usable as an additional strike, and this vampire cannot use any additional strikes this round.

It is better to have less thunder in the mouth and more lightning in the hand.
General Ben Chidlaw.

Illus. Steve Ellis
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Succulent Vitae



1 : Only usable when a hunt action is successful. Place this card on this acting vampire. When this vampire plays a card that requires Quietus, he or she may burn this card to reduce the cost of that card by 1 blood.
♦ : As above, and gain an additional blood from this hunt action.

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

Illus. Mike Danza
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The Summoning



1 : Search your library for an ally or retainer. Show it to all players and put it in your hand. Discard down to your hand size and shuffle your library afterward.
♦ : Search your library for an ally. This vampire recruits that ally (he or she must meet the requirements, if any, of the ally). Pay cost as normal. Shuffle your library afterward.

Illus. Talon Dunning
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Summon Soul



1 : Gain 2 blood.
♦ : Remove this card from the game and move up to 2 cards from your ash heap to your library. Shuffle your library afterward.

Illus. Michael Gaydos
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Summon the Serpent



Search your crypt for a vampire with Serpents. Show it to all players and place it face down in your uncontrolled region and move 1 blood from the blood bank to that uncontrolled vampire. Shuffle your crypt afterward.

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Superior Mettle



1 : 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.

Illus. Tim Bradstreet & Grant Goleash
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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, swoll'd up and lost
In the wide womb of uncreated night*
Milton, Paradise Lost

Illus. Thea Maia
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Tajdid



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

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Taste of Death



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

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Temple 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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Temptation



[1] [2] Put this card on a ready vampire; you still control this card. During your master phase, you may put a temptation counter on this card. During your minion phase, if the number of counters on this card equals or exceeds the amount of blood on that vampire, you may burn all the counters on this card to untap that vampire and take control of him or her until the end of your turn.
 [2] As above, but put a counter on this card when you put it on the vampire.

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Terror Frenzy



[1] 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.
 [2] 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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Thin Blood



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

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Thoughts Betrayed



[1] 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.
 [2] Only usable before range is determined on the first round. Opposing minion cannot play any strike cards for the duration of this combat.

Illus. Dave Roach & Pete Burgess
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Thrones Crumble



[1] [2] Choose a ready titled vampire. That vampire burns 2 blood.
 [2] As above, and tap that vampire.

Anarchy! Anarchy! Show me a greater evil! This is why the cities tumble and great houses rain down, this is what scatters armies!
 Sophocles, Oedipus Rex

Illus. Dennis Calero
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Thrown Gate



[1] Strike: 1R damage, with an optional maneuver.
 [2] 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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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
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Tongue of the Serpent



☐ Strike: steal 1 blood.
 ♦ Strike: steal 2 blood.

No matter what the hope or plan, there is no moment left when man is not subject to the constant warnings of this odious serpent Baudelaire, "The Serpent's Tongue"

Illus. Mark Iedin

Torment the Soul



☐ Strike: 1R damage; not usable on the first round of combat.
 ♦ Strike: 1R damage, aggravated; not usable on the first round of combat.

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

Illus. Max Shade fellwalker

Tortured Confession



Only usable when the opposing vampire goes into torpor; not usable by a vampire going into torpor. Combat ends. You may look at the opposing vampire's controller's hand.

To chase one's victim, to prepare one's plan minutely, to slake an implacable vengeance, and then to go to bed... There is nothing sweeter in the world. Josef Stalin

Illus. Steve Prescott

Tower of London



Master: unique location.
 When an action requiring Necromancy ☐ is successful, tap this location to gain 1 pool.

Illus. William O'Connor

Trap



Only usable before range is determined on the first round of combat. During the press step each round, if any Methuseleh 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

Treasured Samadji



Unique equipment.
 The Ravnos with this equipment gets +1 bleed and may dodge as a strike once per combat.

Illus. Jim Nelson

The Trick of the Danya



♦ Move 1 blood from a vampire in your prey's uncontrolled region to your pool or to a vampire in your uncontrolled region.

Illus. Harold McNeill

Tutu the Doubly Evil One (Bane Mummy)



Unique mummy with 3 life, 1 bleed, 2 strength.
 Once during each of your minion phases, you can untap Tutu. Once each combat, Tutu may dodge as a strike. Tutu may steal an equipment card from a vampire in torpor as a ☐ action. If Tutu is burned, shuffle him into his owner's library.

