

Akram



2

Camarilla primogen: Once each turn after completing combat, if Akram and the opposing minion are still ready, Akram may burn 1 blood to begin another combat with the opposing minion.

8

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Allison Maller



3

Camarilla.

4

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Arnold Simpson



3

Camarilla.

2

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Brachah



2

Camarilla.

5

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Constanza Vinti



2

Camarilla Prince of Rome: Constanza gets +2 bleed when bleeding a Methuselah who controls a ready Ventrue.

8

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Dónal O'Connor




2

Camarilla Prince of Dublin: Any vampire blocking Dónal burns 1 blood (before combat begins, if any).

8

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Gengis



3

Camarilla: Any Brujah controlled by another Methuselah can take a (D) action to untap Gengis and take control of him until the end of the turn. Gengis cannot block that action.

3

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Gwendolyn



2

Camarilla Inner Circle: +2 bleed

11

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Jaroslav Pascek



3

Camarilla Brujah Justicar: Jaroslav inflicts +2 damage with melee weapons. He can inflict 1 damage on each of your prey's Sabbat vampires as a (D) action, +1 intercept.

10

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Jeremy MacNeil



3

Camarilla.

7

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Joshua Tarnopolski



3

Camarilla: Allies and retainers cost Joshua 1 less pool of blood to recruit or employ. He gets +2 strength in combat with a Sabbat vampire.

7

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Marlena



3

Camarilla: Marlena does not tap when performing a recruit ally action. She can perform only 1 recruit ally action each turn.

5

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Maxwell



3

Camarilla: Once each turn, Maxwell can burn a blood to get +1 stealth on an action that requires Presence. If he doesn't have a title, he can call a referendum to become the Prince of Chicago as a +1 stealth political action.

9

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Mazz




3

Camarilla.

3

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Menele



3

Camarilla: During your untap phase, you may move 2 blood from Menele to a younger vampire in your uncontrolled region. +1 bleed.

10

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Pug Jackson




3

Camarilla primogen.

6

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Raziya Samater



2

Camarilla.

3

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Sir Ralph Hamilton




3

Camarilla: Ralph gets +1 strength in combat with a younger Camarilla vampire. Followers of Sec get +1 bleed when bleeding Ralph's controller.

6

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Steve Booth




3
Camarilla.

5

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Tayshawn Kearns



3
Camarilla.

4

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Theo Bell



2
Camarilla: Theo may enter combat with any ready minion controlled by another Methuselah as a **D** action. If you control a ready prince or justicars blood hunts cannot be called on Theo.

7

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Tyler



3
Camarilla primogen: When Tyler diablerizes a vampire, she untaps and gains a blood from the blood bank. Once per turn, she may burn a blood to get +1 bleed or an additional vote.

9

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Vasilis, The Traitor of Don Cruz




2
Camarilla: If Vasilis is ready, all Giovanni **C** get +1 bleed when bleeding a Methuselah who controls a ready Brujah.

2

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Volker, The Puppet Prince



2
Camarilla Prince of Frankfurt: Volker cannot attempt to block a primogen.

5

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Antonio Veradas



3
Sabbat bishop: Antonio gets +1 stealth when equipping with a weapon. During your discard phase, Antonio may burn 1 blood to untap.

8

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Sebastian Goulet



3
Sabbat: Allies and retainers cost Sebastian 1 less blood or pool to employ or recruit. Once each action, he can burn 1 blood to get +1 bleed.

8

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Tobias Smith




3
Sabbat: Tobias can give any other non-titled Sabbat vampire you control with a capacity above 5 the title of bishop as an action.

7

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Adelaidé Davis




3
Camarilla.

4

Illus. Ken Meyer

Anatole, Prophet of Gehenna




2
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 5 cards of your library. +1 intercept.

8

Illus. John Van Fleet

Cornelius Ottavio



2
Camarilla: +1 bleed. Cornelius gets an additional +1 bleed when bleeding a Methuselah who controls a ready non-Camarilla vampire.

8

Illus. Heather Holt

Damaskenos, Herald of Leandro

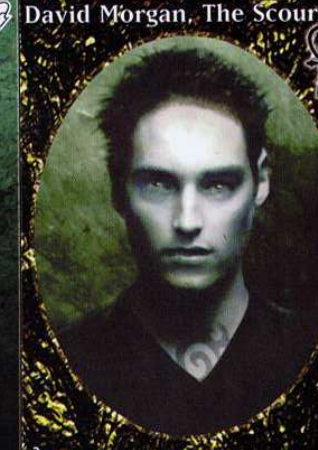


2
Camarilla: If Damaskenos becomes the Prince of Cairo, each ready Follower of Set burns 1 bleed. If he becomes the Maskavian Justice, each ready Follower of Set burns 2 bleed.

6

Illus. Andre Madala

David Morgan, The Scourge



3
Camarilla: David gets +1 intercept when attempting to block a vampire of capacity less than 3.

3

Illus. Christopher Yip

Dr. Douglas Netchurch



3
Camarilla.

6

Illus. Ken Meyer

Esau




3
Camarilla: When Esau declares a bleed action, he may burn 1 bleed to flip a coin. If it's heads, Esau gets an additional +1 bleed for that action. +1 bleed.

10

Illus. Lawrence Scharf

Evan Klein



3
Camarilla.

5

Illus. Christopher Yip

Gréger Anderssen



2
Camarilla Prince of Stockholm.

7

Illus. Lawrence Scharf

Jason, The World's Voice

3

Camarilla primogen: If Jason is blocked, the blocking vampire burns 1 blood after the resulting combat. Once per action, Jason can burn 1 blood to get +1 bleed.

8

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J. Oswald "Ozzy" Hyde-White

3

Camarilla primogen: During your untap phase, roll a 6-sided die. If you roll a 1 or 2, Ozzy gets +1 stealth; if you roll a 5 or 6, Ozzy gets +1 bleed and +1 strength. This effect lasts until your next untap phase.

8

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Leandro

2

Camarilla Inner Circle: During each other Methuselah's untap phase, if Leandro is ready, that Methuselah chooses either to burn 1 pool or to lose all transfers during his or her next influence phase. +2 bleed.

11

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Maris Streck

3

Camarilla Malkavian Justicar: Maris can burn a blood to give a blocking minion +1 intercept. She can take a +1 stealth action to allow you to look at and rearrange the top 5 cards of your library.

9

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Milo, The Invisible Horror

3

Camarilla.

3

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Ohanna

2

Camarilla.

2

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Persia, The Beautiful Statue

3

Camarilla: Once each action, Persia can burn 1 blood to get +1 intercept.

5

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Quentin King III

3

Camarilla Prince of Boston.

7

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Rachel Brandywine

3

Camarilla Prince of Cleveland: If Rachel is ready, you may place cards you discard during your discard phase in your library (shuffle afterward). +1 bleed.

10

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Ruth McGinley

3

Camarilla primogen: Ruth gets first strike when striking with a gun.

6

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Tony

3

Camarilla.

6

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Victoria

2

Camarilla: During your master phase, you may burn the Edge to gain 2 pool if Victoria is ready.

5

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Watenda

2

Camarilla: Once each combat Watenda can cancel the effect of a combat card the opposing minion plays by burning an amount of blood equal to the blood or pool cost of the card. If the card is a strike card, the opposing minion chooses a new strike.

3

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William Biltmore

3

Camarilla: Once each action, William can burn 1 blood to get +1 stealth, +1 bleed.

9

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Zoe

2

Camarilla: Zoe does not get the usual +1 stealth when hunting.

3

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Uncle George

3

Sabbat.

5

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Alonzo Guillen

3

Camarilla: During your untap phase and your discard phase, if Alonzo is ready, you may burn the Edge to look at another Methuselah's hand.

6

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Amadeo

2

Camarilla primogen: If Amadeo successfully hunts, he gains 1 additional blood.

8

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Amelia, The Blood Red Tears




3

Camarilla: After combat with Amelia, the opposing minion burns 1 blood or life.

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Calebro, The Martyr



2

Camarilla Prince of New York: If Calebro is the Prince of New York, any other Camarilla vampire controlled by another Methuselah can steal the title from him as a **U** action that Calebro cannot block.

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Casino Reeds




3

Camarilla Prince of Seattle: Casino may move up to 3 blood from himself to a younger Nosferatu in your uncontrolled region as an action. Casino inflicts +1 damage with ranged strikes (even at close range).

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Cock Robin



3

Camarilla Nosferatu Justicar: Once per turn, when Cock Robin successfully performs an action that requires Animalism, he untaps at the end of the action. +1 strength.

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Daliyah



2

Camarilla.

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Darva Felispa



3

Camarilla.

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Ellison Humboldt



3

Camarilla primogen: Princes cannot block Ellison. During a referendum, Ellison may burn 2 blood to force a ready prince to vote as Ellison's controller wishes. This can change the prince's votes.

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Gemini



3

Camarilla: During your untap phase, if Gemini is ready, you may move a blood from a vampire in your prey's uncontrolled region to his or her pool.

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Gerard Rafin



3

Camarilla: During your untap phase, if Gerard is ready, you may look at 1 card at random from your prey's hand.

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Harrod

2

Camarilla Inner Circle: During your untap phase, you may look at a card in your prey's uncontrolled region. +2 bleed.

11

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Jara Drory

3

Camarilla primogen: During your untap phase, you may look at 1 card at random from your predator's hand, and Jara may burn 1 blood to exchange that card with a card from your predator's ash heap.

7

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Judah

2

Camarilla primogen.

6

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Khalid

3

Camarilla primogen: During your master phase, if Khalid is ready, you may use a master phase action and discard a card that requires Obfuscate from your hand to gain a pool.

9

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Krid

3

Camarilla.

2

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Kurt Densch

3

Camarilla: During your untap phase, you may look at the top card of your library, and Kurt may burn 1 blood to move that card to the bottom of your library. +1 intercept.

8

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Laurent de Valois

2

Camarilla.

4

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Mouse

3

Camarilla.

2

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Murat

2

Camarilla Prince of Istanbul: Followers of Set. ♠ burn an additional blood to play combat cards requiring Serpents. ♣ when in combat with Murat.

7

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Nikolaus Vermeulen

2
Camarilla Prince of Brussels: During your untap phase, you may move 1 blood from Nikolaus to any Nosferatu in your uncontrolled region.

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Regilio, The Seeker of Akhenaten

2
Camarilla.

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Tammy Walenski

3
Camarilla: Tammy gets 1 optional maneuver each combat.

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Wolfgang

3
Camarilla.

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Julio Martinez

3
Sabbat bishop: +1 strength. Julio may burn a blood to get +1 intercept when attempting to block a Camarilla vampire.

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Alfred Benezri

3
Sabbat bishop: Alfred gets -1 strength in combat with an ally.

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Alexandra

2
Camarilla Inner Circle: Once during your turn, you may tap or untap another ready Toreador. +2 bleed.

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Annabelle Triabell

3
Camarilla primogen: Annabelle can give all Toreador +1 bleed for the remainder of the turn as a +1 stealth action that costs 1 blood. If that action is successful, Annabelle untaps.

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Antoinette, She Who Watches

3
Camarilla primogen.

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Barth

3

Camarilla: Vampires of capacity less than 4 controlled by your prey or predator get -1 stealth when Barth is ready and untapped.

5

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Edith Blount

3

Camarilla: If you also control Enid Blount and she is ready, Edith gets an optional maneuver and an optional press each combat.

5

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Emerson Wilkeshire III

3

Camarilla.

2

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Enid Blount

3

Camarilla: If you also control Edith Blount and she is ready, she may burn a blood to give Enid +1 stealth for the current action.

