

VAMPIRE THE ETERNAL STRUGGLE

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I- CAMARILLA (81)

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1- BRUJAH (13)

AI's Army Apparatus

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 (shuffle and discard afterward).

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Artistically Inept

Master
Put this card on any ready Brujah. Toreador cannot attempt to block the actions of that vampire. This card may be burned by any Toreador as a **1** action.

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Brujah Debate 10

Master.
Put this card in play. During each Methuselah's master phase, he or she taps (one of) the highest capacity Brujah he or she controls (if any). Each Brujah gets +1 strength and an optional maneuver each combat. Any minion who is not Ventrue \searrow may burn this card as a **1** action.

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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; Ventrue \searrow and Malkavians \searrow get -1 stealth on that action.

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New Carthage

Unique location.
Titled Brujah \searrow get +1 bleed and +1 vote. Ventrue \searrow get -1 vote.

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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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Warzone Hunting Ground

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

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Sword of Troile

Unique melee weapon.
Strike: strength+2 damage. The vampire with this card has superior Potence \heartsuit and superior Presence \diamondsuit . Each strike the bearer makes at close range must be with this weapon if possible. Bearer cannot use maneuvers to go to long range.

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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. Shuffle and discard afterward.

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The Knights



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

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Loyal Street Gang



Mortal with 2 life.
1 strength, 0 bleed.

*These are the hired bravos who defend
The tyrant's throne—the bullies of his fear.*
Percy Bysshe Shelley, "Queen Mab"

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The Slashers



Unique mortal with 3 life.
0 strength, 0 bleed.
The Slashers may strike for 1R damage.

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Triole's Revenge



+1 stealth action

ⓓ Put this card on a Ventrue who is not at full capacity. A Ventrue suffering Triole's Revenge hunts each turn. If the Ventrue hunts while at full capacity, he or she is burned. Any Ventrue can take an action to burn this card.

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2- MALKAVIAN (13)



Asylum Hunting Ground

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

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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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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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Madness Network

Unique master.
Put this card in play. Untapped Malkavians can take actions in any Methuselah's minion phase (follow normal sequencing rules). Any minion can burn this card as an action that any untapped Malkavian (in addition to the normally eligible blockers) can attempt to block.

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Madness of the Bard

Unique Master
Put this card in play. All players in the game must speak in rhyming sentences. If a player speaks without rhyming, he or she burns 1 pool. Any minion may burn this card as a Ⓚ action.
*Would you, could you, in the rain?
I would not, could not, in the rain.
Not in the dark, not on a train...
Dr. Seuss, Green Eggs and Ham*

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Malkavian Prank

Master.
Each other Methuselah holds 1 to 4 counters in his or her hand. Guess the number of counters 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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The Malkavian Seven Miseries

Master
Put this card in play. Any minion attempting a political action gets -1 stealth. This card may be burned by any minion who is not Tremere as a Ⓚ action.

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Malkavian Time Auction

Master
Choose a card you control. Starting to your left and proceeding clockwise, other Methuselahs may bid pool for control of that card. Highest bidder takes control of the card. You collect pool from the two highest bidders.

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Childling Muse

Changeling with 1 life.
This Malkavian gets +1 bleed.

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Muddled Vampire Hunter



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

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

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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 **Ⓛ** action. This card cannot be placed on a Malkavian or Malkavian antitribu.

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Petra Resonance



+1 stealth action. Not usable if any Methuselah's crypt is empty.
 Each Methuselah reveals the top card of his or her crypt. If there is a tie for highest or lowest cost among the revealed cards, every Methuselah burns 1 pool. Otherwise, the Methuselah revealing the highest cost steals 3 pool from the Methuselah revealing the lowest cost. All Methuselahs shuffle their crypts afterward.

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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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3- NOSFERATU (13)

The Labyrinth



Master: unique location.
Tap 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"



Illus. Mark Nelson

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Nosferatu Hosting



Master
You may use a Master phase action to look at one vampire in another Methuselah's inactive region. This card may be burned by any minion who is not Toreador as a (D) action.



Illus. Drew Tucker

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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.



Illus. Rebecca Guay

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Slum Hunting Ground



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



Illus. L. A. Williams

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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 successfully blocks a bleed against you and a second round of combat begins, tap this card to inflict 1 damage to the acting minion for each blood on the Spawning Pool. This damage cannot be prevented.

Illus. Anson Maddocks

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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"*

Illus. Brian LeBlanc

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Warsaw Station



Master: unique location.
You may tap this card when a Nosferatu announces an undirected action. If that action is successful, the acting Nosferatu untaps. You may burn this card (even if it is tapped) to move a Nosferatu in torpor to the ready region.



Illus. Peter Bergting

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Destructive Secrets



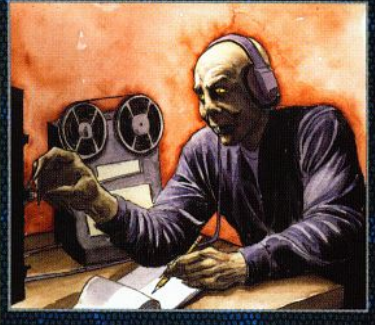
+1 stealth action
(D) Choose any minion; if this action is successful, that minion cannot block Nosferatu until the end of the turn.

*Dull and malevolent,
And odious, they seem,
With shades of twilight blended,
Part of an evil dream...*
D.H. Lawrence, "Elysium"

Illus. Stuart Beel

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Kindred Intelligence



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

Illus. Mike Danza

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Nosferatu Bestial



+1 stealth action. Unique.

Put this card into play. This card represents a unique Nosferatu with 2 capacity and basic Animalism. The Bestial cannot act except to hunt, cannot cast votes and cannot have equipment. During your untap phase, this Bestial may employ a retainer from your hand that requires Animalism (requirements and cost apply as normal). This is not an action and cannot be blocked.

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Nosferatu Performance Art

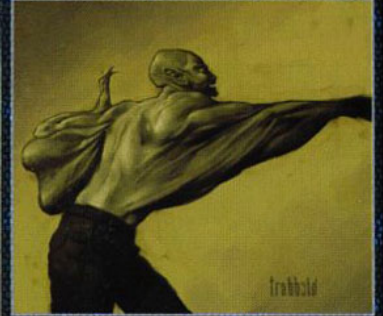


① Send a Toreador into torpor or burn a location that requires a Toreador. If this acting Nosferatu has a capacity above 5, this action is at +1 stealth.

Illus. Mark Tedin

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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"

Illus: Andrew Trabbold

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SchreckNET



+1 stealth action. Unique.

If this Nosferatu's capacity is 6 or more, he or she untaps. Put this card in play. Whenever a referendum succeeds, you may tap this card to look at any Methuselah's hand.

Illus: Erica Danell

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4- TOREADOR (10)

Aching Beauty



2

Master.
Put this card on a Toreador. If this Toreador is blocked, the controller of the blocking minion burns 1 pool (before combat occurs, if any).

*From heaven or hell, O Beauty, came you hence?
Out from your gaze, infernal and divine,
Pours blended evil and beneficence...
Baudelaire, "Hymn to Beauty"*

Illus: Chris Stevens

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Art Museum



2

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.

Illus: Andrew Trabbold

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Kindred Society Games



1

Master
Put this card on a ready vampire. During that vampire's untap phase, he or she either burns 1 blood to untap or does not untap and instead taps Society Games on a younger tapped vampire. If there is no younger tapped vampire, Society Games is burned.

Illus. Mark Poole

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The Louvre, Paris



1

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.

Illus. Ken Meyer, Jr.

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Society Hunting Ground



MASTER

1

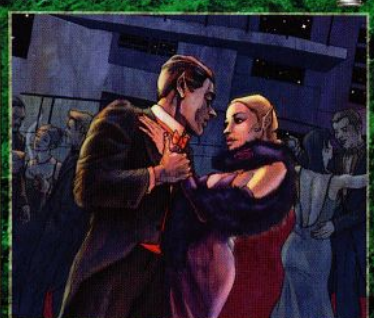
Unique location. Hunting ground.
During your unlock phase, a ready vampire you control can gain 1 blood. A vampire can gain blood from only one hunting ground each turn.

The Toreador are imprisoned by their lust for the night life. Like a siren, it beckons them with promises of forbidden pleasures.

Illus: Durwin Talon

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Toreador Grand Ball



1

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 (1) action; Nosferatu get -1 stealth when attempting that action.

Illus: Jim DiBartolo

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Resplendent Protector



1

1

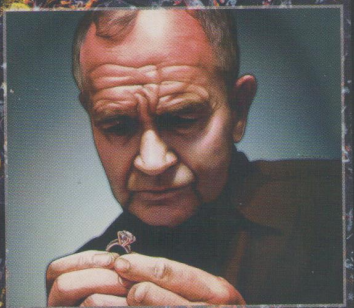
Mortal with 1 life.
The minion with this retainer may prevent 1 damage each combat.

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

Illus: Kieran Yanner

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Arcane Appraiser



RECRUIT ACTION

1

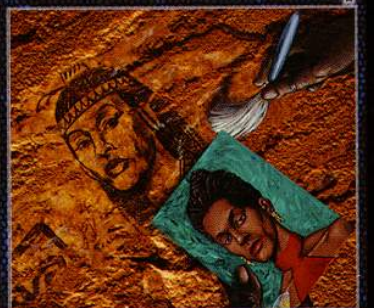
Unique ghoul with 1 life. 0 strength, 1 bleed.

Arcane Appraiser can move an equipment from a vampire in torpor to a ready minion you control as a +1 stealth (1) action. If a second copy of a unique equipment you control would enter play, it is burned instead.

Illus: Tony Shasteen

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The Portrait



1

1

(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.

Illus. Pete Venters

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Scorn of Adonis



MODIFIER



Only usable during the polling step of a political action.

Any Methuselah casting (including having a vampire casting) at least 1 vote or ballot against the referendum burns 1 pool once results are tallied.

Illus: Kieran Yanner

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5- TREMERE (22)

Academic Hunting Ground

MASTER

Unique location. Hunting ground.
During your unlock phase, a ready vampire you control can gain 1 blood. A vampire can gain blood from only one hunting ground each turn.

2

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Alvusia

MASTER

Unique.
Put this card in play with 1 counter for each Tremere and Gargoyle you control. Once each action, you can burn 1 counter from this card to give a slave Gargoyle you control +1 bleed or +1 strength. Put 1 counter on this card after a Tremere or Gargoyle enters play during your influence phase. Burn this card if it has no counters.

Illus: Jared Smith © 2018 White Wolf Entertainment AB

Arcane Library

MASTER

Unique location.
Lock during your influence phase to add 1 blood to a Tremere in your uncontrolled region.

2

Illus: William O'Connor © 2019 White Wolf Entertainment AB

Chantry

MASTER

Unique location.
Lock this card and burn 1 pool or 1 blood from a ready Tremere you control during your master phase to move a Tremere from torpor to their controller's ready region.

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

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Treaty of Laibach

Unique master. Requires both Follower of Set and Tremere.
Put this card in play. Each Follower of Set is considered to have a level of Thaumaturgy equal to his or her level of Serpents . Each Tremere is considered to have a level of Serpents equal to his or her level of Thaumaturgy.

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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 action; Malkavians get -1 stealth when attempting that action.

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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 action; Malkavians get +1 stealth when attempting that action.

1

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Charnas the Imp

Unique demon with 1 life.
Put Charnas on any minion (employing Charnas is a +1 stealth 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.

1

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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 cadaver, starved and numb.
Paul Verlaine, "Grotesques"*

1

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Outcast Mage

Ally with 2 life.
2R, 1 bleed.

Outcast Mage gets one optional maneuver each combat.

*Priests in black gowns
Were making their rounds
And binding with briars
My joys and desires.*
William Blake, "Garden of Love"

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Ponticulus

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

Ponticulus cannot take actions or have or use equipment. He gets +1 intercept during Ⓧ actions against you. He may tap to give any Tremere +1 intercept. He is immune to non-aggravated damage.

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Thadius Zho

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

Thadius Zho can strike: 2R damage. He gets 1 optional maneuver each combat. He can burn 1 blood from any vampire as a +1 stealth Ⓧ action.

Illus: Nilson © 2019 White Wolf Entertainment AB.

The Ankara Citadel, Turkey 25

While in play, this equipment card represents a location and does not count as equipment. Unique.

Non-action modifier cards costing blood cost this vampire half as much blood to play, rounded down (multiplication and division are handled first, followed by addition and subtraction).

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB.

Jar of Skin Eaters

Weapon.

The bearer may use this weapon only if it has a blood on it. Strike: 3R aggravated damage. This minion may inflict 3 aggravated damage on another minion as a Ⓧ action. Burn after either use. Any Gargoyle enslaved to this vampire may move 1 blood to this card as a +1 stealth action.

DRAFT: Ⓧ As above, with 1 blood.

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Sword of Nuln

Unique melee weapon.

Strike: strength damage. Vampires must spend twice the normal amount of blood to heal the damage from this weapon's strikes.

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Create Gargoyle

+1 stealth action. Requires a non-sterile vampire.

Put this card into play; it represents a 2-capacity slave Gargoyle Ⓧ of the same sect enslaved to the acting vampire's clan with basic Visceratika Ⓧ and flight Ⓧ. You may search your hand, library and/or ash heap for a master: Discipline to place on this Gargoyle. Move up to 3 blood from the acting vampire to this Gargoyle. This Gargoyle cannot act this turn.

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Defender of the Haven

+1 stealth action.

Put this card on a slave Gargoyle Ⓧ with a capacity above 4. This Gargoyle gets +2 intercept against Ⓧ actions. A Gargoyle can have only one Defender of the Haven.

This is my master's house, and she does not receive visitors unannounced. You do not look like you have business here, so best be on your way.
Pugfar, slave Gargoyle

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Potio Martyrium

+1 stealth action.

Put this card on a Gargoyle enslaved to this vampire's clan. If this Gargoyle is burned or sent to torpor in combat, he or she burns and inflicts 3 aggravated damage on the opposing minion and each retainer in combat. A minion may have only one Potio Martyrium.

DRAFT: Ⓧ As above, but put this card on this Gargoyle.

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Reindoctrination



+1 stealth action.

Choose a younger Gargoyle ☞. That Gargoyle loses any existing slave status and becomes a slave to this acting vampire's clan. Take control of the Gargoyle if another Methuselah controls him or her, move the Gargoyle to your ready region, and untap him or her.

2

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Soul of the Earth



+1 stealth action.

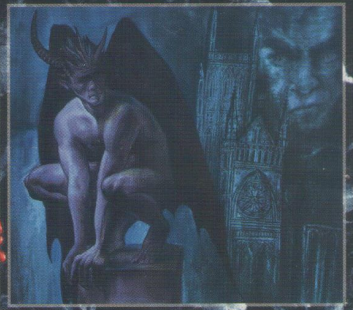
Put this card on a slave Gargoyle ☞. The Gargoyle with this card can burn it to reduce the cost of recruiting or employing an ally or retainer that requires a Gargoyle by up to 3 blood or pool.

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

Illus: Steve Prescott

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Their Master's Voice



Usable by a locked vampire.
Unlock a gargoyle creature ally or a ready slave Gargoyle ☞ you control.

Illus: Gabon Németh

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Salt of Thoth



Usable by a tapped Tremere. Cause a Ⓧ action targeting a location you control to fail and put this card on that location. You may burn this card to cause a Ⓧ action targeting this location to fail.

2

Illus: Juan Antonio Serrano Garcia

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6- VENTRUE (10)

Ephor

MASTER



Unique.
Put this card on a Ventrue with capacity 8 or more. This Ventrue gets +1 intercept and +1 vote. This Ventrue can force any vampire to yield a contested title as a +1 stealth D action.

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Hostile Takeover



Master:
Choose a vampire with capacity of 6 or less. Each Methuselah bids pool for control of that vampire. The highest bid goes to the vampire's controller; that 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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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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Paragon



Unique master.
Put this card on a ready Ventrue who was moved into your ready region during your last influence phase. This vampire gets 1 additional vote in referendums called by younger vampires. A younger vampire who successfully blocks this vampire burns 1 blood (before combat begins, if any).

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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 Ventrue 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 Ventrue +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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Uptown Hunting Ground



Unique location. Hunting ground.
During your unlock phase, a ready vampire you control can gain 1 blood. A vampire can gain blood from only one hunting ground each turn.

Illus. Jake Lellis © 2019 White Wolf Entertainment AB

Ventrue Headquarters

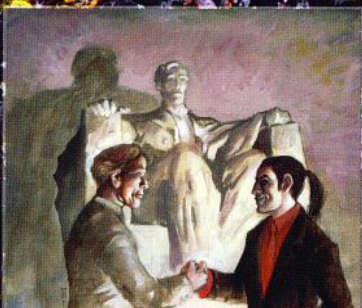
MASTER



Unique location.
Lock during the polling step of any referendum to get +3 votes.
The Ventrue clan is organized much like a multinational corporation. Each major city has a meeting place where Ventrue may seek allegiance and obtain information.

Illus. Joel Biske © 2019 White Wolf Entertainment AB

Political Ally



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

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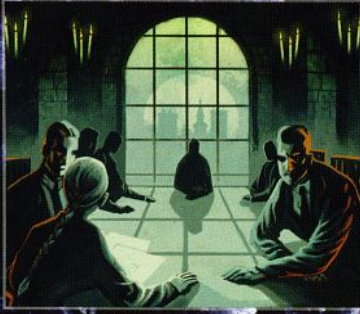
High Stakes



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Only usable if playing for ante.
Successful vote means each Methuselah decides whether to ante the next card in his or her library or be ousted from the game. Decisions should be made simultaneously. Hold out your fist. A blood in it indicates that you choose not to be ousted.

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Elder Kindred Network



**Only usable during a referendum
before any votes are cast.**

If the referendum fails, the Methuselah
calling the referendum burns 1 pool
plus 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*

Illus: Peter Berling

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7- CAITIFF (0)

II- INDEPENDENT (166)

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1- ABOMINATION (0)

Alamut

MASTER

Unique location.
After an Assamite you control successfully bleeds a Methuselah, put the pool lost by that Methuselah on this card. Burn X blood from this card during the polling step of a political action to give a vampire you control +X votes.

1

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The Black Throne

Master: unique location.
Tap during a referendum to gain 2 votes. Tap when a minion with a contract leaves the ready region (only usable if an Assamite you control had been chosen for that contract) to gain 1 pool.

1

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Haqim's Law: Judgment

Master: contract. Trifle.
Tap a ready Independent Assamite you control to put this card on a younger vampire. Every Independent Assamite is considered chosen for this contract. Any Independent Assamite may enter combat with this vampire as a +1 stealth action.

1

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Heartblood of the Clan

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

1

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Khabar: The Community

Unique master.
Put this card in play. Each Assamite gets +1 stealth when bleeding. Any minion may burn this card as a action; Tremere get +1 stealth when attempting that action.

*The enemy of my enemy is my friend;
the friend of my enemy is my enemy.*

2

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Market Square

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

1

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The Path of Blood

Unique master.
Put this card in play. Assamites burn 1 less blood when playing cards that require Quietus. Any minion may burn this card as a action; if that minion is a vampire, he or she then takes 1 unpreventable damage when this card is burned.

1

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Priority Contract

Unique contract. Trifle.
Put this card on a minion controlled by your prey and choose a ready Assamite you control. The chosen Assamite can enter combat with this minion as a +1 stealth action. If this minion would leave the ready region, you can burn this card to gain 3 pool.

1

Illus: Anna Evertsdotter

Tajdid

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

1

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Underworld Hunting Ground



Master: unique location. Hunting ground.

During your untap phase, you may move 1 blood from the blood bank to a ready vampire you control. A vampire can gain blood from only one Hunting Ground card each turn.

2

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Yoruba Shrine



Master: unique location.

When a ready Assamite you control is the target of a [D] action or is selected by the acting Methuseleh in the terms of a referendum, you may tap this location to untap the acting minion and make the action or referendum fail. Only usable as the [D] action is announced or before any votes are cast in the referendum. Not usable on a referendum that is passing automatically.

1

Illus: James Stowe

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Nar-Sheptha



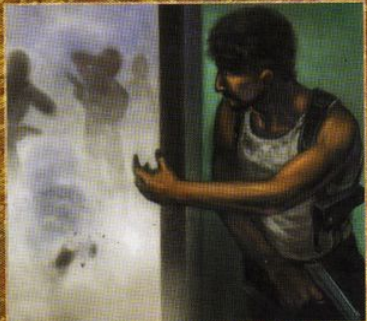
Unique wraith with 1 life.

While this vampire is in combat, you get +2 hand size, and the opposing minion is considered the acting minion.

1

Illus: Noora Hirvonen

Omael Kuman



Unique ghoul with 1 life.

Before range is determined on the first round of combat, the minion with this retainer may burn 1 blood to set the range for the round.

1

Illus: Eric Lofgren

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The Ancestor's Talisman



Unique equipment

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

Illus: Liz Danforth

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Kali's Fang



Unique melee weapon

Minion with this weapon inflicts 2 aggravated damage with each strike.

3

Illus: Christopher Rush

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Reliquary: Shango Remains



Equipment.

Choose an Assamite in your ash heap or burn 1 pool to choose an Assamite in your uncontrolled region. Remove that Assamite from the game or burn this reliquary. Once per turn, if this Assamite is ready, he or she may burn 1 blood to give you +2 hand size for the remainder of the turn; this ability cannot be used during combat.

Illus: Andrew Arbabbold

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Deviki Prasanta



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

If Deviki is ready during your master phase, you may tap Deviki to search your library or ash heap for a master: Discipline card and place that card on a ready Assamite you control.

When you are an anvil, be patient; when a hammer, strike.
Deviki Prasanta, Assamite ghoul

Illus: Steve Eidson

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The Ghouls of Plaza Moreria



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

The Ghouls get an optional maneuver each combat and can strike for 1R damage. The Ghouls may take a +1 stealth [D] action to remove 1 blood from any ready vampire and gain a container counter. Any ready Assamite may take a +1 stealth action to burn X container counters on the Ghouls and gain X blood from the blood bank.

The time has come when we must reclaim the blood that is spoken for. We must prepare the way.
Al-Ashrad

Illus: Drew Tucker

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Terrorists

Ally with 1 life.
2 hand damage, 1 bleed.
 Terrorists may take a +1 stealth action to go through your library, find a Bomb, and equip them with it. Pay the cost to equip as normal. Reshuffle your library afterwards.
In times of war, the laws are silent.

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Clandestine Contract

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

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Haqim's Law: Leadership

+1 stealth action.
 Each Methuselah who controls any of the oldest ready Assamites gains 2 pool.
Leadership is an action, not a position.
 Donald H. McGannon

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Khabar: Glory

+1 stealth action. Unique.
 Not usable if any non-mandatory actions have been performed this turn. Put this card on this acting Assamite and untap him or her. This Assamite gets +1 bleed. If your prey is ousted while this card is in play, you gain an additional 4 pool. Burn this card during your next untap phase.

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Khabar: Loyalty

+1 stealth action.
 Move 2 blood from the blood bank to a younger Assamite in your uncontrolled region.
The time has come for the faithful to prepare themselves, to make themselves worthy.
 Thetmes

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Web of Knives Recruit

+1 stealth action.
 Put this card in play in your uncontrolled region with 3 training counters. During your untap phase, burn a training counter from this card. You may burn counters from no more than two recruits each untap phase. When the last training counter is burned, move this card to your ready region; it becomes a 3-capacity, non-unique Assamite with Celerity Ⓛ, Obfuscate ■, Potence □, Quietus □ and 3 blood who is Blood Cursed.

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Focus the Blood

Only usable before range is determined.
 Put this card and 1 blood on this Assamite. When this vampire plays a combat card, he or she can burn this card to reduce the cost of that card by 1 blood. A vampire can play only one Focus the Blood each combat.

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The Khabar: Honor

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

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Nest of Eagles

Reduce a bleed against you by 1. If the acting minion is a vampire with capacity less than 6 or an ally, reduce the bleed by 3. Not usable if the acting minion is an Assamite or wraith or has flight.

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Provision of the Silsila



Usable by a tapped vampire.
Only usable after a combat involving this Assamite and a minion with a contract naming this Assamite. Only usable if the opposing minion is not ready and this Assamite is ready. This Assamite gains enough blood from the blood bank to reach full capacity, and the contract is burned.

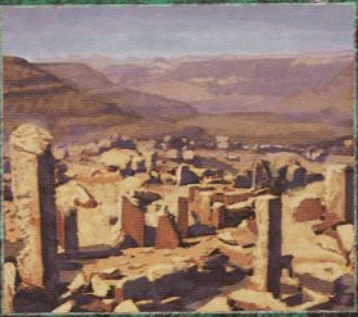
Illus: Mike Danza

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3- BAALI (9)

Ruins of Charizel



Master: unique location.

Put pool you burn for the infernal penalty of your infernal minions on this card. Once each action, you may burn X counters from this card to reduce a bleed against you by X. Burn all counters from this card during your predator's discard phase.

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Tend the Flock



MASTER

Choose a ready unlocked infernal Baali you control. Add 3 pool to a younger infernal vampire in your uncontrolled region.

Illus. Paul Ballard © 2018 White Wolf Entertainment AB

D'habi Revenant



Ghoul with 2 life.

The Baali with this retainer gets +1 bleed.

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

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Herald of Topheth

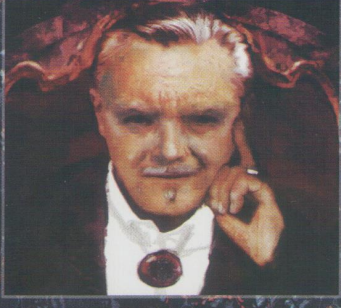


Demon with 5 life, 3 strength, 1 bleed, flight.

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

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Veneficti



Unique mage with 2 life, 1 strength, 2 bleed. Requires an infernal vampire.

Veneficti has +1 stealth. He can steal a demon ally or burn a demon retainer as a Ⓢ action. He cannot be the target of a Ⓢ action by a vampire with capacity 6 or less or an ally.

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Call the Great Beast



+1 stealth action.

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

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Shatter the Gate



+1 stealth action. Requires an infernal Baali with capacity 9 or more.

Put this card on this Baali. A vampire with capacity 6 or more can burn the Edge to burn this card as a Ⓢ action. If this Baali has three Shatter the Gate, burn them all to give each other Methuselah 1 shattered counter. A Methuselah with any shattered counters burns 3 pool during their unlock phase.

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Bloodstorm of Chorazin



Only usable when a Baali successfully blocks an ally or a younger vampire.

Tap this Baali and end the action (with no combat). This Baali inflicts 1 unpreventable damage on the acting minion and each of his or her retainers.

Let us call on the storm, let us call on the fire, let us call on the Earthshaker.

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Undying Thirst



Only usable when a Baali successfully blocks (play before combat, if any).

Put this card on the acting vampire. When there are any vampires in torpor that this vampire can diablerize, this vampire cannot take any action other than diablerie (although he or she is free not to take any action). If this vampire must hunt, he or she may choose to diablerize a vampire instead.

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4- DAUGHTERS OF CACOPHONY (9)

Command Performance

Unique.
Put this card in play. Lock during your minion phase to unlock a ready Daughter of Cacophony. Any titled vampire can call a referendum to burn this card as a +1 stealth political action.

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Conductor

Unique master.
Put this card on a Daughter of Cacophony. While this Daughter of Cacophony is untapped or acting, each untapped or acting Daughter of Cacophony gets an additional vote.

To and fro he hurried, clapped his hands, ran from one rope to the other, spurring on his six singers with mouth and hands, like the conductor of an orchestra urging highly trained musicians.
Victor Hugo, *The Hunchback of Notre Dame*

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Hanging Fermata

Master: out-of-turn.
Play during your influence phase. No Choir cards are burned during this influence phase. Not usable if you played a Hanging Fermata during your last turn.

*If music be the food of love, play on;
Give me excess of it, that, surfeiting,
The appetite may sicken, and so die.*
William Shakespeare, *Twelfth Night*, act I, scene I

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Paris Opera House

Master: unique location.
Tap to give a Daughter of Cacophony you control +1 stealth. Tap this card and a Daughter of Cacophony you control to give any minion +1 stealth.

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

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Member of the Entourage

Mortal with 2 life. 0 strength, 0 bleed.
This ally cannot act. During a Ⓛ action against you (or a card you control), this ally can burn 1 life to get +1 intercept. Burn this ally if he blocks a vampire, before block resolution.

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Concert Tour

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

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

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Harmony

+1 stealth action.
Ⓛ Your prey burns 3 pool for each Choir card you control. Burn all Choir cards you control.

Their songs are at once captivating and deadly — much like I suspect the Sirens to be themselves.
Jan Pieterzoon, Ventrue

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Benefit Performance

Successful referendum means you gain 1 pool for each ready Daughter of Cacophony you control, and each non-Daughter of Cacophony vampire who cast votes or ballots in favor gains 1 blood.

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Ensemble

After playing this card, you cannot play another action modifier to further increase the bleed for this action.
+X bleed, where X is the number of ready untapped Daughters of Cacophony you control. Tap all ready Daughters of Cacophony you control.

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5- FOLLOWERS OF SET (27)


Cave of Apples 

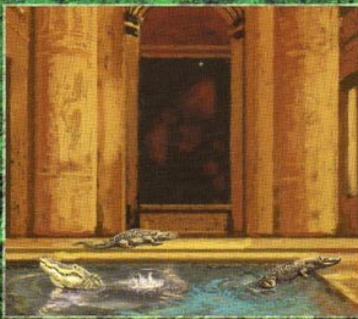



Master: unique location.
Any Follower of Set you control may put a corruption counter on an ally or younger vampire controlled by your prey as a  action. If the action is successful and the number of your corruption counters on the minion equals or exceeds his or her capacity or cost, you may burn those counters to gain control of him or her.

3

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The Crocodile Temple 



Master: unique location.
You may tap this card at the end of a successful  action against you to inflict 1 damage on the acting minion (after resolving the action).
You should not insult the crocodile until after you have crossed the river.
Shemti, Follower of Set

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Ferraille 



Unique master.
Put this card in play. Once each turn, you may burn 1 pool to gain 3 votes during a referendum.

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Grand Temple of Set 



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

2

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Khobar Towers, Al-Khubar **25**

MASTER



Unique location.
Lock during your unlock phase to remove a ready minion you control from the game and gain X pool, where X is the capacity of that vampire or the blood or pool cost of that ally.

2

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Opium Den 



Master: unique location.
Tap to give a Follower of Set you control +1 stealth for the current action.
*And opium dreams can roam and rove
Past that which has no bourne,
Can plumb eternity, and mourn
The emptiness of love
And satiate the soul with joys forlorn.*
Baudelaire, "The Poison"

1

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The Path of Typhon 



Unique Master
Put this card in play. Followers of Set burn one less blood when playing cards that require Serpentis. This card may be burned by any minion as a  action; if that minion is a vampire, he or she then takes one damage (damage not preventable) when this card is burned.

1

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The Realm of the Black Sun 



Unique Master
Put this card in play. If your prey gains at least 1 pool during his or her master phase, you gain 1 pool. This card may be burned by any minion as a  action; vampires with titles get -1 stealth when attempting that action.

1

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Temple Hunting Ground 



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

2

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Treaty of Laibach



Unique master. Requires both Follower of Set and Tremere. Put this card in play. Each Follower of Set is considered to have a level of Thaumaturgy equal to his or her level of Serpentis. Each Tremere is considered to have a level of Serpentis equal to his or her level of Thaumaturgy.

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Priestess of Sekhmet



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

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Mokolé Blood



Unique equipment. Search your library or ash heap for up to four cards that require Serpentis and place them on this card (face down). Shuffle afterward. You may look at the cards at any time. This Follower of Set may play a card from this equipment as if from your hand (requirements and cost apply as usual). When the last card is removed, burn this equipment.

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Mummy's Tongue



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

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Amam the Devourer (Bane Mummy)



Unique mummy with 3 life, 0 bleed, 2 strength. Amam may enter combat with any ready minion controlled by another Methuselah as a \textcircled{D} action. Amam may burn a vampire in torpor to gain 1 life as a \textcircled{D} action. This does not constitute diablerie. If a minion opposing Amam in combat is burned, Amam gains 1 life. If Amam is burned, shuffle him into his owner's library.

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Bima



Ghoul with 2 life, 2 strength, 1 bleed. When this Bima enters play, move a master: Discipline card to it from your hand or burn this Bima. The Bima may play cards that require the basic level of that Discipline as a vampire.

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Kherebutu (Bane Mummy)



Unique Ally with 3 life, 3 hand damage, 2 bleed. Kherebutu may play cards requiring basic Necromancy as a vampire with a capacity of 3. Any cost in blood is paid with his life. If a card would give him blood, give him life. If he is burned, shuffle him into your library. \textcircled{D} Burn Kherebutu to burn a Tremere with a capacity below 5 controlled by your prey.

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Nephren-Ka



Unique mummy with 5 life, 2 strength, 0 bleed. Nephren-Ka may enter combat with a ready minion as a \textcircled{D} action. He may prevent 1 non-aggravated damage each combat. He may play cards that require basic Necromancy as a vampire. If he is burned, shuffle him into his owner's library.

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Qetu the Evil Doer (Bane Mummy)



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

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Saatet-ta (Bane Mummy) 



Unique mummy with 2 life. 2 strength, 1 bleed.
Once each action, Saatet-ta can tap to give a Follower of Set  you control +1 stealth, +1 intercept, or +1 bleed. If she is burned, shuffle her into her owner's library.

 2

Illus: Heather Kreiter

Tutu the Doubly Evil One (Bane Mummy) 



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

 4

Illus: Lawrence Snelly

Corruption 



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

Illus: Anson Maddocks

Mesu Bedshet 



+1 stealth action.
Show the top card of your crypt to all players. If it is a Follower of Set, move the card to your uncontrolled region. If it is a younger Follower of Set, move 2 blood from the blood bank to it. If it is not a Follower of Set, shuffle it back into your crypt.

 1

Illus: Alexander Dunnigan

Spell of Life 



+1 stealth action.
Put this card in play. Only one spell of Life may be played each turn. You may burn five Spells of Life to put up to five vampires from your uncontrolled region in play. Each represents a unique mummy ally with life equal to capacity, 1 bleed and 2 strength who can enter combat with a minion as a  action.
DRAFT:  As above, but burn only two.

Illus: John Bridges

Summon the Serpent 



Search your crypt for a vampire with the Serpent Discipline. Show it to all players and place it face down in your inactive region. Reshuffle your crypt afterwards. **As above, and move one blood from the blood bank to the inactive vampire.**

 2

Illus: Stuart Beel

Waters of Duat 



+1 stealth action.
Requires a ready non-Sterile Follower of Set with capacity above 4.
Put this card in play. It becomes a 1-capacity Follower of Set. You may search your library (shuffle afterward), ash heap or hand for a Discipline card and place it on this vampire (pay cost as normal). This vampire is not unique, must hunt this turn and is the same sect as the acting Follower of Set.

 1

Illus: Jeff Holt

Hierophant 



1 Vote

Choose a Follower of Set. If this referendum passes, put this card on the chosen vampire. The vampire with this card has 1 additional vote. Any vampire who successfully blocks the vampire with this card burns 1 blood (before combat, if any).

Illus: John Bridges

Tainted Vitae 



Only usable when a vampire controlled by your predator successfully hunts.
That vampire gains 2 additional blood. Put this card on that vampire. You still control this card. The vampire must burn an additional blood to attempt to bleed you.

 2

Illus: Drew Tucker



6- GANGREL (17)

Backways 25

MASTER

Unique location.
Lock to give a Gangrel you control +1 stealth.

2

Illus. Mike Chaney © 2019 White Wolf Entertainment AB

Ecoterrorists 25

MASTER

Unique location.
Lock during your influence phase to add 1 blood to a Gangrel in your uncontrolled region.

...today you can murder land for private profit. You can leave the corpse for all to see, and nobody calls the cops. Paul Brooks, The Pursuit of Wilderness

2

Illus. Joel Binke © 2019 White Wolf Entertainment AB

Ennoia's Theater 25

MASTER

Unique location.
Lock to get +1 hand size this turn. Lock during your influence phase to get +1 transfer.

Illus. Javier Santos © 2019 White Wolf Entertainment AB

Gangrel Revel

Unique master.
Put this card in play. Each Gangrel you control gets +1 strength. This card may be burned by any minion who is not Ravnos as a D action.

Illus. Ron Spencer © 2003 White Wolf Publishing, Inc. All Rights Reserved.

Zoo Hunting Ground

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

They only kill to protect their hunting grounds. Eddie Holt, Wolfen

2

Illus. Christopher Shy © 2008 CCP M. All Rights Reserved.

Dog Pack

Animal with 1 life.
Minions opposing the minion with this retainer cannot end combat as a strike.

Illus. Randy Galtor © 2003 White Wolf Publishing, Inc. All Rights Reserved.

Shackles of Enkidu

Unique equipment. Before range is chosen in a round of combat, you may put the Shackles on any minion opposing the vampire with this card. Combat ends. The Shackled minion does not untap during his or her untap phases; he or she burns 2 blood during each of your untap phases. Any minion may burn this card as a D action.

