

Cynthia Ingold

Sabbat: Cynthia gets +1 strength in combat with a Camarilla vampire. Sterile.

6

Illus. Lawrence Snelly

Howler

Sabbat: Howler gets 1 optional maneuver each combat. She cannot use weapons. +1 strength. Sterile.

8

Illus. Lawrence Snelly

Juanita Santiago

Sabbat: Sterile.

4

Illus. Lawrence Snelly

Nettie Hale

Sabbat: Nettie gets +1 stealth when employing retainers and recruiting allies. Sterile.

5

Illus. Lawrence Snelly

The Siamese

Sabbat: +1 bleed. Sterile.

7

Illus. Lawrence Snelly

Giotto Verducci

Independent: During any other Methuselah's discard phase, you may discard a card from your hand (and draw a new one). Vampires must burn a blood to attempt to block Giotto. Infernal.

7

Illus. Christopher Shty

High Priest Angra Mainyu

Independent: While Angra is ready, your prey's hand size is 1 card smaller. You may burn the Edge to give Angra +1 stealth on a non-bleed action. Infernal.

8

Illus. Christopher Shty

Huitzilopochtli

Independent: During your master phase, you may pay a pool to gain a master phase action if Huitzilopochtli is ready. +1 bleed. Infernal.

10

Illus. Christopher Shty

Mary the Black

Independent: Once each round, Mary may burn a blood to make the damage from her hand strikes aggravated for the current round. Infernal.

7

Illus. Christopher Shty

Sargon



Independent: Whenever Sargon successfully performs an action, you get the Edge. +1 strength. Infernal.

5

illus. Christopher Shy

Barry



Sabbat - Chicago Circle: Barry gets +1 strength when in combat with an ally or a younger vampire. Sterile.

5

illus. Lawrence Snelly

Ilse



Sabbat - Torrance Circle: Sterile.

6

illus. Christopher Shy

Jack



Sabbat - Torrance Circle: You may tap Jack when you play a Master: location (unique or not) to reduce the cost of that location by 1 pool, +1 strength. Sterile.

6

illus. Lawrence Snelly

Jerry



Sabbat - Chicago Circle: During your master phase, you may move any amount of blood from the Blood Brothers in the Chicago Circle to any other Blood Brothers in this circle. Sterile.

5

illus. Lawrence Snelly

Karl



Sabbat - Torrance Circle: Sterile.

6

illus. Lawrence Snelly

Larry



Sabbat - Chicago Circle: Once each action, Larry can burn 1 blood to get +1 intercept. Sterile.

5

illus. Lawrence Snelly

Mark



Sabbat Bishop - Torrance Circle: Mark gets +1 intercept when attempting to block a bleed action. Sterile.

6

illus. Lawrence Snelly

Terry



Sabbat - Chicago Circle: Once each combat, Terry can burn 1 blood to get a press. Sterile.

5

illus. Christopher Shy

Tom

Sabbat - Chicago Circle: Cards that require Sanguinus cost Tom an additional blood to play. Sterile.

3

Illus. Lawrence Feely

Truman

Sabbat - Torrance Circle: Sterile.

6

Illus. Lawrence Feely

Angela Preston

Camarilla: Angela must burn 1 blood to attempt to block an older vampire. You may tap Angela during your influence phase to untap any other vampire.

5

Illus. Christopher Sly

Céleste: The Voice of a Secret

Independent: Céleste gets -1 intercept when attempting to block a bleed action. Céleste gets +1 bleed when bleeding a Methuselah who controls a ready Toreador.

3

Illus. Christopher Sly

Delilah Monroe

Independent: Delilah gets -1 intercept when attempting to block an older vampire.

4

Illus. John Van Fleet

Gael Pilet

Independent: Gael can never have more than 1 intercept. Any additional intercept she gains is lost.

6

Illus. Christopher Sly

Muse

Sabbat: -1 intercept.

3

Illus. Christopher Sly

Erinyi

Sabbat: Erinyi gets -1 strength in combat with a Gangrel *antitribu*. Flight.

3

Illus. Christopher Sly

Ferox, The Rock-Lord

Independent: Ferox can enter combat with a Nosferatu controlled by another Methuselah as a (D) action. Younger vampires must burn 1 blood to attempt to block Ferox. Ferox cannot commit diablerie. Flight.

7

Illus. Christopher Sly

Fidus, The Shrunken Beast

Camarilla Tremere Slave: Fidus gets +1 stealth on undirected actions. -1 strength. Flight [W].

4

Illus. Christopher Sly

Luma, Stone Beauty

Camarilla Tremere Slave: Flight [W].

5

Illus. Christopher Sly

Obsidian

Independent: Flight [W].

5

Illus. Christopher Sly

Pugfar

Sabbat Tremere Antitribu Slave: Pugfar can burn one blood to give a Tremere antitribu you control a press. Flight [W].

5

Illus. Christopher Sly

Saxum, Master of Slaves

Camarilla Tremere Slave: Flight [W].

6

Illus. Christopher Sly

Ublo-Satha

Camarilla Tremere Slave: Ublo-Satha may prevent 1 damage each combat. Brujah [W] get +1 bleed when bleeding Ublo-Satha's controller. Flight [W].

7

Illus. Christopher Sly

Agaitas, The Scholar of Antiquities

Sabbat: Whenever you play a card, you may draw its replacement from your prey's library instead of your own. Put the card drawn face-up in front of you. It is still considered to be in your hand, to be played or discarded as normal.

6

Illus. Christopher Sly

Anisa Marianna Lopez

Sabbat: Anisa can burn a vampire with a capacity less than 4 controlled by your predator or prey as a (D) action that costs 1 pool.

8

Illus. Christopher Sly

Egothha

Sabbat: During your untap phase, if Egothha is ready, your prey burns the top card of his or her library; if that card is a master card, Egothha gains 1 blood.

7

Illus. Lawrence Snelly

Gisela Harden, The Winnower



Sabbat Priscus: Gisela can burn a vampire in your prey's uncontrolled region as a ① action that costs X blood, where X is the amount of blood on that vampire; any blood on that vampire is returned to your prey's pool.

7

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Unre, Keeper of Golgotha



Sabbat Bishop: If a minion opposing Unre in combat is burned, put a trap counter on her. Unre gets +1 intercept for each trap counter she has. +1 bleed.

9

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Bartholomew



Sabbat: If Bartholomew is untapped at the beginning of your turn, you gain 1 pool from the blood bank. Cold iron vulnerability.

8

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Béatrice L'Angou



Sabbat: Cold iron vulnerability.

5

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Julia Prima



Sabbat: Julia can bleed any Methuselah as a ① action. Once each action, Julia can burn 1 blood to get +1 bleed. Cold iron vulnerability.

7

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Kassiyim Malikhair




Sabbat: During your untap phase, you can move 1 blood from Kassiyim to any ready Pander. Cold iron vulnerability.

6

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Marconius



Sabbat Archbishop of Strasbourg: Cards requiring Mytherceria cost Marconius 1 less blood to play, +1 strength. Cold iron vulnerability.