5

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Fleurdumal

3

Camarilla Prince of Miami: If Fleurdumal is blocked, she may burn 1 blood before combat to force the opposing minion's controller to play with an open hand during the resulting combat.

8

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Francois Villon

2

Camarilla Prince of Paris: Francois may steal up to 2 blood from a younger vampire as a +1 stealth action, +1 bleed.

10

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Helena

3

Camarilla: If Helena is tapped and ready, she can burn a blood to be able to attempt to block and/or play reaction cards that require Auspex as if untapped for the remainder of the action. +1 bleed.

10

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Ira Rivers

3

Camarilla Prince of Dallas: Ira gets +1 intercept when attempting to block political actions. When Ira plays a card that requires Auspex, you may draw an additional card from your library (discard down to your hand size afterward).

7

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Isabel de Leon

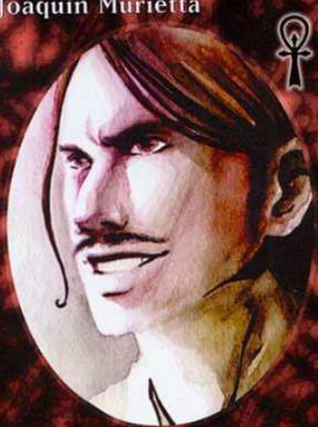
2

Camarilla.

3

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Joaquin Murietta




3

Camarilla: Joaquin gets an optional additional strike in the first round of combat. At long range, his strikes with guns are at +1 damage.

9

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Klaus van der Veken



2

Camarilla Prince of Amsterdam: Klaus may cancel the effects of one of your prey's hunting grounds.

9

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Lucina



3

Camarilla primogen: Lucina gets +1 strength in combat with a vampire whose capacity is less than 5. If you control the Edge during your untap phase, Lucina gains 1 blood.

7

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Madame Guil



3

Camarilla Toreador Justicar: +1 bleed.

10

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Makarios, The Seducer



2

Camarilla: As a **W** action, Makarios can put a seduction counter on a Vertrue or Brujah controlled by your prey. That vampire may burn the seduction counter as an action. Makarios cannot be blocked by a vampire with a seduction counter. +1 bleed.

8

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Marcellus



2

Camarilla Prince of Monaco: If Marcellus is ready, political actions cost Nosferatu +1 additional blood. +1 bleed.

8

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Radeyah



2

Camarilla: As a **W** action, Radeyah can enter combat with any Follower of Set controlled by another Methuselah.

6

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Sigrid Bekker



2

Camarilla: Sigrid gets +1 bleed when bleeding a Methuselah who controls a ready Nosferatu.

6

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Sir Henry Johnson



3

Camarilla.

4

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Suzanne Kadim



3

Camarilla: +1 blood

7

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Victoria Ash



2

Camarilla primogen: Victoria can tap a younger ready vampire as a +1 stealth. **1** action.

6

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Yvette, The Hopeless



3

Camarilla.

3

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Creamy Jade



3

Sabbat.

5

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Aisling Sturbridge



2

Camarilla: Younger Tremere cannot block Aisling.

5

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Almiro Suarez



3

Camarilla.

2

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Anastaszi Zagreb



3

Camarilla Tremere Justicar: If there are any other justicars ready, Anastaszi gets 1 fewer vote from his justicar title. Anastaszi may steal 1 blood as a ranged strike.

8

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Blythe Candeleria



2

Camarilla: Blythe gets -1 strength when in combat with a Malkavian.

3

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Carna, The Princess Witch



3

Camarilla primogen: During your untap phase, Carna can burn 1 of her retainers to gain 2 blood. +1 intercept.

7

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Cohn Rose

3

Camarilla.

5

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Ehrich Weiss

3

Camarilla.

3

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Elisabetta Romano

2

Camarilla primogen: Elisabetta gets +1 bleed when bleeding a Methuselah who controls a ready Follower of Set.

6

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Erichtho

3

Camarilla: Actions to recruit or employ mages cost Erichtho 1 less pool or blood.

8

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Etrius

2

Camarilla Inner Circle: Etrius may steal up to 3 blood from a Tremere vampire as a +1 stealth action. +2 bleed.

11

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Eugenio Estevez

3

Camarilla.

6

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Javier Montoya

2

Camarilla Prince of Barcelona: Javier burns 1 less blood when rescuing a vampire in torpor. +1 bleed.

9

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Kyoko Shinsegawa

3

Camarilla: Kyoko hunts by stealing a blood from another ready vampire as a +1 stealth action, instead of performing the usual hunt action.

5

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Lille Haake

3

Camarilla primogen: Lille gets +1 bleed when bleeding a Methuselah who controls a ready Sabbat Vampire. During your master phase, you may use a master phase action to discard a card from your hand.

9

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Lucas Halton

3

Camarilla Prince of Houston: Once each turn, when Lucas blocks an action, he may burn a blood instead of tapping for the successful block (before combat occurs).

10

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Masika St. John

3

Camarilla.

3

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Muazziz, Archon of Ulugh Beg

2

Camarilla: Blood hunts cannot be called on Muazziz. Muazziz gets +1 stealth on each of her actions.

7

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Mustafa Rahman

2

Camarilla.

2

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Oliver Thrace

3

Camarilla: Vampires opposing Oliver in combat may not end combat as a strike. Once each action, he may burn a card that requires Thaumaturgy from your hand to get +1 bleed.

9

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Pieter van Dorn

3

Camarilla: Pieter may burn a blood from a ready Tremere as a (D) action.

4

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Rebekka, Chantry Elder of Munich

2

Camarilla: Rebekka gets +1 stealth on each of her actions. Rebekka gets +1 bleed when bleeding a Methuselah who controls a ready Malkavian.

8

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Spiridonas

2

Camarilla Prince of Athens: Once each turn, Spiridonas can burn X+2 blood to get +X bleed for the current action.

9

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Valois Sang, The Watcher

3

Camarilla.

6

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Virstania, The Great Mother



3

Camarilla: If Virstania is ready, any ready slave Gargoyle may remove his or her slave status and become an independent vampire as a +1 stealth action, and non-slave Gargoyles can bleed at +1 bleed as a 0 action that costs a blood.

7

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Alejandro Aguirre



3

Sabbat: If Alejandro is ready, he may tap before range is determined in any combat that does not involve him to inflict 1 unpreventable damage on each combatant.

5

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The Rose




3

Sabbat.

5

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Alan Sovereign



3

Camarilla: When you play an investment card, add an additional counter to it from the blood bank.

6

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Arika



2

Camarilla Inner Circle: If Arika is ready during your prey's untap phase, your prey chooses which location he or she keeps in play. For each location he or she controls, your prey burns 1 pool or burns the location. +2 bleed.

11

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Bindusara, Historian of the Kindred




2

Camarilla: Bindusara can take an action to allow you to search your library for an Arcane Library, Elder Library or Fragment of the Book of Nod, put that card in play. (Pay cost as normal.) Shuffle your library afterward. +1 bleed.

9

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Catherine du Bois




3

Camarilla.

5

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Diana Vick




3

Camarilla.

3

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Earl



3

Camarilla.

4

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Edward Vignes

3

Camarilla: You may burn a card that requires Dominate from your hand to cause an action directed at Edward to fail.

6

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Elena Gutierrez

Camarilla.

4

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Gracis Nostinus

3

Camarilla primogen: If a younger vampire attempts to block Gracis and fails, that vampire is tapped at the end of the action.

7

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Horatio Ballard

3

Camarilla: If Horatio doesn't have a title, he can call a referendum to become the Prince of Chicago as a +1 stealth political action.

7

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Hrothulf

3

Camarilla: If you control the Edge, Hrothulf can burn it to enter combat with a ready minion controlled by another Methuselah as a (D) action.

8

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Ilyana Ravidovich

3

Camarilla: You get 2 extra votes in blood hunts called against Ilyana. Once each action, Ilyana may burn 1 blood to get +1 intercept.

5

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Itzhak Levine

2

Camarilla.

3

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Jan Pieterzoon

2

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

7

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Katarina Kornfeld

3

Camarilla primogen: If another ready vampire you control is a prince, Katarina gets +1 stealth.

8

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Lana Butcher

3

Camarilla.

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Lucinde Alastor

3

Camarilla Ventrue Justicar: Lucinde can enter combat with any ready non-Camarilla vampire controlled by another Methuselah as a (0) action. During your untap phase, you can burn the Edge to give Lucinde 1 blood from the blood bank.

10

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Marcus Vitel

3

Camarilla Prince of Washington, D.C.: Marcus can burn a resource as a +1 stealth (0) action. While Marcus is ready and a prince Sabat vampire you control gets +1 bleed. When bleeding a Methuselah who controls a ready Camarilla vampire.

10

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Nakova, Advocate of Golconda

2

Camarilla primogen: If Nakova is burned in combat, the opposing minion takes 4 damage (damage not preventable).

6

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Queen Anne

2

Camarilla Prince of London: Anne gets an additional +1 bleed when bleeding a Methuselah who controls a ready Tremere. +1 bleed.

10

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Ranjan Rishi, Camarilla Scholar

2

Camarilla: Ranjan gets +1 bleed when bleeding a Methuselah who controls a ready Brujah.

5

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Suhailah

2

Camarilla Prince of Cairo: Suhailah gets +1 stealth on each of her actions. If your prey has a ready prince or justicar, +1 bleed.

9

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Victorine Lafourcade

3

Camarilla Prince of Atlanta: When a vampire of capacity less than 5 is bleeding you, you may burn the Edge to cause the action to fail. Victorine gets an optional press each combat.

8

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Wilhelm Waldburg

2

Camarilla Prince of Berlin: If Wilhelm's title is contested, the cost of contesting is increased by 1 blood for the other vampire(s).

9

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Edward Neally

Sabbat: If Edward is ready, you can use a master phase action to increase your hand size by 1 card for the remainder of the turn. Edward can look at your prey's hand as a +1 stealth action that costs 1 blood.

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.44 Magnum

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

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Aaron's Feeding Razor

Unique Equipment.
If the vampire with this equipment successfully hunts, he or she gains 1 additional blood.

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Abandoning the Flesh

Only usable by a vampire being burned.
Remove this vampire from the game instead (diablerie, if any, is still successful), and put this card into play. You may not play this card if you already have an Abandoning the Flesh in play. You may tap this card when a vampire with Dementation is bleeding to give that vampire +1 bleed for the current action.

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Absolution of the Diabolist

Master: out-of-turn.
Requires a ready justicar or Inner Circle member. This card is playable during your minion phase. Only usable when a vampire is about to be burned by a blood hunt. Cancel that blood hunt.

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Academic Hunting Ground

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

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Aching Beauty

Master.
Put this card on a Toreador. If this Toreador is blocked, the controller of the blocking minion burns 1 pool (before combat occurs).
*From heaven or hell, O Beauty, come you hence?
Out from your gaze, infernal and divine,
Pours blended evil and beneficence...
Baudelaire, "Hymn to Beauty"*

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Acrobatics

Additional strike.
Strike: dodge, with an additional strike.

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Aid from Bats

Strike: 1R damage, with an optional maneuver.
As above, with an optional press.
*Hanging upside down like rows of disgusting old rags
And grinning in their sleep, Bats!
D.H. Lawrence, "Bat"*

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Aire of Elation



1

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.

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Alacrity



2

+1 stealth.

♦ As above, and if this acting vampire is blocked, he or she gets an optional maneuver during the first round of the resulting combat.

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Al's Army Apparatus




1

Master: unique location.
During your minion phase, you may tap this card to search your library for a weapon and move it to your hand. Discard down to your hand size and shuffle your library afterward.

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Amaranth



Only usable by a vampire who can commit diablerie. Only usable when the opposing vampire should go to torpor. Diablerize the opposing vampire instead. Not usable by a vampire going to torpor.