2

Illus. Michael Weaver © 1995 Wizards of the Coast, Inc. All Rights Reserved.

Gypsies

Unique Ally with 1 life. 1 hand damage, 1 bleed.
Gypsies get +1 stealth on each of their actions.

...the gradations of the dark were like an underworld of death, but for the spark in the Gypsy boy's black eyes. Edward Thomas, "The Gypsy"

3

Illus. Pete Venters © 1995 Wizards of the Coast, Inc. All Rights Reserved.

Renegade Garou

Werewolf with 3 life. 2 strength, 0 bleed.
Renegade Garou gets an additional strike each round and an optional maneuver each combat. He may enter combat with a minion controlled by another Methuselah as a +1 stealth D action. If Renegade Garou has 2 or fewer life during your untap phase, he gains 1 life from the blood bank.

5

Illus. John Bridges © 2008 CCP M. All Rights Reserved.

Werewolf Pack



Unique Ally with 3 life. 3 hand damage, 0 bleed.
Werewolf Pack is not affected by damage from melee weapons.

*Has the red wolf trotted east and east and east,
Far from the far, far other end of the day,
To fear a few fangs?
D.H. Lawrence, "The Red Wolf"*

Illus. Daniel Gelon

Gather



+1 stealth action. Unique.
Put this card in play, tapped, and choose a younger Gangrel in your uncontrolled region. During the influence phase, you may tap this card to move that Gangrel to your ready region, with whatever counters he or she has, unless that Gangrel would contest a vampire in play. Any vampire can burn this card as a **Ⓛ** action that costs 1 pool.

Illus. James Stowe

Gift of Proteus



+1 stealth action.
Put this card on this Gangrel **♠** with any number of cards requiring Protean **Ⓛ** from your hand face down (you can look at the cards at any time). This Gangrel can play these cards as if from your hand. Burn this card when it has no cards on it. A vampire can have only one Gift of Proteus.

Illus. Javier Santos

Rewilding



Ⓛ Burn a location and burn 2 pool from its controller.

Illus. Tomáš Zelgaris Zahradník

Ritual Challenge



+1 stealth action.
If this action succeeds, put this card on the acting Gangrel. This vampire gets +1 strength. A vampire may have only one Ritual Challenge card.

*The teeth that bite to bitterness are sheathed in truth.
William Everson, "The Poet is Dead"*

Illus. L.A. Williams

Skaald



+1 stealth action. Requires an untitled Gangrel **♠ with capacity 5 or more. Unique.**
Put this card on this Gangrel and untap him or her. This untitled Gangrel gets +2 votes during referendums called by a Gangrel. Any older untitled Gangrel can steal this card as a +1 stealth **Ⓛ** action.

Illus. Ginés Quiñero

Thing



+1 stealth action.
Add 2 blood to a Gangrel **♠** in your uncontrolled region.

Illus. Javier Santos

Veles' Hunt



Blood hunt referendum.
Choose an ally or younger non-titled vampire controlled by your prey. Successful referendum means that minion is burned. If this referendum fails or is canceled, no more Veles' Hunts can be played this game.

Illus. Ken Poyet, Jr.



7- GARGOYLE (7)

The Path of Service

MASTER

Unique.
Put this card in play. Cards requiring Visceratika cost slave Gargoyles 1 fewer blood. Any minion can burn this card as a action that inflicts 1 unpreventable environmental damage on acting vampires.

1

Illus: Avery Butterworth © 2018 White Wolf Entertainment AB

Razor Bat

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

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

2

Illus: Jeff Holt © 2009 CCP M. All Rights Reserved

Stone Dog

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

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

3

Illus: Mike Dunbar © 2003 White Wolf Entertainment, Inc. All Rights Reserved

Rock Cat

Gargoyle creature with 4 life, 3 strength, 0 bleed.
Rock Cat may enter combat with a ready minion as a action. Opposing vampires with capacity 3 or less cannot strike in the first round. Rock Cat gets an optional press each combat. Rock Cat may play cards requiring basic Potence as a 3-capacity vampire.

4

Illus: Jeff Holt © 2009 CCP M. All Rights Reserved

Hatchling

+1 stealth action. Requires a non-sterile Gargoyle.
Put this card into play. This card represents a 1-capacity Gargoyle of the same sect with basic Visceratika . Move 1 blood from the bank to this Gargoyle. This Gargoyle cannot act this turn. Once this game, this Gargoyle can burn 1 blood during your untap phase to gain flight .

2 1

Illus: Richard Thomas © 2009 CCP M. All Rights Reserved

Raw Recruit

+1 stealth action. Requires a slave.
 Put this card in play and move a vampire in torpor to this card, out of play. A vampire you control to whom this Gargoyle is a slave may remove that vampire from the game as a +1 stealth action to turn this card into a Gargoyle with the same capacity and Fortitude , Potence , Visceratika and flight , enslaved to the acting vampire's clan.

1

Illus: Jim Pavelec © 2009 CCP M. All Rights Reserved

Raking Talons

Only usable before range is determined.
For the remainder of combat, damage from this Gargoyle's hand strikes is aggravated. A vampire may play only one Raking Talons each combat.

1

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8- GIOVANNI (28)

Acquired Ventrue Assets



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

Illus. Richard Kane Ferguson
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Dis Pater



Unique master.
Put this card in play. Once each action, when a Giovanni you control successfully bleeds your prey, you may remove seven cards in your ash heap from the game to give that action +1 bleed.

Illus. Ken Meyer, Jr.
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Glass Walker Pact



Unique master.
Put this card in play. During your untap phase, you may burn the top card of your library to move a blood from any ready tapped vampire to a ready Giovanni **(S)**. If the card you burned is a master card, burn this card as well. Burn this card if another Methuselah controls a werewolf.

Illus. Richard Thomas
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The Mausoleum, Venice



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

Illus. Ken Meyer, Jr.
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Morgue Hunting Ground



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

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The Path of Bone



Unique master.
Put this card in play. Giovanni burn 1 less blood when playing cards that require Necromancy **(N)**. Any minion may burn this card as a **(D)** action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

Illus. Michael Gaydos
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Powerbase: Cape Verde



Master: unique location.
During any Methuselah's master phase, you may tap this location to move a blood from a ready Giovanni or Laibon you control to your pool or from your pool to a ready vampire you control. Any Giovanni or Laibon may steal this location for his or her controller as a +1 stealth **(D)** action.

Illus. Brad Williams
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Proxy Kissed



Master: out-of-turn.
Put this card on a Giovanni when you move him or her from your uncontrolled region to your ready region during your influence phase. This Giovanni gains one level of Potence **(P)** and one level of Fortitude **(F)**. His or her capacity is increased by 1. Move 1 blood from the blood bank to this Giovanni.

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Swiss Cut



Master: unique investment.
Put this card in play and move 2 counters from the blood bank to this card. You may use a master phase action to move 1 counter from this card to your pool or to a ready Giovanni you control. Whenever any Methuselah plays an investment card, add a counter to this card from the blood bank. Burn this card if it has no counters.

Illus. Becky Jollensten
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Tower of London

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

2

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Charigger, The Axe

Unique wraith with 1 life.
The Giovanni with this retainer gets +1 stealth when hunting. When a minion controlled by your prey is burned, remove that minion from the game instead and put a soul counter on Charigger. The Giovanni with this retainer gets +X bleed, where X is the number of soul counters on Charigger.

Illus. Alexander Duminigan ©2001 White Wolf Publishing, Inc. All Rights Reserved

Giuseppe, Gravedigger

Unique mortal with 1 life.
The vampire with this retainer gets +1 stealth on any action that requires Necromancy [N].

I've longed to dig myself a good deep grave. There to stretch my old bones at ease... Baudelaire, "The Gladly Dead"

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Spiritual Protector

Unique wraith with 1 life.
Spiritual Protector is immune to damage that is not aggravated. Minions blocking or blocked by the minion with this retainer cannot use equipment in the resulting combat.

3

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Zombie

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

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Ambrosius, The Ferryman (Wraith)

Unique wraith with 2 life, 1 strength, 0 bleed.
Ambrosius is immune to damage that is not aggravated. He can move a retainer from your ash heap to a ready vampire you control as an action. Put 3 Pathos counters on the retainer. Remove a Pathos counter from the retainer at the beginning of each of your minion phases. When there are no Pathos counters remaining, remove the retainer from the game.

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Brigitte Gebauer (Wraith)

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

3

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Felix "Fix" Hessian (Wraith)

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

2

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Gianna di Canneto

Unique wraith with 2 life, 1 strength, 1 bleed.
When another of your minions is in combat, Gianna can tap and burn herself to burn any equipment on the opposing minion, or tap during strike resolution to inflict 1 unpreventable damage on the opposing minion.

1

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Giulia Giovanni Abruzzina 




Unique wraith with 1 life. 0 strength, 0 bleed.
 When a Giovanni  you control is in combat, you can tap Giulia before range is determined to set the range for the round to close.

 1


Illus: Ginés Quiñero

Leonardo, Mortician 





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

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


 1

Illus: Drew Tucker

Scapelli, The Family "Mechanic" 



Unique Ally with 3 life. 2R, 1 bleed.
 Once each combat, Scapelli may press to continue combat.

 3

Illus: Richard Thomas

Tye Cooper 



Unique wraith with 1 life. 0 strength, 1 bleed.
 Tye is immune to non-aggravated damage. He may burn a non-ready minion as a  action. If that action is successful, you may move a library card from your ash heap to your hand (discard afterward).

 3

Illus: Alexander Dunnigan

Khazar's Diary (Endless Night) 



+1 stealth action.
 Put the Diary in play, or add a counter to one in play. When a unique minion in play is burned, add another counter. While this card has seven or more counters, Giovanni get  and may take a +1 stealth action to put a minion from any ash heap into play to represent a wraith ally with 2 life, 0 strength, -1 bleed and +1 stealth.

DRAFT:  Hunt for +2 blood.

Illus: John Bridges

Shell Break 



 Put this card on a ready unique non-wraith, non-zombie minion who does not already have a Shell Break. If that minion is burned, move this card to the Giovanni who put this card in play. This card then represents a wraith retainer with 2 life who is immune to non-aggravated damage. The minion with this retainer gets +1 bleed and +1 intercept.

Illus: James Stowe

Sudario Refraction 



+1 stealth action.
 Choose three cards in your ash heap and move them to the top of your library. Then discard three cards at random from your hand (and draw up to your hand size afterward).

Ambrogino looked to the mirror. No doubt someone—something—else saw the same reflection from the other side of the polished glass.

Illus: Avery Butterworth

Spiritual Guidance 



A vampire can play only one Spiritual Guidance each combat.
 Play a combat card from your ash heap as if from your hand. When that card would be burned, remove it from the game instead.

Illus: Ginés Quiñero

Promise of 1528 



Usable by a tapped Giovanni. Only usable when this Giovanni is about to enter combat with a Camarilla vampire, or is the target of a Camarilla vampire's  action or is selected by the acting Methuselah in the terms of a referendum called by a Camarilla vampire. End the action.

DRAFT:   +1 bleed.

Illus: Eric Lofgren

Venetian Conference



+2 intercept, only usable when a Camarilla vampire is taking an action.

For surely it is better to rule in the darkness than to humble myself falsely in the light.

Caine, from the Erciyas Fragments

Illustration by Michael Gaudin

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9- NAGARAJA (3)

Ritual Scalpel



Unique.
This Nagaraja  gets +1 hunt. This Nagaraja can inflict 1 unpreventable damage on a mortal (ally or retainer) to gain 2 blood as a  action.

Illus: Peter Bergting © 2016 White Wolf Entertainment AB

Emergency Rations



+1 stealth action.
Remove a mortal (ally or retainer) in any Methuseleh's ash heap from the game to put this card on the acting Nagaraja. During your untap phase you may burn this card to restore this ready Nagaraja to full capacity with blood from the blood bank. A vampire may have only one Emergency Rations.

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Consume the Dead



 +1 stealth action.  Enter combat with a wraith ally or burn a wraith retainer.
 Only usable when a minion or retainer is being burned by any means except diablerie. Usable during combat. Usable by a tapped Nagaraja. Remove that minion or retainer from the game instead. This Nagaraja gains 1 blood if the minion was a vampire or gains X+1 blood, where X is the blood or pool cost of that ally or retainer.

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10- RAVNOS (24)

Fortune Teller Shop 



  2

Master: unique location.
Tap to give a Ravnos +1 stealth for the current action.

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Goodnight, Sweet Prince 



  2

Master
Only usable if you have at least one untapped Ravnos in play. Tap one of your Ravnos. Move the next vampire in the crypt of any Methuseleh to that Methuseleh's ash heap. If the vampire you place in the ash heap is a Prince, gain 2 pool.

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Kumpania 



  1

Unique master.
Put this card in play. Tap to give +1 intercept to a Ravnos with capacity above 4 you control.

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Park Hunting Ground 



  2

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

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The Path of Paradox 



  1

Unique master.
Put this card in play. Ravnos burn 1 less blood when playing cards that require Chimerstry . Any minion may burn this card as a  action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

Illus: Brian LeBlanc ©2007 White Wolf Publishing, Inc. All Rights Reserved

Ravnos Cache 



  1

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

Illus: Greg Simanson ©2007 White Wolf Publishing, Inc. All Rights Reserved

Ravnos Carnival 



  1

Master: unique location.
Put X currency counters on this card when you play it, where X is the number of Ravnos you control. When a Ravnos you control performs an action, you may use these currency counters toward the cost in blood (but not pool) of the action card. Burn this card when the last counter is removed.

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Svadharmā 






  1


Master.
Move 2 blood from the blood bank to a ready Ravnos.
Whatever Khalil told you was a lie... He doesn't care about anyone. He uses... people, things... He always gets what he wants...
Elizabeth Dimitros, Follower of Set

Illus: Becky Jollensten ©2007 White Wolf Publishing, Inc. All Rights Reserved

The Treatment 10 



  1

Master.
Put this card on a prince who has successfully bled you since your last turn. Each time this prince untaps, he or she takes 1 point of damage (damage not preventable). This prince may burn this card as a  action.

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Week of Nightmares



Master.

Put this card in play with 10 nightmare counters. Ravnos get +1 bleed and +1 strength and do not hunt as normal. A Ravnos may steal a blood from another Ravnos as a +1 stealth hunt action. During each Methuselah's untap phase, he or she may move a nightmare counter from this card to a Ravnos. If this card has no counters, each Ravnos burns a blood for each nightmare counter or is burned, then burn this card and the counters. Only one Week of Nightmares may be played in a game.

Illus: Drew Tucker

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Fortune Teller



Retainer with 1 life.

During your minion phase, you may look at one card picked at random from your prey's hand. *Women excel in the manifestation of certain qualities which are associated with mystery...*

Charles Godfrey Leland,
Gypsy Sorcery and Fortune Telling

Illus: Daniel Gelon

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Karavalanisha Vrana



Unique equipment.

The Ravnos with this equipment may move 2 blood from the blood bank to a younger Ravnos in your uncontrolled region as a +1 stealth action that costs 1 blood. Cards that require Chimerstry \square cost this Ravnos 1 less blood.

Illus: Eric Lofgren

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Shilmulo Tarot



Unique equipment.

Move the top two cards from your library to this equipment (face down). You may look at the cards on this equipment at any time. If this Ravnos is ready and you should draw a card from your library, you may draw one of these cards instead. During your untap phase, you may move the top card from your library to this card.

Illus: David Day

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Talith



Melee weapon.

Strength+1 damage each strike. A Ravnos may use this weapon to strike: destroy weapon with first strike instead.

Any tool is a weapon if you hold it right.
Ani DiFranco

Illus: Jeff Holt

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Treasured Samadji



Unique equipment.

The Ravnos with this equipment gets +1 bleed. Once each combat, this Ravnos may dodge as a strike.

Illus: Jim Nelson

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Rom Gypsy



Mortal with 2 life. 1R damage, 0 bleed.

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

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

Illus: Allen Rabinowitz

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Tara, The Hollow One (Mage)



Unique Ally with 2 life. 1R, 0 bleed.

Tara may burn any equipment card controlled by a Ravnos as a \textcircled{D} action. The Ravnos gains blood equal to the cost of the equipment card. (Ignore excess blood.)

If the equipment card has no cost, then the Ravnos gains 1 blood.

Illus: Anson Maddocks

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Bujo



+1 stealth political action.

Choose a political action card in another Methuselah's ash heap. Call the referendum given on that card (this Ravnos must meet the requirements of that political action, if any) and remove that card from the game. This vampire gains 3 additional votes in this referendum.

Illus: Ken Meyer, Jr.

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Fleeing the Gaje



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

Illus. Dennis Calero

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Patshiv

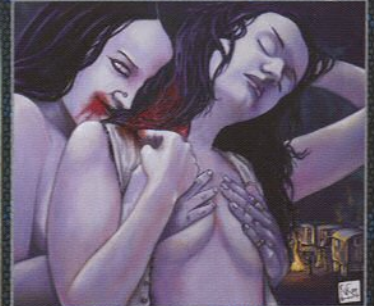


+1 stealth action.
Each ready untapped Ravnos gains 1 blood from the blood bank.

Illus. Dennis Calero

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Tumnimos



Requires a ready non-Sterile Ravnos with a capacity above 4. +1 stealth action.

Put this card in play. It becomes a 2-capacity Ravnos with one level of Chimerstry. You may move a master: Discipline card from your hand to this vampire (pay cost as normal). This vampire is not considered unique, must hunt this turn and is the same sect as the acting Ravnos.

2

Illus. Rik Martin

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Mantle of the Moon



Only usable as the action is announced.
This action is unblockable.

Our kind is unable to look upon the sun, for such is the Curse of Cagn.

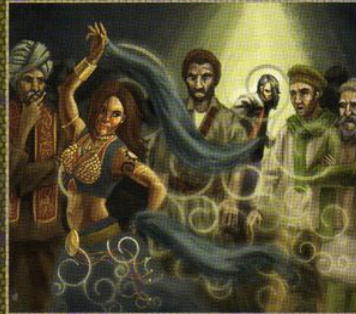
Wamukota, Kinyonyi

4

Illus. Nicole Cardiff

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Zapaderin



Only usable by a ready untapped Ravnos other than the acting minion.
Allies and vampires younger than this modifying Ravnos get -1 intercept on this action.

Belladonna, n. In Italian a beautiful lady; in English a deadly poison. A striking example of the essential identity of the two tongues.
Ambrose Bierce, "The Devil's Dictionary"

1

Illus. Alexander Dunnigan

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The Eldest Are Kholo



Only usable during a referendum.

☑ Each ready Laibon Ravnos gets 2 additional votes.
☑ Each ready Ravnos gets 1 additional vote.

*Dark with darker moods is he
And not a golden Prince who's come
Through columbines and wizardry
To talk of castles in the sun*
Joni Mitchell, "Tin Angel"

2

Illus. Brad Williams

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11- SALUBRI (3)

The Path of Tears



Master: out-of-turn. Path.
Put this card on a Salubri when you move that Salubri from your uncontrolled region to your ready region during your influence phase. If you burned 3 or more pool for the scarce penalty for this vampire, you gain 3 pool. Cards that require Obeah  cost this Salubri 1 less blood to play. Any minion may burn this card as a  action. A vampire can have only one path.

Illus: Peter Bergöing ©2005 White Wolf Publishing, Inc. All Rights Reserved

Sight Beyond Sight



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

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

Illus: Durwin Talon ©2005 White Wolf Publishing, Inc. All Rights Reserved

Journal of Horsh



Unique.
Add 1 counter on this card after this Salubri  performs a successful action. Burn these counters if this card is moved. Except during an action, you can remove this ready Salubri from the game to move these counters to your pool.

Illus: Brian LeBlanc © 2018 White Wolf Entertainment AB



12- SAMEDI (8)

Blessings of the Loa

MASTER

Unique.
Put this card in play. Samedi you control with capacity 4 or more get +1 bleed against your prey for each vampire in torpor they control.

Illus: Ginés Quiñonero © 2018 White Wolf Entertainment AB

Dirty Contract

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

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

Illus: Brian LeBlanc ©2015 White Wolf Publishing, Inc. All Rights Reserved

Houngan

Unique master.
Put this card on a ready Samedi you control. During your untap phase, this Samedi gains 1 blood from the bank, and he or she may tap to gain an additional blood. Any other Samedi may move this card to himself or herself as a +1 stealth action.

Illus: Durwin Talon ©2018 CCP M. All Rights Reserved

Regenerative Blood

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

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

Illus: Steve Ellis ©2009 White Wolf Publishing, Inc. All Rights Reserved

Little Mountain Cemetery

+1 stealth action.
This acting Samedi and all younger Samedi in your uncontrolled region each gain a blood from the bank.

*Dark hills at evening in the west,
Where sunset hovers like a sound
Of golden horns that sang to rest
Old bones of warriors under ground...*
Edwin Arlington Robinson, "The Dark Hills"

Illus: Brian LeBlanc ©2009 CCP M. All Rights Reserved

Off Kilter

+1 stealth action.
Gain 1 pool. If you do not have the Edge, you get the Edge. Otherwise, you can burn the Edge to gain 1 additional pool.

Illus: Lief Jones © 2018 White Wolf Entertainment AB

Stiff Contempt

Only usable as the action is announced.
Vampires must burn 1 blood to attempt to block this action.
DRAFT: [1] As above.

Horrid, repulsive and coarse. Someone should do something about them.
Victoria Ash, Toreador primogen

Illus: Phillip Hilliker ©2009 CCP M. All Rights Reserved

Olid Loa

Only usable before range is determined. Retainers on the opposing minion lose their abilities this combat. The opposing minion cannot maneuver to close or press to continue this combat.

DRAFT: Maneuver, only usable to go to long range.

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13- TRUE BRUJAH (3)

Tabriz Assembly



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

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

Illus: William O'Connor ©2011 White Wolf Publishing, Inc. All Rights Reserved.

The Path of the Scorched Heart



+1 stealth action. Path.
Put this card on the acting True Brujah and untap him or her. Frenzy cards cannot be played on this True Brujah. While this True Brujah is acting, minions cannot play reaction cards that require Presence. Minions opposing this True Brujah in combat cannot play cards that require Presence. A vampire can have only one path.

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Vaticination



+3 stealth action.
① Look at each Methuselah's hand and discard 1 card from among all those hands (even from your own hand).

Illus: Sandra Chang-Adair © 2018 White Wolf Entertainment AB

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1- AHRIMANES (7)

Blessing of the Beast



MASTER

Put this card on an Ahrimane you control with any cards requiring Spiritus from your hand (before replacing), face down (you can look at the cards at any time). This Ahrimane can play these cards as if from your hand. Burn this card if it has no cards on it. A vampire can have only one Blessing of the Beast.

Illus: Paul Tobin © 2018 White Wolf Entertainment AB

The Path of Harmony



Unique master.

Put this card in play. Cards that require Spiritus cost Ahrimanes 1 less blood. Any minion may burn this card as a action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

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High Top



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

High Top gets +1 intercept. High Top may enter combat with any minion controlled by another Methuselah as a action. High Top gets an additional strike each round and an optional maneuver once each combat. He may play cards requiring basic Celerity as a vampire with a capacity of 4. If High Top has less than 3 life during your untap phase, he gains 1 life.

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Ohoyo Hopoksia (Bastet)



Unique werewolf with 3 life. 3 strength, 0 bleed.

When a minion you control is about to enter combat with an acting minion, you may tap Ohoyo to cancel that combat; Ohoyo enters combat with the acting minion instead. She gets an optional maneuver each combat. If she has less than 3 life during your untap phase, she gains 1 life from the blood bank.

Illus: James Stowe © 2005 White Wolf Publishing, Inc. All Rights Reserved

Ahrimane Protectorate



+1 stealth action. Unique.

Put this card in play, and this Ahrimane may burn 1 blood to untap at the end of this action. You may burn this card to cause a action directed at an ally or location you control to fail. You may burn this card during a action against you to give an Ahrimane you control +1 intercept.

Illus: Josh Timbrook © 2005 White Wolf Publishing, Inc. All Rights Reserved

Visionquest



+1 stealth action.

Put this card on this Ahrimane. This Ahrimane gets +1 level of Spiritus. If this action is blocked, this Ahrimane does not unlock as normal during their next unlock phase.

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

The Wildebeest



+1 stealth action.

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

Illus: Becky Cloonan © 2005 White Wolf Publishing, Inc. All Rights Reserved

2- BLOOD BROTHERS (5)

Achilles' Heel 

MASTER 



Unique.
Put this card on a vampire controlled by another Methuselah and choose a circle. While this vampire is in torpor, Blood Brothers  of the chosen circle get +1 bleed against this vampire's controller. Any minion can burn this card as a  action.

Illus: Mick Bertolozzi © 2018 White Wolf Entertainment AB

Blood Buff 

MASTER 



Trifle.
Put this card on a ready Blood Brother  you control. This Blood Brother gets +1 level of Sanguinus .

Illus: Gábor Németh © 2018 White Wolf Entertainment AB

Thicker than Blood 

MASTER 



Choose a ready Blood Brother  you control. Move a unique Blood Brother of the same circle from your uncontrolled region to your ready region. Not usable if they would contest a card in play.

 2

Illus: Phil Woehr © 2018 White Wolf Entertainment AB

Oppugnant Night 

 ACTION



+1 stealth action. Only one Oppugnant Night can be played each turn.
Put this card in play and unlock this Blood Brother . Each Blood Brother of this circle (including this one) can enter combat with a minion as a  action. Burn this card at the end of this minion phase.

Illus: Avery Butterworth © 2018 White Wolf Entertainment AB

Three's a Crowd 



Requires a ready untapped Blood Brother of the same circle as another one you control in combat.
Only usable before range is determined. The range this round is automatically close, and the Blood Brother in combat gets an optional press, only usable to continue combat.

 1

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3- BRUJAH ANTITRIBU (11)

Amusement Park Hunting Ground

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

Definitely an E ticket!
Julie, Brujah antitribu

Illus. Dave Seeley ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Gang Territory

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

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Waste Management Operation

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

Illus. Brian LeBlanc ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Sword of Judgment

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

Justice is incidental to law and order.
J. Edgar Hoover

Illus. Richard Thomas ©2004 White Wolf Publishing, Inc. All Rights Reserved.

The Bruisers

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

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

Survivalist

Mortal with 1 life. 0 strength, 0 bleed.
Survivalist may strike for 2R damage. He may tap to give a Brujah antitribu you control a maneuver.

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Blood Brother Ambush

Only usable when an action is blocked. Combat does not occur. Put this card into play. While in play, this card represents an ally with 3 life and 2 strength who can strike for 2R damage; this ally enters combat with the blocking minion. Blood Brothers may play cards requiring basic Potence Ⓛ as a vampire with a capacity of 3. Any cost in blood is paid with life. If a card would give them blood, give them life instead. Burn this card at the end of combat or if the combat is canceled.

Illus. Ted Naifeh ©2000 White Wolf Publishing, Inc. All Rights Reserved.

Dogs of War

If this referendum passes, put this card in play. Any Brujah antitribu may enter combat with a ready minion as a Ⓛ action. You may burn this card to cancel a blood hunt called on a Brujah antitribu. Any vampire may call a referendum to burn this card as a +1 stealth political action.

Illus. Mark Poole ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Spoils of War

Only usable after a successful Ⓛ action.
This vampire gains 1 blood and you gain 1 pool.

Illus. August Bogedal Hansen

Unexpected Coalition



Only usable during a referendum.

Each ready Brujah *antitribu* gets an additional vote this referendum. When tallying votes, if any Brujah *antitribu* cast any votes in opposition to this Brujah *antitribu*'s votes (or if this Brujah *antitribu* abstains), none of the additional votes from this card are counted.

Illus: Thomas Manning

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Vendetta



Only usable when you are successfully bled for more than 2 pool.


Put this card on the acting minion. Brujah *antitribu* get +1 strength in combat with the minion with this card. Any ready Brujah *antitribu* may enter combat with this vampire as a **(D)** action. Burn this card if this minion goes to torpor.

I will feed fat the ancient grudge I bear him.
Shakespeare, *The Merchant of Venice*, act 1, scene 3

Illus: Peter Berzting

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4- GANGREL ANTITRIBU (13)

Bay and Howl 



Master:

Move 1 blood from each ready Gangrel *antitribu* you control to a Gangrel *antitribu* in your uncontrolled region.

*I bay and howl,
one wild howl;
like a wolf with a knife.
Ralph Turturro, "Streams"*

Illus. Steve Ellis ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Campground Hunting Ground 



**Master: unique location.
Hunting Ground.**

During your untap phase, you may move 1 blood from the blood bank to a ready vampire you control. A vampire can gain blood from only one Hunting Ground card each turn.

 2

Illus. Ron Spencer ©2005 White Wolf Publishing, Inc. All Rights Reserved.

City Gangrel Connections 



Master: unique location.

You get 1 additional vote during each political action.

*Watch yourself around them.
They love the Beast.
Democritus, Ventruue*

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Ennoia's Theater 



Master:

Unique location.

Lock to get +1 hand size this turn. Lock during your influence phase to get +1 transfer.

Illus. Javier Santos ©2019 White Wolf Entertainment AB

Gangrel Conspiracy 



Master: out-of-turn.

Cancel a blood hunt called on a Gangrel *antitribu*. You may play this card during your turn.

*In America there are factions, but
no conspiracies.
Alexis de Tocqueville,
Democracy in America*

Illus. Corey Macourek ©2006 White Wolf Publishing, Inc. All Rights Reserved.

The Path of the Feral Heart 



Unique master.

Put this card in play. Gangrel *antitribu* burn 1 less blood when playing cards that require Protean . Any minion may burn this card as a  action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

 1

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Talons of the Dead 



Unique master.

Put this card on a Gangrel *antitribu* you control. Damage from this vampire's hand strikes is aggravated.  actions cost this vampire an additional blood. This vampire's controller may use a master phase action to burn this card.

*Their fatal hands
No second stroke intend.
John Milton, Paradise Lost*

 2

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Twisted Forest 



Master: unique location.

Tap to give a Gangrel *antitribu* you control +1 stealth.

*Now he goes along the darksome road,
Thither whence they say no one returns.
Catallus, "Carmina"*

 2

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Black Spiral Buddy 






Werewolf with 3 life. 1 strength, 0 bleed.

Damage from Black Spiral Buddy's hand strikes is aggravated. Once each combat, Black Spiral Buddy gets an additional strike. If Black Spiral Buddy has fewer than 3 life during your untap phase, he gains 1 life.

DRAFT: Requires a Sabbat vampire. As above, but Black Spiral Buddy burns 2 life when he moves to the ready region.

 4

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Shadow Court Satyr (Changeling) 



Changeling with 3 life. 1 strength, 1 bleed.
 When the Satyr enters play, you may put a combat card from your hand on him. Once each combat, the Satyr may use the ability of that card as if played from your hand. If the card requires a vampire (e.g., costs blood or requires a Discipline), he may use it as a vampire with the basic level of the Discipline (if any).

3

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Marked Territory 



+2 stealth action.
 Put this card on this vampire and untap him or her. You can burn this card to give this vampire +2 intercept during a  action against you. A vampire can have only one Marked Territory.

Illus: August Bogedal Hansen

Follow the Alpha 



Only usable by a ready untapped Gangrel *antitribu* when combat involving another Gangrel *antitribu* you control ends and the opposing minion is still ready.
 Tap this Gangrel *antitribu*. This Gangrel *antitribu* enters combat with the opposing minion. The first round of this new combat, the opposing minion cannot use maneuvers.

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Leathery Hide 



A vampire may play only one Leathery Hide each round.
 Prevent four non-aggravated damage from the opposing minion's strike.

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5- HARBINGERS OF SKULLS (13)

Crematorium



Master: unique location.
Tap during your untap phase to burn a vampire in torpor with no blood.

1

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Lazarene Inquisitor



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

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

Illus: Christopher Shy ©2015 White Wolf Publishing, Inc. All Rights Reserved

Maabara



Master: unique location.
You may tap this location to move a card from your ash heap to this location. You may use a master phase action to move a card from this location to the top of your library. Any vampire may burn this location as a (D) action.

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The Slaughterhouse



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

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

1

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Vengeful Spirit



Wraith with 2 life.
The employer gets +1 bleed. Vengeful Spirit inflicts 1 damage on the opposing minion each round of combat during normal strike resolution at close range.

1

Illus: Gines Quintanero ©2019 White Wolf Entertainment AB

Erebus Mask



Unique equipment.
The Harbinger of Skulls with this equipment gets +1 stealth.

*Where wilt thou find a cavern dark enough
To mask thy monstrous visage?
William Shakespeare, Julius Caesar, act II, scene I*

1

Illus: Keran Tishner ©2005 White Wolf Publishing, Inc. All Rights Reserved

Shaal Fragment



Unique equipment. Nod fragment.
+2 hand size. Any vampire may steal this equipment as a (D) action.

1

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Emerald Legionnaire



Wraith with 2 life.
2 strength, 1 bleed.
During your unlock phase, you can remove 7 cards from the game to move an Emerald Legionnaire from your ash heap to the ready region with 2 life.

1

Illus: Javier Santos ©2018 White Wolf Entertainment AB

Disciple of Lazarus



+1 stealth action.
Add 2 blood to a younger Harbinger of Skulls (S) in your uncontrolled region, or search your crypt for a Harbinger of Skulls, reveal them, and move them to your uncontrolled region (shuffle afterward).

Illus: Carmen Cornet ©2018 White Wolf Entertainment AB

Ghost-Eater



+1 stealth hunt action.
Choose a minion or retainer in any ash heap who was burned from play since your last turn. Remove the chosen minion or retainer from the game to add X blood to this Harbinger of Skulls, where X is the capacity of the chosen vampire or the starting life of the chosen ally or retainer.

Illus: Steve Eidson ©2005 White Wolf Publishing, Inc. All Rights Reserved

Threading the Path of Orpheus



+1 stealth action.
Burn a card played by another Methuselah on a vampire you control. Tap that vampire.
DRAFT: ☞ Move a card from your ash heap to your hand (discard afterward).

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Acheron Vortex



MODIFIER

Minions without Necromancy ☞ or Obtenebration ☞ get -1 intercept.

Illus: Ginés Quiñero © 2018 White Wolf Entertainment AB

Din of the Damned




Only usable on an undirected action as the action is announced.
Equipment and conviction cards cannot grant intercept this action (any intercept they grant is lost). Reaction cards (and powers) that grant intercept for this action cost an additional blood or life.
DRAFT: ☞ As above.

Illus: Avery Butterworth ©2009 CCP M. All Rights Reserved

6- KIASYD (8)

Chanjelin Ward




Master.
Put this card on a vampire you control. Actions directed at this vampire cost an additional blood. This vampire can burn this card to cause an action directed at him or her to fail. A vampire may have only one Chanjelin Ward.

As Hannigan raised his hand to turn the knob, his knees buckled and the room spun. When his vision cleared, he found himself lying in the snow with the cold glow of pre-dawn light threatening him.

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Great Symposium



Master.
Search your crypt for a Kiasyd and put that vampire in your uncontrolled region. Then distribute 3 blood from the bank among one or more Kiasyds in your uncontrolled region. Only one Great Symposium can be played in a game.

DRAFT: As above.

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Ravager



Master.
Put this card on a Kiasyd. Non-changelings cannot block this Kiasyd's undirected hunt actions.

DRAFT: As above, but for any vampire.

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Draeven Softfoot



Unique changeling with 1 life, 1 strength, 0 bleed.
Draeven can lock to prevent 1 damage inflicted in combat on a Kiasyd. Cards requiring Chimerstry can neither be played while he is acting, blocking, or in combat, nor target him.

Illus: Paul Ballard ©2010 White Wolf Entertainment AB

Riddle Phantastique



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

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Song of Pan



+1 stealth action. Unique.
Untap this acting Kiasyd and put this card in play. All Kiasyd and changeling allies get +1 bleed. During your discard phase, burn this card and inflict 1 unpreventable damage on each Kiasyd or changeling ally you control who did not successfully bleed this turn.

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The Grandest Trick



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

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Covincraft



Reduce a bleed against you by 1.
Only usable during a referendum. This Kiasyd gains 4 votes.

*We are false and evanescent, and aware of our deceit,
From the straw that is our vitals to the clay that is our feet.*
Edwin Arlington Robinson, "The False Gods"

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7- LASOMBRA (11)

Elysian Fields 



Master: unique location.
Tap to give a Lasombra you control +1 stealth for the current action.
*And oh, if there be an Elysium on Earth,
It is this, it is this!
Thomas Moore, "The Light of the Harem"*

 2

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The Path of Night 



Unique master.
Put this card in play. Lasombra burn one less blood when playing cards that require Obtenebration . Any minion may burn this card as a  action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

 1

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Political Hunting Ground 

MASTER



Unique location. Hunting ground.
During your unlock phase, a ready vampire you control can gain 1 blood. A vampire can gain blood from only one hunting ground each turn.