9

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Kanimana Belghazi



Independent: Kanimana may put a research counter on herself as a +1 stealth action that costs 1 blood. While she is ready, your hand size is +X, where X is the number of research counters on her. Scarce.

7

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Lê Dinh Tho



Independent: Tho may look at another Methuselah's hand and discard one card from it as a +1 stealth ① action (that Methuselah draws back up to his or her hand size). Tho gets -1 stealth when hunting Scarce.

5

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Raful al-Zarqa



Independent: Once each action, Raful can burn a blood to get +1 stealth. Scarce.

6

Illus. Christopher Shy

Blanche Hill




Independent: Once per turn, when Blanche successfully hunts, untap her at the end of the action. Scarce.

6

Illus. Christopher Shy

Matthias



Independent: While Matthias is ready, Baal and Followers of Set get -1 bleed when bleeding you. +1 intercept. Scarce.

7

Illus. Christopher Shy

Miriam Benyona




Independent: Rescuing a vampire from torpor costs Miriam 1 less blood. During your untap phase, you may move 1 blood from Miriam to any ready vampire. Scarce.

5

Illus. Christopher Shy

Adonai



Sabbat: Adonai can enter combat with any ready Camarilla vampire controlled by another Methuselah as a (D) action. He gets +1 strength when in combat with a Tremere. +1 bleed.

7

Illus. Lawrence Snell

Doris McMillon



Sabbat

2

Illus. Christopher Shy

Kervos, The Lieutenant



Sabbat

3

Illus. Christopher Shy

Thomas Steed, The Angry



Sabbat: Thomas may search your library for a melee weapon and move it to your hand as a +1 stealth action. Discard down to your hand size and shuffle your library afterward.

4

Illus. Christopher Shy

Wolf Valentine



Sabbat: Wolf gets 1 optional press per combat, only usable to continue combat, when in combat with a Tremere.

4

Illus. Christopher Shy

The Baron

Independent: The Baron has two votes. During your untap phase, if The Baron is ready, you may look at the hand of each Methuselah who controls a ready Giovanni ☞. +1 bleed.

9

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George Frederick

Camarilla

6

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Jack Dawson

Independent: When you move Jack from your uncontrolled region to your ready region, you may equip him with a weapon card from your hand (pay the cost to equip as normal).

8

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Jorge De La Muerte, The Agent

Sabbat: Jorge gets +1 bleed when bleeding a Methuselah who controls a ready Sabbat vampire.

7

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Lithrac

Camarilla: If a blood hunt is called on Lithrac, his controller gets 2 additional votes in that referendum. Lithrac gets +1 stealth when taking an action to enter combat with another minion.

5

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Reg Driscoll

Independent: If Reg performs a successful equip action, you may move the equipment to any ready minion you control. +1 bleed.

8

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Krassimir

Independent: Once each turn, when blocked, Krassimir can untap and cancel the current action and combat (do not tap the blocking minion). Krassimir cannot use cards that require Celerity ☞ Scarce.

7

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Nu, The Pillar

Independent: Once during your minion phase, Nu can burn a blood to untap. Nu cannot use cards that require Celerity ☞ Scarce.

9

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Synesios

Independent: Synesios has two votes. You may pay a pool when you play a Master; Out-of-Turn card to gain an extra master phase action in your next master phase. Synesios cannot use cards that require Celerity ☞ Scarce.

8

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Absorb the Mind



☐: Strike: dodge.
 ☐: Strike: ranged. Steal 1 blood.
 ♦: Strike: ranged. Steal 1 blood and steal 1 Master: Discipline card from the opposing vampire and put it on this striking vampire.

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Anesthetic Touch



☐: Strike: dodge.
 ☐: Strike: make a hand strike. Combat ends immediately after the resolution of this strike.
 ♦: As ☐ above, with First Strike.

Just relax, this won't hurt, much.
Blanche Hill, Salubri

Illus. Mark Nelson
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Armor of Terra



☐: +1 stealth action.
 ☐: Put this card on a slave Gargoyle you control. The Gargoyle with this card treats aggravated damage as normal damage. Burn this card if this Gargoyle goes to torpor. A Gargoyle can have only one Armor of Terra.
 ☐: As ☐ above, but put this card on this acting Gargoyle.
 ♦: As ☐ above, and the Gargoyle with this card may prevent 1 damage each combat.

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Art's Traumatic Essence



☐: +1 stealth action.
 ☐: Tap any untapped minion.
 ☐: Tap any untapped minion, and that minion burns 1 blood or life.
 ♦: Put this card on any ready untapped minion and tap that minion. This minion burns 1 blood or life each time he or she takes an action or blocks. During his or her master phase, the controller of this minion may tap this minion and burn a pool to burn this card. A minion may have only one Art's Traumatic Essence.

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Ashes to Ashes



☐: Only usable by a vampire being burned; he or she is sent into torpor instead.
 ☐: Prevent all damage. This vampire untaps and goes to torpor (ending combat).
 ♦: As ☐ above, and this vampire gains 2 blood from the blood bank.

Yeah, I got'er. S'funny, though - she looked to crumble just a fore the flames hit'er.
Moonlight's tricks, huh?
Tom, Blood Brother of the Chicago Circle

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Aura Absorption



☐: This vampire burns 1 blood to get +1 intercept.
 ☐: +1 intercept.
 ☐: +1 stealth.

A young man, William Reed. Pacing nervously. Grabs a sealed envelope and keys from the table. Hamm. That's all I see. Four hours ago, no more.
Bartholomew, Kiasyd

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Basilisk's Touch



Only usable in combat with an ally or younger vampire. Only usable before range is determined.
 ☐: This vampire gets +1 strength for the remainder of combat.
 ☐: If any damage is successfully inflicted from this vampire's hand strikes this round, send the opposing vampire to torpor or burn the opposing ally.
 ♦: As ☐ above, and the opposing vampire burns 1 blood.

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Bastille Opera House



Master: unique location.
 Tap during a political action to gain X votes, where X is the number of ready Daughters of Cacophony you control. If you control no ready Daughters of Cacophony, you may tap and burn this card during a political action to gain 1 vote.

It's good to keep the Sirens distracted working on their art. It limits their influence in the city. Or at least it used to, before every kindred and his sire started frequenting the shows.
Francis Villon, Toreador

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Beast Meld



☐: +1 stealth. If this action is blocked, this vampire may prevent 1 damage during the resulting combat.
 ☐: Only usable when the acting vampire's action is announced. Not usable on a bleed action. Vampires cannot block this action.

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Blessing of the Name

+1 stealth action.
Usable by a tapped *Salubri antitribu*. You may not play this card if you have a Blessing of the Name in play. Put this card in play and choose this acting vampire and up to 2 other minions you control. Untap the chosen minions. The chosen minions have +1 intercept and inflict +1 damage with melee weapons while this card is in play. During your next untap phase, burn this card and tap the chosen minions.

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Blissful Agony

Strike: strength+1 damage.
Press: Only usable at close range before strikes are chosen. Opposing minion takes 1 unpreventable damage during strike resolution each round this combat if the range is close.
Strike: combat ends. Choose a minion controlled by a Methuselah other than the opposing vampire's controller. The opposing vampire enters combat with that minion.