Thou shalt not slay thy sire and drink his heart's blood.
The Book of Nod

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Anarch Revolt




Master.
Put this card in play. Each Methuselah burns 1 pool during his or her untap phase. Any vampire can call a referendum to burn this card as a +1 stealth political action.

The Ventruu are working with us on this? Those anarchists must be more annoying than I thought.
Brujah, Rome 2002 Storyline

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Anarch Troublemaker




Unique master.
During your untap phase, you may tap up to 2 vampires your prey controls or burn a piece of equipment on one of your prey's minions. If you do so, your prey takes control of the Anarch Troublemaker.

I am the accuser and avenger of blood...
William Blake, "The Ghost of Abel"

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Anathema



Political Card - Worth 1 Vote. Called by any prince or justicar at +1 stealth.
Choose a ready vampire. If the referendum is successful, put this card on that vampire. If the vampire with this card is reduced to zero blood in combat, he or she is burned, and the Methuselah controlling the opposing minion gains pool equal to the burned vampire's capacity.

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Ancient Influence



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

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Ancilla Empowerment



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

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Animalism



Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Animalism. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Animalism.

+1

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The Ankara Citadel, Turkey



This equipment card represents a unique location and does not count as equipment while in play. The vampire with this location pays only half of the blood cost for any cards he or she plays (round down).

2

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Apportation




Press, only usable to continue combat.

Maneuver.

*The gun flew from my hands like God himself chose to intervene.
Jacob Bragg, Brujah antitribu*

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Arcane Library



Master: unique location.
During your influence phase, you may tap this card to move 1 blood from the blood bank to a Tremere in your uncontrolled region.

2

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Arcanum Chapterhouse, Alexandria



Master: unique location.
Each of your predator and prey burns 1 pool during his or her untap phase for each Hunting Ground he or she controls. Any minion may burn this card as a **1** 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*

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Archon



Political Card - Worth 1 Vote. Called by any prince or justicar at +1 stealth.
Choose a Camarilla vampire. Successful referendum makes the vampire an archon. An archon may enter combat with a vampire controlled by another Methuselah as a +1 stealth **1** action. Any vampire attempting to block an archon burns 1 blood. Blood hunts cannot be called on an archon. Any Camarilla vampire can call a referendum to remove these abilities as a +1 stealth political action.

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Archon Investigation



Master: out-of-turn.
Only usable when a minion is attempting to bleed you for more than 3. The action is not successful. Burn the acting minion.

3

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Arms Dealer



Mortal with 1 life, 1 strength, 0 bleed.
Arms Dealer may take a +1 stealth action to allow you to search your library for a weapon and move it to your hand. Discard to your hand size and shuffle your library afterward.

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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 burn the Army of Rats as a **1** action.

*We could endure their constant obstructions for only so long. The rats were the last straw.
Ventrue antitribu, Dublin 2002 Storyline*

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Arson



Do not replace until the end of this action.
1 Burn a location.

Felix couldn't deny the connection between the latest violence and the recent troubles at Pier 13. Fortunately, he knew just how to fix the problem.
 Giovanni, Kosice 2002 Storyline

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Art Museum



Master: unique location.
 During your influence phase, you may tap this card to move 1 blood from the blood bank to a Toreador in your uncontrolled region.

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Ascendance



Master.
 Gain 1 pool.

It is our destiny, our birthright, to rule.
 Gratiano, Lasombra

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Assault Rifle



Weapon, Gun.
 4R damage each strike, with an optional maneuver each combat.

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Asylum Hunting Ground



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

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Aura Reading



Only usable before range is chosen.
 The opposing minion's controller plays with an open hand for the remainder of combat.
 ♦ Your hand size is increased by 2 cards for the remainder of this combat. Discard down to your hand size at the end of combat. A vampire can play only 1 Aura Reading at superior each combat.

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Auspex



Master: Discipline.
 Put this card on a vampire. This vampire gains 1 level of Auspex. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Auspex.

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Autarkis Persecution



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

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Awe



Only usable during a referendum.
 This vampire burns X blood to get X+1 votes.
 ♦ As above, but this vampire gets 2X+1 votes.

We admire people to the extent that we cannot explain what they do, and the word "admire" then means "mavel at."
 -B.F. Skinner, *Beyond Freedom and Dignity*

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Baltimore Purge

Requires a ready vampire.
 If this vampire is Ravnos \oplus , this action is at +1 stealth. Put this card on the acting vampire. During your untap phase, burn this card, and each other Methuseleh chooses a ready vampire he or she controls who is not older than this vampire. If you control a ready Lasombra \otimes , you choose the vampires instead. This vampire and the chosen vampires go to torpor.
No good. Gratiano's shadowy lackey has cut off river access on that side, as well.
 Gangrel, Pordenone 2002. Storyline

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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 (they are out of play as long as the vampire remains uncontrolled).

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The Barrens

Master: unique location.
 You may tap this card to discard a card from your hand.

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Behind You!

Only usable on the first round of combat.
 ■ Maneuver.
 ◆ Strike: dodge.

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Bewitching Oration

Only usable during a referendum.
 ■ This acting vampire gains 2 votes.
 ◆ This acting vampire gains 4 votes.
...things have changed. I won't concur and won't betray my sorrow save I'll always dress in black and rave.
 Christine de Pisan, "Untitled"

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Blessing of Chaos

+1 stealth action.
 ■ Put this card on the acting vampire. If this vampire attempts to block, the acting vampire cannot play action modifiers requiring Dementation, Chimerstry \square , Dominate \otimes or Presence \blacksquare . Vampires opposing this vampire in combat cannot play cards that require those Disciplines.
 ◆ As above, and actions requiring those Disciplines cannot be directed at this vampire.

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Blood Doll

Master.
 Put this card on a vampire you control. During his or her master phase, this vampire's controller may move 1 blood from this vampire to his or her pool or from his or her pool to this vampire.

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Blood Fury

■ Strike: strength+1 damage, only usable at close range. This damage cannot be prevented by cards that require Fortitude \otimes .
 If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.
 ◆ As above, but for strength+2 damage.

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Blood Hunt

Requires a ready prince or justicar.
+1 stealth action.

① Put this card on a vampire who is not a prince, a justicar or an Inner Circle member. Any vampire controlled by another Methuselah may enter combat with this vampire as a +1 stealth ① action.

Only the eldest among thee shall call the blood hunt.

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Blood Puppy

Unique master.
Move 3 blood from the blood bank to the Blood Puppy. During your untap phase, you can move a blood from the Puppy to your pool, move a blood from the blood bank to the Puppy, or burn the Puppy to move all its blood to your pool. Any minion can burn the Puppy and all the blood on it as a ① action.

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Blood Rage

⊗ Strike: strength damage, only usable at close range. This damage cannot be prevented by cards that require Fortitude ⊗. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.

◆ As above, but for strength+1 damage.

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Blood to Water

Only usable at close range, before strike resolution. Not usable during the first round of combat.

⊗ If the opposing minion is an ally, he or she is burned. Otherwise, the opposing vampire burns 3 blood.

◆ Opposing vampire burns 5 blood.

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Blur

Ⓜ Additional strike.

◆ Two additional strikes.

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

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Bomb

Weapon.
5R damage as a strike. If the bearer strikes with this weapon, he or she takes 5 damage as well. The minion with this weapon may burn a location as a ① action. Burn the Bomb after use.

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Bonding

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

⊗ +1 bleed.

◆ +1 stealth and +1 bleed.

*In every voice, in every ban,
The mind-forged manacles I hear.*
William Blake, "London"

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Bounty

Master.
Put this card on any ready vampire and put X+1 counters on this card. If this vampire is sent to torpor in combat, the opposing minion's controller moves up to 2 counters from this card to his or her pool. If this vampire is burned in combat or by diablerie, the controller of the opposing minion or diablerist takes all of the counters from this card. Burn this card when it has no counters.

6 pool to anyone who destroys Amelia, Malkavians, Montreal 2002 Storyline.

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Boxed In

Do not replace until after combat. Press.

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

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Brainwash



Master.
Put this card on a vampire in your prey's uncontrolled region. No transfers can be used to move blood to or from that vampire. Any minion may burn this card as a +1 stealth (D) action.

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Brass Knuckles



Melee Weapon.
Strength+1 damage each strike. This weapon is only usable once each combat.
Sometimes, the traditional methods are the best.
Jacob Bragg, Brujah antitribu

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Bribes



Only usable during a referendum before votes are cast.
Gain 1 pool. Any other Methuselah who votes in your favor and does not vote against you gains 1 pool when the results of the referendum are tallied.
If you cannot raise yourself to victory, help a strong ally secure victory so you can seal a position of honor.
Lasombra, Minneapolis 2002 Storyline

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Brothers Grimm



Unique master.
Put this card into play. During your untap phase, put 1 counter on this card from the blood bank. When this card has 5 counters on it, it is burned and you gain 5 pool. Any Methuselah can use a master phase action and discard a master card from his or her hand to take control of the Brothers Grimm. You may cancel that (and keep the Brothers Grimm) by discarding a master card from your hand.

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Brujah Justicar



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
Choose a ready Brujah (V). Successful referendum means he or she is declared Brujah Justicar. In this referendum, each ready Brujah gets 1 additional vote. This could lead to a contested title.

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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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Bureaucratic Overload



Unique master.
Put this card in play. Political actions cost 1 additional blood. Any vampire can call a referendum to burn this card as a +1 stealth political action.
Create constancy of purpose toward improvements of products and services, with the aim to become competitive.
Dr. Deming, "Fourteen Points for the Transformation of Management"

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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)

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Burst of Sunlight



Strike: 1R aggravated damage. This striking vampire also takes 1 aggravated damage.
Strike: 2R aggravated damage. This striking vampire also takes 2 aggravated damage.

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Cairo Int'l Airport

Master: unique location.
Any minion you control may burn 1 blood on a vampire in your prey's uncontrolled region as a (1) action.

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Camarilla Exemplary

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

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Canine Horde

Strike: 1R damage.
Strike: ranged; destroy equipment with first strike.
Cry "Havoc!" and let slip the dogs of war, Shakespeare, Julius Caesar, act III, scene I

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Carrion Crows

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

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Carthage Remembered

Master.
Put this card in play. Brujah princes and Brujah justicars get +1 stealth on bleed actions. Any minion may burn this card as a (1) action: Ventruue and Malkavians get -1 stealth on that action.

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Catonic 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

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Cat Burglary

+1 stealth action.
Bleed. If more than 1 pool is bled with this action, ignore the excess.
Bleed any Methuselah. If more than 1 pool is bled with this action, ignore the excess.

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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 bride would condescend to serve. Baudelaire, "Cats"

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Cauldron of Blood

Not usable on the first round of combat.
Strike: strength+2 damage.
Strike: strength+4 damage.
I like the look of agony Because I know it's true. Emily Dickinson, "Untided"

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Celerity



Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Celerity. Capacity increases by 1: the vampire is one generation older. Cannot be played on a vampire with superior Celerity.

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Change of Target



Only usable when this acting minion is blocked (play before combat, if any). Untap the acting minion, do not tap the blocking minion, and end the current action (it is not successful). This minion cannot perform the same action again this turn.

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Chantry



Master: unique location.
During your master phase, you may tap this card and burn 1 pool or 1 blood from any ready Tremere you control to move any Tremere from torpor to his or her controller's ready region.

*In books that are as alters where we kneel
To consecrate the flicker, not the flame.
Edwin Arlington Robinson, "George Crabbe"*

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Charming Lobby



+1 stealth political action.
This vampire calls a referendum listed on a political action card in your hand (play that card) or allowed by an effect in play. If the referendum passes, then the next referendum called by any vampire thereafter passes automatically.