 2

Illus: Melissa Uran ©2018 White Wolf Entertainment AB

Political Seizure 



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

 2

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Power Structure 

MASTER



Unique.
Put this card in play. Lock during the polling step of a political action to give each Lasombra  you control +1 vote.
*All political structure is based on power.
Weber, Wirtschaft und Gesellschaft*

 1

Illus: Patrick Kochajki ©2018 White Wolf Entertainment AB

Camarilla Vitae Slave 25





EMPLOY ACTION

Retainer with 1 life.
The employer gets +1 capacity. During their master phase, they can choose a basic level Discipline they possess and get the chosen Discipline at the superior level until their next master phase.

 2  +1

Illus: Carmen Cornejo ©2019 White Wolf Entertainment AB

San Nicolás de los Servitas 



This equipment card represents a unique location and does not count as equipment while in play.
Actions directed at this Lasombra cost an additional pool. If this location is burned, the Lasombra with this card takes 2 unpreventable damage. This card cannot be contested. Any card that would contest this location is immediately burned before contesting begins.

 2

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Zaire River Ferry



This equipment card represents a unique location and does not count as equipment while in play. Haven.
You may tap this location when a  action directed at this Lasombra is announced to cause that action to fail. The Lasombra with this location may tap it to get +1 stealth for the current action. A vampire may have only one haven.

 2

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Abyssal Hunter



Demon with 4 life. 3 strength, 0 bleed.
Hunter can inflict 1 damage on any minion as a  action. During your untap phase, a ready vampire you control takes 1 damage. Burn the hunter if any ranged aggravated damage is done to him, even if it is prevented.

 2

Illus: Jeff Holt ©2003 White Wolf Publishing, Inc. All Rights Reserved

Drink the Blood of Ahriman



+1 stealth action.

Put this card on this acting Lasombra.

The Lasombra with this card has +1 strength and burns one less blood when playing cards that require Obtenebration. During your untap phase, this Lasombra burns 1 blood or this card is burned. Burn this card if any ranged aggravated damage is done to this vampire, even if it is prevented.

Illus: Eric Lofgren

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Political Struggle



+1 stealth action.

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

Illus: Patrick Kochakji

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8- MALKAVIAN ANTITRIBU (10)

Cracking the Wall



Master. Do not replace until your discard phase.
Play Rock-Paper-Scissors with any other Methuselah. If you tie, you each discard a card at random. Otherwise, the loser discards his or her hand and draws a new hand.

*Who cares what games we choose?
Little to win, but nothing to lose.
The Strawberry Alarm Clock, "Incense and Peppermints"*

1

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Institution Hunting Ground



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

*Chasing an errant swarm of bees is nothing to following a naked lunatic when the fit of escaping is upon him.
Bram Stoker, Dracula*

2

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Malkavian Game



Master.
Play Rock-Paper-Scissors with any other Methuselah. The winner steals 2 pool from the loser. Each time you tie, play again, but for an additional pool.

*Though this be madness,
yet there is method in't.
Shakespeare, Hamlet, act II, scene 2*

Illus: Patrick Kochajki ©2004 White Wolf Publishing, Inc. All Rights Reserved

Enchanted Marionette



Unique equipment.
The Malkavian *antitribu* with this equipment gets +1 bleed and +1 stealth when bleeding.

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

3

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Dauntain Black Magician (Changeling)



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

3

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Escaped Mental Patient




Mortal with 1 life. 1 strength, 0 bleed.
Escaped Mental Patient can enter combat with any minion controlled by another Methuselah as a Ⓛ action. The Patient can make a hand strike at +1 damage, aggravated. Burn him at the end of combat if he does so.

2

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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 Ⓛ action. This card cannot be placed on a Malkavian or Malkavian *antitribu*.

1

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Sibyl's Tongue



+1 stealth action.
This action costs X blood, where X is the number of Sibyl's Tongues in your ash heap. Choose a card by name. Search your library for a copy of that card, show it to all players, and move it to your hand. Discard down to your hand size and shuffle your library afterward.

X

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Walk Through Arcadia



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

1

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Reality Mirror



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

Illus: Drew Tucker

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9- NOSFERATU ANTITRIBU (10)

Information Network



Unique master.
Put this card in play. Tap to give a Nosferatu *antitribu* you control +1 intercept.

Knowledge is of two kinds: we know a subject ourselves, or we know where we can find information upon it.
Samuel Johnson, in James Boswell's *The Life of Samuel Johnson, LL.D.*

Illus. James Stone ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Nosferatu Kingdom



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

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

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Shanty Town Hunting Ground



Master: unique location.
Hunting Ground.
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.

The desperate no longer care when death stalks their streets. Some think of it as a blessing.
Nigel the Shunned, *Nosferatu antitribu*

Illus. Michael Weaver ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Steam Tunnels



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

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

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Using the Advantage



Master.
Put this card into play. During your untap phase, if you control the Edge, you may tap this card to gain 1 pool.

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

Illus. Matt Wilson ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Courier



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

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Inside Dirt



Ⓛ Burn the Edge to burn 2 blood from a vampire controlled by another Methuselah, or to cause your prey to burn 2 pool.

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Vermin Channel



+3 stealth action.
Ⓛ Bleed.
DRAFT: Ⓛ Ⓛ Bleed.

*They fought the dogs and killed the cats,
And bit the babies in the cradles,
And ate the cheeses out of the vats,
And licked the soup from the cooks' own ladles.*
Robert Browning, *The Pied Piper of Hamelin*

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Dirty Little Secrets



Only usable on a successful bleed.
For each pool this Nosferatu *antitribu* bleeds from the target Methuselah, burn one card from the top of that Methuselah's library.

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

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Gang Tactics



Only usable when the action is announced.

If the action is blocked, the resulting combat is at close range. Other effects cannot change this; skip the determine range step during that combat.

DRAFT: As above, but do not replace until the end of this action.

Illus: Pete Venters

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10- PANDER (3)

Convergence



Master.
Move 1 blood from each ready Pander you control to a Pander in your uncontrolled region.

*i'm sifting through the ashes of what i have become
Nine Inch Nails, "Now I'm Nothing"*

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Joseph Pander



Unique master.
Put this card in play. Tap and burn 1 pool to cause a Ⓛ action against a Pander you control to fail. During your master phase, choose a Pander. Once this turn, that Pander may enter combat with any minion as a Ⓛ action. Any Sabbat vampire may burn this card as a Ⓛ action.

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Ghouled Street Thug




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

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11- SALUBRI ANTITRIBU (10)

Bleeding by the Code



Master.
Put this card on a Salubri *antitribu* you control. This Salubri *antitribu* gains one level of Valeren \checkmark and gets +1 strength. Capacity increases by 1: the Salubri *antitribu* is one generation older. A vampire can have only one Bleeding by the Code.

1

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Code of Samiel



Unique.
Put this card in play. During your unlock phase, a Salubri *antitribu* you control can gain 1 blood. If a Salubri *antitribu* burns a ready vampire or sends a vampire to torpor in combat or as a $\textcircled{1}$ action, that Salubri *antitribu* can unlock after the end of the minion phase.

2

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The Path of Retribution



Unique master.
Put this card in play. Cards that require Valeren \checkmark cost Salubri *antitribu* 1 less blood. Any minion may burn this card as a $\textcircled{1}$ action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

1

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Blade of Bellona



Melee weapon.
Strike: strength +1 damage, with 1 optional maneuver each combat, only usable to maneuver to close range.

1

Illus: Gimés Quiñero © 2018 White Wolf Entertainment AB

Blessing of the Name



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

1

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Brother in Arms




+1 stealth action. Requires a ready, non-sterile Salubri antitribu with capacity above 2.
Put this card in play; it becomes a 2-capacity, non-unique Salubri *antitribu* with basic Valeren \checkmark . Move 1 blood from the acting vampire to this vampire. This vampire cannot act this turn. During your untap phase, if you control more ready Brothers in Arms than ready unique Salubri *antitribu*, burn the excess ready Brothers in Arms.

1

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The Black Beast



Only usable before range is determined in combat with a Camarilla vampire.
Put this card on this vampire. In combat with a Camarilla vampire, this vampire gets +1 strength and can burn this card to get 1 press, only usable to continue combat. A vampire can have only one Black Beast.

1

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Death Seeker



A vampire can play only one Death Seeker each round.
Cancel a combat card played by the opposing minion as it is played, and its cost is not paid.

1

Illus: Erica Danell © 2018 White Wolf Entertainment AB

Righteous Aura



Only usable if this vampire is ready and the opposing minion is not.
Put this card on this vampire. This vampire gets +2 bleed. Burn this card if this vampire is about to leave the ready region. A vampire can have only one Righteous Aura.

Illus: Noah Hirka © 2018 White Wolf Entertainment AB

Tracker's Mark



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

Illus: Mark Nelson

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12- TOREADOR ANTITRIBU (9)

The Art of Love



Master.
Take control of an ally controlled by another Methuselah until the end of your turn.

DRAFT: Put this card on a vampire you control. You may burn this card to give this vampire +1 bleed for the current action.

I know of only one duty, and that is to love.
Albert Camus

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The Art of Pain



Unique master.
Put this card on a ready Toreador antitribu. This vampire gets +2 strength.

No kind of sensation is keener and more active than that of pain; its impressions are unmistakable.
Marquis de Sade, 120 Days of Sodom

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Fetish Club Hunting Ground

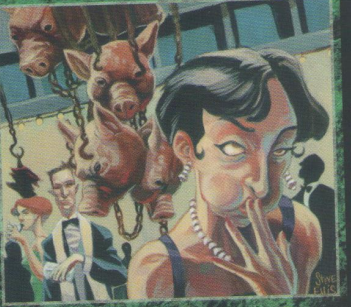


Master: unique location. Hunting Ground.
During your untap phase, you may move 1 blood from the blood bank to a ready vampire you control. A vampire can only gain 1 blood from Hunting Ground cards each turn.

Our torments may also in length of time become our elements.
John Milton, Paradise Lost

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Foundation Exhibit



Unique location.
Each non-titled Toreador antitribu you control gets +1 vote. Any vampire can burn this card as a Ⓛ action that costs 1 blood.

It's like a kind of torture to have to watch the show.
Waldorf, Toreador antitribu

Illus: Steve Ellis © 2018 White Wolf Entertainment AB

Palla Grande



Unique.
Put this card in play with 3 counters. Toreador antitribu get +1 bleed. During your discard phase, burn 1 counter from this card. Burn this card if it has no counters.

Illus: Diana Vick © 2018 White Wolf Entertainment AB

Eccentric Billionaire



Mortal with 1 life, 0 strength, 2 bleed.
Billionaire may tap to reduce the cost of an equipment or location you or any of your minions play by 1 pool. Only one Billionaire may be used to reduce the cost of a given card.

DRAFT: As above.

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Goth Band



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

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Art Scam



+1 stealth action.
Gain 2 pool.

It's clever, but is it Art?
Kipling, The Conundrum of the Workshops

Illus: John Matson © 2018 White Wolf Entertainment AB

Patronage



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

DRAFT: As above (targeting a younger Toreador antitribu), but do not replace until the end of this action.

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13- TREMERE ANTITRIBU (16)

Infernal Pact

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

1

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Spirit Summoning Chamber

Master: unique location.
Tap this card and burn 1 blood from a ready Tremere *antitribu* you control to search your library for a minion card that requires Thaumaturgy. Show that card to all players and put it in your hand. Discard down and shuffle afterward.

2

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University Hunting Ground

Unique location. Hunting ground.
During your unlock phase, a ready vampire you control can gain 1 blood. A vampire can gain blood from only one hunting ground each turn.

2

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Jar of Skin Eaters

Weapon.
The bearer may use this weapon only if it has a blood on it. Strike: 3R aggravated damage. This minion may inflict 3 aggravated damage on another minion as a \textcircled{D} action. Burn after either use. Any Gargoyle enslaved to this vampire may move 1 blood to this card as a +1 stealth action.
DRAFT: As above, with 1 blood.

Illus: Erica Daniell ©2009 CCP Inc. All Rights Reserved

Ruins of Ceoris

This equipment card represents a unique location and does not count as equipment while in play. The Tremere *antitribu* with this location gets an optional maneuver or press each combat.

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Gargoyle Slave

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

3

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Hexaped

Ally with 3 life. 1 strength, 0 bleed.
Hexaped may give a link counter to any Methuselah as a +1 stealth \textcircled{D} action. Remove Hexaped from the game if that action succeeds. The Tremere *antitribu* who recruited it gets +1 bleed and +1 stealth when bleeding the Methuselah with that link counter.

1

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Nephandus

Mage with 2 life. 0 strength, 1 bleed.
Nephandus can strike: 1R damage. Nephandus gets 1 optional press each combat. Nephandus can burn a vampire in torpor to gain 1 life as a \textcircled{D} action. Each strike or damaging effect made by the opposing minion against Nephandus in combat inflicts 1 less damage.

2

Illus: Lawrence Shelby ©2008 White Wolf Entertainment AB

Succubus

Demon with 3 life. 1 strength, 0 bleed.
Damage from Succubus's hand strikes is aggravated. Succubus may steal 1 blood or life (gaining a life) from a minion as a +1 stealth \textcircled{D} action. Once each turn, she may burn 1 life to get +1 bleed for the current action.

4

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Create Gargoyle



+1 stealth action. Requires a non-sterile vampire.
Put this card into play; it represents a 2-capacity slave Gargoyle of the same sect enslaved to the acting vampire's clan with basic Visceratika and flight. You may search your hand, library and/or ash heap for a master; Discipline to place on this Gargoyle. Move up to 3 blood from the acting vampire to this Gargoyle. This Gargoyle cannot act this turn.

Illustration: Durwin Talon

Defender of the Haven



+1 stealth action.
Put this card on a slave Gargoyle with a capacity above 4. This Gargoyle gets +2 intercept against actions. A Gargoyle can have only one Defender of the Haven.

This is my master's house, and she does not receive visitors unannounced. You do not look like you have business here, so best be on your way.
Pugfar, slave Gargoyle

Illustration: Jeff Holt

Potio Martyrium



+1 stealth action.
Put this card on a Gargoyle enslaved to this vampire's clan. If this Gargoyle is burned or sent to torpor in combat, he or she burns and inflicts 3 aggravated damage on the opposing minion and each retainer in combat. A minion may have only one Potio Martyrium.

DRAFT: As above, but put this card on this Gargoyle.

Illustration: Phillip Hilliker

Recure of the Homeland



+1 stealth action. Only usable by a vampire in torpor. Usable by a tapped vampire.
The acting vampire leaves torpor. If this action is blocked, there is no combat. If the blocking minion is a vampire who can commit diablerie, that vampire may diablerize the acting vampire.

DRAFT: As above.

Earth helped him with the cry of blood.
Sir John Beaumont, "Battle of Bosworth Field"

Illustration: David Day

Reindoctrination



+1 stealth action.
Choose a younger Gargoyle. That Gargoyle loses any existing slave status and becomes a slave to this acting vampire's clan. Take control of the Gargoyle if another Methuselah controls him or her, move the Gargoyle to your ready region, and untap him or her.

Illustration: Heather Kreiter

Soul of the Earth



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

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

Illustration: Steve Prescott

Their Master's Voice



Usable by a locked vampire.
Unlock a gargoyle creature ally or a ready slave Gargoyle you control.

Illustration: Gábor Németh

14- TZIMISCE (10)

Haven Affinity

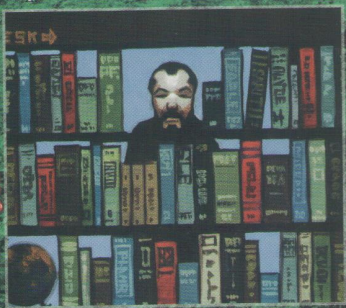


Unique master.
Put this card on a Tzimisce. When this Tzimisce blocks, he or she may play combat cards in the resulting combat as if all of his or her Disciplines were at the superior level.

1

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Library Hunting Ground



Unique location. Hunting ground.
During your unlock phase, a ready vampire you control can gain 1 blood. A vampire can gain blood from only one hunting ground each turn.

2

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The Path of Metamorphosis



Unique master.
Put this card in play. Tzimisce burn one less blood when playing cards that require Vicissitude 14. Any minion may burn this card as a ① action; if that minion is a vampire, he or she takes 1 unpreventable damage when this card is burned.

1

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Revenant



Ghoul with 2 life.
The minion with this retainer gets +1 intercept.
DRAFT: As above.

1

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Femur of Toomler 25



Unique melee weapon.
Strike: strength+1 aggravated damage.
It was with this bone that we destroyed one of the founders of the Tremere, so I suggest that you treat it with a little more respect.
Meshenka, Tzimisce

2

Illus: Mark Tedin ©2019 White Wolf Entertainment AB

Living Manse



This equipment card represents a location and does not count as equipment while in play.
This vampire gets +1 bleed. They can burn this card before range is determined to end combat. A vampire can have only one Living Manse.

1

Illus: Mark Tedin ©2018 White Wolf Entertainment AB

Weirding Stone



Equipment.
During any Methuselah's untap phase, you may look at the top card of that Methuselah's library. If that card is a master card, this vampire may burn 1 blood to burn that card.

1

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Asanbonsam Ghoul



Ghoul with 3 life. 2 strength, 0 bleed.
Asanbonsam gets +1 intercept when blocking a ① action. If he successfully blocks a ① action, range in the first round of the resulting combat is automatically close (skip the determine range step that round).

2

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Guardian Ghoul



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

1

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War Ghoul



Ghoul with 5 life, 4 strength, 0 bleed.

When War Ghoul enters play, burn an ally or retainer you control. She can enter combat with any ready vampire controlled by another Methuselah as a ① action. She may prevent 1 damage each round. Tap and burn War Ghoul to burn any location; you cannot use this ability during combat.



Illustration by Mark Tedin

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15- VENTRUE ANTITRIBU (9)

Corporate Hunting Ground



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

A room full of suits slaughtered by a pack of bloodsucking thieves? Sounds like poetic justice to me.
Mitchell, The Headhunter, Pander

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Demonstration



Unique master.
Put this card in play. Tap to cancel the votes of any vampire during the referendum of a political action.

DRAFT: As above, but burn this card to cancel votes instead of tapping it.

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Framing an Ancient Grudge



Master.
Choose a prince or primogen, or burn 3 pool to choose a justicar. The chosen vampire loses his or her title.

DRAFT: As above, but pay 1 pool to choose any titled vampire.

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Ventrué Investment



Master. Investment.
Put this card in play with 1 blood on it for each Ventrué *antitribu* you control. You may use a master phase action to move 1 blood from this card to your pool. Burn this card if it has no blood.

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Political Antagonist



Mortal with 1 life. 1 strength, 1 bleed.
During a political action, the Antagonist may tap to give a Ventrué *antitribu* +1 intercept.

He that wrestles with us strengthens our nerves and sharpens our skill. Our antagonist is our helper.
Burke, "Reflections on the Revolution in France"

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Recruiting Party



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

DRAFT: As above (targeting Ventrué *antitribu*).

*How fast has brother followed brother,
From sunshine to sunless land!*
William Wordsworth, "Extempore Effusion Upon the Death of James Hogg"

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Innocent Bystander



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

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Kindred Manipulation



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

DRAFT: Cancel the votes of a younger vampire.

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Loyalist



Only usable during a referendum. Usable by a tapped vampire.
This vampire gains 3 votes against the referendum. If the acting vampire is Sabbat and the referendum fails, move up to 2 blood from the acting vampire to this vampire.

Old-fashioned Loyalists don't last all that long, even when they've got your potential for power.
Andrew Emory, Lasombra bishop

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IV- LAIBON (32)

1. Akunanse (8)



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2. Guruhi (8)



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3. Ishtarri (8)



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4. Osebo (8)



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1- AKUNANSE (8)

Jungle Hunting Ground

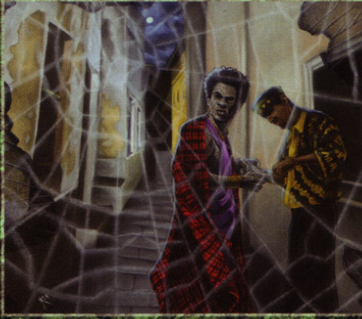


Master: unique location. Hunting ground.
Tap during your untap phase to add 1 blood to this card if it has fewer than 3 blood. Tap during your untap phase to move all the blood on this card to a ready Laibon you control. A vampire can gain blood from only one hunting ground card each turn.

1

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Mapatano Utando



Unique master.
Put this card in play. You may tap this card to reduce a bleed against you by 1. During your influence phase, you may tap this card and burn the Edge to gain 4 transfers. Any vampire may burn this card as a Ⓧ action that costs 1 blood.

Illus: Heather V. Kreiter ©2009 CCP M. All Rights Reserved

Duma Rafiki



Animal with 2 life.
During strike resolution, if the range is close, this retainer burns a weapon controlled by the opposing minion or inflicts 1 damage on the opposing minion.

1

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Reliquary: Akunanse Remains



Unique equipment.
During your untap phase, choose Abombwe ☐, Animalism ☉, or Fortitude ☑. Until your next untap phase, the Akunanse with this equipment has an additional level of the chosen Discipline. The Akunanse with this equipment gets +1 bleed and gains 1 capacity; he or she is one generation older.

1

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Tunnel Runner



Werewolf with 3 life. 1 strength, 1 bleed.
The Runner may play cards that require Animalism ☉ as a vampire and may burn 1 life to get +1 stealth. If he successfully bleeds, you may look at the target Methuselah's hand. A vampire stealing life from the Runner takes 1 damage for each point stolen. If the Runner has 2 or fewer life during your untap phase, he gains 1 life.

4

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Wise Spider



+1 stealth action.
Put this card on this acting Akunanse. If this action is successful, untap the acting vampire at the end of the turn. While this Akunanse is ready, your hand size is one card larger. A vampire may have only one Wise Spider.
To travel is to see. To travel is to learn.
Hasani, Akunanse

1

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Akunanse Kholo



Only usable during a political action. Usable by a tapped vampire. Title.
Put this card on this Akunanse to represent the unique Laibon title of Akunanse Kholo (worth 2 votes). Not usable if there are any older ready untitled Akunanse. Whenever this vampire is not a ready Akunanse or there is an older ready untitled Akunanse, move this card to (one of) the oldest ready untitled Akunanse (if any).

Illus: Ken Meyer, Jr. ©2005 White Wolf Publishing, Inc. All Rights Reserved

Wanderer's Counsel



☉ Only usable during a referendum. Usable by a tapped vampire. This Akunanse gets an additional vote in this referendum.
☑ Only usable when this Akunanse successfully hunts. He or she gains 1 additional blood.
By coming and going will a bird weave its nest.
Ashanti proverb

Illus: Steve Ellis ©2005 White Wolf Publishing, Inc. All Rights Reserved

2- GURUHI (8)

Palace Hunting Ground



Master: unique location.
Hunting ground.

During your untap phase, you may move 1 blood from the blood bank to a ready Guruhi you control. Not usable to move a blood to a Guruhi with no blood. A vampire can gain blood from only one hunting ground card each turn.



Illus: Mark Poole

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Ananasi Vampirephile



Werewolf with 4 life, 2 strength, 1 bleed.

Ananasi gets an optional maneuver each combat. Once each combat, she can burn a life during the press step to get a press and set the range in the next round of that combat, if any. She can gain a life as a +1 stealth action. Once each turn, she may play a card that requires basic Animalism \otimes as a vampire.



Illus: James Stowe

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Founders of the Ebony Kingdom



+1 stealth action.

Put this card on a younger Laibon in your uncontrolled region and move 4 blood from the blood bank to that vampire. (This card remains in play.) A vampire may have only one Founders of the Ebony Kingdom. Burn this card if the vampire leaves the uncontrolled region.



Illus: Andrew Trabbold

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Edge of the World



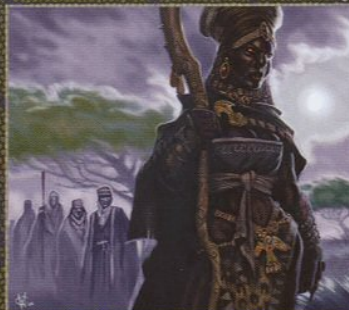
Usable by a ready Guruhi you control, acting or not. Only usable if you have gained a victory point during this action. You gain 4 pool. If this Guruhi is acting, he or she untaps and gains enough blood from the bank to reach full capacity. Only one Edge of the World can be played each action.



Illus: Leif Jones

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The Guruhi Are the Land



Only usable during a bleed, hunt, or equip action.

If this is a bleed action, this Guruhi gets +1 bleed, and you may not play another action modifier to further increase the bleed for this action. If this is a hunt action, this Guruhi gains an additional blood if successful. If this is an equip action, this Guruhi untaps if the action is successful.



Illus: William O'Connor

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Make an Example



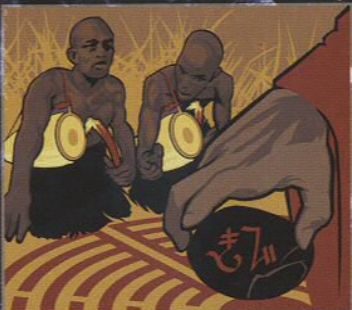
Only usable by a non-acting Guruhi when an acting Laibon you control is blocked (before combat). Inflict 2 unpreventable damage on both the acting Laibon and the blocking minion and end the action (without combat).



Illus: Justin Norman

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King's Favor



Only usable during a referendum. Boon.

This Guruhi gets 3 additional votes. If this Guruhi votes in favor, and the referendum passes by the number of votes this Guruhi cast or fewer, put this card in play. While this card is in play, that acting vampire may not block this Guruhi. You may burn this card during any Methuselah's untap phase to move up to 3 blood from that vampire to this Guruhi.



Illus: Darwyn Salton

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Guruhi Kholo



Only usable during a political action.

Usable by a tapped vampire. Title. Put this card on this Guruhi to represent the unique Laibon title of Guruhi Kholo (worth 2 votes). Not usable if there are any older ready untitled Gurus. Whenever this vampire is not a ready Guruhi or there is an older ready untitled Gurus, move this card to (one of) the oldest ready untitled Gurus (if any).



Illus: Ken Meyer, Jr.

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3- ISHTARRI (8)

Glutton



Unique master.
This card costs X pool, where X is the number of Gluttons in your ash heap. Put this card in play. You may tap this card to untap a ready Ishtarri you control. That Ishtarri burns 1 blood. Any vampire may burn this card as a Ⓣ action.

Illus: Heather Kreiter ©2005 White Wolf Publishing, Inc. All Rights Reserved

Ishtarri Warlord



Master.
Put this card on an Ishtarri you control. This Ishtarri gets an optional maneuver or press each combat. A minion can have only one Ishtarri Warlord.

When the lion grows old, even flies attack him.
Wadchagga proverb

Illus: Brian LeBlanc ©2009 CCP M. All Rights Reserved

Port Hunting Ground



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

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Informant



Mortal with 1 life, 0 strength, 0 bleed.
The Informant cannot act or block. During your untap phase, any Methuselah who controls a ready Ishtarri may look at your hand. During your discard phase, your predator takes control of the Informant.

Illus: William O'Connor ©2005 White Wolf Publishing, Inc. All Rights Reserved

Despiral



+1 stealth action.
Put this card on this Ishtarri and put 1 counter on this card. This Ishtarri gets +X bleed, where X is the number of counters on this card. This Ishtarri can add a counter to this card as a +1 stealth action that costs X blood.

DRAFT: Put this card on this Laibon and untap him or her. This card counts as an Aye and an Orun, even when not in play.

Illus: Heather V. Kreiter ©2009 CCP M. All Rights Reserved

Igoli's Loyalty



Only usable during a referendum, before votes are cast.
Starting with your prey and going clockwise, each Methuselah with any ready titled vampires may elect to cast all of his or her vampires' votes in favor for 1 pool. Each time a Methuselah declines, this Ishtarri burns 1 blood to add 1 pool to that amount. Continue until a Methuselah accepts or this Ishtarri fails to burn a blood. When the votes are tallied, each vampire voting against this referendum burns 2 blood.

Illus: John Bridges ©2006 White Wolf Publishing, Inc. All Rights Reserved

Uncontrolled Impulse



+2 stealth. Not usable if any non-mandatory actions have been performed this turn.

I ran so fast that time and youth at last ran out, I never stopped to think what life was all about, And every conversation I can now recall, Concerned itself with me, and nothing else at all
Charles Aznavour, "Yesterday, When I Was Young" (translated by Herbert Kretzmer)

Illus: Greg Boychuk ©2005 White Wolf Publishing, Inc. All Rights Reserved

Ishtarri Kholo



Only usable during a political action. Usable by a tapped vampire. Title.
Put this card on this Ishtarri to represent the unique Laibon title of Ishtarri Kholo (worth 2 votes). Not usable if there are any older ready untitled Ishtarri. Whenever this vampire is not a ready Ishtarri or there is an older ready untitled Ishtarri, move this card to (one of) the oldest ready untitled Ishtarri (if any).

Illus: Alejandro Colucci ©2005 White Wolf Publishing, Inc. All Rights Reserved

4- OSEBO (8)

Base Hunting Ground



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

2

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Battle Frenzy



Master: out-of-turn. Frenzy.
Choose an Osebo in combat. That Osebo gets an additional strike each round this combat. This does not count against his or her additional strike limit. During the press step each round this combat, that Osebo burns 1 blood.

Illus: Greg Boychuk ©2005 White Wolf Publishing, Inc. All Rights Reserved

Blood Shield



Unique equipment.
The minion with this equipment may prevent 1 damage from an opposing minion's strike each round. If used to prevent damage from a hand strike made by a vampire with capacity 6 or less, that vampire burns 2 blood.

2

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419 Operation



+1 stealth action.
Put this card in play. During your untap phase, you may move 1 pool from your prey's pool to this card or move the pool on this card to your pool. Your prey can burn the Edge to move the counters on this card to his or her pool and burn this card.

DRAFT: Put this card on this Laibon and untap him or her. This card counts as an Aye and an Orun, even when not in play.

Illus: Avery Butterworth ©2009 CCP, Inc. All Rights Reserved

Enforcer



+1 stealth action.
Put this card on the acting Osebo. This Osebo gets +1 strength. A minion can have only one Enforcer.

Fire can soften iron.
Nkundo-Mongo proverb

Illus: Roel Wielinga ©2005 White Wolf Publishing, Inc. All Rights Reserved

Legend of the Leopard



+1 stealth action.
① Inflict 1 damage on a vampire controlled by your predator or prey or take control of an ally controlled by your predator or prey.

The leopard's coat is beautiful, but his heart is evil.
Baluba proverb

1

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Massassi's Honor



Only usable when this Osebo is blocked (play before combat, if any). Choose a ready untapped Osebo you control who could take that action, put this card in play, and move any other cards this Osebo played this action from your ash heap to this card. After this action, the chosen Osebo must attempt the same action (with the same target, if any). He or she may play cards from this card as if from your hand. Burn this card at the end of that action or if the action is not possible.

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

Osebo Kholo



Only usable during a political action. Usable by a tapped vampire. Title. Put this card on this Osebo to represent the unique Laibon title of Osebo Kholo (worth 2 votes). Not usable if there are any older ready untitled Osebo. Whenever this vampire is not a ready Osebo or there is an older ready untitled Osebo, move this card to (one of) the oldest ready untitled Osebo (if any).

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V- CREEDS (3)

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3.	INNOCENT (0)		page 76
4.	JUDGE (0)		page 77
5.	MARTYR (0)		page 78
6.	REDEEMER (0)		page 79
7.	VISIONARY (1)		page 80

1- AVENGER (1)

Living Wood Staff



Unique melee weapon.
Strength damage each strike. Imbued
inflict +X damage each strike with
this weapon. Using Cleave with this
weapon will not burn this weapon.

*If you can't kill the damn thing, stop
wasting your time.*

Lupe "Cabbie22" Droin, Defender

Icons: Travis Ingram ©2008 White Wolf Publishing, Inc. All Rights Reserved

2- DEFENDER (1)



3- INNOCENT (0)

4- JUDGE (0)

5- MARTYR (0)

6- REDEEMER (0)

7- VISIONARY (1)

Unity


































Master: unique hunter-list.
Tap this card and burn 1 pool to move two cards that require an imbued (or a creed or a virtue) from your ash heap to the top of your library. You may then cut your library once.

*The time for our new world has begun.
Kim "Witness I" Sun, Visionary*

Illus: Becky Jollensten ©2004 White Wolf Publishing, Inc. All Rights Reserved

B- DISCIPLINE CARD (840)

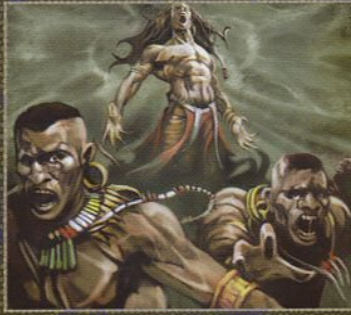
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XXX- Maleficia (5)		page 209 à 209
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1- ABOMBWE (14)



Devil-Channel: Throat



- Cancel a frenzy card played on this vampire as it is played.
- Frenzy (played on this acting vampire). Only usable when a non-werewolf ally or younger vampire attempts to block. That minion's blocking attempt fails (do not tap that minion). That minion cannot attempt to block this action again.
- As above, but tap that blocking minion.

1

Illus: Abrar Ajmal

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Predator's Mastery



- Cancel a frenzy card played on this vampire as it is played.
- +1 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.
- As above, and non-mortal allies and vampires with capacity less than 5 cannot block this action.

Illus: Alexander Dammann

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Predator's Transformation



- Cancel a frenzy card played on this vampire as it is played.
- Only usable as the action is announced. +1 stealth, even if stealth is not yet needed.
- Only usable when this vampire burns a minion controlled by your prey, either in combat or as a action. Your prey burns two pool. A vampire may play only one Predator's Transformation at superior each action.

Illus: Ken Meyer, Jr.

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Taking the Skin: Minion



- Cancel a frenzy card played on this vampire as it is played.
- Skin. Play when this vampire burns a minion. Put this card on this vampire and untap him or her. This vampire may bleed an additional time this turn and gets +1 bleed and +1 stealth when bleeding. Burn this card during your discard phase. A minion can have only one skin.

Illus: Leif Jones

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Devil-Channel: Back



- Cancel a frenzy card played on this vampire as it is played.
- Frenzy. This vampire burns 1 blood to get an additional strike this round, only usable to make a hand strike.
- Frenzy. This vampire gets an additional strike this round, only usable to make a hand strike.

Illus: Steve Ellis

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Devil-Channel: Feet



- Cancel a frenzy card played on this vampire as it is played.
- Frenzy (this vampire). Not usable if the opposing minion has flight.
- Strike: dodge with an optional press.
- As above, and this vampire taps an Eye on him or her to untap.

DRAFT: Strike: dodge.

Illus: Justin Norman

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Devil-Channel: Hands



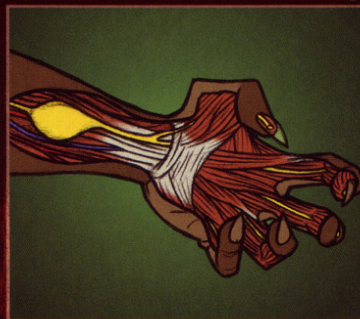
- Cancel a frenzy card played on this vampire as it is played.
- Frenzy. Play before range is determined. For the remainder of the combat, this vampire's hand damage is aggravated.
- As above, with an optional press this round.

1

Illus: Abrar Ajmal

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Invoke Poison Glands



- Cancel a frenzy card played on this vampire as it is played.
- Strike: hand strike at +1 damage.
- Strike: burn the opposing animal or mortal, or strike: hand strike at +X damage, where X is the number of Orun on this vampire.

DRAFT: Strike: dodge.

Illus: Leif Jones

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Invoking the Beast



- Cancel a frenzy card played on this vampire as it is played.
- Only usable before range is determined. This vampire has +1 strength for the remainder of combat. A vampire can play only one Invoking the Beast each combat.
- As above, with an optional press this round.

Illus: Steve Ellis

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Taming the Beast



- ☑ ☑ Cancel a frenzy card played on this vampire as it is played.
- ☑ Strike: hand strike at +1 damage. This combat, this minion cannot cancel frenzy cards nor press to end.
- ◆ As above, but strike: burn equipment.
- DRAFT:** ☑ Strike: hand strike at +1 damage.

Illus: James Stowe

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Whistling Up the Beast



- ☑ ☑ Cancel a frenzy card played on this vampire as it is played.
- ☑ Frenzy. Only usable before range is determined on the first round. During this combat, the opposing vampire cannot use maneuvers to maneuver to close range and cannot use presses to continue combat.
- ◆ As above, and this vampire gets an optional maneuver this round.

Illus: Alexander Dunnigan

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Predator's Communion



- ☑ ☑ Cancel a frenzy card played on this vampire as it is played.
- ☑ +1 intercept. Only usable when a vampire is acting.
- ◆ Only usable by a tapped vampire when a vampire is acting. This reacting vampire untaps.

Illus: David Laury

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Taking the Skin: Vulture



Skin.

- ☑ ☑ Cancel a frenzy card played on this vampire as it is played.
- ☑ +1 intercept, and put this card on this vampire. This vampire has flight ☑.
- Burn this card during your next untap phase. A minion can have only one skin.
- ◆ As above, and this vampire gets an optional maneuver each combat.