Illus. Lawrence Snelly

Undead Strength



☐ Strike: make a hand strike or melee weapon strike at +1 damage.
 ♦ 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 antiribu

Illus. Will Simpson

Underworld 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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Vascular Explosion



[1] Strike: 2 damage, 3 damage to an ally. Damage cannot be prevented.
[2] Strike: 3 damage, 4 damage to an ally. Damage cannot be prevented.

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Veil of Silence



[1] : Only usable by a vampire who successfully blocks an action. This vampire gets First Strike with hand and melee weapon strikes during the first round of the resulting combat.
[2] : As above, and the acting minion cannot dodge during the first round of the resulting combat.

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Veneficorum Artum Sanguis



Unique equipment.
The vampire with this equipment has superior Thaumaturgy. Any Tremere or Tremere antitribu may enter combat with the minion with this equipment as a **[1]** action.

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Venation



Only usable when this acting minion is blocked, before combat begins.
[1] Place a corruption counter on the blocking minion. If the number of your corruption counters on the minion equals or exceeds the blood capacity of that vampire or the cost of that ally, you may burn all of your corruption counters on that minion to gain control of him or her (combat is canceled). Otherwise, combat occurs as normal.
[2] : As above, but the cost of this card is reduced by 1 blood.

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Venetian Conference



+2 intercept, only usable when a Camanilla vampire is taking an action.
For surely it is better to rule in the darkness than to humble myself falsely in the light.
Caine, from the Erciyas Fragments

Illus. Richard Gaydos
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Vial of Garou Blood



Equipment.
A vampire with this Vial may burn this card before range is chosen in a round of combat. If he or she does so, he or she gets +1 strength and an additional strike each round for the remainder of combat, and he or she cannot use other equipment cards for the remainder of combat.

Illus. Lawrence Snelly
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Violation of Trust



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

Illus. William O'Connor
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Visit from the Capuchin



Unique master.
Put this card into play; put four counters on this card from the blood bank. Your hand size is +X, where X is the number of counters on this card. Each time you play or discard a card (except when discarding down to your hand size), burn a counter from this card (do not draw a replacement card). Burn this card when the last counter is removed.

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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.

Illus. Randy Callaghy

Wave of Lethargy



L Only usable before range is determined. Maneuvers and presses cost the opposing vampire an additional blood to play this round. A vampire may play only one Wave of Lethargy each round of combat.

◆ As above, and strike cards cost the opposing vampire an additional blood to play this round.

Illus. Steve Ellis

Week of Nightmares



Master.
Put this card in play and place 10 nightmare counters on it. During each Methuselah's untap phase, he or she may move a nightmare counter from this card to a Ravnos. When the last counter is moved, each Ravnos must burn a blood for each nightmare counter or be burned, and this card and all nightmare counters are then burned. While this card is in play, all Ravnos get +1 bleed and +1 strength and do not hunt as normal. Any ready Ravnos may hunt by stealing a blood from any other Ravnos as a +1 stealth (D) action. Only one Week of Nightmares may be played during a game.

Illus. Drew Tucker

Wendell Delburton (Hunter)



Unique mortal with 3 life, 0 strength, 0 bleed.
Wendell may strike for 2R damage. He gets one optional maneuver each combat and inflicts +2 damage with melee weapons. He may enter combat with any minion controlled by another Methuselah as a (D) action. During your untap phase, if Wendell has less than 3 life, add 1 life. During your untap phase, a ready vampire you control takes 2 damage (not preventable).

Illus. Steve Ellis

Whispers from the Dead



□ Move a library card from your ash heap to your hand. Discard down to your maximum hand size afterward.

◆ As above, but with +1 stealth.

Illus. Dave Roach, Pete Burges & John Kent

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"*

Illus. Scott Fischer

Zillah's Valley



Master.
Move 4 blood from the blood bank to a vampire in your uncontrolled region with a capacity above 7.

*And each night, for three nights, Zillah drank from her Sire, though she did not know it. And, on the third night, Caine announced he would marry Zillah, his sweetest child, and she agreed.
The Book of Nod*

Illus. Steve Prescott

Zombie



Zombie with 2 life
When the minion with this retainer is in combat, the opposing minion takes 1 additional damage during strike resolution if range is close. The vampire with this retainer may burn the Zombie to gain 2 blood as a +1 stealth action.

Illus. Daniel Gelon