As above, and this vampire gains 2 votes for the first referendum.

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Charnas the Imp



Unique demon with 1 life.
Put Charnas on any minion (employing Charnas is a D action if that minion is controlled by another Methuselah). The minion with this retainer takes 1 damage during his or her untap phase. Charnas is immune to damage from that minion. If the minion is burned, his or her controlling Methuselah can put Charnas on any minion.

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Clan Impersonation



+1 stealth action.
Choose a clan and put this card on the acting vampire. This vampire is considered to be of the chosen clan instead of his or her original clan (if any). This vampire can burn this card as an action.

He who denies his heritage is not worthy of one.

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Cloak the Gathering



+1 stealth.

Usable by a ready vampire other than the acting minion. The acting minion gets +1 stealth.

*The shadow cloak'd from head to foot...
Lord Tennyson, "In Memoriam"*

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Closed Session



Requires a ready prince, justicar or Inner Circle member. Only usable during a referendum, before any votes are cast. Non-Camarilla vampires cannot vote on the current referendum.

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Coma



Strike: opposing vampire goes into torpor.

As above, and that vampire does not untap during his or her controller's next untap phase.

*To sleep: perchance to dream: ay, there's the rub;
For in that sleep of death what dreams may come...
Shakespeare, Hamlet, act III, scene I*

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Command of the Harpies

Political Card - Worth 1 Vote. Called by any Camarilla vampire at +1 stealth.
Choose a ready prince. Successful referendum means the prince loses his or her title.

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Computer Hacking

Ⓛ Bleed with +1 bleed.

Look, dood, those "D3mons:33d 3l33" hackers aren't kew! They just can't spell...
Synner-G, City Gangrel antitribu hacker

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Concealed Weapon

Equip this minion with a non-unique weapon card from your hand at the beginning of a round. Pay weapon's equip cost, as normal. The weapon cannot cost more than 2 pool or inflict (with a regular strike) aggravated damage or more than 3 damage.

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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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Confusion

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

- Ⓛ +1 bleed.
- Ⓛ +1 stealth and +1 bleed.

Confusion is a word we have invented to explain an order which is not understood.
Henry Miller

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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

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Conservative Agitation

Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
Allocate X points between 2 or more Methuselahs in the game. Successful referendum means each Methuselah burns 1 pool for each point assigned.

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Corpse Minion

Ghoul with 1 life.
Vampire with this retainer may burn X blood to get +X intercept for the current action.

*You who all things spurn
And wound, when death shall come,
Even the wolves will scorn
Your carkover, starved and numb.*
Paul Verlaine, "Grottesques"

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Cryptic Mission

+1 stealth action.

- Ⓛ Ⓛ Burn 1 blood on a vampire, or do 1 unpreventable damage to an ally or retainer.
- Ⓛ As above, and the acting vampire gains 1 blood from the blood bank.

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Cryptic Rider



Requires a ready vampire. Only usable on a successful referendum.
The next referendum a vampire you control calls this turn passes automatically.

*I am Your slave, and You will reward me,
for I shall be faithful.
Bram Stoker, Dracula*

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Dawn Operation



If this action is blocked, all damage inflicted to all vampires in the resulting combat is aggravated. Any vampire attempting to block may now choose not to block.

As above, but vampires attempting to block cannot back out.

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Day Operation




Only usable as the action is announced. Vampires cannot block this action. The acting vampire goes to torpor when the action is resolved.

As above, but usable in response to an attempt to block.

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Dead-End Alley



Press, only usable to continue combat.

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Deer Rifle



Weapon, Gun.
1 R damage each strike, with 2 optional maneuvers each combat.

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Deflection

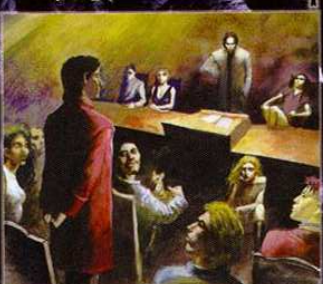


Only usable when you are being bled. Tap this reacting vampire. Choose another Methuselah other than the controller of the acting minion. The acting minion is bleeding that Methuselah.

As above, but do not tap this vampire.

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Delaying Tactics



Only usable during a referendum. The referendum is canceled. Untap the acting vampire. The controller of the acting vampire takes the political action card (if any) back into his or her hand (and discards down to his or her hand size), and his or her vampires cannot attempt the same political action this turn.

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Dementation



Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Dementation. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Dementation.

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Derange



This is a +1 stealth action.

Put this card on a younger vampire. The vampire with this card is considered to be the same clan as the acting vampire. The vampire with this card does not untap as normal. During his or her controller's untap phase, he or she may burn 1 blood to untap. The vampire with this card may move it to another vampire as a +1 action. This card cannot be played on a Malkavian or Malkavian *antitribu*.

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Disarm



Only usable at the end of a round of combat in which this vampire successfully inflicted more damage at close range than the opposing vampire; not usable by a vampire going into torpor. Put this card on the opposing vampire and send that vampire into torpor. The vampire with this card has -1 strength; he or she may burn this card by burning 3 blood. A vampire can have only 1 Disarm.
 ♦ As above, but the vampire with this card has -2 strength.

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Disarming Presence



Only usable during a referendum before any votes are cast.
 ♦ When a vampire votes in this referendum, tap him or her.
 ♦ As above, but do not tap your vampires when they cast their votes.

Nothing makes a prince so much esteemed as great enterprises and setting a fine example. Machiavelli, The Prince

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Disguised Weapon



Only usable before range is chosen if you have a weapon card in your hand.
 ♦ Equip this vampire with that weapon (and pay cost to equip as normal).
 ♦ As above, but usable when choosing a strike.

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Disputed Territory



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

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Distraction



+1 stealth action.
 ♦ Draw 5 cards. Discard down to your hand size afterward.
 ♦ Tap a minion controlled by your predator or prey.

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Dodge



Do not replace until after combat. Strike: dodge.

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Domain Challenge



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

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Dominate



Master: Discipline. Put this card on a vampire. This vampire gains 1 level of Dominate. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Dominate.

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Dominate Kine



♦ Bleed with +1 bleed at +1 stealth.
 ♦ Take control of a location controlled by another Methuselah.

I'd personally never want a zoo for a hunting ground, but taking it from the Gangrel was a fair reprisal. Ventrue, Adelaide 2002 Storyline

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Dragon's Breath Rounds



Ammo.
Only usable before resolution of a gun's strike. That gun inflicts +2 aggravated damage each strike for the remainder of this combat. Burn the gun after strike resolution. No more than 1 ammo card can be used on a gun each combat.

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Drain Essence



Not usable on the first round of combat.

- ☒ Strike: ranged; steal 2 blood.
- ◆ Strike: ranged; steal 4 blood.

*That thou would'st wish thy own heart dry of blood
So in my veins red life might stream again...
John Keats, "This Living Hand"*

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Dramatic Upheaval



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
Choose another Methuselah. Successful referendum means you switch places with that Methuselah.

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Drawing Out the Beast



Only usable before range is determined on the first round.

- ☒ During this combat, 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 1 Drawing Out the Beast each combat.
- ◆ As above, and the opposing vampire takes 1 damage during the press step each round. This damage cannot be prevented.

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Dread Gaze



Only usable during a referendum.

- ☒ This reacting vampire gains 2 votes.
- ◆ This reacting vampire gains 4 votes.

*And close your eyes with holy dread,
Coleridge, "Kubla Khan"*

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Eagle's Sight



- ☒ This reacting vampire gets +1 intercept.
- ◆ This reacting vampire attempts to block the current action, ignoring the normal prey, predator or target restrictions for blocking actions.

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Effective Management



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

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Elder Impersonation



- +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 Intervention



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

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Elder Kindred Network

Only usable during a referendum before any votes are cast.
This card has no effect if the referendum succeeds. If the referendum fails, the Methuselah calling the referendum burns 1 pool in the case of a tie and 1 additional pool for each vote difference.

A prince is also respected when he is a true friend or an outright enemy.
Machiavelli, The Prince

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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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Elysium: The Arboretum

Master: unique location.
Only usable when a Camarilla vampire you control is in combat with another Camarilla vampire. You may tap this card before range is determined to end combat. Any Camarilla vampire can call a referendum to burn this card as a +1 stealth political action.

Go to Elysium to rinse yourself of the filth of war. There, none shall lay the hand of violence upon you lest they wish to know the wrath of the prince.
Sebastian Marley, Nosferatu

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Elysium: The Palace of Versailles

Master: unique location.
During a political action, you may tap this card to give 1 additional vote to each ready titled Camarilla vampire you control.

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The Embrace

Requires a ready vampire.
+1 stealth action.
Put this card in play; it becomes a 1 capacity vampire. This vampire is not considered unique, must hunt this turn, and is the same clan as the acting vampire.

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Enchant Kindred

Ⓚ (D) Bleed with +1 bleed.

◆ +1 stealth action. Move 2 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"*

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Enhanced Senses

Ⓚ +1 intercept.
◆ +2 intercept.

Perhaps to our senses things offer only their rejections. Perfume is what the flowers throw away.
Paul Valéry

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Entrancement

Ⓚ (D) Bleed with +1 bleed.

◆ (D) +1 stealth action. Take control of an ally controlled by another Methuselah.

*Your perfume disconcerts me
And in your opalescence
I see the full heavens of yore
As through an open door.*
Raoul Ponchon, "L'Absinthe"

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Eyes of Chaos

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

◆ +2 bleed.

We live in a rainbow of chaos.
Paul Cézanne

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Faceless Night

+1 stealth.
 ◆ +1 stealth, and any minion who attempts to block this action and fails becomes tapped when the action is resolved (before resolving the action).
You are eternity's hostage, a captive of time.
 Boris Pasternak, Night

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Fake Out

Do not replace until after combat.
 Maneuver.

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Fame

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

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Fast Hands

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

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Fast Reaction

Only usable after a combat between a blocking minion you control other than this vampire and the acting minion.
 Tap this vampire. This vampire enters combat with the acting minion. The first round of this new combat, the acting minion cannot strike.
 ◆ As above, with an optional press.

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Fear of Mekhet

Master.
 Put this card on a ready justicar or Inner Circle member. Tap that vampire. During this vampire's untap phase, he or she burns 5 blood. If the vampire cannot burn the blood, he or she is burned; otherwise, the vampire's controller moves this card to any other justicar or Inner Circle member (or burns this card if there are no others).

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Fifth Tradition: Hospitality

Requires a ready prince or justicar.
+1 stealth action.
 Choose a vampire other than the acting vampire. That vampire gains 4 blood from the blood bank (blood in excess of capacity is removed as usual).
When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there.

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First Tradition: The Masquerade

Political Card - Worth 1 Vote. Called by any prince or justicar at +1 stealth.
 If this referendum is successful, put this card in play. While in play, each Methuselah must skip his or her turn or burn 2 pool. Burn this card when you have either skipped 3 turns or paid 6 pool in cumulative penalties.
Thou shalt not reveal thy true nature to those not of the blood.

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Fists of Death

Only usable before range is chosen.
 This vampire gets +1 strength for the remainder of the combat.
 ◆ As above, but with +2 strength.

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Flak Jacket



Equipment.
The minion with this equipment may prevent 1 damage each combat.

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Flamethrower



Weapon.
2R aggravated damage each strike.
Donal was overconfident, not realizing I had brought along this little portable campfire.
Malkavian, Portland 2002 Storyline.

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Flash



Maneuver or press.
◆ Maneuver, with an optional press this round.

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Forced Awakening



Only usable by a tapped vampire.
This reacting vampire can attempt to block and play reaction cards as though untapped. If he or she does not successfully block this action, he or she burns an additional blood.