Illus: Brian LeBlanc

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Unseen Hibernation



- ☑ ☑ Cancel a frenzy card played on this vampire as it is played.
- ☑ Only usable during a Ⓛ action directed at this vampire. Not usable if the acting minion is an older vampire. The action ends (unsuccessfully), and no cost is paid.
- ◆ As above, but usable by a tapped vampire.



Illus: Alexander Dunnigan

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2- ANIMALISM (63)



Jackal

Retainer with 1 life.
If your prey has a ready Follower of Set or Assamite, the minion with this retainer gets +1 stealth.
As above, but the vampire gets +2 stealth.

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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"*

Illus. Richard Thomas © 2002 White Wolf Publishing, Inc. All Rights Reserved.

Owl Companion

Animal with 1 life.
While this minion is in combat, the controller of the opposing minion plays with an open hand.
♦ **As above, but the Owl Companion has 2 life.**

Illus. Jeff Holt © 1988 GP W. All Rights Reserved.

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 gets -1 hand size.**
DRAFT: As above.

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

Illus. Ron Spencer © 2004 White Wolf Publishing, Inc. All Rights Reserved.

Raven Spy

Animal with 1 life.
The employer gets +1 intercept.
♦ **As above, but Raven Spy has 2 life.**

Illus. Jeff Holt © 2019 White Wolf Entertainment, AB

Wolf Companion

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

It is you—my equal, my companion and close friend.
Psalms 55:13 (NLT)

Illus. Zina Saunders © 2004 White Wolf Publishing, Inc. All Rights Reserved.

Underbridge Stray

Animal with 1 life. 0 strength, 0 bleed.
The Stray may burn 1 life to give a minion you control a press. During a Ⓛ action directed at you, you may burn the Stray to untap a ready minion you control (not usable if the Stray is blocking).
♦ **As above, but the Stray has 2 life and 1 strength.**

Illus. James Stowe © 2009 GP W. All Rights Reserved.

Army of Rats

+1 stealth action.
Put this card in play. During your unlock phase, your prey burns 1 pool. You can burn only 1 pool each turn with Army of Rats cards. Any minion can burn this card as a Ⓛ action.

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

Illus. Daniel Gelon © 2019 White Wolf Entertainment AB

Deep Song

Ⓛ Ⓛ Bleed with +1 bleed.
♦ **Frenzy.** Ⓛ Enter combat with and lock a vampire. That vampire is considered the acting minion in that combat.

Illus. Jeremy McHugh © 2018 White Wolf Entertainment AB

Feline Saboteur



☞ [M]: Ⓛ Choose any Methuselah. The chosen Methuselah discards 1 card at random from his or her hand.
 ♦ ♦: As ☞ [M] above, and the chosen Methuselah burns the top 4 cards of his or her library as well.

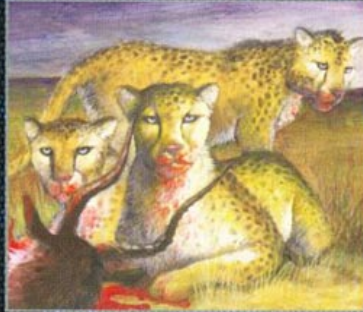
Once Tom Whiskers there brings us the draft of the second quarter sales report, we'll know exactly what it'll take to leverage the old man out.

Cicatriz, Nosferatu *antitribu*

Illus. Kieran Yanner

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Muricia's Call



+1 stealth employ retainer action.

☞ Search your library for a retainer that requires Animalism. This vampire employs that retainer (pay cost as normal). Shuffle your library afterward.
 ☞☞ As ☞ above, and the retainer has an additional life.

♦ ♦ As ☞☞ above, and untap this acting vampire at the end of the turn.

Illus. Brian LeBlanc

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Rayzeel's Song



☞ This vampire burns 1 blood to untap an ally.

☑ Ⓛ Bleed with +1 bleed.

♦ +1 stealth action. Add 1 life from the blood bank to an ally that has fewer life than his or her starting amount.

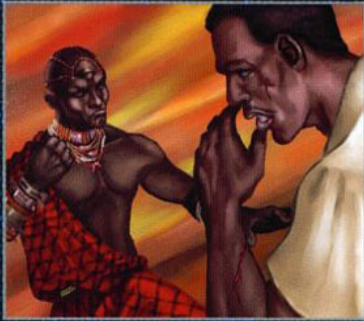
The song was originally intended to ease pain. We've refined that idea to make the tune more potent, even addictive.

Wolf Valentine, Salubri *antitribu*

Illus. Becky Coonan

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Sense Death



+1 stealth action.

☞ Ⓛ Enter combat with a younger vampire.

☑ Ⓛ Enter combat with any minion. This acting vampire gets an optional press during this combat.

♦ As ☑ above, and this acting vampire gets an optional maneuver during this combat.

Illus. Veronica Jones

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Shepherd's Innocence

10



+1 stealth action.

☞ Ⓛ Take control of a card in play that requires Animalism. If it is an equipment or retainer card, place it on any vampire you control.

♦ Take control of all cards in play that require Animalism. Place the equipment and retainer cards on any vampires you control.

Illus. Greg Simanson

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Smash and Grab



Requires a ready anarchy.

☞ +1 stealth action. Ⓛ Burn 2 life from an ally or retainer.

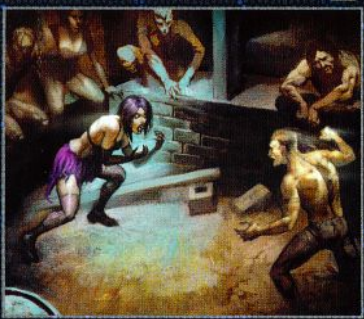
☑ Ⓛ Bleed at +1 bleed.

☑ +1 stealth action. Ⓛ Burn a location controlled by your prey or predator.

Illus. Fred Hooper

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Taunt the Caged Beast



☞ Ⓛ Enter combat with any vampire, with an optional maneuver in that combat.

♦ Choose a ready vampire controlled by your predator and another controlled by your prey (not usable when only one other Methuselah is in the game). The chosen vampires enter combat. If only one is ready at the end of that combat, he or she gains 4 blood.

Illus. Brian LeBlanc

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Tier of Souls



☞ Ⓛ Move 1 blood from a minion controlled by your prey to this vampire.

♦ As above, and put this card on the acting vampire. This vampire gets +1 bleed when bleeding your prey. Any minion may burn this card as a Ⓛ action. A vampire may have only one Tier of Souls.

DRAFT: ☞ As ☞ above.

Illus. Harold Arthur McNeill

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Trainer



+1 stealth action.

☞ Ⓛ Steal an animal retainer controlled by another Methuselah.

♦ Put this card on this acting vampire. When this vampire is acting or in combat, cards that require Animalism cost other vampires an additional blood to play, and animal retainers employed by other minions lose their abilities. A vampire can have only one Trainer.

Illus. Steve Prescott

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Unburdening the Bestial Soul

[Symbol] +1 stealth action. Move 1 or more blood from this vampire to any other vampire.
 [Symbol] As [Symbol] above, and untap this acting vampire.
 [Symbol] [Symbol] Put this card on an ally or a younger vampire. The minion with this card cannot take actions, block or play reaction cards. During this minion's untap phase, this card is burned unless this acting vampire burns 2 blood.

Illus: Darwin Talon ©2015 White Wolf Publishing, Inc. All Rights Reserved

Adhocracy

Requires an anarchy.
 [Symbol] +1 bleed. You cannot play another action modifier to increase this bleed amount.
 [Symbol] Only usable during the referendum of a political action. This anarchy gets +3 votes.
 [Symbol] If this anarchy is blocked, he or she gets +1 strength in the resulting combat.

Illus: Ginés Quiñero 2016

Animal Magnetism

Only usable during a referendum.
 [Symbol] [Symbol] This vampire gains 1 vote.
 [Symbol] [Symbol] This vampire gains 3 votes.
I am no orator, as Brutus is; But, as you know me, all, a plain blunt man. Shakespeare, Julius Caesar, act III, scene 2

Illus. Fred Harper ©2003 White Wolf Publishing, Inc. All Rights Reserved

Beast Meld

25

[Symbol] [Symbol] +1 stealth. If this vampire is blocked, they can prevent 1 damage in the resulting combat.
 [Symbol] [Symbol] Only usable as a non-bleed action is announced. Vampires cannot block this action.

Illus: Brian LeBlanc ©2019 White Wolf Entertainment AB

Mind of the Wilds

[Symbol] [Symbol] If this action is blocked, this vampire gets an optional maneuver in the first round of the resulting combat, and the blocking minion cannot strike to end combat.
 [Symbol] [Symbol] As above, with +1 stealth.
DRAFT: [Symbol] [Symbol] As [Symbol] [Symbol] above.

Illus: Brian LeBlanc ©2009 CCP M. All Rights Reserved

Mole's Tunneling

[Symbol] Only usable if an ally or younger vampire attempts to block. Allies and younger vampires get -1 intercept.
 [Symbol] +1 stealth.
 [Symbol] Burn 1 blood to get +2 stealth.

Illus: Marian Churchland ©2018 White Wolf Entertainment AB

Ni Dieu ni Maître

Requires an anarchy. Only usable as the action is announced. More than one discipline can be used when playing this card.
 [Symbol] If this action is blocked, the opposing minion cannot use maneuvers in the resulting combat.
 [Symbol] Vampires must burn 1 blood to attempt to block this action.
 [Symbol] If this action is blocked, this anarchy gets +1 strength in the resulting combat.

Illus: Rubén Bravo 2016

Tainted Spring

[Symbol] Only usable when an action to employ or recruit an animal is announced. If this action is successful, the animal gets +1 strength (for an ally) or inflicts an additional damage (for damage-dealing retainers).
 [Symbol] As above, and the animal gets an additional starting life.

Illus: Dimple ©2008 CCP M. All Rights Reserved

Aid from Bats

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

Illus: Eric Lofgren ©2019 White Wolf Entertainment AB

Alpha Glint



Not usable in combat with an ally or an older vampire.

☞ Strike: combat ends.

◆ Only usable before range is determined. Combat ends.

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Illus. Peter Bergting ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Bear's Skin



Only usable before range is determined. A vampire can play only one Bear's Skin each combat.

☞ This round, this vampire gets +1 strength and can prevent 1 damage.

◆ This combat, this vampire gets +1 strength and can prevent 1 damage each round.

Illus. Heather Kreiter

Bestial Vengeance



Requires a Laibon.

☞ Only usable before range is determined. Choose a retainer on this Laibon. This combat, this Laibon is immune to frenzy cards and the opposing minion takes 1 damage during strike resolution if the retainer is ready. A vampire can play only one Bestial Vengeance each combat.

◆ As above, but for 2 damage.

Illus. Heather V. Kreiter

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Blissful Agony



☞ Strike: hand strike at +1 damage.

☑ Only usable at close range before strikes are chosen. Opposing minion takes 1 unpreventable damage during strike resolution each round this combat when the range is close. A vampire may play only one Blissful Agony at ☑ each combat.

◆ Strike: combat ends. Choose a minion controlled by a Methuselah other than the opposing vampire's controller. The opposing vampire enters combat with that minion.

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Illus. Becky Cloonan

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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

Illus. Dave Seeley

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Call the Wild Hunt



Only usable before range is determined.

☞ For the remainder of combat, this vampire is immune to frenzy cards. A vampire may play only one Call the Wild Hunt each combat.

◆ As above, and during the initial strike resolution phase of this round, you may burn X animals from your hand to inflict X ranged damage on the opposing minion.

Illus. Matt Mitchell

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Carrion Crows



Only usable before range is determined. A vampire can play only one Carrion Crows each combat.

☞ The opposing minion takes 1R environmental damage each round this combat during normal strike resolution.

◆ As above, but for 2R environmental damage.

Illus. Richard Thomas

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Chameleon's Colors



☞ Maneuver.

☑ Press, or maneuver with an optional press.

◆ Only usable at long range. Strike: combat ends. If this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.

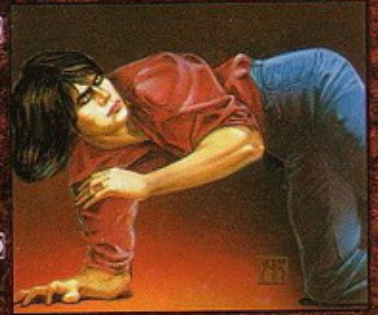
Yes, yes. Rush on by, you hot-headed cur. Just us trees here; nothing to interest you.
The Siamese, Ahriamane

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Illus. Becky Cloonan

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Conquer the Beast



Only usable before beginning of combat. You get one press each round, only usable to continue combat.

You are obliged to use this press and cannot use equipment.

This continues until 3 rounds pass with no cards played.

As above, but the presses are optional.

Illus. Melissa Benson

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Drawing Out the Beast



Only usable before range is determined on the first round. **Frenzy.**

- 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 one Drawing Out the Beast each combat.
- As above, and the opposing vampire takes 1 unpreventable damage during the press step each round.

Illus: Bryon Wackwitz ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Dust Up



Requires an anarchy.

- Strike: hand strike at +1 damage. This strike cannot be dodged.
- Strike: dodge, with 1 additional strike.
- Strike: hand strike at +2 damage.

Illus: Javier Santos ©2016

Flesh Bond



Strike: 2R damage.
Strike: combat ends.
DRAFT: As above.

Illus: Peter Berging ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Hell-for-Leather

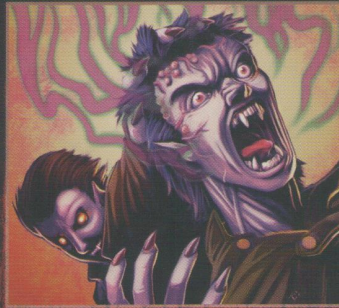


Requires an anarchy. Only one Hell-for-Leather may be played at a given Discipline each combat.

- Strike: dodge, with an additional strike.
- Additional strike (that doesn't count against the limit).
- Play if this anarchy is ready and the opposing minion is not. The opposing minion's controller burns 2 pool.

Illus: Peter Berging ©2008 (EP M. All Rights Reserved.

Loving Agony



Only usable at close range.

- Strike: hand strike at +1 damage.
- Strike: combat ends, and inflict 1 unpreventable damage on the opposing minion after combat ends.
- As above, and this vampire can burn 1 blood to unlock before combat ends.

Illus: Juan Calle ©2018 White Wolf Entertainment AB

Pack Alpha



A vampire may play only one Pack Alpha each round.

- Employ an animal retainer from your hand before range is determined. Pay cost as normal.
- Burn an animal retainer employed by this vampire and put this card on this vampire. The minion with this card gets +1 strength. A minion may have only one Pack Alpha.

Illus: Travis Ingram ©2005 White Wolf Publishing, Inc. All Rights Reserved.

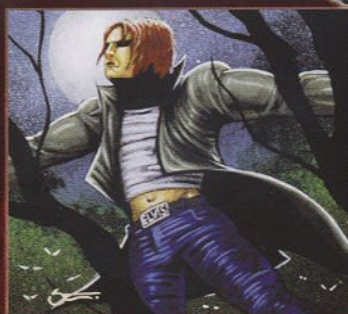
Scorpion Sting



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

Illus: Scott Kirschner ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Song in the Dark



Strike: 2 damage.
 Strike: 2 aggravated damage.

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

Illus: Stuart Beel ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Song of Serenity



Only usable before range is chosen.

- The opposing minion gets -1 strength this round. A vampire may play only one Song of Serenity each combat.
- As above, but for the remainder of combat.
- DRAFT:** As above.

Illus: Michael Astrachan ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Strength of the Bear



Only usable before range is determined.

- ☞ This vampire gets +1 strength this round.
- ☞ As ☞ above, but for the remainder of combat.
- ◆ As ☞ above, with an optional press this round.

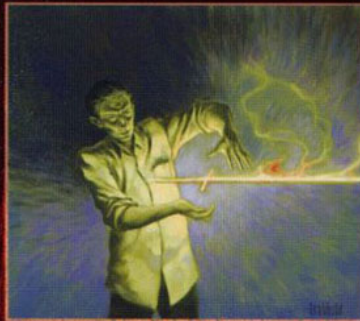
Where I come from, the law of the land is survival of the strongest.
Nettie Hale, Ahri mane



Illus: Jeff Holt

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Sword of the Righteous



Only usable before range is determined.

- ☞ Choose one of this vampire's melee weapons. For the remainder of combat, this vampire inflicts +1 damage each strike with that weapon. A vampire can play only one Sword of the Righteous each combat.
- ☞ As ☞ above, and the damage this vampire inflicts with the weapon is aggravated.
- ◆ As ☞ above, and this vampire may prevent 1 damage this round.



Illus: Andrew Trabbold

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Summon Spirit Beast



☞ Discard X cards.

- ☞ Move X animal retainers from your ash heap to this vampire, with life from the blood bank equal to their starting amounts. After this minion phase ends, burn those retainers.

◆ As ☞ above, but the retainers are not burned until after the end of your next minion phase.



Illus: Andrew Trabbold

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Terror Frenzy



Frenzy.

- ☞ Only usable before range is determined on the first round. During this combat, the opposing minion cannot use maneuvers to maneuver to close range, cannot use presses to continue combat and cannot use equipment.

◆ Only usable before range is determined. Opposing vampire burns an additional blood when playing combat cards this combat. A vampire may play only one Terror Frenzy at superior each combat.



Illus: Jeff Kimeck

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Vitae Block



Play before range is determined. Only usable if the opposing minion is a vampire. A vampire can play only one Vitae Block each combat.

- ☞ This vampire gets an optional press this round.
- ☞ Put this card in play and move up to 2 blood from the opposing vampire to this card. During your untap phase, return the blood counters to that vampire and burn this card.
- ◆ As ☞ above, but move up to 3 blood to this card.

Illus: Jim Nelson

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Withering



☞ Strike: 1R damage.

- ☞ Strike: make a hand strike. Place this card on the opposing minion. The minion with this card has -1 strength. Burn this card during his or her controller's next discard phase.

◆ As ☞ above, and the minion with this card cannot play cards that require any Disciplines.



Illus: Leaf Jones

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Cats' Guidance



REACTION



☞ Only usable by a locked vampire who has blocked, after block resolution. Unlock this vampire.

- ◆ +1 intercept.

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

Illus: Greg Simanson

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Crimson Fury



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

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

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

Illus: Dyrwyn Talon

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Detect Authority



Requires an anarchy.

- ☞ Only usable during a ☞ action directed at a minion or location you control. The action ends (no cost is paid), unless the acting minion burns 2 blood immediately.

☞ +1 intercept.

☞ Reduce a bleed against you by 2.

Illus: Peter Dinklage

Falcon's Eye



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

Illus: Kieran Cooper

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Guard Dogs



Only usable by a locked vampire during a bleed against you.
 ☞ Unlock this vampire.
 ♦ As above, with 1 optional maneuver in the resulting combat if this vampire blocks.

Illus: Michael Dixon

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Instinctive Reaction



Only usable if a minion controlled by your predator is acting.
 ☞ +1 intercept.
 ♦ As above, with 1 optional maneuver during the resulting combat if this vampire blocks.

Beckett had long since learned to trust his instincts. Sharp as they were, augmented by his undead abilities, they often warned him of dangers that even his night-vision and heightened senses were unable to detect.

Illus: Leah Jones

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The Mole



Requires a ready anarchy. Only usable when a non-anarchy minion is acting.
 ☞ Only usable by a tapped vampire. This vampire uncaps and attempts to block.
 ☞ +1 intercept. Not usable if the acting minion has Celerity.
 ☞ Only usable when you are being bled by a younger vampire. Tap this vampire to cause the action to fail.

Illus: Steve Prescott

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Rat's Warning

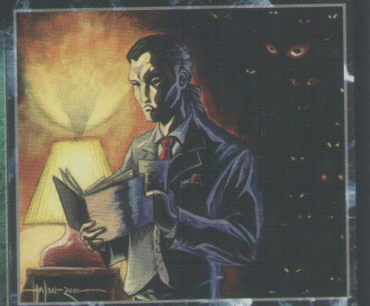


Only usable by a tapped vampire during a bleed against you.
 ☞ Untap this reacting vampire.
 ♦ As above, with an optional press during the resulting combat if this vampire successfully blocks this bleed and combat occurs.

Illus: Pete Ventres

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Read the Winds



Do not replace until after this action.
 ☞ ☞ +1 intercept. This vampire does not lock for the block.
 ♦ ♦ Only usable by a locked vampire. This vampire unlocks and attempts to block with +1 intercept, even if intercept is not yet needed.

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

Illus: Falek Quinone

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Sense the Savage Way



Requires a vampire with capacity above 6.
 ☞ +1 intercept.
 ♦ Only usable by a tapped vampire. This vampire untaps and attempts to block.

Illus: Eric Lipton

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Speak with Spirits



☞ +1 intercept. Only usable during a bleed action.
 ☞ +1 intercept.
 ♦ Only usable by a tapped vampire. This vampire untaps and attempts to block. Once this action, this vampire can burn 1 blood to get +1 intercept.

A dead little bird told me.
 Cynthia Ingold, Ahri mane

Illus: Becki Johnson

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Steely Tenacity



Requires an anarchy. Do not replace until the end of this action. When you would replace this card, you may take this card from your ash heap instead.
 ☞ ☞ Strike: hand strike or use a melee weapon strike. This strike is at +1 damage, with an optional press.
 ☞ ☞ ☞ Bleed at +1 bleed.
 ☞ ☞ ☞ +1 stealth action, ☞ Enter combat with a ready minion.

Illus: Peter Bergling

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3- AUSPEX (73)

Anima Gathering



+1 stealth action.

☑ Put this card on this acting vampire and choose another minion you control. Burn this card if this minion untaps. During your untap phase, you may choose not to untap this minion as normal. The chosen minion gets +2 intercept.

◆ As above, and the chosen minion also gets +1 bleed.

Illus: Jeff Holt

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Art's Traumatic Essence



+1 stealth action.

☑ Tap any untapped minion.
 ☑ Tap any untapped minion, and that minion burns 1 blood or life.
 ◆ Put this card on any ready untapped minion and tap that minion. The minion with this card burns 1 additional blood or life each time he or she attempts to take an action or block. During his or her master phase, the controller of the minion with this card may tap this minion and burn a pool to burn this card. A minion may have only one Art's Traumatic Essence.

Illus: Brian LeBlanc

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Blessed Audience



☑ Tap X-1 allies or younger vampires controlled by your predator or prey.

◆ As above, at +1 stealth.

◆ As above, and this vampire can increase his or her capacity for purposes of selecting the targets of this effect. The cost of this action is increased by one blood for each point of capacity gained (chosen when the action is announced).

Such sweet compulsion doth in music lie.
 John Milton

Illus: Andrew Trabbold

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The Call



+1 stealth action.

☑ Move 2 blood from the blood bank to a younger vampire with Dementia in your uncontrolled region.

◆ As above, but move 3 blood.

Heresy or prophesy is a decision for those who follow. But first you must join us, or the question doesn't arise.
 Imogen, Malkavian antitribu

Illus: William O'Connor

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Celestial Harmony



+1 stealth action.

☑ Choose a Methuselah. That Methuselah selects all but one of the cards in his or her hand and shows them to you.

◆ As above, but all Methuselashes are chosen.

Illus: Fred Harper

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Ecstatic Agony



+1 stealth action.

☑ Put this card on this acting vampire. Each round of combat, this vampire gets +X strength, where X is the amount of damage successfully inflicted on this vampire in the previous round of this combat.

◆ As above, and once per combat, this vampire may press to continue combat if any damage has been successfully inflicted on him or her in the current round.

Illus: Drew Tucker

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Madman's Quill



☑ Bleed at +2 bleed.
 ◆ Put this card on any ready minion controlled by your prey. Not usable if a Madman's Quill is already on any of your prey's minions.

When a vampire with Dementia bleeds this minion's controller, that acting vampire gets +1 bleed. Any vampire can burn this card as an action that costs 2 blood.

Illus: Brian LeBlanc

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Nightmare Curse



☑ Tap a ready minion and untap this acting vampire.

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

◆ As above, but without the option to burn a pool to untap.

Illus: Fred Hooper

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Nose of the Hound



+1 stealth action.

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

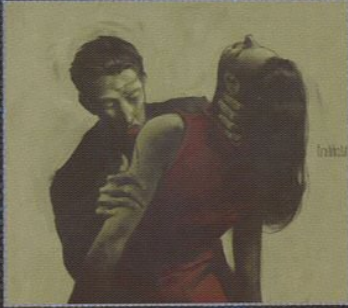
◆ As above, with an additional optional maneuver during that combat.

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

Illus: Mike Danza

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Panacea



+1 stealth action.

- ☑ This vampire burns 1 blood to untap a younger vampire.
- ☑ Add 1 life to an ally who has fewer life than his or her starting amount.
- ◆ As ☑ above, and untap that ally at the end of the turn.

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

Illus: Andrew Trabbold

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Persistent Echo



+1 stealth action.

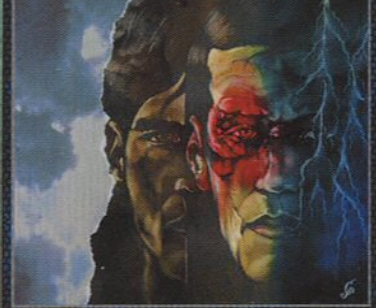
- ☑ Untap a vampire with Melpominee.
- ☑ Put this card in play and put a card that requires Melpominee on this card, face down. You may look at the card at any time. Any vampire you control may burn this card to play the card on it as if from your hand and as if he or she had basic Melpominee.
- ◆ As ☑ above, and the vampire may play the card as if he or she had superior Melpominee.



Illus: Abrar Ajmal

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Precognizant Mobility



+1 stealth action.

- ☑ Untap a younger vampire or an ally.
- ◆ Untap a vampire.



Illus: Greg Simanson

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Principia Discordia



+1 stealth action.

Requires a ready anarch.

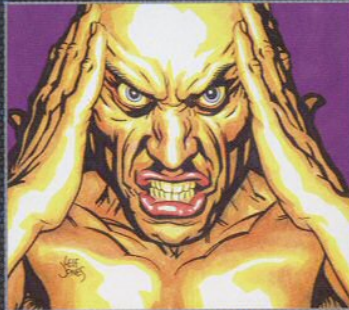
- ☑ ① Burn an equipment card.
- ☑ ① Burn 1 blood on an untapped vampire and tap that vampire.
- ☑ ① Steal 1 blood from a ready tapped vampire.

I am chaos. I am alive, and I tell you that you are free. Principia Discordia

Illus: Attila Adorjany & Eric Kim

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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"

Illus: Leif Jones

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Pulse of the Canaille



+1 stealth action.

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

DRAFT: ◆ As ☑ above.



Illus: Hannibal King

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Revelations



+1 stealth action.

- ☑ ① 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 ① action.

DRAFT: ✖ As ☑ above.



Illus: Ash Arnett

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Shadow Play



+1 stealth.

+2 stealth.

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



Illus: Stuart Sayger

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Soul Painting



+1 stealth action.

- ☑ ☑ ① Put this card on a ready vampire. Vampires with Auspex get +1 intercept when attempting to block the vampire with this card. This vampire can burn this card as an action that costs 1 blood. A vampire can have only one Soul Painting.

◆ ◆: As ☑ ☑ above, but all vampires get +1 intercept when attempting to block this vampire.



Illus: Becky Cloonan

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Soul Scan

ACTION

+1 stealth action.

- Search your crypt for a younger vampire without Obfuscate, reveal them, and move them to your uncontrolled region (shuffle afterward).
- As above, but you can search for a younger vampire with up to one level of Obfuscate.

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Illus: Peter Bergting © 2018 White Wolf Entertainment AB

Sound of a Breaking Oath

+1 stealth action. Put this card on a minion you control. If an action to steal the minion with this card is successful, this minion is burned instead and the acting minion takes 1 unpreventable damage.

- As above, but play when an action to steal a minion you control is successful.

Illus: Jeff Leberstein © 2018 White Wolf Publishing, Inc. All Rights Reserved

Truth of Blood

Bleed at +1 bleed. If this action is blocked, the controller of the blocking minion discards two cards at random from his or her hand (before combat, if any). Those cards are not replaced until the end of this action.

- As above, but bleed at +2 bleed.

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Crocodile's Tongue

MODIFIER

Only usable if an ally or younger vampire attempts to block.

- That attempt fails and that blocking minion's controller cannot attempt to block this action again. That blocking minion can burn 1 blood or life to cancel this card as it is played.
- As above, but canceling this card requires 1 additional blood or life.

Illus: Leif Jones © 2019 White Wolf Entertainment AB

Gift of Bellona

If this action is blocked, your hand size is one card larger during the resulting combat.

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

Illus: Durwin Talon © 2019 White Wolf Publishing, Inc. All Rights Reserved

Heart's Desire

+1 bleed. You cannot play another action modifier to increase this bleed. If an ally or younger vampire is currently attempting to block this action, that block fails and that minion cannot block this action.

- As above, but with +2 bleed instead.

DRAFT: As above.

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Inevitability of the Void

MODIFIER

Only usable during a bleed action.

- +1 bleed (limited).
- +1 bleed for every 10 cards in the ash heap of the target Methuselah (limited).

Illus: Mark Kelly © 2018 White Wolf Entertainment AB

Mind of the Wilds

If this action is blocked, this vampire gets an optional maneuver in the first round of the resulting combat, and the blocking minion cannot strike to end combat.

- As above, with +1 stealth.

DRAFT: As above.

Illus: Brian LeBlanc © 2009 CCP M. All Rights Reserved

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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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 (discard afterward). Any votes cast are lost.

◆ Force a vampire to abstain from voting. This can cancel that vampire's votes.

DRAFT: ♣ As ☑ above.

Illus. Richard Thomas

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Trochomancy



☑ Remove 13 cards in the target Methuselah's ash heap from the game to get +1 bleed. Not usable if there aren't enough cards in that ash heap. You cannot play another action modifier to increase this bleed.

☑ As ☑ above, but remove only 7 cards.

◆ As ☑ above, but for +2 bleed.

Illus. Imaginary Friends Studios

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Under the Skin



Only usable during a referendum before votes are cast.

☑ Choose a younger vampire. That vampire abstains from voting.

◆ As above, and tap that vampire at the end of the action if the referendum passes.

The brain may devise laws for the blood, but a hot temper leaps o'er a cold decree.
Shakespeare, *The Merchant of Venice*, act 1, scene 2

Illus. Christopher Shy

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Weigh the Heart



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

◆ Only usable as a Ⓜ action is announced. If this action is successful, put a corruption counter on a minion controlled by the target Methuselah (after resolving the action).

Illus. Avery Butterworth

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Draught of the Soul



Only usable when this acting vampire burns another vampire.

☑: This vampire gains 1 blood.

☑: This vampire gains 1 blood. Put this card on this vampire. The vampire with this card has +1 intercept.

◆ As ☑ above, and this vampire gets +1 bleed when bleeding the controller of the burned vampire.

Illus. Durwin Talon

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Ancestor's Insight



Requires a ready Laibon.

☑ Reduce a bleed against you by 1.
◆ +1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action.

Take care, let us not die from blessings like the giants did.
Kenyatta, Ishtarri

Illus. Alexander Dummigan

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Quicksilver Contemplation



☑ +1 intercept.

☑ Reduce a bleed against you by 2.

☑ Only usable during a referendum. Force a younger vampire to abstain from voting. This can cancel that vampire's votes.

◆ +2 bleed.

1

Illus. John Bridges

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Random Patterns



☑ +1 intercept.

◆ Only usable when a minion is attempting to block this acting vampire. The blocking minion gets -1 intercept.

Knowledge is more than equivalent to force.
Samuel Johnson, *Rasselas*

Illus. Fred Harper

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Anesthetic Touch



Only usable at close range.

☑ Strike: dodge.

☑ Strike: make a hand strike.

Combat ends immediately after the resolution of this strike.

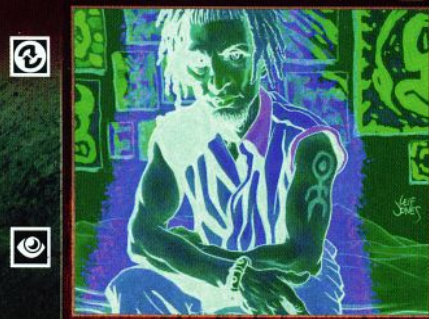
◆ As ☑ above, with first strike.

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

Illus. Mark Nelson

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Aura Reading



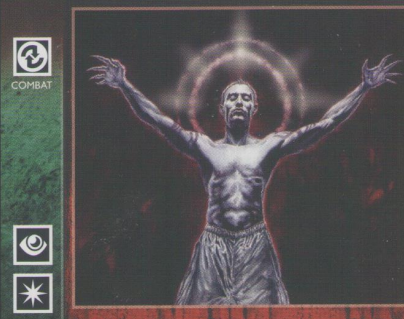
Only usable before range is chosen.

- ☑ The opposing minion's controller plays with an open hand for the remainder of combat.
- ◆ You get +2 hand size for the remainder of this combat. A vampire can play only one Aura Reading at superior each combat.

Illus: Leif Jones

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Charismatic Aura



☑☑ Burn 1 blood to cancel the opposing minion's strike card (the minion chooses another strike) or grapple card as it is played, and its cost is not paid. A vampire can play only one Charismatic Aura at basic each round.

- ◆◆ Strike: combat ends.

Illus: Juan Antonio Serrano Garcia © 2018 White Wolf Entertainment AB

Eye of Unforgiving Heaven



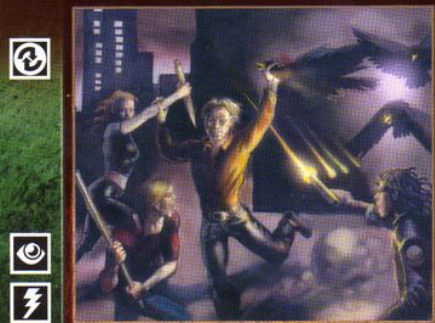
☑☑ Strike: 2R aggravated damage to all vampires, demon allies and demon retainers in combat. If this striking vampire is burned during the resolution of this strike, you gain 2 pool.

- ◆◆ As above, but the damage done to this striking vampire is normal, not aggravated.

Illus: Abrar Ajmal

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Eyes of Blades



Do not replace until your untap phase.

- ☑☑ Strike: dodge, and this vampire may prevent 1 damage from a retainer.
- ◆◆ Only usable before range is determined. This round, this vampire cannot strike, and strikes and damage from retainers have no effect on this vampire and any non-retainer cards on him or her.

Illus: Brian LeBlanc

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Improvised Tactics



Requires a ready anarchy. Only usable before range is determined on the first round. A minion can play only 1 Improvised Tactics each combat.

- ☑ During the press step each round, draw one card. Discard down to your hand size afterward.
- ☑ At long range, each round, this minion may strike for 2R damage each strike.
- ☑ Once each round, this vampire may burn 1 blood to get one maneuver.

Illus: Chett Masterz

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Lessons in the Steel



☑☑ Only usable when damage is successfully inflicted on this vampire. Look at the opposing minion's controller's hand, and this vampire gets an optional press this round. A vampire can play only one Lessons in the Steel each round.

- ◆◆ As above, and that Methuselah discards a card of your choice.

*Knowledge by suffering entereth,
And life is perfected by death.
Elizabeth Barrett Browning, A Vision of Poets. Conclusion.*

Illus: Jeff Holt

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Martyr's Resilience



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

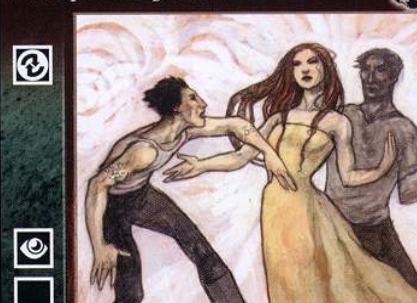
- ☑☑ Prevent 1 damage to a minion or retainer in combat.
- ◆◆ Burn X blood to prevent X+1 damage to a minion or retainer in combat.

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

Illus: Durwin Talon

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Masque of Judas



A vampire may play only one Masque of Judas each combat. Only usable against an ally or a younger vampire.

- ☑ Maneuver with an optional press.
- ◆◆ Only usable before range is determined. The opposing minion's controller discards 2 cards at random. Those cards are not replaced until after combat.

Illus: Rebecca Guay Mitchell ©2003 White Wolf Publishing, Inc. All Rights Reserved

Primal Instincts



☑☑ Strike: dodge.

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

Illus: Kevin McCann

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Psychic Assault

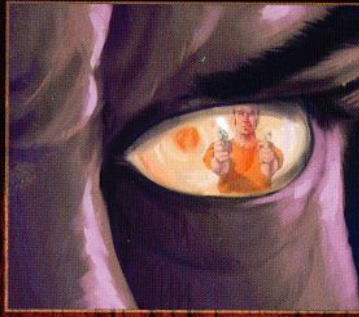


☑ Strike: 1R damage. Any effect which would make damage from this strike aggravated leaves the damage normal instead. If this striking vampire is Black Hand, the damage from this strike is unpreventable.
 ◆ As above, but for 2R damage.
 DRAFT: ☑ Strike: combat ends.