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Bond with the Mountain

Strike: dodge, with an optional press.
Strike: combat ends. Untap both combatants.
Strike: combat ends. Untap this vampire.
Hasten back to the chantry, Lord. The stones will chew me a shelter until the morrow. Ublo-Satha, slave Gargoyle.

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Brother's Blood

Requires a ready Blood Brother of the same circle as one in combat.
Press: This vampire can burn his or her own blood to heal or prevent destruction from damage taken by a member of this circle in combat.
Strike: Put this card on this vampire. The vampire with this card can burn his or her own blood to heal or prevent destruction from damage taken by a member of this circle in combat. A vampire may have only one Brother's Blood.

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Burning Touch

Strike: 1 damage. This damage cannot be prevented by cards that require Fortitude.
Press: If this action is blocked, the blocking minion burns one blood or life before combat begins. Any minion currently attempting to block may now choose not to block.
Strike: +1 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

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The Call

+1 stealth action.
Press: Move 2 blood from the blood bank to a younger vampire with Dementation in your uncontrolled region.
Strike: As **Press** above, but move 3 blood.
Heresy or prophesy is a decision for those who follow. But first you must join us, of the question doesn't arise. Imogen, Malkavian antitribu.

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Call the Great Beast

+1 stealth action.
Put this card on the acting baali and put X ritual counters on it, where X is the capacity of this Baali. This Baali may put a ritual counter on this card as a +1 stealth action. When this card has more than 10 ritual counters, burn this Baali and choose three Disciplines; this card becomes a unique clanless independent infernal vampire with 9 capacity, 4 strength and 3 bleed. The Great Beast has the chosen three Disciplines at superior. Move 9 blood to him from the blood bank. The Great Beast can enter combat with any ready minion controlled by another Methuselah as a **Strike** action and can prevent 1 damage each combat.

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Chameleon's Colors

Press, or maneuver with an optional press.
Strike: Only usable at long range. Strike: combat ends. If this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.
Yes, yes. Rush on by, you hot-headed car, just us trees here; nothing to interest you. The Siamese, Ahriamane.

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Chanjelin Ward

Master.
Put this card on a vampire you control. Actions directed at this vampire cost an additional blood. This vampire can burn this card to cause an action directed at him or her to fail. A vampire may have only one Chanjelin Ward.
As Hannigan raised his hand to turn the knob, his knees buckled and the room spun. When his vision cleared, he found himself lying in the snow with the cold glow of pre-dawn light threatening him.

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Choir



+1 stealth action.
 [S]: Put this card into play. Burn this card during your influence phase.
 [D]: Burn X Choir cards you control (not counting this one) to burn 2X pool from your prey's pool.

With the one acting as conductor to the others, the effect was greatly magnified — much more than the sum of the parts. It would've been beautiful if it wasn't so deadly.
 Jan Pieterzoon, Ventruie

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Circle



Requires a ready minion with flight.
 Press: If another round of combat occurs, this minion gets an optional maneuver during that round.

Goratrix's gargoyles circled for another attack lest any of the would-be assassins escape back to their Tzimisce mistress.

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Clio's Kiss



+1 stealth action.
 [S]: [D] Burn 1 pool from a Methuselah who is contesting a card with you.
 [E]: Exchange any card in your hand for any non-master, non-unique library card in your ash heap.
 [D]: [D] Choose a vampire card another Methuselah is contesting with you. That Methuselah yields that copy. If there are no other Methuselaha contesting the vampire, place your copy of the vampire face up in your uncontrolled region, untapped.

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Clotho's Gift



+1 stealth action.
 [M]: Move the top vampire from your crypt to your uncontrolled region.
 [B]: Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.
 [D]: Put this card on this acting vampire. Beginning with your next turn, once during each of your minion phases, this vampire can burn 1 blood to untap.

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Coagulated Entity



Choose X other ready Blood Brothers you control who belong to the same circle as this acting vampire.
 [E]: [D] Enter combat with a ready minion controlled by another Methuselah. This acting vampire has +X strength and +X capacity. Before the combat begins, each chosen vampire must move 1 blood to the acting vampire or this action is canceled.
 [D]: As [E] above, and this vampire may prevent up to X damage this combat.

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Collapse the Arches



Requires a ready vampire who has blocked a [D] action. Only usable in the resulting combat. Only usable at long range.
 [S]: Strike: 2R damage, with an optional press.
 [P]: Strike: 4R damage. This strike cannot be dodged.
 [D]: As [P] above, with First Strike.

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Compress



[S]: Strike: strength+2, damage.
 [P]: Strike: 2 aggravated damage.
 [D]: Strike: 3 aggravated damage.

He was screaming, and his face just shrunk in until it was nothing more than a skull mask.
 Max Lowell, Gangrel antitribu

Illus. Ron Spencer
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Concert Tour



+1 stealth action.
 Put this card on this acting Daughter of Cacophony. During your next untap phase, burn this card to restore the vampire to full capacity with blood from the blood bank.

We scored backstage passes and all that. I don't remember much after the show, but look! She signed my T-shirt!
 Seth Brewer, kine fan

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Concordance



+1 stealth action.
 [B]: [D] Bleed. If more than 1 pool is bled with this action, ignore the excess.
 [V]: Requires an infernal vampire. Put this card on the acting vampire. This vampire treats aggravated damage as normal damage and has +1 strength and -1 stealth.
 [D]: As [V] above, and this vampire has flight [F] and may burn 1 blood to untap during your influence phase.

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Condemnation: Betrayed



+1 stealth action. Condemnation.
 [C]: Tap a younger vampire.
 [R]: Requires an Infernal vampire. Put this card on a ready minion. Bleed actions cost the minion with this card an additional blood. Burn all other Condemnations on this minion.
 ♦: As [R] above, and the minion's controller burns the top card from his or her library during each of his or her untap phases.

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Condemnation: Doomed



+1 stealth action. Condemnation.
 [C]: Tap a younger vampire.
 [R]: Requires an Infernal vampire.
 [D]: Put this card on a ready minion. The minion with this card has -1 stealth. Burn all other Condemnations on this minion.
 ♦: As [R] above, and the minion's controller burns 1 pool each time the minion is successfully blocked.

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Condemnation: Languid



+1 stealth action. Condemnation.
 [C]: Tap a younger vampire.
 [R]: Requires an Infernal vampire. Put this card on a ready minion. The minion with this card has -1 strength. Burn all other Condemnations on this minion.
 ♦: As [R] above, and the minion cannot use presses in combat.

The devil's strength is the weakness of humanity. And you Camarillo embrace that weakness.
 —Giotto Verducci, Baali

Illus. Mike Danza

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Conflagration



[C]: Strike: 2R damage.
 [R]: Strike: 1R aggravated damage.
 ♦: Strike: 2R aggravated damage

It is our inexorable might — the fist that lashes forth to breach the barriers between profane and celestial, and rises again and again to smite all unbelievers.
 —High Priest Angra Mainyu, Baali

Illus. Steve Prescott

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Conscripted Statue



Only usable when an action is blocked.
 [C]: The opposing minion takes 1 damage during strike resolution each round of the resulting combat if range is close.
 ♦: **Combat does not occur.** Put this card into play. This card represents an ally with 2 life and 2 strength. This ally enters combat with the blocking minion. This ally gets 1 optional press during the combat. Burn this card at the end of combat or if the combat is canceled.