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Forest of Shadows



Master: unique location.
You may tap this card to give a Malkavian you control +X stealth until the end of the turn, where X is the amount of blood the Malkavian burns. You may only increase your stealth to 1 greater than the blocking minion's current intercept. Any minion can burn this location as a Ⓟ action.

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Forgery



Requires a ready vampire with capacity above 4.
Ⓟ Bleed. If the bleed is successful, the acting vampire gains 1 blood.

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Forgotten Labyrinth



Not usable on a bleed action.
■ +2 stealth.
◆ +3 stealth.
*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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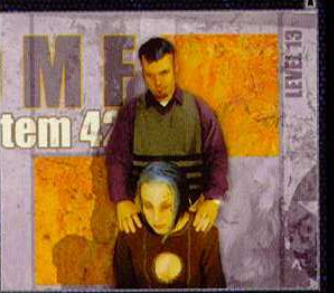
Fortitude



Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Fortitude. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Fortitude.

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Fourth Tradition: The Accounting



Requires a ready prince or justicar.
+1 stealth action.
Move 3 blood from the blood bank to a younger vampire in your uncontrolled region.
Those thou dost create are thine own children.

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Fractured Armament



Strike: destroy equipment.
 ♦ As above, with 1 damage.

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Fragment of the Book of Nod



Unique master.
 Tap to draw 2 cards from your library. Discard down to your hand size. Any vampire can take control of the Fragment for his or her controller as a (D) action.

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Freak Drive



Only usable at the end of a successful action (after resolving the action). Untap this vampire.
 ♦ As above, but usable even if the action is blocked (play after combat, if any).

1

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Frenzy



Master: out-of-turn.
 Only usable before range is chosen. Choose a vampire in combat. In this round, that vampire cannot use equipment and cannot use presses to end combat. This round has a press, only usable to continue combat.

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Game of Malkav



Master.
 Each other Methuselah secretly chooses a number between 1 and 5; you choose a number between 1 and 6. Each Methuselah holds a hand out with the chosen number of counters in it. Reveal the choices simultaneously. Each Methuselah gains the amount of pool he or she chose unless another Methuselah chose exactly one less than he or she did, in which case, he or she burns that amount of pool.

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Gas-Powered Chainsaw



Melee Weapon.
 3 damage each strike. This weapon is only usable once each combat.

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Ghoul Retainer



Ghoul with 2 life, 1 strength.
 Each round of combat during strike resolution, the Ghoul Retainer inflicts 1 damage or may use a weapon that is not being used by the employing minion (or another retainer) during that round. This is not a strike, although it does count as "using" the weapon.

2

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Giant's Blood



Master.
 Restore a vampire to full capacity with blood from the blood bank. Only 1 Giant's Blood can be played in a game.
Ox is already difficult to manage. He would have been unstoppable after drinking the Giant's Blood. We couldn't allow it!
 Ventrue, Trondheim 2002 Storyline

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Gird Minions



Master.
 Move any number of blood counters from your pool to 1 or more vampires you control.

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Glaser Rounds



Ammo.
Only usable before resolution of a gun's strike. This gun inflicts +2 damage each strike for the remainder of this combat. Not usable the first time the gun is used in a given combat. No more than 1 ammo card can be used on a gun card each combat.

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Golconda: Inner Peace



Master.
Choose a vampire with a capacity above 7. Remove that vampire from the game. His or her controller gains pool equal to the vampire's capacity. The controller may cancel this card by burning 2 pool.

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Govern the Unaligned



1 **Bleed** with +2 bleed.
1 +1 stealth action. Move 3 blood from the blood bank to a younger vampire in your uncontrolled region.

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Graverobbing



1 Move a vampire from another Methuselah's torpor area to your own torpor area. You now control that vampire.
1 As above, and the acting vampire may burn 2 blood to move the vampire into your ready region.

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Gregory Winter



Unique ghoul with 4 life, 1 strength, 1 bleed.
During your untap phase, Gregory burns 1 life. He can steal a blood (gaining a life) from a vampire controlled by another Methuselah as a +1 stealth **1** action. He can burn a vampire in torpor to gain 2 life as a **1** action.

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Grenade



Weapon.
3R damage as a strike. If Grenade is used at close range, the minion with this weapon takes 1 damage. Burn after use.

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Guard Dogs



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

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Harass



1 Enter combat with a vampire who has less than 4 blood or with any tapped minion. This acting minion gets an optional press, only usable to continue, in that combat.

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The Haunting



1 Put this card on any minion. The minion with this card burns 1 blood or life during his or her untap phase. Any minion can burn this card as an action. A minion can have only 1 The Haunting.
1 As above, but this action is at +1 stealth.

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Haven Uncovered

Master.
Put this card on a 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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Hawg

Vehicle.
The minion with this vehicle gets an optional press each combat. A minion may have only 1 vehicle.

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Hidden Lurker

Only usable by a ready untapped vampire other than the acting minion. Only usable after a combat between the acting minion you control and a blocking minion.

- Tap this vampire. This vampire enters combat with the blocking minion. The first round of this new combat, the blocking minion cannot strike.
- As above, with an optional press.

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Hidden Strength

Prevent X+1 damage.

As above, with an optional press.

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High Ground

Maneuver; only usable to go to long range. If this minion has flight and the opposing minion does not, play before range is determined to set the range for the round to long. A minion can play only 1 High Ground each round.

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Hostile Takeover

Master.
Choose a vampire with a capacity less than 7. Each Methuselah bids pool for control of that vampire. The highest bid goes to the vampire's controller; the bidder then takes control of the vampire. If the controller wins, half the winning bid (rounded up) goes to the blood bank.

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Illegal Search and Seizure

Master.
Burn a weapon that costs more than 2 pool or inflicts (with a regular strike) aggravated damage or more than 3 damage. The bearer of the weapon takes 1 damage. This damage cannot be prevented.

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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 1 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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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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Indomitability

Prevent 1 damage.

Press, or prevent 1 damage with an optional press.

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Infernal Familiar

Demon with 2 life.

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

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Infernal Pursuit

Press.

For the remainder of the combat, each time you replace a card (including when you draw to replace this card), draw an additional card and then burn a card in your hand for each additional card drawn.

*Hunt. Hunt again.
If you do not find it, you will die.
Robert Penn Warren, "Treasure Hunt"*

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Information Highway

Master: unique location.
Gain 2 additional transfers during your influence phase.

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Intimidation

Bleed with +1 bleed.

Bleed with +2 bleed.

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

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IR Goggles

Equipment.
The minion with this equipment gets an optional maneuver each combat.

*To see as a God sees, and take the depth
Of things as nimbly as the outward eye.
John Keats, "The Fall of Hyperion"*

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Island of Yiaros

Master: unique location.
You may tap this card to give a vampire you control +X strength for one strike, where X is the number of votes the vampire has, not counting any votes he or she gets in the prisci sub-referendum (e.g., a prince gets +2 strength).

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Ivory Bow

Unique weapon.
1R aggravated damage each strike.

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Jackie Therman

Unique mortal with 1 life.
The minion with this retainer gets an optional maneuver each combat.

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J. S. Simmons, Esq.



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

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Judgment: Camarilla Segregation



Requires a ready prince or justicar.
+1 stealth action.
Put this card in play. Each Methuselah controlling a non-Camarilla vampire burns 1 pool during his or her untap phase. Any Methuselah may burn this card by burning a non-Camarilla vampire he or she controls during his or her master phase.

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Justicar Retribution



Political Card - Worth 1 Vote. Called by any Camarilla vampire at +1 stealth. Successful referendum burns all vampires with a current bleed of 3 or more.

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Kindred Coercion



Only usable during a referendum.
Force X vampires to abstain from voting. This can cancel those vampires' votes. The affected vampires cannot be older than this reacting vampire.
◆ As above, but you may change the votes that the affected vampires cast to votes of your choice instead. (The affected vampires may choose to abstain if they have not already cast their votes.)

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Kindred Intelligence



+1 stealth action.
Move the top vampire from your crypt to your uncontrolled region.

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Kindred Restructure



Political Card - Worth 1 Vote. Called by any prince or justicar at +1 stealth. Choose a new seating order. Successful referendum means each Methuselah takes his or her new seat.

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Kindred Segregation



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth. Successful referendum means that all allies are burned. Any Methuselah can keep an ally or allies he or she controls by repaying their pool cost to recruit.

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Kindred Society Games



Master.
Put this card on a ready vampire. This vampire doesn't untap as normal. During his or her controller's untap phase, that vampire either puts Society Games on a younger tapped vampire or burns 1 blood to untap. If the vampire chooses to move Society Games but there is no tapped younger vampire, Society Games is burned.

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Kindred Spirits



◆ Bleed any Methuselah. Gain 1 pool if bleed is successful.
◆ As above, with +1 bleed.
Like kindred drops, been mingled into one. William Cowper, "The Timepiece"

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Kine Resources Contested

Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
Allocate 4 points between 2 or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point assigned.

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The Kiss of Ra

Only usable when a vampire who does not have Fortitude attempts to block this acting minion.
 [Block] The block attempt is canceled, the blocking vampire burns 2 blood, and the current action is ended (without combat).
 [Success] As above, and the blocking vampire goes into torpor.

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The Knights

Unique mortal with 2 life, 2 strength, 0 bleed.

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KRCG News Radio

Master: unique location.
You may tap this card to give +1 intercept to a minion you control, or tap this card and burn 1 pool to give +1 intercept to a minion another Methuselah controls.

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The Labyrinth

Master: unique location.
You may tap this card to give a Nosferatu you control +1 stealth for the current action.
*But in vague ways, I most insanely yearn
To meet some lean, dwarfed, fetid, hairy thing
With loathsome skin and bulging eyes of rheum...
Francis Saltus, "A Courtesan's Whim"*

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Laptop Computer

Equipment.
The minion with this equipment gets +1 bleed. A minion may have only 1 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 1 Leather Jacket.

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Legal Manipulations

[Success] [Bleed] Bleed with +2 bleed.
 [Success] [Bleed] As above, and gain 1 pool if the bleed is successful.
*Believe me... if there's one thing I cannot abide, it's deceitfulness.
Christopher Hampton, Dangerous Liaisons, act 1, scene 5*

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Lextalionis

Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
Choose a Methuselah who has received a victory point since your last turn. Successful referendum means the Methuselah must immediately tap all of his or her minions; the minions do not untap as normal during the Methuselah's next untap phase.

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Life Boon



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

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Lost in Crowds



■ +1 stealth.
◆ +2 stealth.
...he knows a frightful fiend doth close behind him tread.
Coleridge, "The Rime of the Ancient Mariner"

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The Louvre, Paris



Master: unique location.
You may tap this card to tap any Toreador. If you control the Prince of Paris, you may tap this card to tap any minion in play. Any minion can steal this location for his or her controller as a (1) action.

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Loyal Street Gang



Mortal with 2 life.
1 strength, 0 bleed.
*These are the hired braves who defend
The tyrant's throne - the bullies of his fear.*
Percy Bysshe Shelley, "Queen Mab"

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Lucky Blow



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

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Madness Network



Unique master.
Put this card in play. After another Methuselah has finished all of his or her minion phase actions, any untapped Malkavians (going clockwise) can take actions. Any minion can burn this card as an action that any untapped Malkavian (in addition to the normally eligible blockers) can attempt to block (go clockwise if 2 or more want to block).

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Magic of the Smith



+1 stealth action.
☒ Search your library for an equipment card and equip this acting vampire with it. (Pay cost to equip as normal.) Shuffle your library afterward.
◆ As above, but this is a +3 stealth action.