Illus: Heather Kreiter

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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*

Illus: Joel Biske

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Telepathic Tracking



☑ Press, only usable to continue combat. If another round of combat occurs, this vampire gets 1 optional maneuver that round.

◆ Only usable when both combatants are still ready and combat would end. Start a new round instead.



Illus: Mike Danza

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Burnt Offerings



This reacting vampire gets +1 intercept. Only usable if a minion controlled by your predator successfully bleeds you. Your predator burns 1 pool.

Illus: Michael Astrachan

Diabolic Lure

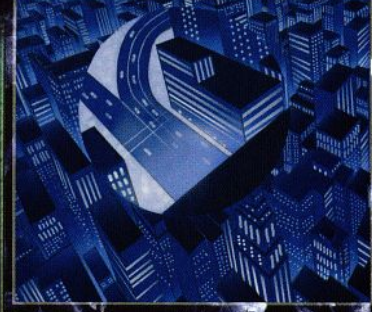


☑ Reduce a bleed against you by 1.
 ☑ Requires an infernal vampire. Only usable when this vampire successfully blocks. Put 4 pact counters on the acting minion. If the number of pact counters equals or exceeds his or her capacity or cost, burn them to make him or her infernal.
 ◆ As ☑ above, and the acting minion's controller burns 1 pool.

Illus: Matt Awlch

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Eagle's Sight



☑ +1 intercept.

◆ This reacting vampire attempts to block the current action, ignoring the normal prey, predator or target restrictions for blocking actions.

Illus: Chris Stevens

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Enhanced Senses



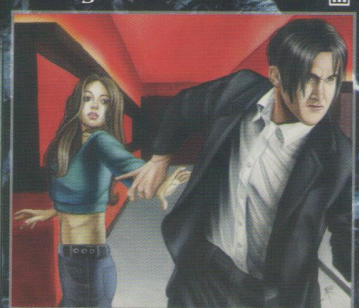
☑ +1 intercept.
 ◆ +2 intercept.

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

Illus: Bob Stevic

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Eyes of Argus



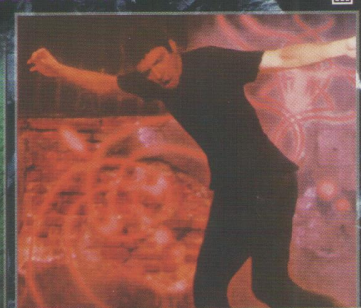
☑ Only usable during a ① action against you (or a card you control). +2 intercept.

◆ Only usable by a locked vampire. This vampire wakes (they ignore the requirement to be unlocked for playing reaction cards and attempting to block until the end of the action).

Illus: Heather V. Kreiter

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Faerie Wards



Only usable if an ally or younger vampire is taking a ① action against you.

☑ +2 intercept.

☑ The action fails. Lock this reacting vampire.


◆ As ☑ above, and the acting minion does not unlock as normal during their next unlock phase.



Illus: Aaron Acevedo

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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.

Illus: Mike Masche © 2005 White Wolf Publishing, Inc. All Rights Reserved

Final/Loosening



Requires an anarchy.

- Play when the acting vampire would gain 1 or more blood. The acting vampire and this reacting anarchy each gain 1 blood instead.
- Gain 4 votes.
- Only usable when an ally is acting. The action fails and the ally takes 1 damage. Tap this reacting anarchy.

Illus: Patrick Schmitt © 2005 White Wolf Publishing, Inc. All Rights Reserved

Folderol



- This vampire burns 1 blood to reduce a bleed against you by 1.
- Reduce a bleed against you by 1.
- Reduce a bleed against any Methuselah by 1.

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

Illus: Steve Prescott © 2005 White Wolf Publishing, Inc. All Rights Reserved

Glare of Lies



Only usable when a minion is attempting to bleed you.

- You may look at the acting minion's controller's hand.
- As above, and the bleed amount is reduced by X, where X is the number of action modifiers in his or her hand.

Illus: Brian Korpela © 2005 White Wolf Publishing, Inc. All Rights Reserved

Guardian Vigil



Requires an anarchy. More than one discipline can be used when playing this card. This anarchy attempts to block.

- +1 intercept, even if intercept is not yet needed.
- This anarchy gets 1 optional maneuver in the resulting combat if he or she blocks.
- This anarchy does not tap for the block.

Illus: Carmine Corsetti © 2011 White Wolf Publishing, Inc. All Rights Reserved

Hide the Heart



- Reduce a bleed against you by 1.
- The action fails, unless the acting minion burns 1 blood. Only one Hide the Heart can be played at each action.
- Reduce a bleed against you by 2, or lock to reduce a bleed against any Methuselah by 2.

Illus: Rahn Christensen © 2010 White Wolf Entertainment AB

Melange



- +1 intercept.
- As above, and if this vampire successfully blocks, put this card on the acting minion; you still control this card. When bleeding the controller of the minion with this card, this reacting vampire may burn this card to get +1 bleed.

Illus: Brian Korpela © 2005 White Wolf Publishing, Inc. All Rights Reserved

My Enemy's Enemy



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

DRAFT: Requires a ready vampire. As above, but not usable on an older vampire.

Illus: Dave Lahey © 2004 White Wolf Publishing, Inc. All Rights Reserved

Netwar



Requires an anarchy.

- Look at the acting Methuselah's hand.
- Untap another ready minion you control. That minion attempts to block.
- Give another minion you control +1 intercept.

Illus: Jared Smith © 2011 White Wolf Publishing, Inc. All Rights Reserved

Precognition

REACTION

+1 intercept.

◆ **As above, and this vampire can prevent 1 damage during the first round of the resulting combat if they block.**

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

Illus: Aqwa Christenson © 2019 White Wolf Entertainment AB

Quicken Sight

+1 intercept, with an optional maneuver in the resulting combat if this vampire successfully blocks.

◆ **As above, but with +2 intercept.**

So scented the grim Feature, and upturn'd His nostril wide into the murky air, Sagacious of his quarry from so far. John Milton, Paradise Lost

Illus: Rik Dreyer © 2005 White Wolf Publishing, Inc. All Rights Reserved

Read the Winds

REACTION

Do not replace until after this action.

◆ **+1 intercept. This vampire does not lock for the block.**

◆ **Only usable by a locked vampire. This vampire unlocks and attempts to block with +1 intercept, even if intercept is not yet needed.**

1

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

Illus: Faleh Dunning © 2018 White Wolf Entertainment AB

Sins of the Cauchemar

10

REACTION

+1 intercept.

◆ **Put this card on the acting vampire. You still control this card. This reacting vampire gets +1 intercept when the vampire with this card attempts to bleed you. The vampire with this card can burn this card as a **1** action.**

Illus: Stuart Beel © 2004 White Wolf Publishing, Inc. All Rights Reserved

Spirit's Touch

REACTION

+1 intercept.

◆ **As above, with 1 optional maneuver during the resulting combat if this vampire blocks.**

We are eternal; and to us, the past is, as the future, present. Lord Byron, Manfred, act I, scene I

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Telepathic Counter

Reduce a bleed against you by 1.

◆ **Reduce a bleed against you by 2.**

Illus: Joe Savelle © 2009 G2M Entertainment

Telepathic Misdirection

REACTION

+1 intercept.

◆ **Only usable if a minion is bleeding you, after blocks are declined. Lock this reacting vampire. Change the target of the bleed to another Methuselah other than the acting minion's controller (that Methuselah can attempt to block).**

1

Illus: James Stowe © 2019 White Wolf Entertainment AB

Tourette's Voice

+1 intercept.

◆ **Give a minion you control (even this one) +1 intercept.**

◆ **Give a minion +1 intercept.**

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

Illus: Brian LeBlanc © 2005 White Wolf Publishing, Inc. All Rights Reserved

Aura Absorption

This vampire burns 1 blood to get +1 intercept.

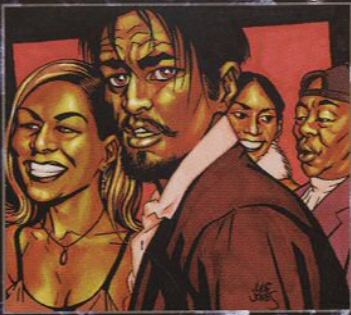
◆ **+1 intercept.**

◆ **+1 stealth.**

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

Illus: Mike Striba © 2009 G2M Entertainment

Sense the Sin



- ☑ Only usable when a younger vampire is acting. +1 intercept.
- ◻ +1 intercept. +2 intercept if the acting minion has a corruption counter.
- ⚡ After playing this card, you cannot play another action modifier to further increase the bleed for this action. +2 bleed. Minions with corruption counters get -1 intercept when attempting to block this action.

Illus. Leah Jones

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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.

Illus. Steve Ellis ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Distraction



+1 stealth action.

- ⚡ Draw 5 cards. Discard down to your hand size afterward.
- ◆ Ⓞ Tap a minion controlled by your predator or prey.

Illus. Mark Poole ©2002 White Wolf Publishing, Inc. All Rights Reserved.

Fleetness



+1 stealth action.

- ⚡ Ⓞ Bleed.
- ◆ Ⓞ Enter combat with a locked minion. This acting vampire gets 1 optional maneuver during that combat.

Illus. John Bridges © 2018 White Wolf Entertainment AB

Flurry of Action



+1 stealth action.

- ⚡ Ⓞ Bleed. If the bleed is successful, draw two cards (discard afterward).
- ◆ Ⓞ Bleed. If the bleed is successful, this vampire untaps.

DRAFT: +1 stealth action. Discard up to three cards (draw afterward).

Jenna Cross and her damn flunkies have killed two more of my citizens and taken another nine neighborhoods in the past three months! Tara, Brujah Prince of San Diego

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Healing Touch



+1 stealth action.

- ⚡ Untap a younger vampire you control.
- ⚡ Add up to 2 life to an ally, not to exceed his or her starting amount.
- ◆ Rescue a vampire from torpor, and that vampire gains 1 blood from the blood bank.

Illus. Glenn Osterberger ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Illegalism



Requires an anarchy. More than one discipline can be used when playing this card.

- Ⓞ Bleed.
- ⚡ Untap this anarchy if the bleed is successful.
- ⚡ This action is at +1 stealth.
- ⚡ The bleed is at +1 bleed.

Illus. Carmen Cornet 2014

Keystone Kine



Requires an anarchy.

- ⚡ and/or Ⓞ and/or ⚡ Ⓞ Bleed. If using ⚡, he or she gains 1 blood. If using Ⓞ, the bleed is at +1 bleed. If using ⚡, you may burn an ally controlled by your prey whose cost is not greater than the bleed amount.

Illus. Peter Bergling ©2008 CCP M. All Rights Reserved.

Make the Misere



Requires an anarchy. More than one discipline can be used when playing this card.

- Ⓞ Enter combat with a tapped minion.
 - ⚡ This anarchy gets 1 optional maneuver during this combat.
 - ⚡ This action is at +1 stealth.
 - ⚡ This anarchy gets +1 strength during this combat.

Illus. Grzegorz Bobrowski 2014

Precision



+1 stealth action.

- ⚡ Ⓞ Choose a card by name. Your prey must discard a copy of that card, if possible.
- ◆ As above, and if your prey discards a copy, this vampire may burn 1 blood to burn 1 of your prey's pool.

DRAFT: ⚡ Ⓞ Bleed.

Illus. Imaginary Friends Studios ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Retain the Quick Blood

+1 stealth action.
[F][C] Put this card on the acting vampire. Blood this vampire spends to play cards that require Celerity or Quietus is placed on this card instead of the blood bank. During your untap phase, move 1 blood from this card to this vampire.
◆◆ As above, but move 2 blood from this card to this vampire during your untap phase.

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Speed of Thought

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

Illus: Will Simpson ©2002 White Wolf Publishing, Inc. All Rights Reserved

Alacrity

[F] +1 stealth.
◆ As above, and if this action is blocked, this acting vampire gets an optional maneuver during the first round of the resulting combat.

Illus: L. A. Williams ©2004 White Wolf Publishing, Inc. All Rights Reserved

Forced March

A vampire can play only one Forced March each turn.
[F][C] Only usable after resolution of a successful action. Unlock this vampire.
◆◆ +1 stealth. After action resolution, if the action was successful, this vampire can burn 1 blood to unlock.

Illus: Steve Ellis ©2019 White Wolf Entertainment AB

Instantaneous Transformation

[F][C] +1 stealth.
◆◆ Only usable after resolution of a successful action. Unlock this vampire. A vampire can play only one Instantaneous Transformation at superior each turn.

Illus: Riccardo Fabiani ©2019 White Wolf Entertainment AB

The Missing Voice

[F] Requires a vampire with a capacity greater than 4. Vampires with a capacity less than 5 get -1 intercept when attempting to block this action.
[S] Allies and younger vampires get -1 intercept when attempting to block this action.
◆ +1 stealth.

Illus: Brian LeBlanc ©2005 White Wolf Publishing, Inc. All Rights Reserved

Resist Earth's Grasp

[F][C] Press, or maneuver with 1 optional press.
◆◆ +1 stealth.

Illus: Imaginary Friends Studios ©2018 White Wolf Entertainment AB

Scalpel Tongue

Only usable during the polling step of a political action.
[F][C] Choose a vampire who has cast votes in this referendum. The chosen vampire is locked and abstains (this cancels the chosen vampire's votes and ballots).
◆◆ As above, and the chosen vampire burns 1 blood.

Illus: John Bridges ©2018 White Wolf Entertainment AB

Siren's Lure

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

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Squirrel Balance



1

Only usable when the action is announced. If blocked, range in the first round of the resulting combat is automatically set to long.
 Minions without flight or Spiritus get -1 intercept when attempting to block this action.
 As above, but those minions get -2 intercept.

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Zephyr



1

Only usable after resolution of an unsuccessful action.
 Unlock this vampire at the end of the turn.
 Unlock this vampire.

Illus: Javier Santos ©2016 White Wolf Entertainment AB

Acrobatics



1

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

Illus: Douglas Shuler ©2016 White Wolf Publishing, Inc. All Rights Reserved

Backstab



2

Only usable by a blocking vampire. Only usable on the first round of combat.
 This vampire gets first strike on his or her initial strike this round.
 As above, with an additional strike.
 DRAFT: Additional strike.

Illus: William O'Connor ©2016 White Wolf Publishing, Inc. All Rights Reserved

Blur



1

Additional strike.
 Two additional strikes.
 DRAFT: Maneuver.
In skating over thin ice, our safety is in our speed.
 Ralph Waldo Emerson, "Prudence"

Illus: Ken Meyer, Jr. ©2016 White Wolf Publishing, Inc. All Rights Reserved

Bollix



1

Requires an anarchy.
 Maneuver or press.
 Cancel the opposing minion's aim, frenzy, or grapple card as it is played, and its cost is not paid.
 Strike: hand strike at +1 damage. This damage cannot be prevented by cards requiring Fortitude. The opposing vampire's strikes with weapons inflict no damage on this vampire this round.

Illus: Tomáš "zelgaris" Zahradníček ©2016

Death of the Drum



1

Only usable at long range.
 Strike: 1R damage.
 Strike: 2R damage, only preventable by cards that require Fortitude or Visceratika.
 As above, and the damage is aggravated.
Music, to create harmony, must investigate discord.
 Plutarch

Illus: Avery Butterworth ©2016 White Wolf Publishing, Inc. All Rights Reserved

Diversion



1

Requires a ready anarchy.
 Gain one additional strike.
 Prevent up to 2 damage.
 Strike: ranged. Steal 1 blood with an optional maneuver.

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Dust Up



1

Requires an anarchy.
 Strike: hand strike at +1 damage. This strike cannot be dodged.
 Strike: dodge, with 1 additional strike.
 Strike: hand strike at +2 damage.

Illus: Javier Santos ©2016

Eyes of Blades



Do not replace until your untap phase.
 ⚡ Strike: dodge, and this vampire may prevent 1 damage from a retainer.
 ⚡ Only usable before range is determined. This round, this vampire cannot strike, and strikes and damage from retainers have no effect on this vampire and any non-retainer cards on him or her.

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Fast Hands



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



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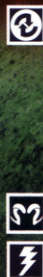
Flash



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

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Fractura



⚡ X is 0. Strike: dodge.
 ⚡ This vampire gets X additional strikes each round. Those additional strikes can only be hand strikes. ⚡ is not a Discipline.
 ⚡ As ⚡ above, and this vampire gets +1 strength for the remainder of this combat.



Illus: Chad Michael Ward ©2009 CCP M. All Rights Reserved

Hell-for-Leather



Requires an anarchy. Only one Hell-for-Leather may be played at a given Discipline each combat.
 ⚡ Strike: dodge, with an additional strike.
 ⚡ Additional strike (that doesn't count against the limit).
 ⚡ Play if this anarchy is ready and the opposing minion is not. The opposing minion's controller burns 2 pool.

Illus: Peter Bergting ©2008 CCP M. All Rights Reserved

Infernal Pursuit

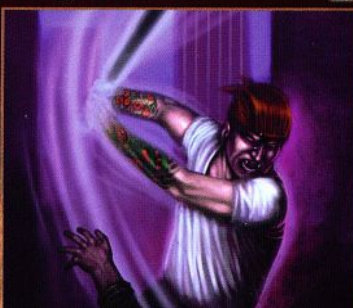


⚡ Press.
 ⚡ For the remainder of the combat, each time you replace a card (including when you draw to replace this card), draw an additional card and discard down to your hand size.

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

Illus: Ron Spencer ©2005 White Wolf Publishing, Inc. All Rights Reserved

Lightning Reflexes



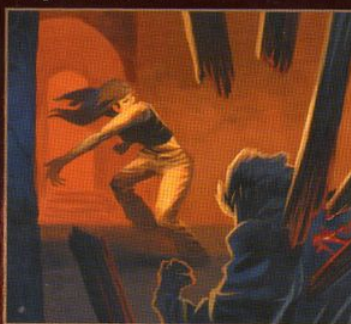
⚡ Additional strike.
 ⚡ This vampire may burn X blood to gain X additional strikes.



Celerity is never more admired
 Than by the negligent.
 William Shakespeare, Antony &
 Cleopatra, act III, scene 7

Illus: Eric Lofgren ©2008 CCP M. All Rights Reserved

Mercury's Arrow



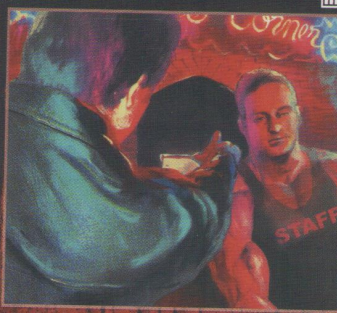
⚡ Strike: 1R damage, with an optional maneuver.
 ⚡ Strike: 3R damage.
 DRAFT: As ⚡ above.



Thunder is good, thunder is
 impressive; but it is the lightning
 that does the work.
 Mark Twain

Illus: Peter Bergting ©2007 White Wolf Publishing, Inc. All Rights Reserved

Morphean Blow



Only usable at close range.
 ⚡ Strike: combat ends.

⚡ Strike: combat ends, and put this card on the opposing minion. The attached minion cannot act or block. Burn this card at the end of the turn.
 ⚡ As ⚡ above, and if this vampire was blocked while performing a non-bleed action, the action continues as if unblocked.



Illus: Michael Gaydos ©2018 White Wolf Entertainment AB

Nimble Feet



Press.
Additional strike.

Illus: Nicola Leonard

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Preternatural Evasion



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

Illus: Jeff Miracola

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Projectile

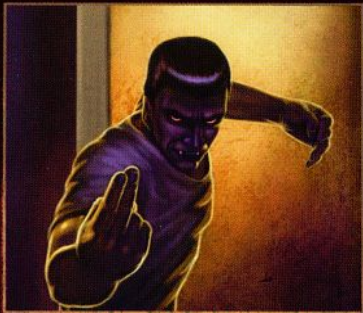


Strike: 1R damage or make a ranged weapon strike. This strike cannot be dodged.
As above, with an additional strike.
Talley asked. He placed the pebble in the palm of his left hand and squinted, making sure that his aim was true. Lifting his hand, he concentrated for a second and then flicked the pebble right at the center of the Nosferatu's misshapen back.

Illus: Veronica Jones

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Psyche!



Press.
Only usable at the end of combat when both combatants are still ready. Begin another combat with the opposing minion.

Illus: Eric Lofgren

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Pursuit



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

Illus: Brian LeBlanc

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Quickness



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



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

Illus: Craig Maher

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Rapid Thought

10



Maneuver or press.
Only usable during the choose strike step, and only if this vampire would choose his or her strike first. Instead, the opposing minion chooses his or her strike first.

To know and to act are one and the same.
 Samurai maxim

Illus: Clint Langley

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Riposte



Not usable on the first round of combat.
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.



Illus: Pete Burges & Dave Roach

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Sanguinary Wind



Only usable before strikes are chosen. This vampire's strikes may not be dodged this round.
As above, but usable after strikes have been chosen.
DRAFT: Additional strike.

Illus: Jeremy McHugh

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Sanguine Entrapment



Only usable before range is determined. A vampire can play only one Sanguine Entrapment each round.

⚡ The opposing minion cannot strike: dodge this round.

♦♦ The opposing minion cannot strike: combat ends this round.

Illus: Ginés Quiñero

Scourge of Alecto



Frenzy. Only usable against a vampire or werewolf.

⚡ Strike: X-2 ranged damage, where X is this vampire's capacity minus the target's capacity or cost. If more than 4 damage is inflicted with this strike, ignore the excess.

♦♦ As above, with an optional maneuver.

DRAFT: ⚡ As ⚡ above.

Illus: Patrick McEvoy

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Shadow Feint



Only usable before range is determined.

⚡ This vampire gets first strike this round.

⚡ ♦♦ As above, and this vampire's strikes cannot be dodged this round.



Illus: Kieran Yanner

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Sideslip



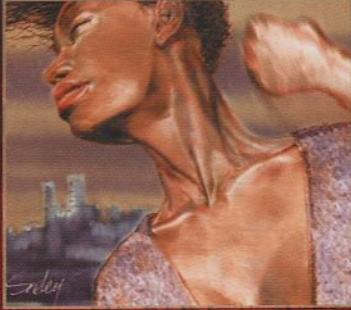
⚡ Strike: dodge.

♦ Prevent 1 damage. A vampire can play only one Sideslip at superior each round.

Illus: Dan Smith

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Side Strike



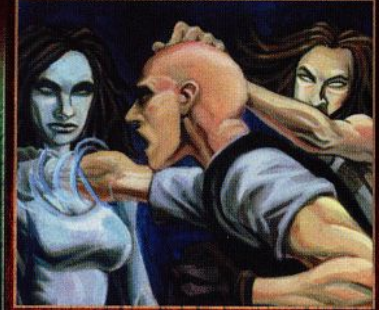
⚡ Strike: dodge.

♦ Additional strike.

Illus: Dave Seeley

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Stutter-Step



⚡ Strike: dodge.

♦ Strike: hand strike and dodge. Only usable if both strike and strike: dodges could be chosen (individually). Only usable at close range. Not usable as an additional strike, and this vampire cannot use any additional strikes this round.

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

Illus: Steve Ellis

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Swiftmess of the Stag



⚡ Press.

⚡ Maneuver or press.

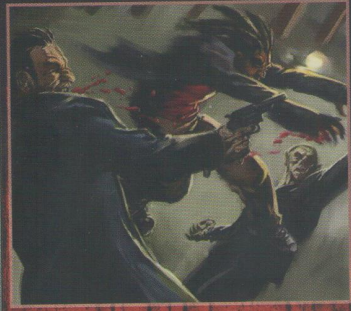
♦ +1 stealth.

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

Illus: Ron Spencer

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Torrent



⚡ Additional strike.

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



Illus: John Bridges

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Vampiric Speed



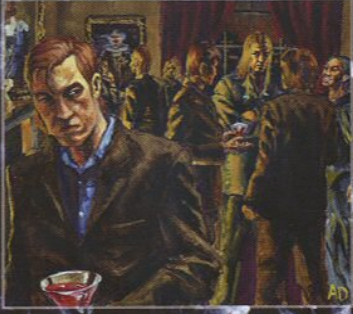
⚡ Strike: dodge.

♦ Strike: dodge, with an optional press.

Illus: Ron Spencer

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Aversion



- ☞ Reduce a bleed against you by 1.
- ☑ Burn X pool to reduce a bleed against you by 2X+1.
- ◆ Only usable when a minion is bleeding you for 1 or more. Put this card on the acting minion. You still control this card. This minion gets -1 bleed when bleeding you. Any minion may burn this card as a +1 stealth Ⓞ action.

1

Illus: Alexander Durrigan

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Guardian Vigil



Requires an anarch. More than one discipline can be used when playing this card. This anarch attempts to block.

- ☑ +1 intercept, even if intercept is not yet needed.
- ☞ This anarch gets 1 optional maneuver in the resulting combat if he or she blocks.
- ☑ This anarch does not tap for the block.

Illus: Carmen Corbett

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The Mole



Requires a ready anarch. Only usable when a non-anarch minion is acting.

- ☑ Only usable by a tapped vampire. This vampire untaps and attempts to block.
- ☞ +1 intercept. Not usable if the acting minion has Celerity.
- ☑ Only usable when you are being bled by a younger vampire. Tap this vampire to cause the action to fail.

Illus: Steve Prescott

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Quicken Sight



- ☑☑ +1 intercept, with an optional maneuver in the resulting combat if this vampire successfully blocks.
- ◆◆ As above, but with +2 intercept.

*So scented the grim Feature, and upturn'd
His nostril wide into the murky air,
Sagacious of his quarry from so far.*
John Milton, *Paradise Lost*

Illus: Rick Burch

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Rooftop Shadow



- ☑ +1 intercept. Not usable if the acting minion has Celerity.
- ◆ +1 intercept. Not usable if the acting minion has superior Celerity.

Just follow. If you can't see, listen. If you can't hear, feel.
Philip Pullman, *The Amber Spyglass*

1

Illus: Matt Mitchell

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Savannah Runner



Requires a Laibon.

- ☑ This Laibon burns 1 blood to get +1 intercept.
- ◆ Tap this Laibon or an Aye on him or her to untap another ready Laibon. Not usable by a blocking Laibon.

DRAFT: ☑ As ☑ above.

Illus: Vincent Locke

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5- CHIMERSTRY (48)



Condemnation: Mute



+1 stealth action. Condemnation.

- Tap a younger vampire.
- Requires an infernal vampire. Put this card on a ready vampire. The vampire with this card has -3 votes. Burn all other Condemnations on this minion.
- As above, and this vampire burns 1 blood each time a referendum passes.

A thought unspoken is no less a thought.
Parmenides, Assamite

Illus. Nigel Sade

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Draba



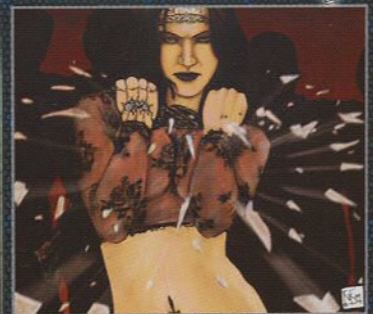
This card can be played as an action or a reaction.

- +1 stealth action. Put this card on a ready minion. You still control this card. Burn this card to reduce that minion's stealth to 0. The minion may still increase his or her stealth.
- Reduce the acting minion's stealth to 0. The minion may still increase his or her stealth.

Illus. Brian LeBlanc

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Edged Illusion



Tap a ready minion. This acting vampire inflicts 1 unpreventable damage on that minion.

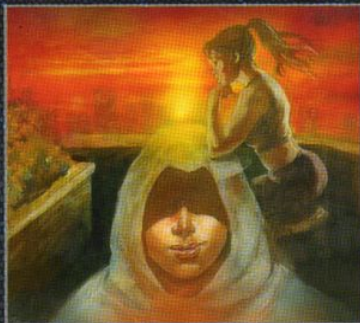
- Choose a Methuselah. This acting vampire inflicts 1 unpreventable damage on each ready minion controlled by that Methuselah.



Illus. Rik Martin

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Fantasy World



Put this card on a ready minion and tap that minion. This minion cannot play cards or cast votes. This minion does not untap as normal. During this minion's untap phase, he or she can burn 1 life or 1 blood to burn this card. Burn this card if this minion enters combat.

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

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Fatus Mastery



+1 stealth action.

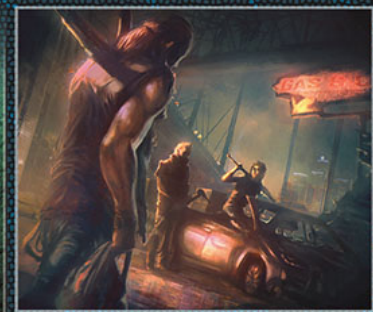
Put this card on the acting vampire. During your untap phase, add one counter to this card. The counters on this card may be used to pay some or all of this vampire's blood cost to play cards that require Chimerstry.

- As above, but put a counter on this card when you put it on this acting vampire.

Illus. Roel Wieringa

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Illegalism



Requires an anarch. More than one discipline can be used when playing this card.

Bleed.

Untap this anarch if the bleed is successful.

This action is at +1 stealth.

The bleed is at +1 bleed.

Illus. Carmen Cornet

2016

Illusory Resources



+1 stealth action. Unique.

Put this card in play with 1 counter. During your untap phase, a ready vampire with Chimerstry you control can move 1 blood to this card. You can burn X counters from this card to reduce a bleed against you by X.

- As above, but this card comes in play with 2 counters.

Illus. Ginés Quiñero

Mass Reality



Put this card in play. Weapons possessed by minions you control inflict +1 damage each strike. Any minion may burn this card as a action.

- As above, but the weapons inflict +2 damage each strike.

Illus. Greg Simanson

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Nightmare Curse



Tap a ready minion and untap this acting vampire.

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

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

Illus. Fred Hooper

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Reality



☐: Ⓛ Put Reality on a younger vampire. The vampire with this card cannot be the target of Ⓛ actions, cannot act (except to burn this card), cannot block and cannot cast votes. That vampire can burn Reality as a +1 stealth action.

◆: Ⓛ Move a tapped younger vampire to his or her controller's uncontrolled region. The vampire's blood counters, master cards and minion cards stay with that vampire, with any counters they have on them (those cards are out of play as long as the vampire remains uncontrolled).

Illus. Brian LeBlanc

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Reformation



+1 stealth action.
Requires a ready anarchy.

☐: Ⓛ Steal an equipment card from your predator or prey.

☑: Ⓛ Burn 1 blood to steal a hunting ground.

☑: Ⓛ Put a corruption counter on any vampire. If the number of your corruption counters on the vampire equals or exceeds his or her capacity, you may burn all of your corruption counters on that vampire to gain control of him or her.

Illus. Attila Adorjany

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Sensory Deprivation



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

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

Illus. Richard Thomas

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Sensory Overload



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

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

I have said that Danforth refused to tell me what final horror had made him scream out so insanely...
H.P. Lovecraft, *At the Mountains of Madness*

Illus. Durwin Talon

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Shared Nightmare



☑ Choose one or two allies or younger vampires controlled by your predator and/or prey. The chosen minions cannot block or cast votes for the rest of the current minion phase.

◆ As above, but choose three allies or younger vampires.



Illus. Avery Butterworth

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Shattering



Requires an anarchy.

☑ +1 stealth action. Ⓛ Look at another Methuselah's hand and discard a card from it.

☑ +2 stealth action. Burn an event (undirected, no matter who controls the event).

☑ Ⓛ Inflict 2 unpreventable damage on a ready minion.



Illus. Becky Johnston

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Sleight of Hand



☑: Ⓛ Look at another Methuselah's hand. That Methuselah discards any equipment you find there. He or she draws back up to his or her hand size afterward.

◆: As above, but this vampire may equip with one of the non-location equipment cards found at no cost, even if he or she doesn't meet the requirements of that card.

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Suspension of Disbelief



☑: Ⓛ Bleed at +1 bleed.

◆ As above, and minion cards that reduce the bleed or change its target cost 1 additional blood or life.

Illus. James Richardson

The Trick of the Danya



+1 stealth action

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

Illus. Harold McNeill

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Undue Influence



+1 stealth action. Requires a ready anarch. Choose a vampire in your uncontrolled region.

- ☐ Ⓛ Move 1 blood from a vampire in any uncontrolled region to the chosen vampire.
- ☐ Ⓛ Bleed. If the bleed is successful, put 1 blood counter on the chosen vampire.
- ☐ Ⓛ Put one blood counter on the chosen vampire. If the number of counters equals or exceeds his or her capacity, move that vampire to your ready region.

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Adhocracy



Requires an anarch.

- ☐ +1 bleed. You cannot play another action modifier to increase this bleed amount.
- ☐ Only usable during the referendum of a political action. This anarch gets +3 votes.
- ☐ If this anarch is blocked, he or she gets +1 strength in the resulting combat.

Illus: Ginés Quiñero ©2005 White Wolf Publishing, Inc. All Rights Reserved.

False Resonance



☐ Cancel a reaction card that requires Auspex ☐ or Dementation ☐ as it is played (no cost is paid).

◆ +1 stealth, and once this action, this vampire can burn 1 blood to use the ☐ effect above.

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Fata Morgana



☐ +1 stealth.

◆ +1 bleed, or +1 bleed and +1 stealth. You cannot play another action modifier to increase this bleed amount.

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

Illus: Brian LeBlanc ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Heart's Desire



☐ +1 bleed. You cannot play another action modifier to increase this bleed. If an ally or younger vampire is currently attempting to block this action, that block fails and that minion cannot block this action.

◆ As above, but with +2 bleed instead.

DRAFT: ☐ As ☐ above.

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Mirror Image



☐ +1 stealth.

◆ Strike: combat ends. If this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.

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

Illus: William O'Connor ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Mirror's Visage



☐ Only usable when this acting vampire is blocked (play before combat, if any). Untap this vampire and end the action. This vampire cannot act again this turn.

◆ +2 stealth if this is an undirected action, otherwise +1 stealth.

DRAFT: ☐ +1 stealth.

Illus: Jim DiBartolo ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Occlusion



☐ Strike: dodge.

◆ +1 stealth.

When you suddenly can smell the moonlight (and what a stench moonlight can be), and footsteps become red streaks before your eyes, it can be overwhelming. At least for a time. And a little time goes a long way.

Zlatos, Ravnos

Illus: Christopher Shy ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Permanency



☐ Only usable when this vampire plays an action modifier that requires Chimerstry. Move that action modifier card from your ash heap to your hand (discard down afterward). Not usable if the action modifier was canceled as it was played.

◆ Only usable when an action card that requires Chimerstry is put in play. Put this card on the action card. If the action card is burned, return it to your hand instead (discard down afterward).

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Phantom Speaker



Only usable when this acting vampire is blocked (before tapping the blocker)

- ☐ Cancel combat and do not tap the blocking minion.
- ☑ The block fails and the action continues. The blocking minion cannot attempt to block this action again. Not usable if the blocking minion is an older vampire.
- ◆ As ☑ above, and if this action is successful, tap that blocking minion.

Illus. Peter Bergting

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Red Herring



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

Illus. Michael Gaydos

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Smoke and Mirrors



Requires an anarchy.

- ☐ +1 stealth with an optional maneuver if combat occurs.
- +2 stealth. Not usable during a bleed or political action.
- ☑ The blocking vampire gets -1 intercept.

If the Truth is dynamic, how will it ever be found?
Dan Gorski

Illus. Andrew Trabbold

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Will-o'-the-Wisp



- ☐ Allocate X+I points among one or more minions. Each point represents -1 intercept for that minion this action.

◆ Only usable as the action is announced. Choose X-1 allies or younger vampires. The chosen minions cannot block or play reaction cards this action.

Illus. Alexander Dunnigan

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Amria



- ☐ Maneuver, only usable to go to long range.
- ◆ Strike: dodge, with an optional press, only usable to end combat.

Be wary then; best safety lies in fear.
Shakespeare, Hamlet, act 1, scene 3

Illus. Michael Gaydos

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Apparition



Do not replace until after combat.

- ☐ This vampire may prevent 1 damage each round this combat.

◆ This vampire may prevent 2 damage each round this combat.

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

Illus. Craig Grant

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Blessing of Durga Syn



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

And blessedness goes where the wind goes...
Yeats, "The Blessed"

Illus. Ron Spencer

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Far Fatuus



- ☐ Strike: 2R damage; only usable at long range.

◆ As above, and prevent all damage from opponent's strikes for the remainder of this round.

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Fata Amria



- ☐ Strike: put this card on the opposing vampire; this cannot be dodged. The vampire with this card cannot play cards that require any superior Disciplines. He or she may burn this card during his or her untap phase instead of untapping.
- ◆ As above, but put on the acting vampire after a successful Ⓛ action directed at you (after resolving the action).

Illus. Drew Tucker

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Hall of Mirrors



Only usable during the first round of combat.

☐ Maneuver.