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Contagion



+1 stealth action. Unique.
 [R]: Requires an Infernal vampire. Put this card on the acting vampire. During each other Methuseah's untap phase, he or she burns 1 pool if this vampire is ready.
 ♦: As [R] above, and once per combat, this vampire can put a corruption counter on the opposing minion as a strike. If the number of your corruption counters on the minion equals or exceeds the 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 after strike resolution (ending combat).

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Coordinate Attacks



Requires a ready Blood Brother of the same circle as another one you control who's in combat.
 [C]: Only usable at the end of combat if the minion opposing the Blood Brother you control is still ready. This Blood Brother taps and enters combat with the opposing minion. The first round of combat, the opposing minion cannot play any strike cards.
 ♦: As [C] above, and this Blood Brother gets an optional maneuver on the first round of combat.

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Coroner's Contact



Master.
 Go through your crypt to find a Samedi vampire. Show it to all players and place it in your uncontrolled region. Move one blood from the blood bank to that uncontrolled Samedi.

Joseph Eldred — died of a self-inflicted wound in his neck. Weapon not found. Seneca County, NY, Coroner's Inquest

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Create Gargoyle



+1 stealth action.
 Put this card into play. This card represents a slave Gargoyle vampire (enslaved to the acting vampire's clan) with 2 capacity, basic Visceratika and flight. You may go through your hand, library and ash heap to find a Master: Discipline card and place it on this Gargoyle. Move up to 3 blood from the acting vampire to this Gargoyle. This Gargoyle is the same sect as the acting vampire and is not unique. This Gargoyle cannot act this turn.

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Darkling Trickery

[P]: Press, only usable to end combat.
 [M]: Maneuver or press.
 [D]: Only usable when the opposing minion attempts to strike with a weapon that does ranged damage. The damage from that weapon is reduced to zero. The opposing minion takes 1 additional damage during strike resolution.

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Defender of the Haven

+1 stealth action.
 Put this card on a slave Gargoyle with a capacity above 4. The Gargoyle with this card gets +2 intercept when attempting to block [D] actions. A Gargoyle can have only one Defender of the Haven.

You do not look like you have business here, so best be on your way.
Pugfar, slave Gargoyle

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Denial of Aphrodite's Favor

[B]: Burn an action card a younger vampire plays that requires Presence as it is played. That card has no effect. Any cost paid is retrieved. Untap the acting vampire; that vampire cannot attempt the same action again this turn.
 [D]: Burn an action modifier or combat card a younger vampire plays that requires Presence as it is played. That card has no effect. Any cost paid is retrieved.

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D'habi Revenant

Ghoul with 2 life.
 The Baali with this retainer gets +1 bleed.

The ghouls are used as both researchers and subjects. They are also essential for certain rites that require something other than blood but cannot be left to the uninitiated.
Azaneal, Baali

Illus. Fred Hooper
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Dirty Contract

Master: contract.
 Put this card on a minion and choose a Samedi in play. The chosen Samedi can enter combat with the minion with this card as a +1 stealth [D] action unless they are controlled by the same Mestuselah. This card cannot be played on a Nosferatu [D] or a Giovanni [D].

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

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Domain of Evernight

[S]: +1 stealth.
 [B]: If this action is blocked, all damage done to vampires in the resulting combat is aggravated.
 [D]: Only usable when an action is successful. Untap this acting vampire. A vampire can play only one Domain of Evernight each turn.

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Draught of the Soul

Only usable when this acting vampire burns another vampire.
 [D]: This vampire gains 1 blood.
 [B]: This vampire gains 1 blood. Put this card on this vampire. The vampire with this card has +1 intercept.
 [D]: As [D] above, and this vampire gets +1 bleed when bleeding the controller of the burned vampire.

Illus. Darwin Talon
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Dust to Dust

[P]: Press, only usable to end combat.
 [D]: Strike: dodge, with an option to press.
 [D]: As [D] above, with an optional maneuver.

The sewere lid Augustus's triggerman hurled at the baron passed right through his powdery form. The baron allowed the wind to carry him away, leaving the Giovanni alone except for the foul odor the wind would not dispatch.

Illus. Ron Spencer
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Earth Swords

[D]: Strike: 1R damage.
 [D]: Strike: 2R damage.
 [D]: Strike: 3R damage.

If they had a proper haven, like a basement or a crypt, we could use it against them. But these thin bloods haven in dumpsters and trailer parks, so they miss out on a poetic end.
Beatrice L'Angou, Kiasyd

Illus. Nieran Yanner
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Echo of Harmonies



Only usable during a referendum.
 ♣: If you burn the Edge for a vote, this vampire gains two additional votes.
 ♠: Usable by a ready vampire other than the acting minion. This vampire gains two votes.
 ♦: Usable by a ready vampire other than the acting minion. Move the political action card used to call the referendum from your ash heap to this vampire at the end of the action. This vampire may burn that card to call the referendum as a +1 stealth political action.

Illus. Brian LeBlanc

Elemental Stoicism



♣: Prevent 1 non-aggravated damage.
 ♠: This vampire treats all aggravated damage as normal damage for the remainder of combat.
 ♦: +1 stealth action. Put this card on this acting vampire. The vampire with this card treats aggravated damage done in combat as normal damage. Burn this card if the vampire goes to torpor.

Illus. Dennis Calero

Engling Fury



+1 stealth action.
 ♣: The acting vampire gains 2 blood from the blood bank.
 ♠: The acting vampire gains 2 blood from the blood bank. This vampire untaps at the end of the turn.
 ♦: The acting vampire gains 2 blood from the blood bank and untaps. He or she cannot perform another Engling Fury this turn.

Illus. Steve Prescott

Erebus Mask



Unique equipment.
 The Harbinger of Skulls with this equipment gets +1 stealth.
*Where wilt thou find a cavern dark enough
 To mask thy monstrous visage?
 Shakespeare, Julius Caesar, Act II, Scene I.*

Illus. Kieran Yanner

Falcon's Eye



♣: This vampire burns 1 blood to get +1 intercept.
 ♠: +1 intercept.
 ♦: This reacting vampire attempts to block the current action, ignoring the normal prey, predator or target restrictions for blocking actions.
*Not even clouds or rain can hide him. And certainly not night. I'll bat him down, within the hour.
 Howler, Ahrimanes*

Illus. Kieran Yanner

Fear of the Void Below



A vampire may play only 1 Fear of the Void Below each combat.
 ♣: Maneuver.
 Only usable before range is determined. Each round of this combat defaults to long range, and this vampire gets an optional press each round, only usable to end combat.
 ♦: As ♣ above, and the opposing minion's controller discards one card at random from his or her hand during the initial strike resolution phase of each round.