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Majesty



★ Strike: combat ends.
◆ As above, and this vampire untaps before combat ends.
All these will I give You, if You fall down and worship me.
Matthew 4:9 (NASB)

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Major Boon



Master: out-of-turn.
Play this card when another Methuselah is successfully bled. Not usable if you control the acting minion. Modifiers to the bleed amount may be played after you play this card. You burn pool for the bleed instead of the target Methuselah (must be at least 1 pool) and give this card to the target Methuselah. You may burn this card to have that Methuselah burn pool instead of you when you are successfully bled.

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Malkavian Justicar



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
Choose a ready Malkavian. Successful referendum means he or she is declared Malkavian Justicar. In this referendum, each Malkavian gets 1 extra vote. This could lead to a contested title.

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Malkavian Prank



Master.
Each other Methuselah holds between 1 and 4 pool in his or her hand. Guess the amount of pool in each Methuselah's hand. If you guess correctly, you gain that much pool from his or her pool. If you guess incorrectly, that Methuselah gains that much pool from the blood bank.

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Malkavian Rider Clause



Only usable during a referendum before voting occurs.
If the referendum passes, then the next referendum a vampire you control successfully calls passes automatically.

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Manstopper Rounds



Ammo.
Only usable before resolution of a gun's strike. The gun inflicts +1 damage each strike for the remainder of this combat. No more than 1 ammo card can be used on a gun each combat.

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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.

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Marked Path



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

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Mask of a Thousand Faces



Only usable by a ready, untapped vampire other than the acting minion who is capable of performing the action. Not usable if any action modifiers have been played that could not have been played if this vampire were the acting vampire.
Untap the acting minion and tap this vampire instead. Now this vampire is the acting minion. The action resumes where it left off.
As above, but with +1 stealth.

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Masquerade Endangered



Master: out-of-turn.
Put this card on a vampire who successfully hunts. This vampire does not gain any blood from the hunt. This vampire doesn't untap as normal during his or her untap phase. During this vampire's next untap phase, burn this card.

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Masquerade Enforcement



Political Card - Worth 1 Vote. Called by any prince or justicar at +1 stealth.
If this referendum is successful, put this card in play. While in play, when any Methuselah moves a vampire from uncontrolled to controlled, he or she burns 1 additional pool. Any Camarilla vampire can call a referendum to burn this card as a +1 stealth political action.

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Meat Cleaver



Melee Weapon.
Strength +1 damage each strike.

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Memories of Mortality



Master.
Put this card on a vampire; this vampire cannot attempt to block allies. Any damage this vampire inflicts on allies is reduced to 0. This vampire may burn 1 blood during his or her controller's influence phase to burn this card; he or she then goes into torpor.

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Metro Underground



Master: unique location.
During your discard phase, you may tap this card and burn 1 pool to untap a vampire you control.

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Mighty Grapple



Press, only usable to continue combat.

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

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Millicent Smith, Puritan Vampire Hunter



Unique master.
During your discard phase, your predator takes control of Millicent. If the Methuselah controlling Millicent has any of his or her acting vampires actions blocked, then Millicent and the acting vampire are burned without combat.

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Mind Numb



Put this card on any untapped vampire. Tap that vampire; he or she does not untap as normal during his or her controller's untap phase. Burn this card during your next untap phase.

As above, with +1 stealth.

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Mind of a Child



Put this card on any vampire. The vampire with this card cannot play cards that require Disciplines. Any vampire can burn this card as a +1 stealth action.

As above, and the capacity of the vampire with this card is reduced by 1 (but not below 1). Remove excess blood.

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Mind Tricks



+1 stealth.

As above, with an optional maneuver or press if combat occurs.

The power of thought - the magic of the mind!
Lord Byron, "The Corsair"

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Minion Tap



Master.
Move any amount of blood from one of the vampires you control to your pool.

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Minor Boon

Master: out-of-turn.
Only usable when a vampire controlled by another Methuselah is going into torpor. Put this card on that vampire to prevent that vampire from going to torpor (combat still ends, if any). This vampire cannot bleed you. Burn this card if this vampire rescues a vampire you control from torpor.

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Misdirection

Master.
Tap a minion.

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Mob Connections

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

Collective crimes incriminate no one.
Napoleon I. Maxims

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Monocle of Clarity

Unique equipment.
During your untap phase, if bearer is ready, you can ask any Methuselah a yes or no question pertaining to the game (this is not an action and cannot be blocked). He or she must answer "yes" or "no" truthfully. If the question pertains to the future, the answer is not binding.

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Mr. Winthrop

Unique mortal with 1 life.
The minion with this retainer gets +1 intercept.

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Muddled Vampire Hunter

Unique mortal with 1 life.
4 strength, 0 bleed.
Hunter strikes with first strike. As a **Ⓛ** action, the Muddled Vampire Hunter may enter combat with any ready vampire controlled by another Methuselah.

And catching sight of us, he bit himself.
Like one whom fury devastates within.
Dante, The Inferno

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Murder of Crows

Animal with 1 life.
Ⓛ Murder of Crows inflicts 1R damage each round of combat during normal strike resolution.
Ⓛ As above, but Murder of crows has 2 life.

In cold and gray and mournful weather
Scatter, hover, dive together!
Rimbaud, "Crows"

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Night Moves

Ⓛ **Ⓛ** Bleed your predator or prey at +3 stealth. If more than 1 pool is bled with this action, ignore the excess.
Ⓛ **Ⓛ** As above, but bleed at +6 stealth.

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

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Nimble Feet

Ⓛ Press.
Ⓛ Additional strike.

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Nosferatu Justicar

Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
Choose a ready Nosferatu. Successful referendum means he or she is declared Nosferatu Justicar. In this referendum, each Nosferatu gets 1 extra vote. This could lead to a contested title.

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Nosferatu Performance Art

① Send a Toreador ♀ into torpor or burn a location that requires a Toreador. If this acting Nosferatu has a capacity above 5, this action is at +1 stealth.

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Obedience

Only usable when this reacting vampire is about to enter combat with an acting younger vampire.
☞ Untap the acting vampire, do not tap this reacting vampire, and end the current action (and combat). The acting vampire cannot attempt the same action this turn.
♠ As above, but do not untap the acting vampire.

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Obfuscate

Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Obfuscate. Capacity increases by 1: the vampire is one generation older. Cannot be played on a vampire with superior Obfuscate.

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Of Noble Blood

Requires a ready primogen. +1 stealth action.
Choose a Camarilla vampire with a capacity above 5 who does not have a title. Put this card on that vampire. The vampire is now a primogen. Burn this card if this vampire loses this title. Not usable on Caitiff ♀.

Noblesse oblige.
Gaston Pierre Marc, Maxims and Reflections

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Owl Companion

Animal with 1 life.
☞ When the minion with this retainer is in combat, controller of opposing minion plays with an open hand.
♠ As above, but the Owl Companion has 2 life.

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Oxford University, England

Master: unique location.
During a political action, you may tap this card and burn X pool to get X votes.

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Parity Shift

Political Card - Worth 1 Vote. Called by any prince or justicar at +1 stealth.
Choose a Methuselah who has more pool than you do. Allocate X of his or her pool between 1 or more of the other Methuselahs (including you), where X is the number of Methuselahs in the game. Successful referendum means the chosen Methuselah loses that pool, and it is allocated as you announced.

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Patagia: Flaps Allowing Limited Flight

+1 stealth action.
Put this card on the acting Nosferatu. This vampire gets an optional maneuver each combat. Once each combat, this vampire may burn 1 blood to gain flight [☞] for the remainder of the round. A vampire may have only 1 Patagia card.

Demon or bird! (said the boy's soul)
Walt Whitman, "Out of the Cradle Endlessly Rocking"

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Peace Treaty



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth. Successful referendum burns all weapons. A Methuselah may keep any of his or her minions' weapons by repaying their pool cost to equip.

Is there peace between us or is this just a pause to reload?
Brujah, Los Angeles 2002 Storyline

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Personal Scourge



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

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Political Ally



Unique mortal with 1 life, 0 strength, 3 bleed.

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Political Backlash



Only usable when a referendum fails. The controller of the acting vampire burns 2 pool.

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Political Flux



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth. Choose a number from 1 to 12. Successful referendum means this is the amount of pool the next predator will earn for ousting his or her prey (instead of the usual 6 pool).

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The Portrait



① Show the top card of your prey's crypt to all players. If it is a Nosferatu, the acting vampire burns 2 blood. If the capacity of the revealed vampire is below 7, the acting vampire gains 2 blood (ignore excess blood); if it is from 7 to 10, the acting vampire untaps and bleeds your prey with +1 bleed at +1 stealth; if it is above 10, the acting vampire burns 1 blood.

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Potence



Master: Discipline. Put this card on a vampire. This vampire gains 1 level of Potence. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Potence.

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Powerbase: Berlin



Master: unique location. You may use a master phase action to move 1 blood from the blood bank to this card. Any Ventrué you control may move 1 blood to this card as a +1 stealth action. During a political action, you may tap this card and burn X blood from it to give a Ventrué +X intercept. Any vampire can call a referendum to steal this card for his or her controller as a +1 stealth political action.

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Powerbase: Chicago



Master: unique location. During your untap phase, you may move 1 blood from the blood bank to this card or move all the blood on this card to your pool. A vampire controlled by another Methuselah can move all the blood on this card to his or her controller's pool as a ① action.

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Powerbase: Washington, D.C.



Master: unique location.
During your untap phase, you may move up to 3 pool to this card and add 1 blood from the blood bank for each pool you move, or you may move 2 blood from this card to your pool. A vampire controlled by another Methuselah may move all the blood on this card to his or her controller's pool as a (D) action.

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Praxis Seizure: Atlanta



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

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Praxis Seizure: Boston



Political Card - Worth 1 Vote. Called by any Camarilla vampire at +1 stealth. Successful referendum means the acting vampire is declared Prince of Boston. This could lead to a contested title.

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Praxis Seizure: Chicago



Political Card - Worth 1 Vote. Called by any Camarilla vampire at +1 stealth. Successful referendum means the acting vampire is declared Prince of Chicago. This could lead to a contested title.

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Praxis Seizure: Cleveland



Political Card - Worth 1 Vote. Called by any Camarilla vampire at +1 stealth. Successful referendum means the acting vampire is declared Prince of Cleveland. This could lead to a contested title.

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Praxis Seizure: Dallas



Political Card - Worth 1 Vote. Called by any Camarilla vampire at +1 stealth. Successful referendum means the acting vampire is declared Prince of Dallas. This could lead to a contested title.

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Praxis Seizure: Houston



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

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Praxis Seizure: Miami



Political Card - Worth 1 Vote. Called by any Camarilla vampire at +1 stealth. Successful referendum means the acting vampire is declared Prince of Miami. This could lead to a contested title.

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Praxis Seizure: Seattle



Political Card - Worth 1 Vote. Called by any Camarilla vampire at +1 stealth. Successful referendum means the acting vampire is declared Prince of Seattle. This could lead to a contested title.

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Praxis Seizure: Washington, D.C.

Political Card - Worth 1 Vote. Called by any Camarilla vampire at +1 stealth. Successful referendum means the acting vampire is declared Prince of Washington, D.C. This could lead to a contested title.

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Precognition

+1 intercept.

◆ As above, and this vampire can prevent up to 1 damage during the first round of the resulting combat if this vampire successfully blocks this action.

"It's a poor sort of memory that only works backwards," remarked the Queen. Lewis Carroll, Through the Looking Glass

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Precognizant Mobility

+1 stealth action.

☑ Untap a younger vampire or an ally.

◆ Untap a vampire.

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Presence

Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Presence. Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Presence.

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Protected Resources

Master.
Put this card in play. You do not burn more than 2 pool when a minion bleeds you, regardless of the amount of the bleed. Burn this card if a minion you control successfully bleeds.