◆ This vampire burns 1 blood to cancel the opposing minion's strike card as it is played, and its cost is not paid (the minion chooses another strike). A vampire can play only one Hall of Mirrors at superior each combat.

Illus. James Richardson

Horrid Reality



Only usable before range is determined in combat.

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

Illus. Anson Maddocks

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Illusions of the Kindred



Only usable before range is determined.

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

Illus. Randy Gallegos

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Imposing Phantasm



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

Illus. Brian LeBlanc

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Mayaparisatya



☐ Damage the opposing minion's weapons inflicted on this vampire is reduced to zero during this combat. ◆ Strike: IR unpreventable aggravated damage. Only usable at long range.

One should always be a little improbable. Nothing that actually occurs is of the smallest importance.

Tom Stoppard, *The Invention of Love*

Illus. Jeff Holt

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Sympathetic Agony



☐☐ For the remainder of combat, when any damage is successfully inflicted on this vampire in a round, the opposing minion becomes unable to use presses that round.

◆◆ As above, and if any damage is successfully inflicted on this vampire in a round, the opposing minion becomes unable to use any additional strikes that round.

Illus. Mark Poole

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Army of Apparitions



Usable by a tapped vampire.

☐ Only usable during a referendum. Gain 3 votes.

◆ Only usable when an ally or younger vampire is taking a Ⓧ action directed at a minion you control. This vampire burns 2 blood to cause the action to end (unsuccessfully).

Illus. Alexander Quinnigan

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Ignis Fatuus



☐ The acting minion gets -1 stealth for the remainder of the turn. ◆ Reduce a bleed against any Methuselah by 1.

Because there is safety in derision, I talked about an apparition...
William Butler Yeats, "The Apparitions"

Illus. Ron Funch

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Netwar



Requires an anarchy.

☑ Look at the acting Methuselah's hand.

☐ Untap another ready minion you control. That minion attempts to block.

☑ Give another minion you control +1 intercept.

Illus. Jared Smith

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Pseudo-Blindness

1



- Only usable by a vampire attempting to block. Cancel an action modifier that requires Chimerstry □ or Obfuscate ■ as it is played.
- ◇ As above, and if this vampire successfully blocks this action, the acting minion cannot use cards that require Chimerstry or Obfuscate during the resulting combat.

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



Illus. Talon Dunning

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Shilmule Deception

1



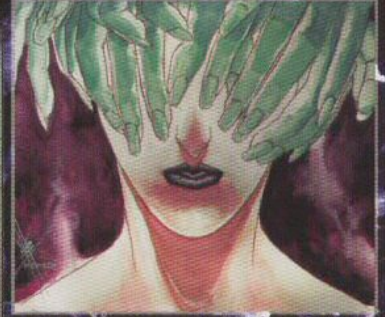
- Only usable when a minion you control successfully blocks (play before combat). Not usable if the blocking minion played any reaction cards that this vampire could not play. Do not tap the blocking minion; tap this reacting vampire instead. Now this vampire is the blocking vampire (and combat begins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

Illus. Talon Dunning

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Veiled Sight

10



- Only usable by a blocking minion.
- The acting minion's stealth is set to 0. (He or she gets -X stealth, where X is his or her current stealth.)
- ◇ As above, and once during the resulting combat if this vampire successfully blocks, he or she may steal 1 blood as a strike.



Illus. Joss Jimbrook

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6- DAIMOINON (18)



Infernal Servitor



Unique demon with 2 life, 1 strength, 3 bleed. Requires an infernal vampire.

☐ **Infernal Servitor** can act the turn it is recruited. Remove it from the game if you control no infernal vampires, or after it performs a successful action.

◆ **As above, and the Servitor can play cards requiring basic Daimoinon ☐ or Obfuscate ☐ as a vampire.**

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Concordance



+1 stealth action.

☐ **Bleed.** If more than 1 pool is bled with this action, ignore the excess.

☐ **Requires an infernal vampire.** Put this card on the acting vampire. This vampire treats aggravated damage as normal damage and has +1 strength and -1 stealth.

◆ **As ☐ above, and this vampire has flight ☐.** During your influence phase, this vampire may burn 1 blood to untap.

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Condemnation: Betrayed



+1 stealth action. Condemnation.

☐: ① Tap a younger vampire.

☐: Requires an Infernal vampire, ① Put this card on a ready minion. Bleed actions cost the minion with this card an additional blood. Burn all other Condemnations on this minion.

◆ **As ☐ above, and the minion's controller burns the top card from his or her library during each of his or her untap phases.**

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Condemnation: Doomed



+1 stealth action. Condemnation.

☐: ① Tap a younger vampire.

☐: Requires an Infernal vampire.

① Put this card on a ready minion. The minion with this card has -1 stealth. Burn all other Condemnations on this minion.

◆ **As ☐ above, and the minion's controller burns 1 pool each time the minion is successfully blocked.**

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Condemnation: Languid



+1 stealth action. Condemnation.

☐: ① Tap a younger vampire.

☐: Requires an Infernal vampire. ① Put this card on a ready minion. The minion with this card has -1 strength. Burn all other Condemnations on this minion.

◆ **As ☐ above, and the minion cannot use presses in combat.**

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

Illus. Mike Danza © 2001 White Wolf Publishing, Inc. All Rights Reserved

Condemnation: Mute



+1 stealth action. Condemnation.

☐: ① Tap a younger vampire.

☐: Requires an infernal vampire. ① Put this card on a ready vampire. The vampire with this card has -3 votes. Burn all other Condemnations on this minion.

◆ **As above, and this vampire burns 1 blood each time a referendum passes.**

A thought unspoken is no less a thought.
Parmenides, Assamite

Illus. Nigel Sade © 2005 White Wolf Publishing, Inc. All Rights Reserved

Contagion



+1 stealth action. Unique.

☐: Requires an Infernal vampire. Put this card on the acting vampire. During each other Methuselah's untap phase, he or she burns 1 pool if this vampire is ready.

◆ **As ☐ above, and once per combat, this vampire can put a corruption counter on the opposing minion as a strike. If the number of your corruption counters on the minion equals or exceeds the capacity of that vampire or the cost of that ally, you may burn all of your corruption counters on that minion to gain control of him or her after strike resolution (ending combat).**

Illus. Durwin Talon © 2001 White Wolf Publishing, Inc. All Rights Reserved

Greater Curse



+1 stealth action.

☐: ① Bleed and gain 1 pool.

☐: ① Put this card on an ally or a younger vampire. Bleed actions and combat cards cost this minion an additional blood or life. A minion can have only one Greater Curse. ☐ is not a Discipline.

◆ **As ☐ above, but the vampire need not be younger.**

Illus. Mathias Kollros © 2009 CFP M. All Rights Reserved

Unleash Hell's Fury



+1 stealth action. Requires an infernal vampire. Unique.

☐ Put this card in play. This card can attempt to block a ① action against you and is considered a 9-capacity infernal vampire with +2 intercept during that attempt; if successful, the acting minion takes 1 unpreventable environmental aggravated damage and this card is burned.

◆ **As above, and unlock this vampire.**

Illus. Brian LeBlanc © 2018 White Wolf Entertainment AB

I am Legion

MODIFIER

1

+ +1 stealth.

■ Cancel a reaction card requiring Auspex **☑** as it is played (cost must be paid).

◆ **As** **☑** above, and/or gain 1 pool after action resolution if the action is successful.

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Psychomachia

COMBAT

1

Only usable when an ally or younger vampire successfully blocks.

■ Cancel the current action and untap this acting vampire. The blocking minion is not tapped.

☑ The block fails and the action continues. The blocking minion cannot attempt to block this action again.

◆ **As** **☑** above, and the blocking minion takes 1 damage (damage not preventable).

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Conflagration

COMBAT

1

☑ Strike: 2R damage.

☑ Strike: 1R aggravated damage.

◆ **Strike: 2R aggravated damage.**

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

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Fear of the Void Below

COMBAT

1

A vampire may play only one Fear of the Void Below each combat.

■ Maneuver.

☑ Only usable before range is determined. Each round of this combat defaults to long range, and this vampire gets an optional press each round, only usable to end combat.

◆ **As** **☑** above, and the opposing minion's controller discards one card at random from his or her hand during the initial strike resolution phase of each round.

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Flames of the Netherworld

COMBAT

1

☑ Only usable at long range. Burn 1 blood to strike: 1R aggravated damage.

☑ Strike: 1 aggravated damage.

◆ **Strike: 1R aggravated damage.**

Illus: Sandra Chang-Adair © 2018 White Wolf Publishing, Inc. All Rights Reserved.

Hexe

COMBAT

1

☑ Strike: 2R damage.

☑ Strike: 1R aggravated damage. **☑** is not a Discipline.

◆ **As** **☑** above, and the damage is unpreventable.

Illus: Marian Churchland © 2009 CCP, Inc. All Rights Reserved.

Ignore the Searing Flames

COMBAT

1

☑ This vampire treats all aggravated damage from the opposing minion's strike as normal damage. Only usable when an opposing minion inflicts aggravated damage on this vampire.

☑ Prevent all aggravated damage from the opposing minion's strike.

◆ This vampire burns 1 blood to be immune to aggravated damage for the remainder of the round.

Illus: Jim DiBartolo © 2005 White Wolf Publishing, Inc. All Rights Reserved.

Diabolic Lure

COMBAT

1

☑ Reduce a bleed against you by 1.

☑ Requires an infernal vampire. Only usable when this vampire successfully blocks. Put 4 pact counters on the acting minion. If the number of pact counters equals or exceeds his or her capacity or cost, burn them to make him or her infernal.

◆ **As** **☑** above, and the acting minion's controller burns 1 pool.

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Sense the Sin

COMBAT

1

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

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

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

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7- DEMENTATION (36)



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, Dominate or Presence. Vampires opposing this vampire in combat cannot play cards that require those Disciplines.
- As above, and actions requiring those Disciplines cannot be directed at this vampire.

Illus: Hannibal King ©2006 White Wolf Publishing, Inc. All Rights Reserved

The Call



+1 stealth action.

- Move 2 blood from the blood bank to a younger vampire with Dementation in your uncontrolled region.
- As above, but move 3 blood.

Heresy or prophesy is a decision for those who follow. But first you must join us, or the question doesn't arise.
Imogen, Malkavian antitribu

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Dive into Madness

+1 stealth action.

- This vampire gains superior Dementation until the end of the turn and untaps.
- Put this card on the acting vampire. The vampire with this card gets +1 bleed. Any older vampire can burn this card as a action. A vampire can have no more than two Dive into Madness cards.

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The Haunting



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 one The Haunting.

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

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Kindred Spirits



Bleed any Methuselah. Gain 1 pool if this bleed is successful (for 1 or more).

- As above, with +1 bleed.

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

Illus: Jenny Frison ©2019 White Wolf Entertainment AB

Lunatic Eruption



Put this card on any ready minion. During his or her minion phase, the minion with this card must enter combat with a ready minion controlled by his or her prey as a action (unless the minion must hunt). Any minion may burn this card as an action.

- As above, and the minion taking the action to burn this card takes 1 unpreventable damage when this card is burned.

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Madman's Quill



Bleed at +2 bleed.

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

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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.

Illus: Michael Astrachan ©2002 White Wolf Publishing, Inc. All Rights Reserved

Mind of a Killer



+1 stealth action.

- Put this card on a ready minion. This minion gets +1 strength. Burn this card when a combat involving this minion ends. During this minion's discard phase, burn this card, and this minion's controller must inflict 2 damage on another ready minion he or she controls.
- As above, and tap this minion when this card is burned.

Illus: Brian Miskelley ©2005 White Wolf Publishing, Inc. All Rights Reserved

Passion



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

Illus. Thea Maia

Prison of the Mind



[C]: +1 stealth action. [D] Burn an ally or retainer.
 [C]: [D] Put this card on a vampire. This vampire has -1 stealth and -2 intercept. Any vampire(s) can burn this card with three +1 stealth actions. A vampire can have only one Prison of the Mind.

Illus. Heather Kreiter

Restructure



[C]: [D] Put this card on any ally. This ally does not untap as normal during his or her controller's untap phase. His or her controller can burn a pool during his or her untap phase to untap this ally.
 [C]: [D] Take control of an ally controlled by another Methuselah.
DRAFT: [C]: [D] Bleed at +1 bleed. Allies cannot block this action.

Illus. Leif Jones

Shattering



Requires an anarchy.
 [C]: +1 stealth action. [D] Look at another Methuselah's hand and discard a card from it.
 [C]: +2 stealth action. Burn an event (undirected, no matter who controls the event).
 [C]: [D] Inflict 2 unpreventable damage on a ready minion.

Illus. Buddy Julensten

Sleep of Reason



[C]: [D] Send a younger vampire with 0 or 1 blood to torpor.
 [C]: As above, but the vampire can be the same age or older.
We're all in our own personal traps. We scratch and claw, but only at the air.
 Norman Bates, Psycho

Illus. matrix von z

Smash and Grab



Requires a ready anarchy.
 [C]: +1 stealth action. [D] Burn 2 life from an ally or retainer.
 [C]: [D] Bleed at +1 bleed.
 [C]: +1 stealth action. [D] Burn a location controlled by your prey or predator.

Illus. Fred Hooper

Total Insanity



[C]: [D] Put this card on an ally or a younger vampire. The minion with this card has -1 stealth. During this minion's untap phase, add a counter to this card. Burn this card when it has 3 counters on it.
 [C]: As above, and the minion with this card cannot play action cards.
DRAFT: [C]: As above.

Illus. William O'Connor

Treat the Sick Mind



[C]: [D] Untap an ally or younger vampire.
 [C]: As above, with +1 stealth.
 [C]: Cancel a card played by another Methuselah that would be placed on a vampire with Dementation he or she does not control. Usable even if there is no action.

Illus. Mathias Kolross

Wave of Insanity



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

Illus. Drew Tucker

Confusion

Only usable during a bleed action.
 +1 bleed (limited).
 +1 stealth and +1 bleed (limited).

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

Illus: Gary Leach © 2019 White Wolf Entertainment AB

Deny

Press.
 +1 stealth.

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

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Eyes of Chaos

Only usable during a bleed action.
 +1 bleed (limited).
 +2 bleed (limited).

We live in a rainbow of chaos.
 Paul Cézanne

Illus: Eric LaCombe © 2019 White Wolf Entertainment AB

Loose Cannon

Requires an anarchy. Only usable as the action is announced. If this action is blocked, apply the following effect (before combat occurs):

- Tap a younger non-blocking vampire controlled by the blocking minion's controller.
- Move 2 blood from a non-blocking vampire controlled by the blocking minion's controller to this vampire.
- This acting vampire's hand damage is aggravated in the resulting combat.

1

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Memory Rift

Requires an anarchy. Only usable as the action is announced. More than one discipline can be used when playing this card.

- Choose a titled vampire or a younger vampire. That vampire cannot block this action.
- +1 stealth, even if stealth is not yet needed.
- If this action is blocked, this anarchy can strike: combat ends during the first round of the resulting combat.

Illus: Jared Smith 2016

Mind Tricks

+1 stealth.
 As above, with 1 optional maneuver or press during the resulting combat if this action is blocked.

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

Illus: Eric LaCombe © 2019 White Wolf Entertainment AB

Patterns in the Chaos

Only usable when a bleed is successful. Look at the top card in the library of the Methuselah being bled.
 Only usable when a bleed is successful. Look at the cards in the hand of the Methuselah being bled.
DRAFT: As above.

Unlike you, I am Awake, I see the threads that spin all around you.
 Lillith

Illus: Lail Jones © 2014 White Wolf Publishing, Inc. All Rights Reserved

Random Patterns

+1 intercept.
 Only usable when a minion is attempting to block this acting vampire. The blocking minion gets -1 intercept.

Knowledge is more than equivalent to force.
 Samuel Johnson, *Rasselas*

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Touch of Clarity

Usable by an acting minion or any ready unlocked minion.

- Cancel a non-combat card requiring Dementation, Dominate or Presence as it is played, and its cost is not paid. Lock this vampire.
- As above, but do not lock this vampire.

1

Illus: John Bridges © 2018 White Wolf Entertainment AB

Coma



COMBAT

Strike: send the opposing vampire to torpor.
 ♦ As above, and that opposing vampire does not unlock as normal during their next unlock phase.

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

3

Illus: Ash Arnett © 2019 White Wolf Entertainment AB

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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Abandoning the Flesh



Only usable by a vampire being burned. Usable by a vampire in torpor.

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.

Illus: Steve Buda © 2006 White Wolf Publishing, Inc. All Rights Reserved

Babble



Give another ready minion +1 intercept.

Tap this vampire to untap another ready minion. Not usable by a blocking minion.

Half of what he said meant something else, and the other half didn't mean anything at all.
 Tom Stoppard, Rosencrantz and Guildenstern are Dead

Illus: Rick Martin © 2003 White Wolf Publishing, Inc. All Rights Reserved

Final/Loosening



Requires an anarchy.

Play when the acting vampire would gain 1 or more blood. The acting vampire and this reacting anarchy each gain 1 blood instead.

Gain 4 votes.

Only usable when an ally is acting. The action fails and the ally takes 1 damage. Tap this reacting anarchy.

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Netwar



Requires an anarchy.

Look at the acting Methuselah's hand.

Untap another ready minion you control. That minion attempts to block.

Give another minion you control +1 intercept.

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Shattered Mirror



Only usable when this vampire successfully blocks an ally or younger vampire bleeding you.

Put this card on the acting minion and end the action (with no combat). The minion with this card gets -1 bleed. He or she may burn it as an action that costs 1 blood. A minion may have only one Shattered Mirror.

♦ As above, and this reacting vampire doesn't tap for successfully blocking the action.

1

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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

1

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Wrong and Crosswise



Reduce a bleed against you by 2.

Only usable during the polling step of a political action. This vampire gets +4 votes against the referendum.

1

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8- DOMINATE (50)



The Ailing Spirit

ACTION

- ⊠ ⊙ Bleed with +1 bleed.
- ⊠ ⊙ Bleed with +1 bleed. Vampires with Dementia ⊠, mortals, and mages get -1 intercept against this action.
- ◆ +1 stealth action. ⊙ Take control of any Malkavian ⊠, Malkavian *antitribu* ⊠, mortal, or mage until the end of the turn.

Illus: Aaron Acevedo © 2018 White Wolf Entertainment AB

Chain of Command

- ◆ +1 stealth action.
- ⊠ Put X younger vampires from your uncontrolled region in play with 1 blood from the blood bank each (and with any blood they already have). You cannot choose any unique vampires already in play. Those vampires must bleed. When one of them bleeds successfully, or when all that can bleed have, move them all to the bottom of your crypt.
- ◆ As above, but move X+1 younger vampires.

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Cleansing Ritual

- ◆ +1 stealth action.
- ⊠ Add 1 blood to a vampire you control.
- ⊠ Burn a card on an ally or younger vampire in your ready region.
- ◆ As ⊠ above, and untap that minion at the end of the turn.

Illus: Avery Butterworth ©2001 White Wolf Publishing, Inc. All Rights Reserved

Clio's Kiss

- ◆ +1 stealth action.
- ⊠ Burn 1 pool from a Methuselah who is contesting a card with you.
- ⊠ Exchange any card in your hand for any non-master, non-unique library card in your ash heap.
- ◆ ⊙ Choose a vampire card another Methuselah is contesting with you. That Methuselah yields that copy. If there are no other Methuselahs contesting the vampire, place your copy of the vampire face up in your controlled region, untapped.

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Command the Legion

- ⊠ Tap X-1 allies or younger vampires.
- ◆ As above, but one of the minions may be the same age or older.
- DRAFT:** ⊠ As ⊠ above.

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Distant Friend

- ◆ +1 stealth action.
- ⊠ ⊠ ⊙ Choose a vampire and put this card in play. If this action is successful, untap the acting vampire at the end of the turn. You may burn this card during a referendum to change the votes of the chosen vampire to change the votes of your choice.
- ◆ ⊙ As above, and you can force the chosen vampire to cast his or her votes when you burn this card.

Illus: Brad Williams ©2005 White Wolf Publishing, Inc. All Rights Reserved

Dominate Kine

- ◆ +1 stealth action. ⊙ Bleed with +1 bleed.
- ◆ ⊙ Steal 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.
Ventruue, Adelaide 2002 Storyline

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

Far Mastery

- ◆ +1 stealth action.
- ⊠ ⊙ The acting vampire takes control of a retainer controlled by another vampire.
- ◆ ⊙ Take control of an ally controlled by another Methuselah.
- DRAFT:** Search your library for a retainer or ally and move that card to your hand (discard afterward).

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Govern the Unaligned

- ⊠ ⊙ Bleed with +2 bleed.
- ◆ +1 stealth action.
- ◆ Add 3 blood to a younger vampire in your uncontrolled region.

Illus: Oliver Meinerting © 2019 White Wolf Entertainment AB

Graverobbing



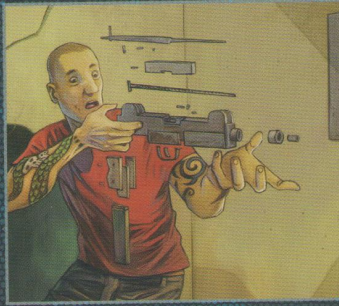
Steal a vampire in torpor controlled by another Methuselah.

As above, and this acting vampire may burn 2 blood to move the stolen vampire to your ready region.

Illus. Mike Danza

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Gremlins



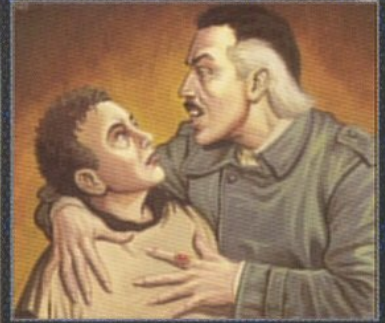
Bleed with +1 bleed.
+1 stealth action. Burn an equipment. Not usable on melee weapons.
+1 stealth action.
Bleed with +1 bleed.

Hee hee hee. You really don't know how you got here? Hee hee hee.
Fae Kidnapper

Illus. Peter Bergting

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Mesmerize



+1 stealth action.
Steal equipment from an ally.
Steal equipment from a younger vampire.

He holds him with a glittering eye —
The Wedding-Guest stood still,
And listens like a three years' child:
The mariner hath his will.
Samuel Taylor Coleridge,
"The Rime of the Ancient Mariner"

Illus. David Day

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Mind Rape



Bleed with +2 bleed.
Tap a younger vampire and put this card on that vampire; you still control this card. This vampire does not untap as normal. During your next minion phase, burn this card to untap this vampire and take control of him or her until the end of your turn.



Illus. Brian LeBlanc

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Reformation



+1 stealth action.
Requires a ready anarch.
Steal an equipment card from your predator or prey.
Burn 1 blood to steal a hunting ground.
Put a corruption counter on any vampire. If the number of your corruption counters on the vampire equals or exceeds his or her capacity, you may burn all of your corruption counters on that vampire to gain control of him or her.

Illus. Attila Adorjany

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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.
DRAFT: As above.

It's amazing how trusting these Camarilla bastards can be.
Jimmy Dunn, Pander

Illus. Scott Fischer

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Shadow of Taint



Move a card played by another Methuselah on an ally in your ready region to another ally.
As above, or move a card played by another Methuselah on a vampire in your ready region to another minion on whom the card could be played. That minion cannot be a vampire older than the vampire with the card.
As above, and this action is at +1 stealth.

Illus. Steve Eidson

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Slaughtering the Herd

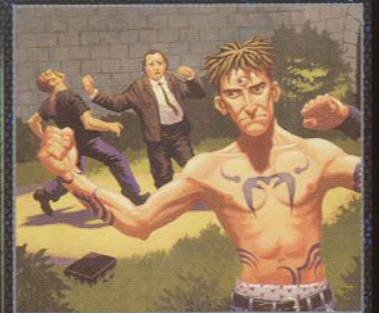


Bleed at +2 bleed. Allies cannot block this action.
Put this card on a vampire controlled by your predator. Each time that vampire announces an action, he or she moves 1 blood to this acting vampire. That vampire may burn this card by burning 4 blood during his or her controller's minion phase. Burn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

Illus. Randy Gallegos

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Spirit Marionette

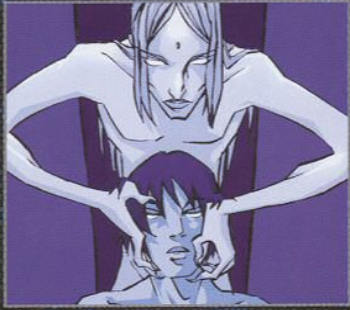


Bleed at +1 bleed.
Bleed at +1 bleed, and tap a ready minion controlled by your prey (even if the target of the bleed is changed).
+1 stealth action. Take control of a ready untapped minion until the end of the next action. That minion must bleed your prey unless he or she must hunt.

Illus. Steve Prescott

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Steal the Mind



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

Illus: Becky Cloonan

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Steely Tenacity



[Vampire] Requires an anarchy. Do not replace until the end of this action. When you would replace this card, you may take this card from your ash heap instead.
[Vampire] Strike: hand strike or use a melee weapon strike. This strike is at +1 damage, with an optional press.
[Vampire] Bleed at +1 bleed.
[Vampire] +1 stealth action. Enter combat with a ready minion.

Illus: Peter Bergling

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Sound of a Breaking Oath



[Vampire] +1 stealth action. Put this card on a minion you control. If an action to steal the minion with this card is successful, this minion is burned instead and the acting minion takes 1 unpreventable damage.
[Vampire] As above, but play when an action to steal a minion you control is successful.

Illus: Jeff Labrecque

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Thanks for the Donation



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

Illus: Clint Langley

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The World's a Canvas



[Vampire] Requires an anarchy.
[Vampire] Burn half the counters on an uncontrolled minion in your prey's uncontrolled region (round down).
[Vampire] +1 stealth action. Burn a location.
[Vampire] Burn 4 blood from a ready, tided, non-anarchy vampire.

Illus: Brian LeBlanc

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Bonding



[Vampire] Only usable during a bleed action.
[Vampire] +1 bleed (limited).
[Vampire] +1 stealth and +1 bleed (limited).

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

Illus: Gines Quiñero

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Command



[Vampire] Only usable when an ally attempts to block. The attempt fails and tap that ally. That ally cannot attempt to block this action again.
[Vampire] As above, and put this card on the ally. This ally does not untap as normal. During this ally's next untap phase, burn this card.
DRAFT: Only usable when the action is announced. Allies cannot block this action.

Illus: Harold Arthur McNeill

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Command of the Beast

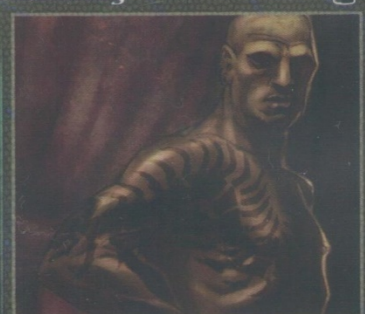


[Vampire] +1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action.
[Vampire] +1 bleed.
DRAFT: +1 stealth.

Illus: Lee Carter

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Conditioning



[Vampire] Only usable during a bleed action.
[Vampire] +2 bleed (limited).
[Vampire] +3 bleed (limited).



Illus: John Bridges

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Empowering the Puppet King



Only usable by a ready untapped vampire other than the acting minion you control. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

- ☒ The acting minion gets +1 bleed.
- ◆ As above, but usable by a ready tapped vampire.



Illus: Pat McEvoy

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Foreshadowing Destruction 25



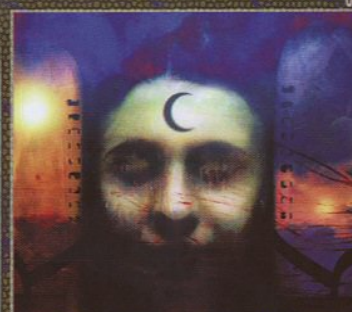
Only usable during a bleed action.

- ☒ +1 bleed (limited).
- ◆ +3 bleed if the target Methuselah has 9 or fewer pool (limited).

Illus: Javier Santos

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Hall of Hades' Court



Only usable during a referendum.

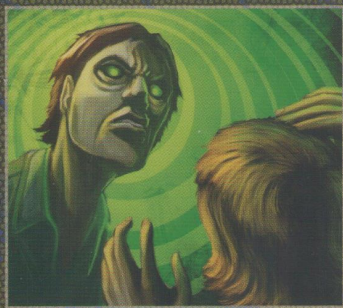
- ☒ ☒ Requires a vampire with capacity above 4. This vampire gains 2 votes.
- ☒ ☒ Cancel a reaction card as it is played by a younger vampire who does not have Temporis (no cost is paid).
- ◆ ☒ Multiplier. Only usable by a ready untapped vampire other than the acting vampire. The acting vampire's votes are doubled when the votes are tallied. Only one multiplier can be played on a vampire each action.



Illus: Sam Araya

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Mouthpiece



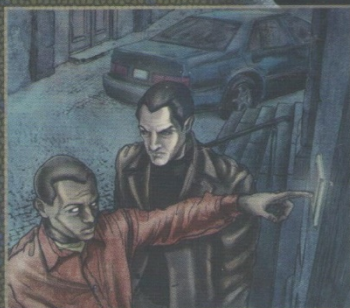
☒ Only usable during a bleed action. +1 bleed (limited).

◆ Only usable by a ready vampire other than the acting minion. The acting minion can play cards requiring basic Dominate ☒ as a vampire until the end of this action.

Illus: Juan Calle

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Murmur of the False Will 25



☒ ☒ Only usable during a bleed action. +1 bleed (limited).

- ◆ ☒ Only usable if a younger vampire is bleeding you, after blocks are declined. Change the target of the bleed to another Methuselah other than the acting vampire's controller (that Methuselah can attempt to block).

Illus: Jim Di Bartolo

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Seduction



Only usable as the action is announced.

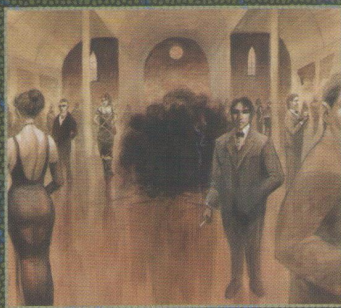
- ☒ Choose a younger vampire. The chosen vampire cannot block this action.
- ◆ As above, but choose any vampire.

Letting go is the secret; giving up to me is the greatest pleasure of all...
Robbi Summers, Lilith

Illus: Jim Di Bartolo

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Shroud of Absence



☒ +1 stealth.

- ◆ As above, and this vampire can strike: combat ends during the first round of the resulting combat whenever this action is blocked.

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

Illus: Brian LeBlanc

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The Sleeping Mind



Only usable when the action is announced.

- ☒ Choose a tapped vampire. He or she cannot attempt to block this action.
- ◆ Minions cannot untap during this action.



Illus: Greg Simanson

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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"

Illus: Matt Wilson

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Unleash the Hounds

MODIFIER

Only usable during a bleed action.

- +1 bleed (limited).
- +1 bleed (limited).

Only usable by a unique slave Gargoyle. +1 bleed for each ready vampire of the enslaving clan you control (limited).

Illus: Gines Quiñero © 2018 White Wolf Entertainment AB

Absorb the Mind

Strike: dodge.

Strike: ranged. Steal 1 blood.

Strike: ranged. Steal 1 blood and steal 1 master: Discipline card from the opposing vampire (put it on this striking vampire).

Illus: Steve Ellis ©2009 CCP M. All Rights Reserved

Autonomic Mastery

Only usable at close range.

- Strike: burn the opposing non-wraith ally or a non-wraith retainer on the opposing minion.
- Strike: hand strike. Damage from this strike is reduced to zero. Combat ends immediately after this strike resolves, unless it is dodged. Only usable in combat with a non-wraith ally or a younger vampire.

Illus: Peter Bergting ©2009 CCP M. All Rights Reserved

Bliss

Cancel a frenzy card as it is played. Usable by a vampire not involved in the current combat, if any.

Strike: combat ends.

DRAFT: * As above.

Illus: Sandra Chang-Adair ©2009 CCP M. All Rights Reserved

Denial of Aphrodite's Favor

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

Burn an action modifier or combat card a younger vampire plays that requires Presence as it is played. That card has no effect. Any cost paid is retrieved.

Illus: Brian LeBlanc ©2001 White Wolf Publishing, Inc. All Rights Reserved

Still the Mortal Flesh

Only usable in combat with an ally or younger vampire. Not usable against a mummy, wraith, or zombie.

- Maneuver or press.
- Strike: burn the opposing ally.

Illus: Justin Norman ©2018 CCP M. All Rights Reserved

Thoughts Betrayed

Only usable before range is determined on the first round.

- Opposing minion takes 1 additional damage in the first round of combat during normal strike resolution.
- Opposing minion cannot play any strike cards for the duration of this combat.

DRAFT: As above.

Illus: Pete Borges ©2006 White Wolf Publishing, Inc. All Rights Reserved

Tranquility

Only usable by a ready vampire not involved in combat.

- Cancel a frenzy card as it is played (no cost is paid).
- As above, and the target of the frenzy card gets an optional press, only usable to end combat.

Enough! Be seated and be quiet, both of you. Don Michael Antonio Giovanni, Giovanni "Prince" of Las Vegas

Illus: Glen Osterberger ©2005 White Wolf Publishing, Inc. All Rights Reserved

Deflection

Only usable if a minion is bleeding you, after blocks are declined.

- Lock this reacting vampire. Change the target of the bleed to another Methuselah other than the acting minion's controller (that Methuselah can attempt to block).
- As above, but do not lock this vampire.

Illus: Gines Quiñero © 2019 White Wolf Entertainment AB

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.)

Illus. Stuart Beel ©2002 White Wolf Publishing, Inc. All Rights Reserved.

The Mole



Requires a ready anarch. Only usable when a non-anarch minion is acting.
 Only usable by a tapped vampire. This vampire untaps and attempts to block.
 +1 intercept. Not usable if the acting minion has Celerity.
 Only usable when you are being bled by a younger vampire. Tap this vampire to cause the action to fail.

Illus. Steve Prescott ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Obedience



Only usable when this vampire is about to enter combat with an acting younger vampire.
 Unlock the acting vampire and end the action. (Do not lock this vampire if they are blocking.) The acting vampire cannot take the same action this turn.
 ♦ As above, but do not unlock the acting vampire.

REACTION

Illus. Oliver Meinerding ©2010 White Wolf Entertainment, LLC

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?

Illus. Fred Hooper ©2002 White Wolf Publishing, Inc. All Rights Reserved.

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.
DRAFT: As above.

Illus. Clint Ambrey ©2006 White Wolf Publishing, Inc. All Rights Reserved.



9- FORTITUDE (58)



Ablative Skin



+1 stealth action.

☑: Put this card on the acting vampire and put 3 ablative counters on this card. If the vampire with this card is damaged in combat, you may remove any number of ablative counters from this card to prevent that amount of non-aggravated damage. Burn this card when the last ablative counter on it is removed.

◆: As above, but you may also prevent aggravated damage in this way.

Illus. Richard Thomas

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Bestow Vigor



+1 stealth action.

☑: Play on a vampire you control and untap this acting vampire. The minion with this card may play combat cards that require Fortitude as a vampire with basic Fortitude. Burn this card at the end of your next turn.

◆: As above, but play on an ally you control.

Illus: Imaginary Friends Studios

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Blood Tempering



+1 stealth action.

☑☑: Put this card on an equipment. This melee weapon inflicts an additional damage each strike. When this equipment prevents damage in combat, it can prevent an additional point. An equipment can have only one Blood Tempering.

◆◆: As above, and untap this acting vampire.

Illus: Heather V. Kreiter

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Charge of the Buffalo



☑ Ⓛ Enter combat with a locked minion.

☑ Ⓛ Enter combat with a minion. Set the range for the first round of that combat to close, and this acting vampire's initial strike during that round is strike: hand strike at +1 damage.

◆: As ☑ above, but the strike is at +2 damage.

Illus: Jim DiBartolo

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Elemental Stoicism



☑: Prevent 1 non-aggravated damage.

☑☑: This vampire treats all aggravated damage as normal damage for the remainder of combat.

◆☑: +1 stealth action. Put this card on this acting vampire. The vampire with this card treats aggravated damage done in combat as normal damage. Burn this card if the vampire goes to torpor.

Illus. Dennis Calero

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Engling Fury



+1 stealth action.

☑: The acting vampire gains 2 blood.

☑: As ☑ above, and this vampire untaps at the end of the turn.

◆: The acting vampire gains 2 blood and untaps.

Illus: Steve Prescott

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Force of Will



Only usable by a tapped vampire.

☑ Ⓛ Bleed with +1 bleed. After resolution, this vampire takes 2 unpreventable aggravated damage even if the action is blocked.

◆: As above, but with +2 bleed, and the acting vampire takes only 1 unpreventable aggravated damage.

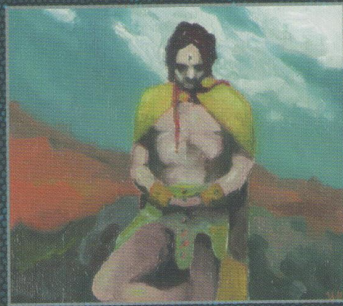
DRAFT: ☑ +1 stealth action. This vampire untaps.