Illus. Jim Nelson

Feline Saboteur



♣: Choose any Methuselah. The chosen Methuselah discards 1 card at random from his or her hand.
 ♦: As ♣ above, and the chosen Methuselah burns the top 4 cards of his or her library as well.
*Once Tom Whiskers there brings us the draft of the second quarter sales report, we'll know exactly what it'll take to leverage the old man out.
 Cicatriz, Nosferatu antitribu*

Illus. Kieran Yanner

Feral Spirit



Master
 Put this card on any Gangrel ♣ or Gangrel antitribu ♠ you control. This vampire is now an Ahrimane ♣ (and Sabbat). This vampire has Spiritus ♣ if the vampire already had Spiritus, her or she now has superior Spiritus. This vampire is now sterile.
*Taxis or hikers, I'll stalk them without even thinking. I'm miles out of my way before I even realize it.
 Murcia, Ahrimane*

Illus. Mark Nelson

Flow Within the Mountain



♣: Press.
 ♠: Strike: combat ends.
 ♦: Strike: combat ends. If this vampire was blocked while performing an action, the action continues as if unblocked.

Illus. Mark Nelson

Folderol



☑: This vampire burns 1 blood to reduce a bleed against you by 1.
 ☑: Reduce a bleed against you by 1.
 ♦: Reduce a bleed against any Methuseleh by 1.

Hold your tongue as best you can. Those pointed ears can filter out your lies no matter how well you deliver them.
 Qufur am-Heru, Follower of Set

Illus. Steve Piskoff

Frozen Object



+1 stealth action. A Methuseleh can have only one Frozen Object in play.
 ☑: Look at a Methuseleh's hand and burn all equipment cards found there.
 ☑: Put this card on the acting vampire. If this vampire successfully blocks a ☐ action, you may burn this card to do 2 unpreventable damage to the acting minion before combat begins.
 ♦: Put this card in play. You may burn this card when a bleed against you is successful to do 2 unpreventable damage to the acting minion after resolution.

Illus. Steve Ellis

Gestalt



Choose X ready Blood Brothers you control who belong to the same circle as this reacting vampire (including this vampire). Each chosen vampire must burn a blood, or this card has no effect.
 ☑: +X intercept.
 ♦: +X intercept, and this vampire may play cards as if he or she possessed all of the chosen Blood Brothers' Disciplines for the remainder of the action.

Illus. Andrew Trubolo

Gift of Bellona



☑: If this action is blocked, your hand size is increased by 1 during the resulting combat.
 ☑: Only usable when an action to equip with a weapon is successful. Untap this acting vampire.
 ♦: Only usable when an action to equip with a weapon from your hand is blocked. Before combat begins, equip this vampire with the weapon instead of placing it in your ash heap (pay cost as normal). During the first round of this combat, that weapon cannot be used.

Illus. Darwin Talon

The Grandest Trick



Only usable when an action is announced.
 Vampires cannot block this action. This acting vampire is treated as a mortal ally for the duration of the action (cannot spend or burn blood, cannot use Disciplines, will burn if reduced to 0 life, etc.). The vampire's blood represents his or her life while he or she is an ally. Only usable on an action that doesn't cost blood or require a vampire, clan or Discipline.

Illus. Brian LeBlanc

Hag's Wrinkles



Only usable on an equip action.
 ☑: +2 stealth.
 ☑: Untap this acting vampire if the action is successful.
 ♦: As ☑ above, but with +1 stealth.

People look twice when you go in a posh place like that, but let 'em look. They'll never catch you lifting because they don't know what they're looking for.
 Reg Driscoll, Samedí

Illus. Mark Nelson

Herald of Topheth



Demon with 5 life. 3 strength, 1 bleed, flight ☑☑☑.
 The Herald may enter combat with a ready minion controlled by another Methuseleh as a ☐ action. The herald may play cards requiring basic Daimonion ☑, Potence ☑ and/or Presence ☑ as a vampire with a capacity of 5. Any cost in blood is paid with his life. If a card would give him blood, give him life instead. If the Herald has less than 5 life during your untap phase, add 1 life. During your influence phase, burn 1 pool or burn the herald.

Illus. Mark Nelson

High Top



Unique werewolf with 3 life. 1 strength, 0 bleed.
 High Top gets +1 intercept. High Top may enter combat with any minion controlled by another Methuseleh as a ☐ action. High Top gets an additional strike each round and an optional maneuver once each combat. He may play cards requiring basic Celerity ☑ as a vampire with a capacity of 4; any cost in blood is paid with his life; if a card would give him blood, give him life instead. If High Top has less than 3 life during your untap phase, he gains 1 life.

Illus. Mark Nelson

Improvised Flamethrower



Weapon.
 2R aggravated damage each strike. Only usable once per combat. If the opposing minion inflicts any damage on this minion at long range (even if it is prevented), this weapon is burned and the bearer takes 2 aggravated (non-strike) damage.
He just exploded. Never seen anything like it without a Tremere around.
 Roger MacEllen, Lasombra Ductus

Illus. Brian LeBlanc

Infection



☐: Prevent all damage from the opponent's strikes this round.
 ☐: Prevent all damage to a ghoul (ally or retainer) in combat. Usable by a vampire not involved in the combat.
 ♦: Only usable at the end of a round in which this vampire successfully inflicted damage on the opposing vampire. Put this card on the opposing vampire. The vampire with this card cannot block the vampire playing this card.

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Internal Recursion



☐: This blocking vampire can end combat as a strike during the resulting combat. If he or she does so and the acting minion is an ally or a younger vampire, this blocking vampire untaps.
 ☐: This blocking minion sets the range for the first round of the resulting combat. Skip the Determine Range step for that round.
 ♦: The acting minion doesn't untap during his or her next untap phase.

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Iron Heart



☐: Burn an action modifier that requires Presence ☐ as it is played. That card has no effect. Any cost paid is retrieved.
 ♦: As ☐ above, but burn an action modifier that requires Dominate ☐.

A weak mind is a weak link in a strong militia.
 Patricia Bollingbroke, Brujah

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Kiss of Lachesis



☐: +1 stealth action.
 ☐: Burn a retainer or a non-unique equipment card.
 ☐: Burn a retainer, ally or non-unique equipment card.
 ♦: Move a non-unique equipment card from any Methuselah's ash heap to this vampire. If the equipment card comes from your ash heap, pay half the cost (round down), otherwise no cost is paid.

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Lapse



☐: This vampire gets +2 strength this round.
 ☐: The opposing minion cannot maneuver this round.
 ♦: The opposing minion cannot strike during the initial strike phase this round (other strike resolution effects are not affected).

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Lazarene Inquisitor



Unique master.
 Put this card on a ready Harbinger of Skulls you control. The Harbinger of Skulls with this card can burn up to 2 blood from a ready vampire as a +1 stealth ☐ action. Any Sabbat vampire can burn this card as a ☐ action.

This sadistic Inquisitor comes in and they all scurry to the shadows. It'll take months to get Quira settled down again. But try to correct him, and you're likely to face auto-da-fe yourself.
 Lachlan, Archbishop of Chicago

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Madman's Quill



☐: ☐: ☐: Bleed at +2 bleed.
 ♦: ☐: Put this card on any ready minion controlled by your prey. Not usable if a Madman's Quill is already on any of your prey's minions. When a vampire with Dementia bleeds this minion's controller, that acting vampire gets +1 bleed. Any vampire can burn this card as an action that costs 2 blood.