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Protect Thine Own

Political Card - Worth 1 Vote. Called by any justicar or Inner Circle member at +1 stealth. Choose a non-Camarilla vampire with a capacity below 6. If the acting vampire is a member of the Inner Circle, you may choose any non-Camarilla vampire instead. If this referendum is successful, burn that vampire.

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Protracted Investment

Master: Investment.
Move 5 blood from the blood bank to this card. You may use a master phase action to move 1 blood from this card to your pool. Burn this card when all blood has been removed.

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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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Psychic Projection

+1 stealth action.

☑ Put this card on a minion you control. The minion with this card gets +2 intercept. Burn this card during your untap phase.

◆ Put this card into play. Each of your minions gets +1 intercept. Burn this card during your next untap phase.

Darkness and glory rejoicingly blending, Earth rising to heaven and heaven descending. Emily Brontë, "High-Waving Heather"

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Psychic Veil



All of your vampires' actions are at +1 stealth this turn.
 All of your minions' actions are at +1 stealth this turn.

*...didst enter, wildly dancing, through
The doorways of my sense unlatched
To make my spirit thy domain...
Baudelaire, "The Vampire"*

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Pulled Fangs



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

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Pulling Strings



Only usable during a referendum.
 Force a younger vampire to abstain from voting. This can cancel that vampire's votes.
 As above, but the affected vampire can be the same age or older.

*Pull the strings! Pull the strings!
The Puppetmaster, Glen or Glenda!*

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Pulse of the Canaille



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

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Pursuit



Maneuver.
 Additional strike.

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

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Pushing the Limit

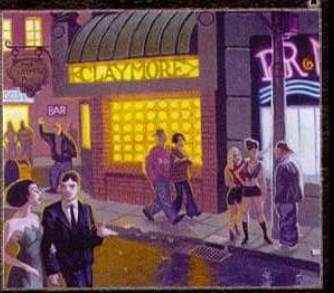


Strike: make a hand strike or melee weapon strike at +2 damage.
 Strike: make a hand strike or melee weapon strike at +3 damage.

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

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The Rack



Master: unique location.
 When this card is brought into play or the controller of this card changes, the controller chooses a ready vampire (he or she controls). During the controller's untap phase, the chosen vampire gains 2 blood from the blood bank. A vampire controlled by another Methuselah can steal this location for his or her controller as a action.

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Rampage



Burn any location. If you control the location, this is a +1 stealth action.

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Rapid Healing



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

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Raptor



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

If you face more than a couple, you've got real trouble. Lambach and his flock held a pack of us at bay for months.
 Gangrel, Worcester 2002. Storyline

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Rat's Warning



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

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Raven Spy



Animal with 1 life.
 ☞ The minion with this retainer gets +1 intercept when blocking.
 ♦ As above, but the Raven Spy has 2 life.

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Read Intentions




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

I may gain more knowledge out of the folly of this madman than I shall from the teaching of the most wise.
 Bram Stoker, Dracula

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Redeem the Lost Soul



Master.
 Choose a vampire in your ash heap. Gain X pool, where X is half of the blood capacity of that vampire (round down). Remove that vampire from the game.

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Redirection



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

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Resilience



☑ Prevent 1 damage.
 ♦ Prevent 3 non-aggravated damage.

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Resplendent Protector



Mortal with 1 life.
 The minion with this retainer may prevent 1 damage each combat.

*Grant that no Hobgoblins fright me,
 No hungry devils rise up and bite me.*
 John Day, 17th c. prayer

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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.)

*Drive my dead thoughts over the universe
 Like withered leaves to quicken a new birth!*
 Percy Bysshe Shelley, "Ode to the West Wind"

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Revelations



+1 stealth action.
 ☑ **(D)** Look at your prey's hand. He or she discards a card of your choice.
 ◆ **Put this card in play.** Your prey plays with an open hand. Any minion may burn this card as a **(D)** action.

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Reversal of Fortunes



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
 Successful referendum means direction of play is reversed. Prey is still to the left, however.

*O Fortune, you are like the moon:
 ever waxing and waning*
 Carl Orff, Carmina Burana

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Riposte



Strike: combat ends, and inflict 1 damage to the opposing minion once combat ends if the range is close (damage not preventable).
 ◆ **As above, but inflict 2 damage.**

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Ritual of the Bitter Rose



This card can be played as an action modifier card or a combat card.
 Each ready vampire you control gains an amount of blood from the blood bank equal to the amount of blood on a vampire being burned either by diablerie or while in combat with this vampire.

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Rolling with the Punches



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

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Rötschreck



Master: out-of-turn.
 Put this card on a vampire when an opposing minion attempts to inflict aggravated damage on him or her, whether the damage would be successfully inflicted or not. Combat ends. This vampire is tapped and sent to torpor. This vampire does not untap as normal. During this vampire's next untap phase, burn this card.

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Rowan Ring



Unique melee weapon.
 Send the opposing vampire to torpor as a strike. This card is transferred to that vampire, and he or she doesn't untap as normal during the untap phase as long as he or she remains in torpor.

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The Rumor Mill, Tabloid Newspaper



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

*If ever the public was betrayed by
 its press, it's ours.*
 Mark Twain

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Rumors of Gehenna



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
 Choose 1 or more Methuselahs. If this referendum is successful, put this card into play. While in play, each chosen Methuselah receives 2 master phase actions during this or her master phase (instead of 1). Any vampire can burn this card with a successful referendum; calling this referendum is a +1 stealth political action.

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Rutor's Hand

+1 stealth action.
 ☒ Put this card on the acting vampire. The vampire takes 1 aggravated damage (damage not preventable). Beginning with your next turn, the vampire gets one additional untap during each of your minion phases for the remainder of the game. A vampire can have only 1 Rutor's Hand.
 ♦ **As above, but the aggravated damage may be prevented by burning 3 additional blood.**

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Sabbat Threat

Political Card - Worth 1 Vote. Called by any prince or justicar at +1 stealth.
 Choose 1 or more Methuselahs. Successful referendum means each chosen Methuselah gets 1 threat counter. Each Methuselah burns 1 pool for each threat counter he or she has during his or her untap phase. A Methuselah may never have more than 2 threat counters, and he or she may burn the Edge to remove all the threat counters he or she has.

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Sacrament of Carnage

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

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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.**

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Saturday Night Special

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

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Sawed-Off Shotgun

Weapon, Gun.
 3R damage each strike. This weapon is only usable once each combat.

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Scorn of Adonis

Only usable during a referendum.
 Any Methuselah casting or controlling a vampire casting at least 1 vote against the referendum burns 1 pool before the results are tallied.

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Scorpion Sting

☒ Strike: make a hand strike at +1 damage.
 ♦ **As above, and this strike cannot be dodged.**

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Scouting Mission

☒ **Bleed with +1 bleed.**
 ♦ **+1 stealth action. Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.**
It's amazing how trusting these Camarilla bastards can be. Jimmy Dunn, Pander

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Scrounging

+1 stealth action.
Look at up to 3 cards from the top of your library and move up to 2 of them to your hand. Discard down to your hand size and shuffle your library afterward.

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Scrying of Secrets

Only usable when this vampire successfully bleeds a Methuselah.
 Look at the next 7 cards in that Methuselah's library.
 As above, and if any of those cards are action cards that can be used to bleed, that Methuselah discards your choice of one of those cards.

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Second Tradition: Domain

Requires a ready prince or justicar.
 +2 intercept. Also usable by a tapped prince or justicar, even if intercept is not yet needed, to burn a blood to untap and attempt to block with +2 intercept.
None may challenge thy word while in thy domain.

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Secret Horde

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

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The Secret Library of Alexandria

Master: unique location.
 You may draw a card each time you successfully bleed your prey. Discard to your hand size afterward.

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Secret Passage

Master.
 Put this card on a ready minion you control. If this minion is the target of a (D) action while he or she is ready, you may burn this card to make the action fail. A minion can have only 1 Secret Passage.

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Secure Haven

Master: unique location.
 Put this card on a minion you control. This minion cannot be affected by (D) actions. Any Methuselah burns an additional pool when playing master cards on (or that target) this minion. Burn this card if this minion enters torpor.

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Seduction

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

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Seeds of Corruption

+1 stealth action.
 (D) Put this card on one of your prey's vampires. If the vampire is a Follower of Set, he or she burns 2 additional blood for each action he or she attempts; otherwise, he or she burns 1 additional blood for each action he or she attempts. The vampire with this card cannot use his or her special abilities. Any vampire(s) may burn this card with two +1 stealth actions.
 As above, but the vampire burns 2 additional blood for each action; Followers of Set burn 3 additional blood.

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Sengir Dagger



Unique melee weapon.
Strength aggravated damage each strike.

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Shattering Blow



Strike: destroy equipment.
Strike: destroy equipment with first strike.

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Short-Term Investment



Master Investment.
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 pool. Burn this card when the last blood counter on it is removed.

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Shotgun Ritual



Only usable before range is determined on the first round.
Any strike requiring Thaumaturgy that is not usable during the first round of combat can be played by this vampire during the first round.
As above, with an optional press to continue.

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Sideslip



Striker: dodge.
Prevent 1 damage. A vampire can only use 1 Sideslip each round to prevent damage.

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Side Strike



Striker: dodge.
Additional strike.

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Sixth Tradition: Destruction



Requires a ready prince or justicar. +1 stealth action.
Burn a vampire who has committed diablerie since your last turn. This action is not considered diablerie.
Thou art forbidden to destroy another of thy kind.

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Skin of Night



This vampire treats aggravated damage as normal damage for the remainder of this round.
As above, and prevent 1 damage.
*I ask of Thee, beloved Night –
Sweet be thine approaching flight.
Percy Bysshe Shelley, "To Night"*

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Skin of Rock



Prevent 1 damage.
Prevent 2 damage.
*Crushers of helpless misery,
Crushing down justice, honoring Wrong:
If that be feeble, this be strong.
Emily Bronte, "Last Lines"*

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Skin of Steel



Prevent all damage from the opponent's strike.
 As above, and prevent all damage from the opponent's strikes for the remainder of this round.
...no sword on earth, not the truest steel, could touch their assailant; for by a spell he had dispossessed all blades of their bite on him. 8th c. epic poem, Beowulf

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The Slashers



Unique mortal with 3 life, 0 strength, 0 bleed.
 The Slashers may strike for IR damage.

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Slum Hunting Ground



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

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Smiling Jack, The Anarch



Unique master.
 During your untap phase, move 1 blood from your pool to Jack. Each other Methuselah during his or her untap phase burns 1 pool or burns 1 blood from a vampire he or she controls for each blood on Jack. Any vampire may burn this card as a \odot action.

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Social Charm



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

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Society Hunting Ground



Master: unique location.
 During your untap phase, you may move 1 blood from the blood bank to a ready vampire you control. A vampire can gain only 1 blood from Hunting Ground cards each turn.
The Toreador are imprisoned by their lust for the night life. Like a siren, it beckons them with promises of forbidden pleasures.

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Society of Leopold



Unique master.
 Put this card on a vampire. During his or her controller's untap phase, the vampire with this card either burns 1 blood or is burned (the controller's choice). The vampire with this card can move it to any other vampire as a +1 stealth \odot action.

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Song of Serenity



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

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Soul Burn



Strike: IR damage. This damage cannot be prevented by cards that require Fortitude. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.
 As above, but for 2R damage.

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Soul Gem of Etrius

Unique equipment.
If the vampire with this equipment is burned, draw the top vampire from your crypt. If that vampire is younger, put the Soul Gem on him or her and move him or her to your ready region with blood from the blood bank equal to his or her capacity; otherwise, move that vampire to your uncontrolled region (and burn the Soul Gem).
If bearer is disabled, the disabling vampire cannot take the Soul Gem.