Illus: Ron Spencer

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Lord of Serenity



+1 stealth action.

☑: Rescue up to two vampires from torpor. Ready vampires can ignore the normal prey, predator or target restrictions for blocking this action.

☑: Put this card on this vampire. During your unlock phase, this vampire can gain 1 blood. Any vampire can burn this card as a Ⓛ action.

◆: As ☑ above, but this vampire can gain 2 blood.



Illus: Vatche Mavlian

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Masochism



+1 stealth action.

☑: Put this card on the acting vampire. Whenever damage is successfully inflicted on this vampire, put 1 rush counter on this card for each point of damage. Remove rush counters in excess of the vampire's capacity. Whenever this vampire plays a card, you may remove X rush counters from this card to reduce that card's blood cost by X.

◆: As above, but put an additional rush counter on this card at the end of any round of combat in which this vampire takes damage.

Illus: Will Simpson

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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 diablerie, that vampire may diablerize the acting vampire.
- ◆ **As above, and the acting vampire gains 1 blood from the blood bank.**

Illus: Ron Spencer ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Regeneration



+1 stealth action.

- ☑ : Only usable by a vampire in torpor. The acting vampire gains 4 blood from the blood bank. (Remove excess blood.) If this action is blocked, there is no combat; if the blocking minion is a vampire who can commit diablerie, that vampire may diablerize the acting vampire.
- ◆ : **As above, but the acting vampire gains 5 blood from the blood bank.**

Illus: Max Fellwalker ©2000 White Wolf Publishing, Inc. All Rights Reserved.

Renewed Vigor



+1 stealth action.

- ☑ Put this card on this acting vampire. During your untap phase, if this vampire is in torpor, you can burn this card to move him or her to your ready region. A vampire can have only one Renewed Vigor.
- ☑ Move a vampire in torpor to his controller's ready region, or restore an ally or retainer to his or her starting life (with life counters from the blood bank).
- ◆ Choose any other vampire. That vampire gains enough blood from the blood bank to reach full capacity.

Illus: Becky Cloonan ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Repair the Undead Flesh



+3 stealth action.

- ☑ Put this card on this vampire. In combat, this vampire may heal aggravated damage by burning 3 blood per point healed. Burn this card if this vampire goes to torpor.
- ◆ **As above, but burn only 2 blood per point.**

Illus: Efrém Palacios ©2006 CCP M. All Rights Reserved.

Resilient Mind



+1 stealth action.

- ☑ Put this card on the acting vampire. When another minion plays an action or combat card that requires **Demontation**, **Dominare**, **Obeah** or **Serpentis**, this vampire can burn 1 blood to be immune to the effects of that card.
- ◆ **As above, and this vampire untaps at the end of this action.**

Illus: Matt Mitchell ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Restoration



+1 stealth action.

- ☑ The acting vampire gains 2 blood.
- ◆ **The acting vampire gains 3 blood.**

DRAFT: ☑ As above.

*Drive my dead thoughts over the universe,
Like wither'd leaves, to quicken a new
birth...*
Percy Bysshe Shelley, "Ode to the West Wind"

Illus: Ash Arnett ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Sense Vitality



+1 stealth action.

- ☑ This vampire gains 2 blood.
- ☑ Rescue a vampire from torpor.
- ◆ **As above, and the rescued vampire gains 1 blood.**

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

Illus: Brian LeBlanc ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Daring the Dawn



Vampires cannot block this action. This vampire takes 2 unpreventable environmental aggravated damage after action resolution.

- ◆ **As above, but this vampire takes 1 unpreventable environmental aggravated damage.**

Illus: Pete Ventres ©2019 White Wolf Entertainment All

Dawn Operation



- ☑ If this action is blocked, all damage inflicted to 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.**

Illus: Brian LeBlanc ©2009 CCP M. All Rights Reserved.

Day Operation



☑ Only usable as the action is announced. Vampires cannot block this action. The acting vampire goes to torpor after resolving the action.

◆ As above, but usable if a minion is attempting to block.

Illus: Fred Hooper

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Forced March

25



MODIFIER



A vampire can play only one Forced March each turn.

☑☑ Only usable after resolution of a successful action. Unlock this vampire.

◆◆ +1 stealth. After action resolution, if the action was successful, this vampire can burn 1 blood to unlock.

Illus: Steve Ellis

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Freak Drive

25



MODIFIER



Only usable after action resolution.

☑ Only usable if the action was successful. Unlock this vampire.

◆ Only usable if the action was blocked. Unlock this vampire.

Illus: Ken Meyer, Jr.

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The Kiss of Ra



Only usable when a vampire who does not have Fortitude attempts to block this acting minion.

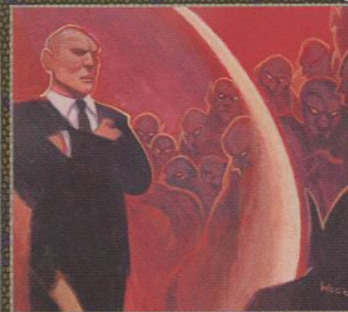
☑ The block attempt is canceled, the blocking vampire burns 2 blood, and the current action is ended (without combat).

◆ As above, and send the blocking vampire to torpor.

Illus: Sandra Everingham

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Neutral Guard



Only usable when this vampire announces an action.

☑ Vampires must pay 1 blood to attempt to block this action.

☑ For the remainder of this action, when this vampire is in combat, the range is automatically long; skip the determine range step of each round.

◆ As above, and allies and younger vampires cannot block this action.

Illus: William O'Connor

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Ni Dieu ni Maitre



Requires an anarchy. Only usable as the action is announced. More than one discipline can be used when playing this card.

☑ If this action is blocked, the opposing minion cannot use maneuvers in the resulting combat.

☑ Vampires must burn 1 blood to attempt to block this action.

☑ If this action is blocked, this anarchy gets +1 strength in the resulting combat.

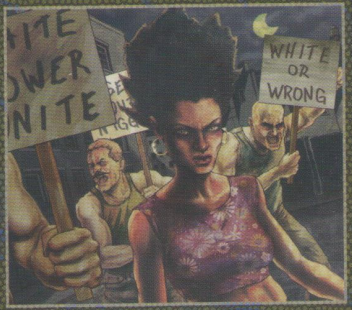
Illus: Rubén Bravo

2014

Safe Passage



MODIFIER



☑ Allies get -1 intercept.

☑ As above, and reaction cards cost 1 additional blood or life this action.

◆ As above, and put this card on this vampire. Actions against this vampire cost 1 additional blood or life. Burn this card during your unlock phase.

Illus: Jim DiBarolo

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Penitent Resilience



MODIFIER

COMBAT



☑☑ This round, this vampire treats aggravated damage as normal damage and Flash Grenades have no effect on this vampire.

☑☑ As above, but until the end of combat.

◆◆☑ Only usable as the action is announced. Choose any vampire. The chosen vampire cannot block this action.

Illus: Sandra Chang-Adair

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Alpha Glint



Not usable in combat with an ally or an older vampire.

☑ Strike: combat ends.

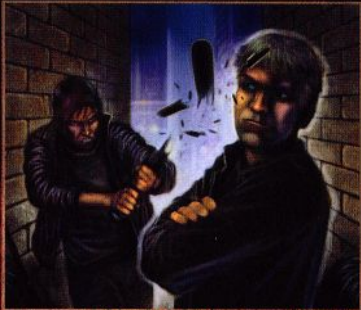
◆☑ Only usable before range is determined. Combat ends.



Illus: Peter Bergting

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Armor of Vitality



Prevent 3 damage.
As above, and if any of the damage was from the opposing minion's melee weapon, that weapon is destroyed.



Illus: Eric Lofgren

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Ashes to Ashes



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

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

Illus: Talon Dunning

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Denial of Aphrodite's Favor



Burn an action card a younger vampire plays that requires Presence as it is played. That card has no effect. Any cost paid is retrieved. Untap the acting vampire; that vampire cannot attempt the same action again this turn.
As above, and this vampire gains 2 blood from the blood bank.
As above, and this vampire gains 2 blood from the blood bank.

Illus: Brian LeBlanc

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Diversion



Requires a ready anarchy.
 Gain one additional strike.
 Prevent up to 2 damage.
 Strike: ranged. Steal 1 blood with an optional maneuver.

Illus: Andrew Bates

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Hidden Strength



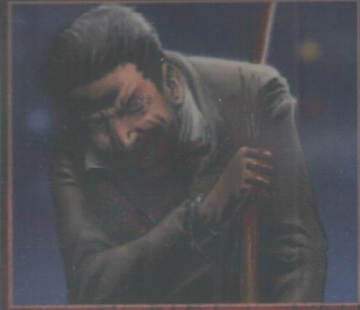
Prevent X+1 damage.
As above, with an optional press.



Illus: Steve Casper

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Indomitability



Prevent 1 damage.
Press, or prevent 1 damage with 1 optional press.

Illus: Chris Stevens

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Infection



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



Illus: Steve Ellis

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Jua Vema

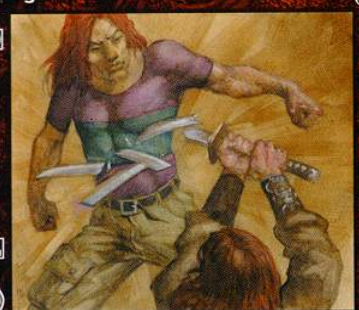


This vampire treats aggravated damage as normal damage this round.
As above, but for the remainder of the action if you tap an Aye on him or her.
DRAFT: Prevent 1 damage.

Illus: Avery Butterworth

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King of the Mountain



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

Illus: Brian LeBlanc

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Lam Into



Requires an anarchy. Do not replace until after combat. Strike: hand strike or use a melee weapon strike.

- ☑ This strike is at +1 damage, with an optional maneuver.
- ☑ This strike is at +2 damage.
- ☑ This strike is at +1 damage, with an optional press. If another round of combat occurs, range is automatically close.

Illus: Brian LeBlanc ©2008 White Wolf Publishing, Inc. All Rights Reserved.

Lessons in the Steel



☑ ☑ Only usable when damage is successfully inflicted on this vampire. Look at the opposing minion's controller's hand, and this vampire gets an optional press this round. A vampire can play only one Lessons in the Steel each round.

◆ ◆ As above, and that Methuselah discards a card of your choice.

*Knowledge by suffering entereth,
And life is perfected by death.
Elizabeth Barrett Browning, A Vision of Poets. Conclusion.*

Illus: Jeff Holt ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Martyr's Resilience



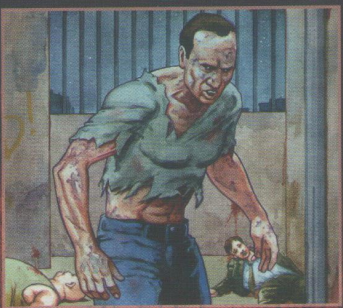
Only usable by an untapped vampire not involved in the current combat.

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

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

Illus: Durwin Talon ©2001 White Wolf Publishing, Inc. All Rights Reserved.

Relentless Reaper



☑ Prevent 1 damage.

☑ Press.

◆ Only usable when both combatants are still ready and combat would end. Burn 1 blood to start a new round instead.

Illus: Alejandro F. Giraldo © 2018 White Wolf Entertainment AB

Resilience



☑ Prevent 1 damage.

◆ Prevent 3 non-aggravated damage.

DRAFT: ☑ Prevent 1 damage.

Illus: Karl Waller ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Rolling with the Punches



☑ Prevent 1 damage.

◆ Burn 1 blood to prevent all damage from the opposing minion's strikes this round.

Illus: Lee Carter © 2019 White Wolf Entertainment AB

Shared Strength




Only usable by a ready vampire not involved in combat.

- ☑ Choose a vampire in combat. For the remainder of combat, that vampire may play cards that require Fortitude ☑ as if he or she has the basic level of Fortitude.
- ◆ As above, but the chosen vampire may play cards as if he or she has the superior level of Fortitude.

Illus: Newel Anderson ©2005 White Wolf Publishing, Inc. All Rights Reserved.

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—
Swift be thine approaching flight,
Percy Bysshe Shelley, "To Night"*

Illus: Joel Biske ©2007 White Wolf Publishing, Inc. All Rights Reserved.

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"*

Illus: Clint Langley ©2003 White Wolf Publishing, Inc. All Rights Reserved.

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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Soak



A vampire can play only one Soak each round.
 Prevent 2 non-aggravated damage.
 Prevent 4 non-aggravated damage.
The wounds he'd suffered would definitely have killed a mortal and would have destroyed many a Kindred. Jan had only the blood of Hardestadt and the elders of Clan Ventruie to thank that he'd survived this long.

Illus: Andrew Trabbold © 2019 White Wolf Entertainment AB

Superior Mettle



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

Illus: T. Bradstreet & G. Goleash ©2004 White Wolf Publishing, Inc. All Rights Reserved

Sympathetic Agony



For the remainder of combat, when any damage is successfully inflicted on this vampire in a round, the opposing minion becomes unable to use presses that round.
 As above, and if any damage is successfully inflicted on this vampire in a round, the opposing minion becomes unable to use any additional strikes that round.

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Undead Persistence



Only usable when this vampire should go into torpor. This vampire gets an optional press and will not go to torpor until combat ends (although he or she is still considered wounded and can be burned as normal). If three rounds of combat pass with no cards played, combat ends. This vampire is sent into torpor after combat.
 Prevent 2 damage.
The cry is still, "They come!" Shakespeare, Macbeth, act V, scene 5

Illus: Clint Langley ©2003 White Wolf Publishing, Inc. All Rights Reserved

Undying Tenacity



Only usable when this vampire should go to torpor. This vampire will not go to torpor until after combat ends (although he or she is still wounded and can be burned by aggravated damage).
 Press or prevent 1 damage.

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Unflinching Persistence



Prevent 1 damage.
 Maneuver, and this vampire can prevent 1 damage later this round.

Illus: Ben Spencer © 2019 White Wolf Entertainment AB

Final/Loosening



Requires an anarchy.
 Play when the acting vampire would gain 1 or more blood. The acting vampire and this reacting anarchy each gain 1 blood instead.
 Gain 4 votes.
 Only usable when an ally is acting. The action fails and the ally takes 1 damage. Tap this reacting anarchy.

Illus: Peter ... © ...

Force of Personality



Strike: combat ends.
 Only usable as the action is announced. Vampires must burn a blood to attempt to block this action. Non-zombie allies cannot block this action.
And when I walk the streets Kings and queens step aside. George Thorogood, "Bad to the Bone"

Illus: Mathias Kollros ©2008 CCP W. All Rights Reserved

Friend of Mine



Requires a ready anarch.

- ☑ Reduce a bleed against you by 2.
- ☑ +1 intercept.
- ☑ Only usable when a vampire successfully bleeds you. The acting vampire burns 2 blood.

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Guardian Vigil



Requires an anarch. More than one discipline can be used when playing this card. This anarch attempts to block.

- ☑ +1 intercept, even if intercept is not yet needed.
- ☑ This anarch gets 1 optional maneuver in the resulting combat if he or she blocks.
- ☑ This anarch does not tap for the block.

Illus: Carolyn Corbett © 2011

Hard Case



Only usable when this vampire successfully blocks an ally or younger vampire.

- ☑ Cancel the resulting combat.
- ◆ As above, and destroy a weapon or vehicle on the acting minion.

DRAFT: ☑ As ☑ above.

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Steadfastness



☑ Only usable during a **D** action against you (or a card you control). +1 intercept.

- ◆ Reduce a bleed against you by 1.

Illus: Dimple © 2018 White Wolf Entertainment AB



10- MELPOMINEE (16)



Art's Traumatic Essence



+1 stealth action.

- Tap any untapped minion.
- Tap any untapped minion, and that minion burns 1 blood or life.
- Put this card on any ready untapped minion and tap that minion. The minion with this card burns 1 additional blood or life each time he or she attempts to take an action or block. During his or her master phase, the controller of the minion with this card may tap this minion and burn a pool from this card. A minion may have only one Art's Traumatic Essence.

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Blessed Audience



+1 stealth action.

- Tap X-1 allies or younger vampires controlled by your predator or prey.
- As above, at +1 stealth.
- As above, and this vampire can increase his or her capacity for purposes of selecting the targets of this effect. The cost of this action is increased by one blood for each point of capacity gained (chosen when the action is announced).

Such sweet compulsion doth in music lie.
John Milton

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Choir



+1 stealth action.

- Put this card into play. Burn this card during your influence phase.
- Your prey burns 2 pool for each Choir card you control (not counting this one). Burn all Choir cards you control.

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

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Persistent Echo



+1 stealth action.

- Untap a vampire with Melpominee.
- Put this card in play and put a card that requires Melpominee on this card, face down. You may look at the card at any time. Any vampire you control may burn this card to play the card on it as if from your hand and as if he or she had basic Melpominee.
- As above, and the vampire may play the card as if he or she had superior Melpominee.

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Shattering Crescendo



+1 stealth action.

- Inflict 1 unpreventable damage on an ally or retainer.
- Discard a Shattering Crescendo to inflict 2 unpreventable damage on each of up to 2 minions controlled by a single Methuselah.
- As above, but for 3 unpreventable damage each.

Illus: Marian Churchland ©2018 White Wolf Entertainment AB

Echo of Harmonies



Only usable during a referendum.

- If you burn the Edge for a vote, this vampire gains 2 votes.
- Usable by a ready vampire other than the acting minion. This vampire gains 2 votes.
- Usable by a ready vampire other than the acting minion. After the referendum, move the political action card used to call the referendum from your ash heap to this vampire, face down. This vampire may play the political action card as if from your hand (requirements and cost apply as normal).

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The Missing Voice



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

- Allies and younger vampires get -1 intercept when attempting to block this action.
- +1 stealth.

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Phantom Speaker



Only usable when this acting vampire is blocked (before tapping the blocker)

- Cancel combat and do not tap the blocking minion.
- The block fails and the action continues. The blocking minion cannot attempt to block this action again. Not usable if the blocking minion is an older vampire.
- As above, and if this action is successful, tap that blocking minion.

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Siren's Lure



This vampire burns 2 blood to get +1 stealth.

- Only usable by an untapped ready vampire other than the acting minion when a minion attempts to block. That minion cannot block this action. Tap this vampire and that minion. Once the action resolves, this vampire enters combat with that minion.
- As above, but do not tap this modifying vampire.

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Virtuosa



MODIFIER

- ☞ +1 stealth.
- ☞ Only usable during a bleed action. +1 stealth and +2 bleed, or +2 bleed.
- ◆ Only usable as the action is announced. This action is unblockable.

3

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Madrigal



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

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Death of the Drum




- ☞ Only usable at long range.
- ☞ Strike: 1R damage.
- ☞ Strike: 2R damage, only preventable by cards that require Fortitude ☞ or Visceratika ☞.
- ◆ As ☞ above, and the damage is aggravated.

Music, to create harmony, must investigate discord.
Plutarch

1

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Toreador's Bane



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

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Fanfare for Elysium



POLITICAL ACTION
1 Vote

- ☞ Choose up to five older vampires. Successful referendum means each chosen vampire gains 1 blood.
- ◆ As above, and successful referendum means this card is put in play. Unique. You can burn this card before range is determined to end any combat.

Illus: Aaron Acevedo © 2010 White Wolf Entertainment AB

Lily Prelude



POLITICAL ACTION
1 Vote

- ☞ Allocate 4 points among one or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point allocated.
- ◆ As above, and choose any Methuselah. Successful referendum means the chosen Methuselah gains 1 pool.

1

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Tourette's Voice



- ☞ +1 intercept.
- ☞ Give a minion you control (even this one) +1 intercept.
- ◆ Give a minion +1 intercept.

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

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11- MYTHERCERIA (16)



Redcap Wilder



Changeling with 2 life.
 [V] Vampires with capacity less than 7 must burn a blood to attempt to block the minion with this retainer.
 [D] As above, but the cost to employ this retainer is reduced by 1 blood.

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Tinglestripe



Weapon.
 [V] Strike: 2R damage. This weapon can be used as a strike only once each round.
 [D] As above, or strike: 1R damage, with an optional maneuver each combat.
DRAFT: As [V] above.

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Goblinism



[D] Burn a location.
 [V] +1 stealth action. Search your library for a location or equipment that is a location while in play. Show it to the other players and put it in your hand. Shuffle and discard afterward.
 [D] As [V] above, and if the location or equipment is a haven, you may put it on this vampire instead (requirements and cost, if any, must be met and paid as normal).

Illus: Roel Wielinga ©2009 CCP M. All Rights Reserved.

Gremlins



[D] Bleed with +1 bleed.
 [V] +1 stealth action. [D] Burn an equipment. Not usable on melee weapons.
 [D] +1 stealth action.
 [D] Bleed with +1 bleed.
Hee hee hee. You really don't know how you got here? Hee hee hee.
 Fae Kidnapper

Illus: Peter Bergting ©2018 White Wolf Entertainment AB

Pandora's Whisper



+1 stealth action. Do not replace until your untap phase.
 [D] Move a library card from your ash heap to your hand. Discard afterward.
 [V] Every other Methuselah may draw two cards from his or her library. You draw five cards from your library. Discard afterward.
 [D] As above, but you may place any of the cards you discard on the top of your library instead of in your ash heap.

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Scarlet Lore



+1 stealth action.
 [D] Move a minion card from your ash heap to the top of your library.
 [V] Search your library for a minion card (shuffle afterward), reveal it, and move it to the top of your library.
 [D] As [V] above, with an additional +1 stealth.

Illus: Leif Jones ©2018 White Wolf Entertainment AB

Steal the Mind



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

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Fae Contortion



[V] [D] Cancel a grapple card played on this vampire as it is played (no cost is paid).
 [D] Maneuver.
 [D] Maneuver.
 [D] +1 stealth.
*For in the word death
 There is nothing to grasp; nothing to catch
 or claim.*
 Philip Larkin, "And the wave sings because it is moving."

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Stone Travel



This vampire burns 1 blood to get +1 stealth.
 [V] +1 stealth.
 [D] +1 stealth. If this action is blocked, this acting vampire may choose to cancel the resulting combat.
Half a hole is more than enough.
 Bartholomew, Kiasyd

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Absorb the Mind

Strike: dodge.
 Strike: ranged. Steal 1 blood.
 Strike: ranged. Steal 1 blood and steal 1 master: Discipline card from the opposing vampire (put it on this striking vampire).

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Basilisk's Touch

Strike: ranged. Steal 1 blood.
 Strike: ranged. Steal 1 blood and steal 1 master: Discipline card from the opposing vampire (put it on this striking vampire).

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

2

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Darkling Trickery

Press, only usable to end combat.
 Maneuver or press.
 Only usable when the opposing minion attempts to strike with a weapon that does ranged damage. The damage from that weapon is reduced to 0. The opposing minion takes 1 additional damage during strike resolution.

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Earth Swords

Strike: 1R damage.
 Strike: 2R damage.
 Strike: 3R damage.

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

Illus: Kieran Yanner ©2015 White Wolf Publishing, Inc. All Rights Reserved

Aura Absorption

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

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

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Faerie Wards

Strike: 1R damage.
 Strike: 2R damage.
 Strike: 3R damage.

Only usable if an ally or younger vampire is taking a **①** action against you.
 +2 intercept.
 The action fails. Lock this reacting vampire.
 As above, and the acting minion does not unlock as normal during their next unlock phase.

2

Illus: Aaron Acevedo ©2018 White Wolf Entertainment AB

Folderol

This vampire burns 1 blood to reduce a bleed against you by 1.
 Reduce a bleed against you by 1.
 Reduce a bleed against any Methuselah by 1.

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

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Masquer (Wraith)



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

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Baleful Doll



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

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Puppeteer (Wraith)



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

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Shambling Hordes



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

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Chair of Hades



+1 stealth action.
 ☠ Ⓛ Remove a mortal or ghoul (retainer or ally) from the game.
 ♦ Ⓛ Remove any non-wraith ally or retainer or vampire with capacity less than 3 from the game.
DRAFT: ☠ As ♦ above.

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Chill of Oblivion



+1 stealth action.
 ☠ Put this card on a ready vampire. This vampire may burn this card in combat to treat aggravated damage as normal for the remainder of combat. A vampire can have only one Chill of Oblivion.
 ♦ As above, and this acting vampire untaps during your next discard phase.

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Compel the Spirit



+1 stealth action.
 ☠ Move an ally or retainer that was burned from play since your last turn from your ash heap to your hand.
 ♦ As above, but move it to your ready region (ignore requirements and cost) with X life from the blood bank, where X is the starting life of the ally or retainer. If it is a retainer is chosen, place it on the acting minion.

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Daemonic Possession



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

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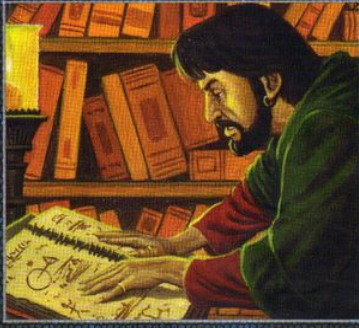
Death Pact



This card is an action card that becomes a retainer card.
+1 stealth action
 Ⓛ Put this card on a ready vampire. If that vampire is burned, put this card on the vampire who brought this card into play. This card then represents a retainer with 2 life. Once each combat, the vampire with this retainer may change one damage from aggravated to normal. As above, but the retainer has 3 life.

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Divine Sign



+1 stealth action.

☑ **Ⓛ** Choose a minion. Put this card on this acting minion and untap him or her. This minion gets +2 intercept when attempting to block the chosen minion. That minion may burn this card as a **Ⓛ** action. A minion may have only one Divine Sign.

⚡ **As above, and the chosen minion's controller plays with an open hand in the resulting combat if this minion successfully blocks that minion.**

Illus: David Day

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Ex Nihilo



+1 stealth action.

☑ Put this card on this vampire. This vampire gets +1 stealth. Damage he or she inflicts in combat is reduced to 0, and he or she is immune to non-aggravated damage. This vampire cannot gain blood; any blood he or she gains goes to the blood bank instead. During your master phase, this vampire burns 1 blood or is burned. You may burn this card during your untap phase.

⚡ **As above, but you may burn this card during any Methuselah's untap phase.**

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Gear Up



+1 stealth action. Requires a ready anarch. If successful, untap this anarch.

☑ Move a card from your ash heap to your hand. Discard down to your hand size afterward.

⚡ This anarch gets +1 stealth for the remainder of this turn.

☑ This anarch gets +1 strength until your next untap phase.

Illus: Joel Biske

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Grasp the Ghostly



+1 stealth.

☑ **Ⓛ** Move a non-unique, non-location equipment from any other Methuselah's ash heap to this minion. Put 3 Pathos counters on that equipment. Burn a Pathos counter during each of your untap phases. Remove the equipment from the game if it has no Pathos counters.

⚡ **As above, but the equipment can be unique.**

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Haunt



+1 stealth.

☑ Put this card on a location you control. The controller of this location can burn this card to cause an action directed at this location to fail. A location can have only one Haunt.

⚡ **Ⓛ Burn a location that doesn't require Giovanni to play.**

Illus: Michael Gaydos

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Jar the Soul



+1 stealth action.

☑ **Ⓛ** Tap any ready minion.

⚡ **As above, and that minion burns 1 blood.**

Illus: Anson Maddocks

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Keystone Kine



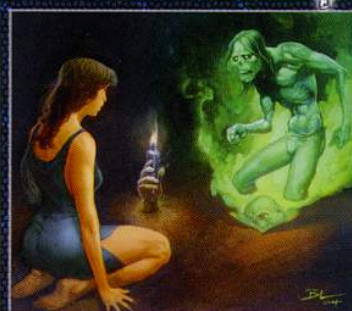
Requires an anarch.

☑ **Ⓛ** and/or ☑ and/or ☑ **Ⓛ** Bleed. If using ☑, he or she gains 1 blood. If using ☑, the bleed is at +1 bleed. If using ☑, you may burn an ally controlled by your prey whose cost is not greater than the bleed amount.

Illus: Peter Berging

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Lifeless Tongues



+1 stealth action.

☑ **Ⓛ** Remove a vampire in any Methuselah's ash heap from the game and give this card to that Methuselah. During this acting vampire's untap phase, this acting vampire's controller may look at the hand of the Methuselah with this card. Any minion may burn this card as a +1 stealth action.

⚡ **As above, but during any untap phase.**

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Pandora's Whisper



+1 stealth action. Do not replace until your untap phase.

☑ Move a library card from your ash heap to your hand. Discard afterward.

☑ Every other Methuselah may draw two cards from his or her library. You draw five cards from your library. Discard afterward.

⚡ **As above, but you may place any of the cards you discard on the top of your library instead of in your ash heap.**

Illus: Becky Jollensten

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Possession



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

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

Illus: John Bridges

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Release of the Shackled Soul



ⓓ Burn an ally or retainer controlled by your prey.
As above, with +1 stealth.

*Self is the only prison
 that can ever bind the soul.
 Henry Van Dyke, The Prison and the Angel*

Illus: Allen Rabinowitz

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Resume the Coil



+1 stealth action.

☑ Only usable by a vampire in torpor.
 This vampire leaves torpor. If this vampire is blocked, there is no combat. If the blocking minion is a vampire who can commit diablerie, that vampire may diablerize this acting vampire.

⬠ Rescue a vampire from torpor.

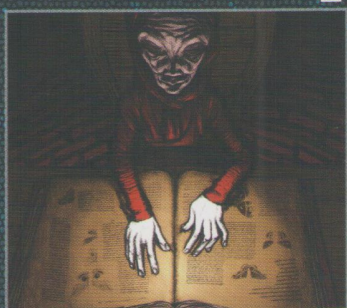
Illus: Brian LeBlanc

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Scarlet Lore



ACTION



+1 stealth action.

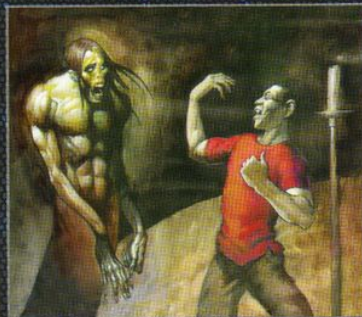
☑ Move a minion card from your ash heap to the top of your library.
 ☑ Search your library for a minion card (shuffle afterward), reveal it, and move it to the top of your library.

⬠ As ☑ above, with an additional +1 stealth.

Illus: Leif Jones

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Soul Feasting



+1 stealth hunt action.

☑ Gain 1 blood, or you may burn a wraith to move 4 blood from the blood bank to this vampire (this is a ⓓ action if you do not control the wraith).

⬠ As above, but gain an additional blood.

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Summon Soul



+1 stealth action.

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

Illus: Michael Gaydos

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Whispers from the Dead



☑ Move a library card from your ash heap to your hand (discard afterward).

⬠ As above, but with +1 stealth.

Illus: Pete Burges & David Roach

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Breath of Thanatos



☑ +2 stealth. Only usable on an action to employ or to recruit a wraith.

⬠ Strike: 1 aggravated damage.

*Can't you smell that smell
 Ooooh that smell
 The smell of death surrounds you
 Lynyrd Skynyrd, "That Smell"*

Illus: Lawrence Snelly

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Call of the Hungry Dead



Only usable when a minion is attempting to block.

☑ The blocking minion gets -1 intercept.

⬠ This acting vampire burns 1 blood to cause the block to fail. The blocking minion cannot attempt to block this action again.

Illus: Brian LeBlanc

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Inevitability of the Void



Only usable during a bleed action.

☞☞ +1 bleed (limited).

◆◆ +1 bleed for every 10 cards in the ash heap of the target Methuselah (limited).

Illus: Mark Kelly

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Shroud Mastery



☞: Usable by a ready vampire when a wraith ally you control is acting. The acting wraith gets +1 stealth.

◆: Only usable when an action to recruit or employ a wraith is announced. Untap this acting vampire if the action is successful.

Illus: Richard Thomas

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Soul Stealing



This card can be played as an action modifier or a combat card. Only usable when a vampire you control burns a vampire controlled by your prey.

☞: This vampire gains an amount of blood equal to half of the burned vampire's capacity (round down). Ignore excess blood. Not usable during combat.

◆: As above, but usable in combat.

Illus: Max Shade Fellwalker

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Shroudsight



Only usable as an action that requires Necromancy or Giovanni ☞ is announced.

☞ After the action is resolved (successfully or not), you may move the action card used for this action from your ash heap to the top of your library.

◆ As above, but any one card played during this action may be moved from your ash heap to your library.

Illus: Jeff Holt

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Spectral Divination



☞☞ +1 stealth.

◆☞ +1 intercept.

My locks are uncurled with dripping, drenching dew.

You know the old, whilst I know the new:

But tomorrow, you shall know this too.

Christina Rossetti, "The Poor Ghost"



Illus: John Bridges

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Transfusion



☞ Only usable after a successful action. Add 1 blood to a ready vampire.

☞☞ As ☞ above, but add 1 life to a ghoul or 1 blood to a ready vampire.

◆ Only usable after combat if this vampire is still ready and successfully inflicted any damage on the opposing minion. Put a transfusion counter on the opposing minion. If the minion now has 3 of your transfusion counters, burn them all to take control of that minion. Only one Transfusion may be played at superior each turn.



Illus: John Bridges

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Trochomancy



☞ Remove 13 cards in the target Methuselah's ash heap from the game to get +1 bleed. Not usable if there aren't enough cards in that ash heap. You cannot play another action modifier to increase this bleed.

☞☞ As ☞ above, but remove only 7 cards.

◆◆ As ☞☞ above, but for +2 bleed.

Illus: Imaginary Friends Studios

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Blight



Only usable before range is determined. A vampire can play only one Blight each combat.

☞ The opposing minion gets -1 strength this combat.

◆ As above, and this combat, the opposing minion cannot use additional strikes or presses to continue combat.

Illus: Javier Santos

Cold Aura



☞ Only usable before range is determined. Set the range for this round to long.

◆ As above, with an optional press, only usable to end combat.

DRAFT: ☞☞ As ☞☞ above.



Illus: Veronica Jones

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Dead Hand



Strike: make a hand strike at +1 damage.
 ♦ As above, and the damage from this strike cannot be prevented by cards that require Fortitude.

*Golden lads and girls all must,
As chimney-sweepers, come to dust.
William Shakespeare, Cymbeline, act IV, scene 2*

Illus. Steve Eidson ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Heaven's Gate



Prevent 1 damage to an ally in combat.
 Only usable when an ally is burned in combat. Move that ally to his or her controller's uncontrolled region (controlled, but not ready) instead. Put 1 life on the ally from the blood bank if he or she has no life.
 ♦ As above, but add up to 2 life to the ally, not to exceed his or her starting amount.

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Mercy for Seth



Strike: put this card on the opposing minion. If this minion is a mortal, he or she is burned. During his or her untap phase, the minion with this card takes 1 unpreventable damage. The minion with this card may burn it as a +1 stealth action.
 ♦ As above, and this strike inflicts 1 damage as well.

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Spiritual Intervention

10



Strike: dodge.
 ♦ Strike: combat ends.

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Torment the Soul



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

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

Illus. Max Shade Fellwalker ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Eyes of the Dead



Only usable when a reacting vampire you control attempts to block a vampire who is attempting to diablerize one of your minions. This reacting vampire gets +1 intercept.
 As above, but with +2 intercept.
*Above all else I loved her eyes,
More clear than stars of any skies,
Those eyes maliciously wise.
D.H. Lawrence, "Elysium"*

Illus. Max Shade Fellwalker ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Friend of Mine



Reduce a bleed against you by 2.
 +1 intercept.
 Only usable when a vampire successfully bleeds you. The acting vampire burns 2 blood.

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Funeral Wake



Usable by a tapped vampire.
 Untap a mummy, wraith, or zombie ally you control.
 ♦ Untap up to two mummy, wraith, or zombie allies you control.

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Illus. Catherine Cornet

The Ailing Spirit



⊖ **Ⓢ** Bleed with +1 bleed.

⊖ **Ⓢ** **Ⓢ** Bleed with +1 bleed. Vampires with Dementia **Ⓢ**, mortals, and mages get -1 intercept against this action.

Ⓢ +1 stealth action. **Ⓢ** Take control of any Malkavian **Ⓢ**, Malkavian *antitribu* **Ⓢ**, mortal, or mage until the end of the turn.

Illus: Aaron Acevedo © 2018 White Wolf Entertainment AB

Cleansing Ritual



⊖ **Ⓢ** +1 stealth action.

Ⓢ Add 1 blood to a vampire you control.

Ⓢ Burn a card on an ally or younger vampire in your ready region.

Ⓢ As **Ⓢ** above, and untap that minion at the end of the turn.

Illus: Avery Butterworth ©2018 White Wolf Publishing, Inc. All Rights Reserved

Healing Touch



⊖ **Ⓢ** +1 stealth action.

Ⓢ Untap a younger vampire you control.

Ⓢ Add up to 2 life to an ally, not to exceed his or her starting amount.

Ⓢ Rescue a vampire from torpor, and that vampire gains 1 blood from the blood bank.