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Madrigal



Only usable during a referendum before votes are cast.
 ☐: Only usable by a reacting vampire. Gain 2 votes.
 ☐: Gain 2 votes.
 ♦: As ☐ above, and any vampire voting in agreement with this vampire gains 1 blood from the blood bank. Any vampire voting in opposition to this vampire burns 1 blood. Blood is gained or lost when the results are tallied.

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Mark V



Weapon. Gun.
 4R damage each strike. Only usable at long range. Only usable once per round.

She's the latest thing in home defense, she is.
 Drew Baxter, arms dealer

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Martyr's Resilience



Only usable by an untapped vampire not involved in the current combat.

- ☑: Prevent 1 damage to a minion or retainer in combat.
- ◆: Burn X blood to prevent X+1 damage to a minion or retainer in combat.

*It was just some nobody ghoul. But he wouldn't fall - like I was just shooting blanks the whole time. The ammo gone out before he did.
Carter, Toreador, antitribu*

Illus. Durwin Talon

The Missing Voice



☑: Requires a vampire with a capacity greater than 4. Vampires with a capacity less than 5 get -1 intercept when attempting to block this action.

☑: Allies and younger vampires get -1 intercept when attempting to block this action.

◆: +1 stealth.

Illus. Brian LeBlanc

Muricia's Call



+1 stealth action.

☑: Search your library for a retainer that requires Animalism. This vampire employs that retainer (pay cost as normal). Shuffle your library afterward.

☑: As ☑ above, and the retainer has an additional life.

◆: As ☑ above, and untap this acting vampire at the end of the turn.

Illus. Brian LeBlanc

Neutral Guard



Only usable when this vampire announces an action.

- ☑: Vampires must pay 1 blood to attempt to block this action.
- ☑: For the remainder of this action, when this vampire is in combat, the range is automatically long-skip; the Determine Range step of each round.
- ◆: As ☑ above, and allies and younger vampires cannot block this action.

Illus. William O'Connor

Nightmare Curse



☑: ☐ Tap a ready minion and untap this acting vampire.

☑: ☑: ☐ Put this card on a ready minion and tap that minion. This minion doesn't untap as normal. During the minion's controller's untap, he or she may burn a pool to untap this minion. Burn this card when this acting vampire leaves play.

◆: ☐ Put this card on a ready minion and tap that minion. The minion with this card doesn't untap as normal. Burn this card when the acting vampire leaves play.

Illus. Fred Hooper

Nose of the Hound



+1 stealth action.

☑: ☐ Enter combat with a ready tapped minion controlled by another Methuselah. This acting minion gets an optional maneuver in that combat.

☑: As ☑ above, with an additional optional maneuver during that combat.

◆: As ☑ above, but enter combat with any ready minion controlled by another Methuselah.

Illus. Mike Danza

Octopod



Requires a ready Blood Brother of the same circle as another one in combat. Can be used by a vampire even if he or she is not involved in the combat.

☑: Only usable before range is chosen. The Blood Brother in combat gets an additional strike each round this combat.

◆: As ☑ above, but with two additional strikes each round.

Illus. Lawrence Snelly

Panacea



+1 stealth action.

☑: This vampire burns 1 blood to untap a younger vampire.

☑: Add 1 life to an ally who has fewer life than his or her starting amount.

◆: As ☑ above, and untap that ally at the end of the turn.

*You know, with the fangs and all, I thought he would just eat me, but I was still too weak to move. But he just licked at my cuts. Look! No scars or nothing.
Cole Goddings, night watchman*

Illus. Andrew Trabbold

Paris Opera House



Master: unique location.

Tap to give a Daughter of Cacophony you control +1 stealth. Tap this card and tap a Daughter of Cacophony you control to give any minion +1 stealth.

*He bankrolled the whole production. Those malkavians are founts of inspiration, but he's the first to display such appreciation.
Gael Pilet, Daughter of Cacophony*

Illus. William O'Connor

Patrol



Requires a ready minion with flight.
+1 Intercept.

He's a dutiful servant around the chantry, but it's the time he's able to spend in solitude flying above the chantry on patrol that he seems to earnestly enjoy.

Elisabetta Romano, Tremere

Illus. Steve Prescott

Poker



Melee weapon. Cold iron.
Strength+1 damage each strike. If all of the damage done by this strike is prevented by a card or cards that require Fortitude, burn this weapon after strike resolution.

Illus. Steve Prescott

Pounce



Requires a ready minion with flight.
Strike: strength+2 damage, and the opposing minion cannot strike for the remainder of the round (this doesn't affect the current strike resolution). If this strike is dodged, this striking minion takes 1 damage during strike resolution and the opposing minion gets an optional press.

Illus. Jim Nelson

Psychomachia



Only usable when an ally or younger vampire is attempting to block.

- Cancel the current action and untap this acting vampire. The blocking minion is not tapped.
- The block fails. The blocking minion cannot attempt to block this action again.
- As above, and the blocking minion takes 1 damage (damage not preventable).

Illus. Steve Prescott

Putrefaction



Strike: combat ends.

- Strike: 1 damage. Put this card on the opposing minion. The minion with this card has -1 stealth. He or she may burn this card instead of untapping as normal during his or her untap phase. A minion may have only one Putrefaction.
- As above, and this minion takes 1 unpreventable damage when he or she strikes in combat or takes an action. The minion with this card may choose not to strike during the Choose Strike step of combat.

Illus. Steve Ellis

Rayzeel's Song



- Burn 1 blood to untap an ally.
- Bleed with +1 bleed.
- +1 stealth action. Add 1 life from the blood bank to an ally that has fewer life than his or her starting amount.

The song was originally intended to ease pain. We've refined that idea to make the tune more potent, even addictive.
Wolf Valentine, Salubri antitribu

Illus. Becky Cloonan

Razor Bat



Gargoyle creature with 2 life.
The Gargoyle with this retainer gets +1 intercept. When the Gargoyle with this retainer is in combat, the opposing minion takes 1R damage during the initial strike resolution phase of each round, at long or close range.

But as I approached the window, this... winged rat erupted in a tempest of chittering and flapping, alerting the Tremere and scratching at my back.
Christianius Lionel, Nosferatu antitribu

Illus. Jeff Holt

Read the Winds



Do not replace until the end of this action.

- +1 Intercept. This vampire doesn't tap for successfully blocking this action.
- Usable by a tapped vampire. This vampire untaps and attempts to block with +1 intercept, even if intercept is not yet needed.

No surprises anymore. The night has a thousand eyes, and I've had a thousand nights.
Saravinsky, Tzimisce Archbishop of Mexico City

Illus. John Dunning

Regenerative Blood



Unique master.
Put this card on a Samedi you control. The Samedi with this card can heal 2 damage for each blood counter he or she burns.

Though their flesh appears weak and withered, their blood is strong. The Suffis heal much faster than other Gargoyles.

Illus. Steve Ellis

Renewed Vigor



+1 stealth action.