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The Spawning Pool

Master: unique location.
During your untap phase, you may move 1 blood from a ready Nosferatu you control to this card. If a minion you control blocks a bleed against you, you may tap this card during the second round of the resulting combat to inflict 1 damage to the acting minion for each blood on the Spawning Pool. This damage cannot be prevented.

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Special Report

Master: out-of-turn.
Choose a ready vampire you control. That vampire untaps and attempts to block. Once this action you may burn 1 pool to give that vampire +1 intercept.

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Speed of Thought

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

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Spirit's Touch

+1 intercept.
As above, with an optional maneuver in the resulting combat if this vampire successfully blocks this action.
We are eternal; and to us, the past is, as the future, present.
Lord Byron, Manfred, act I, scene I

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Sport Bike

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

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Spying Mission

This acting vampire gets +1 stealth.
Only usable when a bleed is successful. Instead of removing pool from the Methuselah you're bleeding, put this card on the acting vampire. The next time this vampire successfully bleeds the same Methuselah, burn this card for +2 bleed.

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Storm Sewers

Master: unique location.
You may tap this card when a minion you control declares an action. If the action is blocked, the range of each round of the resulting combat is automatically at close. Skip the determine range step each round.
*Lakes that endlessly outspread
Their lone waters, lone and dead,
Their still waters, still and chilly
With the snows of the lolling lily.*
Poe, "Dream-Land"

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Stutter-Step

Strike: dodge.
Strike: make a hand strike and dodge. This is both a hand strike and a dodge. Not usable if only hand strikes (or only dodges) are allowed. 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

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Succubus Club



Master: unique location.
During your untap phase, you may tap this card to trade with a Methuselah who agrees to trade. You may trade pool and cards from your hand and cards you control. The trade cannot result in either Methuselah have fewer cards in hand than his or her hand size. Any additional terms can be established, but none are enforced by the rules.

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Sudden Reversal



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

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Surprise Influence



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

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Swallowed by the Night



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

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Talbot's Chainsaw



Unique weapon.
3 damage each strike. If bearer is ready during your untap phase, a ready minion you control takes 3 damage (damage not preventable). Bearer cannot hunt. Bearer may enter combat with any minion controlled by another Methuselah as a +1 stealth (D) action. Bearer gets a press, only usable to continue combat on the first round, and may prevent up to 1 damage each combat.

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Tasha Morgan



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

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Taste of Vitae



Only usable at the end of a round of combat. Not usable by a vampire going into torpor.
This vampire gains an amount of blood equal to the amount lost by the opposing vampire to damage during this round of combat. A vampire can play only 1 Taste of Vitae each round.

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Telepathic Counter



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

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Telepathic Misdirection



☑ This reacting vampire gets +1 intercept.
◆ Only usable when you are being bled. Tap this reacting vampire. Choose another Methuselah other than the controller of the acting minion. The acting minion is now attempting to bleed that Methuselah.

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Telepathic Vote Counting

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

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Temptation of Greater Power

Master: Requires a ready justicar.
 Choose a vampire. Methuselahs may bid pool for control of that vampire. The winning bid is paid to the blood bank. Methuselahs may be credited up to 5 pool on the bid; winner pays 1 pool toward his or her debt during his or her discard phase until the debt is repaid. Only 1 Temptation of Greater Power can be played in a game.

The Toreador's loyalty was easily won with cheap trinkets and even cheaper promises.
 Gangrel, Newark 2002 Storyline

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Tension in the Ranks

Unique master.
 Put this card in play. Whenever a ready minion is burned or sent to torpor, the controller of the minion burns a pool. Any Methuselah can burn this card by discarding 2 master cards as a master phase action.

Even the war ghosts look nervous.
 Assamites, Seekonk 2002 Storyline

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Terror Frenzy

☑ Only usable before range is determined on the first round. During this combat, the opposing minion cannot use maneuvers to maneuver to close range, cannot use presses to continue combat and cannot use equipment.
 ◆ Only usable before range is determined. Opposing vampire burns an additional blood when playing combat cards this combat. A vampire may play only 1 Terror Frenzy at superior each combat.

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Thadius Zho, Mage

Unique mage with 2 life, 0 strength, 2 bleed.
 Thadius Zho may strike for 2R damage. Thadius Zho gets an optional maneuver each combat. He may burn 1 blood from any vampire as a +1 stealth (D) action.

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Thaumaturgy

Master: Discipline.
 Put this card on a vampire. This vampire gains 1 level of Thaumaturgy (D). Capacity increases by 1; the vampire is one generation older. Cannot be played on a vampire with superior Thaumaturgy.

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Theft of Vitae

☑ Strike: ranged. Steal 1 blood.
 ◆ Strike: ranged. Steal 2 blood.

*The blood is the life!
 The blood is the life!*
 Bram Stoker, Dracula

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Third Tradition: Progeny

Requires a ready prince or justicar. +1 stealth action.
 Put this card in play, it becomes a 1 capacity vampire. You may go through your library (shuffle afterward), ash heap or hand to find a Discipline card for this vampire. Move up to 2 blood from the acting vampire to this vampire. This vampire is not considered unique, cannot take any actions this turn, and is the same clan as the acting vampire.
Thou shalt only sire another with the permission of thine elder.

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Thoughts Betrayed

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

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Threats

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

- ☒ +1 bleed.
- ◆ +2 bleed.

*As others might with tenderness
Rule your life and your youngness
I shall rule you with a fear.
Baudelaire, "The Ghost"*

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Thrown Gate

☐ Strike: 1R damage, with an optional maneuver.

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

*Just be glad we aren't back in the days
when most gates were made out of wood.
Angela Decker, Pander*

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Thrown Sewer Lid

Only usable at long range.

- ☐ Strike: 3R damage.
- ◆ As above, with an optional press.

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Toreador Grand Ball

Master.
Put this card in play. Choose 2 ready Toreador you control. The first Toreador's non-bleed actions cannot be blocked. The second Toreador does not untap as normal during the untap phase; tap the second Toreador. Any minion may burn this card as a (D) action; Nosferatu get -1 stealth when attempting that action.

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Toreador Justicar

Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
Choose a ready Toreador. Successful referendum means he or she is declared Toreador Justicar. In this referendum, each Toreador gets 1 extra vote. This could lead to a contested title.

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Torn Signpost

Only usable before range is determined.

- ☐ This vampire has a strength of 2 for the remainder of combat.
- ◆ This vampire has a strength of 3 for the remainder of the combat.

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Trap

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

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Treachery

Only usable during a referendum before any votes are cast.

- ☒ If the referendum passes, the controller of the vampire calling the referendum burns 1 pool.
- ◆ As above, but any other Methusehahs who vote in favor of the referendum burn 1 pool when the votes are tallied.

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Tremere Convocation

Unique master.
Put this card in play. Tremere get +1 stealth when attempting actions that require Thaumaturgy. During combat, vampires with basic Thaumaturgy may use Thaumaturgy combat cards at the superior level. Any minion may burn this card as a (D) action; Malkavians get -1 stealth when attempting that action.

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Tremere Justicar



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth.
Choose a ready Tremere. Successful referendum means he or she is declared Tremere Justicar. In this referendum, each Tremere gets 1 extra vote. This could lead to a contested title.

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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 antribu*

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Unflinching Persistence



☐ Prevent 1 damage.
◆ Maneuver, and prevent up to 1 damage later this round. Only usable when choosing range.

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Unnatural Disaster



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

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Uptown Hunting Ground



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

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Vampiric Speed



☐ Strike: dodge.
◆ Strike: dodge, with an optional press.

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Vast Wealth



Master.
Put this card on a ready minion you control. While you control this minion, this minion can equip with the first piece of equipment you find in your library (working down from the top) as a +1 stealth action. (Pay cost to equip.) Shuffle afterward.

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Venture Directorate Assembly



Master.
Put this card in play. Each ready Venture gets an additional vote during political actions. This card may be burned by any minion as a Ⓛ action; Brujah ☐ get +1 stealth when attempting that action.

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Venture Headquarters



Master: unique location.
During a referendum, you may tap this card to gain 3 votes.
The Venture clan is organized much like a multinational corporation. Each major city has a meeting place where Venture may seek allegiance and obtain information.

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Ventruue Justicar



Political Card - Worth 1 Vote. Called by any vampire at +1 stealth. Choose a ready Ventruue. Successful referendum means he or she is declared Ventruue Justicar. In this referendum, each Ventruue gets 1 extra vote. This could lead to a contested title.

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Vial of Elder Vitae



Equipment.
The vampire with this equipment may burn this card to gain 1 level of any one Discipline until your next untap phase. The vampire cannot choose a Discipline he or she already has at the superior level.

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Voice of Madness



Only usable when this vampire successfully blocks an ally or younger vampire.
Tap this reacting vampire. Combat does not occur.
As above, and the acting minion burns 1 blood or life.

It is everything singing in my head at once, Anatole, the Prophet of Gehenna, Malkavian

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Voter Captivation



Only usable after a successful referendum.
The acting vampire gains X blood from the blood bank, where X is the number of votes by which the referendum passed.
As above, but move up to 2 of those blood counters to your pool instead of this vampire.

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Vulnerability



Master.
Burn a vampire in torpor.
Quentin fell into torpor after the encounter with Meshenka and has not been heard from since. A stronger power may have pulled him to Final Death.
Tzimisce, Dublin 2002 Storyline

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Wake with Evening's Freshness



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

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Walk of Flame



Not usable on the first round of combat.
Strike: 1R damage, aggravated.
Strike: 2R damage, aggravated.
*Now ye are flames, I'll tell you how to burn
And purge the ether of our enemies.*
John Keats, "Hyperion"

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Warzone Hunting Ground



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

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Wasserschloss Anif, Austria



Master: unique location.
During your master phase, a Tremere you control may move 1 blood to this card. During your influence phase, you may tap this card to move all counters on this card to a Tremere in your uncontrolled region. This card may be burned by any minion as a (1) action; Malkavians get +1 stealth when attempting that action.

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Weather Control

Only usable before range is determined on the first round.

- Both combatants and each of their retainers take 1 damage before range is determined each round. This damage cannot be prevented. A vampire can play only 1 Weather Control each combat.
- As above, but the amount of damage inflicted increases by 1 each round.

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Weighted Walking Stick

Only usable before range is determined on the first round.

Put this card on this minion and put 5 counters on this card. While in play, this card represents a melee weapon (and counts as equipment while in play). This weapon does strength+1 damage each strike. For each point of damage inflicted by this strike (even if it is prevented), remove a counter from this card. Burn this card when it has no counters. A minion can have only 1 Weighted Walking Stick.

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Will of the Council

Requires a ready primogen.
+1 stealth action.

Put this card on the acting primogen. During a political action, this primogen can burn 1 blood to gain 1 vote. This primogen can burn this card to play a card that requires a prince as if he or she were a prince. This primogen can burn this card when a prince enters torpor to receive (and contest) the same title as that prince. A vampire can have only 1 Will of the Council.

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Wooden Stake

Melee weapon.

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

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XTC-Laced Blood

Master: out-of-turn.

Put this card on a vampire who successfully hunts. During this vampire's minion phase, he or she must hunt, even if at capacity. Any vampire may burn this card as a +1 stealth action.

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Zip Gun

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

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Zoning Board

Unique master.

During your master phase, you may choose a location controlled by another Methuselah. Until the end of your minion phase, any minion can move that location to its owner's library as a (D) action (the owner shuffles his or her library afterward). If this action is successful, the controller of that location gains X pool, where X is the pool cost of the location. Any vampire can call a referendum to burn this card as a +1 stealth political action. You may tap this card to gain 1 vote in that referendum.

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