☑: Put this card on this acting vampire. During your untap phase, if this vampire is in torpor, you can burn this card to move him or her to your ready region.

A vampire can have only one **Renewed Vigor**.

☑: Move a vampire in torpor to his controller's ready region, or restore an ally or retainer to his or her starting life (with counters from the blood bank).

♦: Choose any other vampire. That vampire gains enough blood from the blood bank to reach full capacity.

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Repulsion



☑: Only usable when the acting vampire's action is announced. If this action is blocked, the acting vampire gets 1 optional maneuver, only usable to maneuver to long range, during the resulting combat.

☑: +1 stealth.

♦: Put this card on this vampire. This vampire gets +1 stealth. Burn this card if this vampire goes to torpor. This vampire cannot have or play another **Repulsion**.

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Resurrection



+1 stealth action. Only usable if a retainer or ally has been burned since your last turn.

☑: Move the retainer or ally card from your ash heap to your hand.

☑: Move the retainer card from its Methuselah's ash heap to this acting vampire, with life from the blood bank equal to its starting life. Use the normal version if it requires a Discipline.

♦: As ☑ above, but move the ally card to your ready region.

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Rewind Time



☑: Reduce a bleed against you by 1.

☑: Burn an action card as it is played. That card has no effect (the acting minion is not tapped).

♦: Burn a non-out-of-turn master card as it is played (usable by a ready, untapped vampire even though there is no action). That card has no effect. The Methuselah who played it retrieves that pool cost of the card from the blood bank and gains another master phase action.

Illus. Andrew Robinson

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Riddle Phantastique



① Put this card on an ally or younger vampire who is not Malkavian or Malkavian *antitribu*. ☑: Put X riddle counters on this card, where X is half the capacity of the acting vampire (round down). The minion with this card burns 1 riddle counter instead of untapping during his or her untap phase. Burn this card when the last counter is removed. You may not play this card if another **Riddle Phantastique** is in play.

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Rigor Mortis



Only usable before range is determined. A minion can play only one **Rigor Mortis** each round.

☑: The opposing minion cannot use any additional strikes this round.


☑: As ☑ above, with an optional press.

♦: As ☑ above, and once each round, you may cancel a maneuver used by the opposing minion.

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Rock Cat



Gargoyle creature with 4 life, 3 strength, 0 bleed.

Rock Cat may enter combat with any ready minion controlled by another Methuselah as a Ⓛ action. When in combat with the Rock Cat, vampires with a capacity of less than 4 cannot strike in the first round. Rock Cat gets 1 optional press each combat. Rock Cat may play cards requiring basic Potence ☑ as a vampire of capacity 3. Any cost in blood is paid with his life. If a card would give him blood, give him life instead.

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Sanguine Instruction



Requires a ready vampire.

+1 stealth action.

Choose a Discipline this vampire has at superior. Put this card on a ready vampire of the same clan as this acting vampire. The vampire with this card has the normal level of the chosen Discipline. If the vampire already had the Discipline, he or she now has the superior level of that Discipline. The vampire's capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with the superior version of the Discipline.

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Sense the Sin



☑: Only usable when a younger vampire is acting. +1 intercept.

☑: +1 intercept, +2 intercept if the acting minion has a corruption counter.

♦: After playing this card, you cannot play another action modifier to further increase the bleed for this action. +2 bleed. Minions with corruption counters get -1 intercept when attempting to block this action.

Illus. Brian Joyce

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Sense Vitality



+1 stealth action.
[V]: This vampire gains 2 blood.
[R]: Rescue a vampire from torpor (this action costs 2 less blood than the normal rescue action).
[D]: As **[R]** above, and move one blood from the blood bank to the rescued vampire.

It's not death if you refuse it. It is if you accept it.
 James O'Barr, *The Crow*

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Shadow Feint



Only usable before range is determined.
[F]: This vampire gets First Strike this round.
[D]: As **[F]** above, and this vampire's strikes cannot be dodged this round.

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Shroud of Absence



[V]: +1 stealth.
[D]: As **[V]** above, and if this action is blocked, this vampire may end combat as a strike during the first round of combat.

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

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Sight Beyond Sight



Unique master.
 Put this card on a Salubri you control. The Salubri with this card gets +1 intercept.

When you're as hunted as the few of us that remain are, you're either alert or you're dead. After a few decades of this, complete knowledge of one's surroundings becomes instinctive.
 Raful al-Zarqa, Salubri

Illus. Durwin Talon
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Siren's Lure



[F]: This vampire burns 2 blood to get +1 stealth.
[S]: Only usable by an untapped ready vampire other than the acting minion when a minion attempts to block. That minion cannot block this action. Tap this vampire and that minion. Once the action resolves, this vampire enters combat with that minion.
[D]: As **[S]** above, but do not tap this modifying vampire.

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Skin of the Chameleon



[S]: Only usable as an action is announced. If this action is blocked, this vampire gets an optional maneuver or press during the resulting combat.
[V]: +1 stealth, with an optional maneuver or press if this action is blocked and combat occurs.
[D]: As **[V]** above, but with +2 stealth.

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The Slaughterhouse



Master: location.
 Tap to burn up to 2 cards from the top of your prey's library.

Death and decay. Decay and death. But the soul survives, even in our inhuman shells. Comprehending the passage of the soul through the physical cycle requires accelerating the process whenever possible.
 Anisa Marianna Lopez, Harbinger of Skulls

Illus. William O'Connor
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Soar



Requires a ready minion with flight.
 +1 stealth, only usable on an undirected action.

The higher we soar, the smaller we appear to those who cannot fly.
 Friedrich Nietzsche

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Soul of the Earth



+1 stealth action.
 Put this card on a slave Gargoyle. The Gargoyle with this card can burn it when recruiting an ally or employing a retainer that requires a Gargoyle to reduce the cost by up to 3 blood or pool.

This ritual will cushion the creature's mind and body against the shock of your embrace.
 Rebekka, Tremere Chantry Elder

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Soul Painting



+1 stealth action.
[S]: Put this card on a ready vampire. Vampires with Auspex get +1 intercept when attempting to block the vampire with this card. This vampire can burn this card as an action that costs 1 blood. A vampire can have only one Soul Painting.
[D]: As **[S]** above, but all vampires get +1 intercept when attempting to block this vampire.

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Speak with Spirits



[S]: +1 intercept. Only usable during a bleed action.
[V]: +1 intercept.
[D]: Usable only by a tapped vampire. This vampire untaps and attempts to block. Once this action, this vampire can burn 1 blood to get +1 intercept.

*A dead little bird told me,
 Cynthia Ingold, Ahrimanes*

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Spirit Marionette



[S]: Bleed at +1 bleed.
[V]: Bleed at +1 bleed, and tap a ready minion controlled by your prey (even if the target of the bleed is changed).
[D]: +1 stealth action. Take control of any ready untapped minion until the end of the next action. That minion must bleed your prey unless he or she must hunt.

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Steal the Mind



[S]: Tap any minion.
[V]: Put this card on a ready minion. The acting vampire gets +2 intercept when attempting to block that minion. Any minion can burn this card as an action.
[D]: As **[V]** above, and the minion with this card gets -1 bleed when bleeding this acting vampire's controller.

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Stone Dog



Gargoyle creature with 4 life.
 The Gargoyle with this retainer can enter combat with any ready minion controlled by another Methuselah as a **[D]** action. When the Gargoyle with this retainer is in combat, the opposing minion takes 1 damage during the initial strike resolution phase of each round, if the range is close.

*Be on your guard against a silent dog
 and still water.
 Latin proverb*

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Stone Quills



[S]: Strike: 2R damage.
[V]: Strike: 2R damage, with an optional maneuver.
[D]: Strike: 3R damage, with an optional maneuver.

*A porcupine would die of envy upon witnessing the carnage that erupted from the stone beast's hands.
 Javier Montoya, Tremere*

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Stone Travel



[S]: This vampire burns 1 blood to get +1 stealth.
[V]: +1 stealth.
[D]: As **[V]** above, and if this action is blocked, this vampire may choose to cancel the resulting combat (instead of starting combat).

*Half a hole is more than enough.
 Bartholomew, Kiasyd*

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The Stranger Among Us



Master.
 Search your crypt for a scarce vampire. Show the card to all players and place it face-down in your uncontrolled region.

*Having unexpected guests, especially of such outlandish nature, can ruin the whole night, but it often brings the best opportunities if one can meet the challenge.
 Victoria Ash, Toreador Primigen*

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Strength of the Bear



Only usable before range is determined.
[S]: This vampire gets +1 strength for the current round.
[V]: This vampire gets +1 strength for the remainder of combat.
[D]: As **[V]** above, with an optional press this round.

*Where I come from, the law of the land is survival of the strongest.
 Nettie Hale, Ahrimane*

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Swiftness of the Stag



[M] : Press.
 [M] : Maneuver or press.
 ♦ : +1 stealth.

She hissed and fled. She scarcely seemed to touch the ground as she bounded away. I tried to track her but could find no print or broken twig to follow.
 Luther, Gangrel antitribu

Illus. Ron Spencer

Swoop



Requires a ready minion with flight.
 Maneuver, only usable to go to close range, and this minion gets +1 strength on his or her initial strike this round. A minion may play only 1 Swoop each round.

As the Nosferatu howled in fury, Ferox swooped down again and crushed his ribcage. He stepped over the gurgling Sewer Rat and silently finished the job.

Illus. Fred Hooper

Sword of the Righteous



Only usable before range is determined.
 [M] : Choose a melee weapon on this vampire. This vampire inflicts an additional point of damage each strike with that weapon for the remainder of the combat. A vampire can play only one Sword of the Righteous each combat.
 [M] : As [M] above, and the damage inflicted by the weapon is aggravated.
 ♦ : As [M] above, and prevent 1 damage this round.

Illus. Andrew Trabbold

Tabriz Assembly



Unique master.
 Put this card in play. Your hand size is one card larger. During your untap phase, a True Brujah you control gains 1 blood from the blood bank. Any vampire can burn this card as a referendum called as a +1 stealth political action; in that referendum, you get one additional vote.

Treat them as allies, but remember that the motivations of a snake are never truly known.
 Nu, True Brujah, at the second 20th-century assembly.

Illus. William O'Connor

Toreador's Bane



Only usable in combat with a Toreador, Toreador antitribu ally or younger vampire.
 [M] : Strike: combat ends.
 [M] : Strike: combat ends, and if this vampire was blocked while performing an action other than a political action or bleeding, the action continues as if unblocked.
 ♦ : Strike: combat ends, and the action continues as if unblocked.

Illus. Leif Jones

Tourette's Voice



[M] : +1 intercept.
 [M] : Give any minion you control (including this one) +1 intercept.
 ♦ : Give any minion +1 intercept.

*As we stand on the edge of darkness
 Let our chant fill the void
 That others may know
 Tibetan Book of the Dead*

Illus. Bryan LeBlanc

Toy Chest Test



Master. Requires a ready Sabbat vampire with a capacity above 4.
 Burn a Sabbat vampire with a capacity below 4 that has been put into play since your last turn (not usable on a vampire that has been contested).

*Toy is a national treasure.
 We'd never let him go.*
 Preacher, Malkavian antitribu

Illus. Dennis Calero

Tracker's Mark



Play when the opposing minion burns blood or life due to damage. Put this card on the opposing minion. This Salubri antitribu gets +1 intercept when attempting to block the minion with this card. If the vampire with this card is Tremere or Baali, this Salubri antitribu can enter combat with the vampire with this card as a [M] action. The minion with this card may burn it as a +1 stealth action. A vampire can play only one Tracker's Mark each combat.

Illus. Mark Nelson

True Faith



Unique master.
 Put this card on a non-infernal mortal ally you control, or pay 2 pool to put this card on any non-infernal minion you control. Actions requiring Dominate [M] or Presence [M] cannot be directed at this minion. In combat, any damage this minion inflicts on an infernal minion is aggravated. Infernal minions cannot block or strike this minion. Burn this card if this minion becomes infernal.

Illus. Talon Dunning

Unburdening the Bestial Soul



: +1 stealth action. Move 1 or more blood from this vampire to any other vampire.
: As above, and untap this acting vampire.
: Put this card on an ally or a younger vampire. The minion with this card cannot take actions, block or play reaction cards. During this minion's untap phase, this card is burned unless this acting vampire burns two blood.

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Unwholesome Bond



: +1 stealth action.
: This vampire gains X+1 blood, where X is the number of ready, untapped Blood Brothers of the same circle as the acting vampire.
: Add 1 blood from the blood bank to each Blood Brother in your uncontrolled region of the same circle as the acting vampire.

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Vengeance of Samiel



: Strike: use your hand or melee weapon at +1 damage.
: As above, and this strike cannot be dodged.
: As above, but this strike is at +2 damage.

Tonight, there would be a small measure of vengeance, one grain of sand to add to a desert that would in time stretch across the face of the Earth.
 Parmenides, Assamite

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Vitae Block



Play before range is determined. Only usable if the opposing minion is a vampire. A vampire can play only one Vitae Block each combat.
: Gain 1 optional press this round.
: Put this card in play, and move up to 2 blood from the opposing vampire to this card. During your untap phase, return the blood counters to that vampire and burn this card.
: As above, but more up to 3 blood to this card.

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Walk of Caine



Choose X ready Blood Brothers you control who belong to the same circle as this acting vampire (including this acting vampire). Each chosen vampire must burn a blood, or this card has no effect.
: After playing this card, you cannot play another action modifier to further increase the bleed for this action. +X bleed. Only usable as a bleed action is announced.
: As above, but usable any time.

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The Wildebeest



: +1 stealth action.
 Put this card on the acting Ahrimane. This Ahrimane gets +1 strength and -1 stealth and gets 1 optional maneuver each combat. He or she cannot use equipment and cannot have retainers (any retainers on this vampire are burned). A vampire can have only one The Wildebeest.

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Withering



: Strike: 1R damage.
: Strike: strength damage. Place this card on the opposing minion. The minion with this card has -1 strength. Burn this card during his or her controller's next discard phase.
: As above, and the minion with this card cannot play cards that require any Disciplines.

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