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Lord of Serenity



⊖ **Ⓢ** +1 stealth action.

Ⓢ Rescue up to two vampires from torpor. Ready vampires can ignore the normal prey, predator or target restrictions for blocking this action.

Ⓢ Put this card on this vampire. During your unlock phase, this vampire can gain 1 blood. Any vampire can burn this card as a **Ⓢ** action.

Ⓢ As **Ⓢ** above, but this vampire can gain 2 blood.

Illus: Vatche Mavlian © 2018 White Wolf Entertainment AB

Panacea



⊖ **Ⓢ** +1 stealth action.

Ⓢ This vampire burns 1 blood to untap a younger vampire.

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

Ⓢ As **Ⓢ** above, and untap that ally at the end of the turn.

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

Illus: Andrew Trabbold ©2005 White Wolf Publishing, Inc. All Rights Reserved

Renewed Vigor



⊖ **Ⓢ** +1 stealth action.

Ⓢ Put this card on this acting vampire. During your untap phase, if this vampire is in torpor, you can burn this card to move him or her to your ready region. A vampire can have only one Renewed Vigor.

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

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

Illus: Becky Cloonan ©2005 White Wolf Publishing, Inc. All Rights Reserved

Resurrection



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

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

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

Ⓢ As **Ⓢ** above, but move the ally card instead. Put it in your ready region, untapped.

Illus: Steve Ellis ©2005 White Wolf Publishing, Inc. All Rights Reserved

Spirit Marionette



⊖ **Ⓢ** **Ⓢ** **Ⓢ** Bleed at +1 bleed.

Ⓢ **Ⓢ** **Ⓢ** Bleed at +1 bleed, and tap a ready minion controlled by your prey (even if the target of the bleed is changed).

Ⓢ +1 stealth action. **Ⓢ** Take control of a ready untapped minion until the end of the next action. That minion must bleed your prey unless he or she must hunt.

Illus: Steve Prescott ©2005 White Wolf Publishing, Inc. All Rights Reserved

Treat the Sick Mind



⊖ **Ⓢ** **Ⓢ** **Ⓢ** Untap an ally or younger vampire.

Ⓢ As **Ⓢ** above, with +1 stealth.

Ⓢ **Ⓢ** **Ⓢ** Cancel a card played by another Methuselah that would be placed on a vampire with Dementia he or she does not control. Usable even if there is no action.

Illus: Mathias Kolros ©2009 CCP M. All Rights Reserved

Unburdening the Bestial Soul

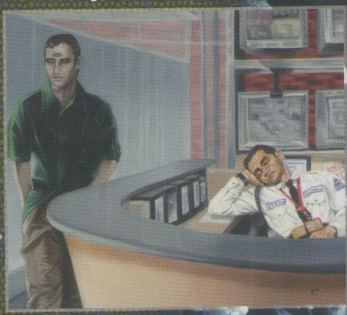


⬢ +1 stealth action. Move 1 or more blood from this vampire to any other vampire.
 ⬢ As ⬢ above, and untap this acting vampire.
 ⬢ Put this card on an ally or a younger vampire. The minion with this card cannot take actions, block or play reaction cards. During this minion's untap phase, this card is burned unless this acting vampire burns 2 blood.

Illus: Durwin Talon

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Gift of Sleep



■ ⬢ +1 stealth.
 ⬢ Only usable when this vampire is about to enter combat with an ally. Lock that ally and end the action. (Do not lock this vampire if they are blocking.)
 ⬢ +1 stealth.

Illus: Heather V. Kreiter

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Neutral Guard



Only usable when this vampire announces an action.
 ⬢ Vampires must pay 1 blood to attempt to block this action.
 ⬢ For the remainder of this action, when this vampire is in combat, the range is automatically long; skip the determine range step of each round.
 ⬢ As ⬢ above, and allies and younger vampires cannot block this action.



Illus: William O'Connor

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Penitent Resilience



⬢ This round, this vampire treats aggravated damage as normal damage and Flash Grenades have no effect on this vampire.
 ⬢ As ⬢ above, but until the end of combat.
 ⬢ Only usable as the action is announced. Choose any vampire. The chosen vampire cannot block this action.

Illus: Sandra Chang-Adair

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Repulsion

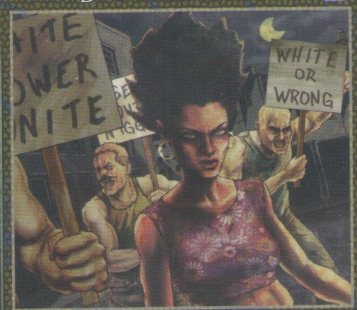


⬢ Only usable when the acting vampire's action is announced. If this action is blocked, the acting vampire gets an optional maneuver, only usable to maneuver to long range, during the resulting combat.
 ⬢ +1 stealth.
 ⬢ Put this card on this vampire. This vampire gets +1 stealth. Burn this card if this vampire goes to torpor. This vampire cannot have or play another Repulsion.

Illus: Becky Cloonan

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Safe Passage



⬢ Allies get -1 intercept.
 ⬢ As ⬢ above, and reaction cards cost 1 additional blood or life this action.
 ⬢ As ⬢ above, and put this card on this vampire. Actions against this vampire cost 1 additional blood or life. Burn this card during your unlock phase.

Illus: Jim DiBartolo

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Anesthetic Touch

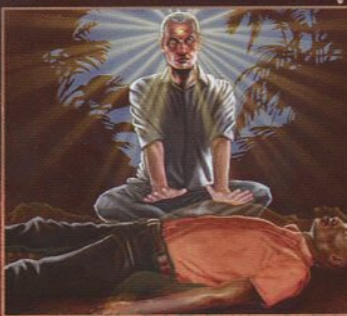


Only usable at close range.
 ⬢ Strike: dodge.
 ⬢ Strike: make a hand strike. Combat ends immediately after the resolution of this strike.
 ⬢ As ⬢ above, with first strike.
Just relax; this won't hurt, much.
 Blanche Hill, Salubri

Illus: Mark Nelson

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Heaven's Gate



Only usable by a ready untapped vampire not involved in combat.
 ⬢ Prevent 1 damage to an ally in combat.
 ⬢ Only usable when an ally is burned in combat. Move that ally to his or her controller's uncontrolled region (controlled, but not ready) instead. Put 1 life on the ally from the blood bank if he or she has no life.
 ⬢ As ⬢ above, but add up to 2 life to the ally, not to exceed his or her starting amount.



Illus: Glenn Osterberger

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Vitae Block



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

Illus: Jim Nelson

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Glare of Lies



Only usable when a minion is attempting to bleed you.

- ☞☞ You may look at the acting minion's controller's hand.
- ◆◆ As above, and the bleed amount is reduced by X, where X is the number of action modifiers in his or her hand.

Illus: Brad Adams

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Peacemaker



Only usable by a vampire who successfully blocks a ☞ action directed at you (play before combat).

- ☞ Cancel combat. The action continues as if unblocked. For the remainder of this action, all minions get -1 bleed and -1 strength.
- ☞ As ☞ above, and untap this blocking vampire at the end of the action.
- ◆◆ As ☞ above, but all minions get -2 bleed and -2 strength and cannot use weapons.

Illus: Nicole Corbett

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14- OBFUSCATE (60)

Blackmail



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

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Blithe Acceptance



■ Put this card on the acting vampire. This vampire gets +1 stealth. Burn this card if this vampire enters combat. A vampire may have only 1 Blithe Acceptance.
◆ As above, but this vampire can burn 1 blood when he enters combat instead of burning this card.

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Clotho's Gift



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

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Conceal



■ ① Burn an equipment card.
◆ ① Burn a location.
DRAFT: **☑** ① Burn an equipment or location.

Imagination is the one weapon in the war against reality.
Jules de Gaultier

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Condemnation: Doomed



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

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Elemental Stoicism



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

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Feline Saboteur



☑ : ① Choose any Methuselah. The chosen Methuselah discards 1 card at random from his or her hand.
◆ : As **☑** above, and the chosen Methuselah burns the top 4 cards of his or her library as well.

Once Tom Whiskers there brings us the draft of the second quarter sales report, we'll know exactly what it'll take to leverage the old man out.
Cicatriz, Nosferatu antinibu

Illus. Kieran Yanner ©2001 White Wolf Publishing, Inc. All Rights Reserved.

Hidden Pathways



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

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Keystone Kine



Requires an anarchy.
☑ and/or **☑** and/or **■** ① Bleed. If using **☑**, he or she gains 1 blood. If using **☑**, the bleed is at +1 bleed. If using **■**, you may burn an ally controlled by your prey whose cost is not greater than the bleed amount.

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Make the Misere



Requires an anarchy. More than one discipline can be used when playing this card.

- ① Enter combat with a tapped minion.
- ⚡ This anarchy gets 1 optional maneuver during this combat.
- This action is at +1 stealth.
- 🛡️ This anarchy gets +1 strength during this combat.

Illus: Grzegorz Bobrowski

2016

Memory's Fading Glimpse

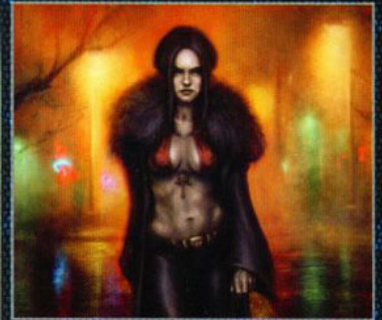


- ① Move a vampire from your prey's uncontrolled region to the bottom of his or her crypt. Move all of the blood on that vampire to your prey's blood pool.
- ◆ As above, but move one blood from the uncontrolled vampire to the acting vampire.

Illus: Harold McNeill

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Night Moves



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

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

Illus: Britt Martin

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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"*

Illus: Brian LeBlanc

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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.
- ◆ ① As above, but burn a vampire in another Methuselah's torpor region.

Illus: Stuart Beel

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Skullduggery



Requires a ready anarchy.

- ① Bleed at +1 stealth, with an optional maneuver in the resulting combat if the action is blocked.
- 🛡️ ① Bleed at +1 bleed.
- 🛡️ ① Bleed at +1 stealth.

Illus: Steve Ellis

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Soul Decoration



+1 stealth action.

- 🛡️ ① Bleed.

◆ 🛡️ Put this card on this acting vampire. Once each action this vampire performs, he or she can cancel a card that requires **Auspex** 🛡️ as it is played (no cost is paid).

Illus: Jeff Holt

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Vulture's Buffet



+1 stealth hunt action. If this hunt is successful, the acting vampire untaps.

- Remove a minion or retainer in any Methuselah's ash heap from the game to move 1 blood to this vampire from the blood bank.
- 🛡️ As ■ above, but move 2 blood.
- ◆ As 🛡️ above, and you gain 1 pool.

Illus: Alexander Dumigan

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The World's a Canvas



Requires an anarchy.

- 🛡️ ① Burn half the counters on an uncontrolled minion in your prey's uncontrolled region (round down).
- +1 stealth action. ① Burn a location.
- 🛡️ ① Burn 4 blood from a ready, titled, non-anarchy vampire.

Illus: Brian LeBlanc

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Animal Magnetism




◊ ◻ ◻
◻ ◻
◻

Only usable during a referendum.
◻ This vampire gains 1 vote.
◊ ◻ This vampire gains 3 votes.

*I am no orator, as Brutus is;
 But, as you know me all, a plain blunt man.*
 Shakespeare, *Julius Caesar*, act III, scene 2

Illus: Fred Harper ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Cloak the Gathering



◊ ◻ ◻
 MODIFIER
◻

■ +1 stealth.

◊ **Only usable by a ready vampire other than the acting minion. The acting minion gets +1 stealth.**

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

Illus: Eric Deschamps © 2019 White Wolf Entertainment AB

Domain of Evernight



◊ ◻ ◻
◻ ◻
◻

■ +1 stealth.

◻ If this action is blocked, all damage done to vampires in the resulting combat is aggravated.

◊ **Only usable when an action is successful. Untap this acting vampire. A vampire can play only one Domain of Evernight at superior each turn.**

Illus: Brian LeBlanc ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Elder Impersonation



◊ ◻ ◻
 MODIFIER
◻

■ +1 stealth.

◊ **Only usable if a minion attempts to block. That attempt fails and that blocking minion cannot attempt to block this action again.**

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Illus: Steve Casper © 2019 White Wolf Entertainment AB

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).

DRAFT: This acting vampire burns 2 blood to get +1 stealth.

*You are eternity's hostage,
 a captive of time.*
 Boris Pasternak, "Night"

Illus: Harold Arthur McNeill ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Forgotten Labyrinth



◊ ◻ ◻
◻

Not usable on a bleed action.

■ +2 stealth.
◊ +3 stealth.

DRAFT: +1 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"

1

Illus: Drew Tucker ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Gift of Sleep



◊ ◻ ◻
 MODIFIER
◻ ◻
 REACTION
◻

■ ◻ ◻ +1 stealth.

◻ ◻ ◻ Only usable when this vampire is about to enter combat with an ally. Lock that ally and end the action. (Do not lock this vampire if they are blocking.)

◊ ◻ ◻ +1 stealth.

Illus: Heather V. Kreiter © 2018 White Wolf Entertainment AB

Hag's Wrinkles



◊ ◻ ◻
◻ ◻
◻

Only usable on an equip action.

■ +2 stealth.


◻ Untap this acting vampire if the action is successful.

◊ **As above, but with +1 stealth.**

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

Illus: Mark Nelson ©2009 CD 14 All Rights Reserved.

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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Hide the Mind

■ [Symbol] Cancel a combat card that requires Auspex [Symbol] as it is played. No cost is paid.
 ◆ [Symbol] Cancel a reaction card that requires Auspex as it is played. No cost is paid.
DRAFT: ■ [Symbol] +1 stealth.

Illus: Brian LeBlanc ©2007 White Wolf Publishing, Inc. All Rights Reserved

I am Legion

■ [Symbol] +1 stealth.
 [Symbol] [Symbol] Cancel a reaction card requiring Auspex [Symbol] as it is played (cost must be paid).
 ◆ [Symbol] As [Symbol] [Symbol] above, and/or gain 1 pool after action resolution if the action is successful.

Illus: Mathias Kollros ©2018 White Wolf Entertainment AB

Into Thin Air

Do not replace until your untap phase.
 ■ +1 stealth. Once this action, this vampire may burn 1 blood to give an ally or younger vampire -1 intercept. Into Thin Air and Lost in Crowds cannot both be played on the same action.
 ◆ As above, but for +2 stealth.

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Lost in Crowds

■ +1 stealth. Into Thin Air and Lost in Crowds cannot both be played on the same action.
 ◆ As above, but for +2 stealth.
*...he knows a frightful fiend
 Doth close behind him tread.
 Samuel Taylor Coleridge, The Rime
 of the Ancient Mariner*

Illus: Melissa Uran ©2019 White Wolf Entertainment AB

Marked Path

Only usable after a successful [Symbol] action.
 ■ Put this card on the acting vampire. During a [Symbol] action against the same Methuselah (or same set of Methuselahs), this vampire may burn this card to get +1 stealth.
 ◆ As above, but for +2 stealth.

Illus: Joe Slucher ©2009 CCP M. All Rights Reserved

Masca

■ +1 stealth.
 [Symbol] This acting vampire gets an optional additional strike each round of combat until the end of this action. [Symbol] is not a Discipline.
 ◆ As [Symbol] above, but with +2 stealth.

Illus: Andrew Hepworth ©2009 CCP M. All Rights Reserved

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 or other effects have been used that could not have been used if this vampire were the acting vampire. Untap the acting minion and tap this vampire instead. The action continues with this vampire as the acting minion.
 ◆ As above, with +1 stealth.

Illus: Leif Jones ©2009 CCP M. All Rights Reserved

Memory Rift

Requires an anarch. Only usable as the action is announced. More than one discipline can be used when playing this card.
 [Symbol] Choose a titled vampire or a younger vampire. That vampire cannot block this action.
 ■ +1 stealth, even if stealth is not yet needed.
 [Symbol] If this action is blocked, this anarch can strike: combat ends during the first round of the resulting combat.

Illus: Jared Smith ©2014

Old Friends

Do not replace until your untap phase.
 ■ Only usable during a bleed action. +1 bleed (limited).
 ◆ Only usable during the polling step of a political action. This vampire gets +2 votes.

Illus: Jeremy McHugh ©2018 White Wolf Entertainment AB

Shadow Boxing



■ Maneuver, only usable to go to close range, or press, only usable to continue combat.
 ◆ Only usable after a combat resulting from a block. Not usable if the blocking minion is ready. This vampire burns 1 blood to continue the action as if unblocked.

Illus: Javier Santos

Swallowed by the Night



■ +1 stealth.
 ◆ Maneuver.
*To perish rather, swallowed up and lost
 In the wide womb of uncreated Night?*
 John Milton, *Paradise Lost*

Illus: Tom Biondillo

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Sleep Unseen



■ Only usable at the end of a successful action (after resolving the action). Put this card on this acting vampire. Minions without Auspex cannot direct actions at the vampire with this card. Burn this card during your next untap phase.
 ◆ As above, but minions without superior Auspex cannot direct actions at this vampire.



Illus: Steve Ellis

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Smoke and Mirrors



Requires an anarchy.
 +1 stealth with an optional maneuver if combat occurs.
 +2 stealth. Not usable during a bleed or political action.
 The blocking vampire gets -1 intercept.

If the Truth is dynamic, how will it ever be found?
 Dan Gorski

Illus: Andrew Trabbold

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Spying Mission



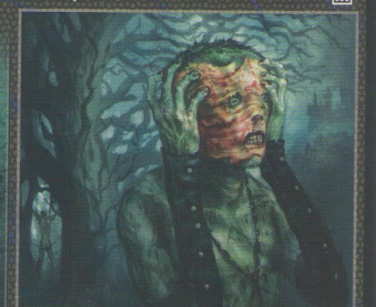
■ +1 stealth.
 ◆ Only usable when a bleed would be successful. The bleed burns no pool; it is unsuccessful. Instead, put this card on the acting vampire. The next time this vampire successfully bleeds the same Methuselah, burn this card for +2 bleed.

*I meet my shadow in the deepening shade...
 Theodore Roethke, "In a Dark Time"*

Illus: Julie Collins

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Under My Skin



■ +1 stealth.
 +1 stealth, and put this card on this vampire. During any action after this one, this vampire can burn this card to get +1 stealth.
 ◆ As above, but for +2 stealth this action.



Illus: Kari Christensen

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True Love's Face

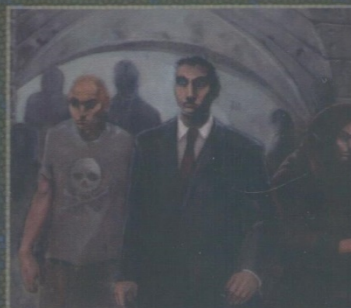


■ +1 bleed. You cannot play another action modifier to increase this bleed amount.
 ◆ Only usable when a minion attempts to block. That block fails (do not tap that minion). That minion cannot attempt to block this action again. That minion's controller may burn a pool to cancel this card as it is played.

Illus: Rik Martin

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Veil the Legions

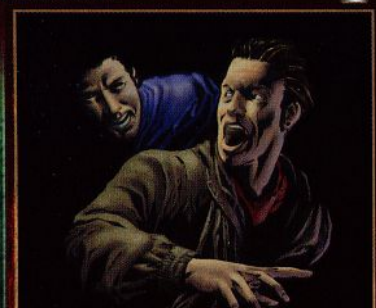


Only usable by a ready unlocked vampire other than the acting minion. Only one Veil the Legions can be played each action.
 ■ The acting minion gets +1 stealth.
 ◆ As above, and this vampire can burn X blood to give the next X actions your minions perform this turn +1 stealth. Only one Veil the Legions can be played at superior each turn.

Illus: Thomas Manning

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Behind You!



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

Illus: Chris Stevens

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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.

Illus. Eric LaCombe ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Donnybrook



Requires an anarchy. Only usable at close range.

- Strike: burn equipment or retainer with first strike.
- ☑ Strike: hand strike, aggravated.
- ☑ Strike: steal 2 blood.

Illus. Tomáš "zeigaris" Zahradníček 2016

Dust to Dust



- Press, only usable to end combat.
- ☑ Strike: dodge, with an option to press.
- ◆ As above, with an optional maneuver.

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

Illus. Ron Spencer ©2001 White Wolf Publishing, Inc. All Rights Reserved.

Fade from View



- Press
- ◆ Strike: dodge

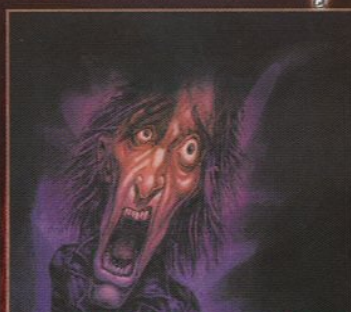
*Fade far away, dissolve, and quite forget
What thou amongst the leaves
hast never known...*

John Keats, "Ode to a Nightingale"

Illus. Jeff Klimek

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Fear of the Void Below



A vampire may play only one Fear of the Void Below each combat.

- Maneuver.
- ☑ Only usable before range is determined. Each round of this combat defaults to long range, and this vampire gets an optional press each round, only usable to end combat.

◆ As above, and the opposing minion's controller discards one card at random from his or her hand during the initial strike resolution phase of each round.



Illus. Jim Nelson

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Gemini's Mirror



- Strike: dodge, with an optional maneuver.

◆ Only usable before range is determined. For each strike made against this vampire, flip a coin. If it's tails, the strike has no effect on this vampire. This lasts until heads is flipped or combat ends. A vampire can play only one Gemini's Mirror at superjony each combat.



Illus. Jeff Holt

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Leapfrog



- Maneuver, only usable to go to long range.
- ☑ Maneuver.
- ◆ Strike: combat ends.

Illus. Josh Timbrook

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Masque of Judas



A vampire may play only one Masque of Judas each combat. Only usable against an ally or a younger vampire.

- ☑ Maneuver with an optional press.
- ◆ Only usable before range is determined. The opposing minion's controller discards 2 cards at random. Those cards are not replaced until after combat.



Illus. Rebecca Guay Mitchell ©2003 White Wolf Publishing, Inc. All Rights Reserved.

No Trace



COMBAT



- Only usable at long range. Strike: combat ends.
- ◆ Strike: combat ends.



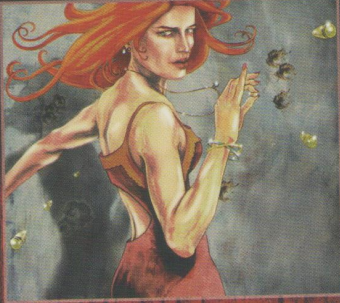
Illus. Erica Danell

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Outside the Hourglass



COMBAT



■ Strike: dodge.
 ◻ Maneuver, or strike: dodge, with 1 optional maneuver.
 ◆ Only usable before range is determined. Inflict 2 damage on the opposing minion. A vampire can play only one Outside the Hourglass at superior each round.

Illus: Jim DiBartolo

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Quick Exit



◻: Press, only usable to end combat.
 ◆: Strike: dodge.

Illus: Jeff Miracola

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Shadow Feint



Only usable before range is determined.

⚡ ■ This vampire gets first strike this round.

◆ ◆ As above, and this vampire's strikes cannot be dodged this round.



Illus: Kieran Yanner

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Vanish from the Mind's Eye 10



■ Press, only usable to end combat.
 ◆ Press.

*Night, voluptuous and vast,
 Arises, making hunger tame,
 Hiding all things, even shame...*
 Charles Baudelaire, "The End of the Day"

Illus: Dan Smith

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Confusion of the Eye

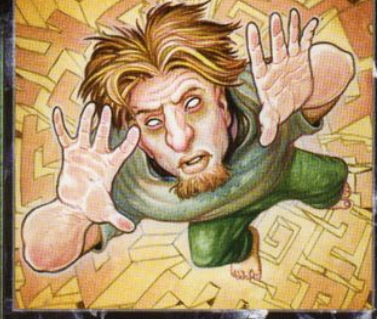


■ Reduce a younger vampire's or an ally's bleed against you by 1.
 ◆ Only usable during a referendum before any votes are cast. Not usable on a referendum that is automatically passing. The acting vampire cannot cast any votes in this referendum. If the referendum requires a titled vampire, the referendum fails.

Illus: David Day

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Mental Maze



Only usable when this vampire successfully blocks an ally or a younger vampire (play before combat, if any).

■ End the action (with no combat). If this blocking minion is a Follower of Set ♣, this card costs 1 less blood.

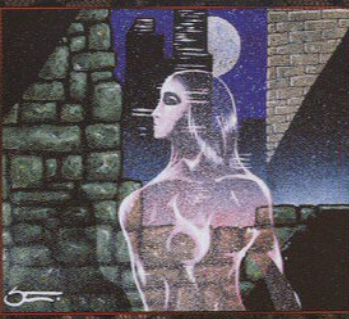
◆ As above, and do not tap this blocking vampire.



Illus: Jeff Labenstein

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Shade



Retainer with 2 life.
 ☞ When the minion with this retainer is in combat, the opposing minion takes 1 damage during strike resolution (if the range is close).
 ♦: **As above, but Shade has 3 life.** Yet even your darkest shade a canvas forms Whereon my eye must multiply in swarms Familiar looks of shapes no longer there. Baudelaire, "Obsession"

Illus. Stuart Bee! © 2000 White Wolf Publishing Inc. All Rights Reserved.

Nocturn



Demon with 1 life. 1 strength, 1 bleed.
 ☞ Move Nocturn to the ready region when recruited. If this is this vampire's first successful recruit action this turn, he or she untaps. Nocturn can play non-ally cards that require basic Obtenebration as a vampire. Burn Nocturn during your untap phase.
 ♦: **As above, and this vampire may perform this action again this turn, with the cost increased by 1 blood.**

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Black Metamorphosis

25



+1 stealth action.
 ☞ Put this card on this vampire. This vampire gets 1 optional additional strike (limited) each round. A vampire can have only one Black Metamorphosis.
 ♦: **As above, and this vampire gets 1 optional press each combat.**

Illus. Mike Danza © 2019 White Wolf Entertainment AB

Descent into Darkness



+1 stealth action.
 ☞ Turn the acting vampire, and any cards on him or her face down, out of play (breaking any temporary control effects). Put this card on him or her (in play). During your influence phase, move 2 blood to this face-down vampire from the blood bank, and you can choose to burn this card to return the vampire to play, tapped.
 ♦: **As above, but the vampire is untapped when he or she returns to play.**

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Shadow Twin



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

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Shadowed Eyes



+1 stealth action.
 ☞: ① Put this card on an ally or younger vampire. This minion gets -2 intercept and cannot take ① actions or use ranged strikes. Any minion may burn this card as a +1 stealth action.
 ♦: **As above, and the action to burn this card costs an additional blood or conviction.**

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Summon the Abyss



☞: ① Each ready vampire controlled by your prey burns 1 blood.
 ♦: **As above, but this action is at +1 stealth.**

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Blanket of Night



+1 stealth.
 ♦: **Only usable by a ready vampire other than the acting vampire if a minion attempts to block. Lock this modifying vampire to have that attempt fail; that blocking minion cannot attempt to block this action again.**

Illus. Brian LeBlanc © 2018 White Wolf Entertainment AB

Fae Contortion



☞: ☞ Cancel a grapple card played on this vampire as it is played (no cost is paid).
 ☞: ☞ Maneuver.
 ☞: ☞ Maneuver.
 ♦: ☞ +1 stealth.
*For in the word death
 There is nothing to grasp; nothing to catch
 or claim.
 Philip Larkin, "And the wave sings because
 it is moving"*

Illus. Brian LeBlanc © 2009 CCP M. All Rights Reserved.

Nightshades



Only usable when the acting vampire's action is announced.

- Choose an ally or a younger vampire. The chosen minion gets -1 intercept during this action.
- As above, but usable when a minion is attempting to block.

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Pocket Out of Time



Burn 1 blood to get +1 stealth.
+1 stealth.

Usable after combat.
After any combat this action, this vampire can burn 1 blood to start a new combat with the opposing minion (if both combatants are still ready).

Illus. Marian Churchland © 2018 White Wolf Entertainment AB

Power of One



Requires an anarchy.

- Only usable when an action is blocked. The blocking minion burns 2 blood or life (before combat, if any).
- +1 bleed.
- +1 bleed, or +1 bleed and +1 stealth. You cannot play another action modifier to increase this bleed amount.

Illus. Jim Farley © 2018 White Wolf Entertainment AB

Shadow Play



+1 stealth.
+2 stealth.

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

Illus. Stuart Sawyer © 2018 White Wolf Entertainment AB

Shroud of Absence



+1 stealth.

- As above, and this vampire can strike: combat ends during the first round of the resulting combat whenever this action is blocked.

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

Illus. Brian LeBlanc © 2018 White Wolf Entertainment AB

Shroud of Night



+1 stealth, not usable during a bleed action.
+1 stealth.

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

Illus. Jason Alexander Behnke © 2018 White Wolf Entertainment AB

Smoke and Mirrors



Requires an anarchy.

- +1 stealth with an optional maneuver if combat occurs.
- +2 stealth. Not usable during a bleed or political action.
- The blocking vampire gets -1 intercept.

If the Truth is dynamic, how will it ever be found?
 Dan Gorski

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Stone Travel



This vampire burns 1 blood to get +1 stealth.
+1 stealth.

- +1 stealth. If this action is blocked, this acting vampire may choose to cancel the resulting combat.

Half a hole is more than enough.
 Bartholomew, Kiasyd

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Tenebrous Form



+1 stealth.

- As above, and minions without Obtenebration must burn 1 blood to attempt to block.

Be as a shadow on a dark night; unseen, unheard, let there be no sign of your coming in or going out.
 The Admonitions

Illus. Fred Harper © 2018 White Wolf Entertainment AB

Ahriman's Demesne

Not usable the first round of combat.
Only usable at long range.
Strike: 1R aggravated damage.
As above, and if the opposing minion is a vampire and would go to torpor during the resolution of this strike, he or she is burned instead. This is not considered diablerie.

2

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Arms of the Abyss

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

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Call the Lamprey

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

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Dark Steel

Only usable before range is determined. A minion can play only one Dark Steel each combat.
The opposing minion takes 1 damage each round of combat during normal strike resolution (at close range). This vampire gets an optional maneuver this round, only usable to go to close range.
As above, but for 2 damage.

Illus. Javier Santos

Darkling Trickery

Press, only usable to end combat.
Maneuver or press.
Only usable when the opposing minion attempts to strike with a weapon that does ranged damage. The damage from that weapon is reduced to 0. The opposing minion takes 1 additional damage during strike resolution.

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Darkness Within

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

1

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Entombment

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

2

Illus. L. A. Williams ©2019 White Wolf Entertainment AB

Hell-for-Leather

Requires an anarch. Only one Hell-for-Leather may be played at a given Discipline each combat.
Strike: dodge, with an additional strike.
Additional strike (that doesn't count against the limit).
Play if this anarch is ready and the opposing minion is not. The opposing minion's controller burns 2 pool.

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Oubliette

Strike: combat ends.
As above, and the opposing minion burns 1 blood or life after combat ends (even at long range).

1

Illus. Patrick Lambert ©2018 White Wolf Entertainment AB

Shadow Body



COMBAT

Strike: combat ends.

◆ As above, and if this vampire was blocked while performing a non-bleed non-political action, the action continues as if unblocked.

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

Illus: Mike Dringenberg © 2018 White Wolf Entertainment AB

Shadow Parasite



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

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

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Shadow Step



Maneuver.

◆ Only usable before range is determined. This vampire burns 2 blood to set the range for this round. Skip the determine range step for this round.

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Shadow Strike



Strike: strength ranged damage, with an optional maneuver.

◆ As above, with an optional press.

DRAFT: [] As [] above.

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Darksight



+1 intercept.

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

DRAFT: [] Reduce a bleed against you by 1.

Illus: Steve Prescott ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Eyes of the Night



+1 intercept.

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

Night hath a thousand eyes.
John Lyly, The Maydes of Metamorphosis, act III, scene 1

Illus: Harold McNelly

Friend of Mine



Requires a ready anarchy.

[] Reduce a bleed against you by 2.

[] +1 intercept.

[] Only usable when a vampire successfully bleeds you. The acting vampire burns 2 blood.

Illus: Lela Jones ©2004 White Wolf Publishing, Inc. All Rights Reserved.



16- POTENCE (59)



Brick Laying



- ☐ ① Burn a haven on an ally or younger vampire, or tap an ally or younger vampire.
- ◆ As above, and inflict 1 damage on that minion.

She spoke with the cold-blooded complacency of the aged throwing earth into the grave of young hopes.
Edith Wharton, *The Age of Innocence*

Illus: Fred Harper

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Brutal Influence



- ☐ ① Bleed at +1 bleed. When the action is announced, this vampire may tap X Orun on him or her to get an additional +X bleed.
- ◆ +1 stealth action. Tap X Orun on this vampire to move X blood from the bank to a younger Laibon in your uncontrolled region.

DRAFT: ☐ As ☐ above.



Illus: James Stowe

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Esprit de Corps



+1 stealth action. Unique.

- ☐ Put this card in play and untap this vampire. Minions you control get +1 strength. Burn this card during your untap phase.
- ◆ As above, and you can burn this card to cancel an action card requiring Dementation ☐, Dominate ☐ or Presence ☐ that would target you or a card you control as it is played, and its cost is not paid.

Illus: August Bogedal Hansen

Goblinism



- ☐ ① Burn a location.
- ☐ +1 stealth action. Search your library for a location or equipment that is a location while in play. Show it to the other players and put it in your hand. Shuffle and discard afterward.
- ◆ As ☐ above, and if the location or equipment is a haven, you may put it on this vampire instead (requirements and cost, if any, must be met and paid as normal).

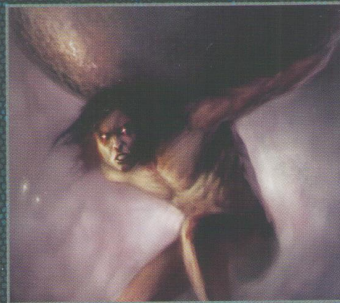
Illus: Roel Wielinga

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Heroic Might



ACTION



+3 stealth action.

- ☐ Put this card on this vampire. This vampire gets +1 strength. This vampire can strike: burn equipment. Burn this card if this vampire is in torpor. A vampire can have only one Heroic Might.
- ◆ As above, with an additional +1 strength, and this vampire can strike: 2R damage.



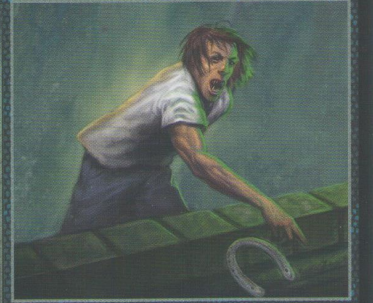
Illus: Mathias Kollros

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Horseshoes



ACTION



- ☐ ① Inflict 1 unpreventable damage on a ready minion.
- ◆ ① Inflict 2 unpreventable damage on a ready minion.

Illus: Jim Pavelec

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Hourglass of the Mind



+1 stealth action.

- ☐ Draw three cards. Discard afterward.
- ☐ Draw four cards then put four cards from your hand on top of your library in any order and untap this vampire.
- ◆ Put this card on this acting vampire. During your untap phase, this vampire may burn 2 blood to add a counter to this card. While this vampire is ready, you get +X hand size, where X is the number of counters on this card.

Illus: Jeff Holt

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Make the Misere



Requires an anarch. More than one discipline can be used when playing this card.

- ① Enter combat with a tapped minion.
 - ☐ This anarch gets 1 optional maneuver during this combat.
 - ☐ This action is at +1 stealth.
 - ☐ This anarch gets +1 strength during this combat.

Illus: Grzegorz Bobrowski

2014

Preternatural Strength



+2 stealth action.

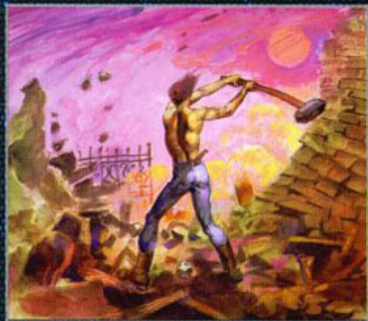
- ☐ Put this card on this vampire. This vampire gets +1 strength. He or she cannot play Torn Signpost. A vampire can have only one Preternatural Strength.
- ◆ As above, but this vampire gets +2 strength.



Illus: Imaginary Friends Studios

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Rampage



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

Illus: Brian LeBlanc

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Show of Force



☐ Ⓛ Ⓛ Bleed at +1 bleed. If this action is blocked, before range is determined during the first round of the resulting combat, this vampire can gain +1 strength this combat.
◆ ◆ Ⓛ As above, but at +2 bleed.

Illus: zelgaris

Smash and Grab



Requires a ready anarchy.
☐ +1 stealth action. Ⓛ Burn 2 life from an ally or retainer.
☐ Ⓛ Bleed at +1 bleed.
☐ +1 stealth action. Ⓛ Burn a location controlled by your prey or predator.

Illus: Fred Hooper

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Adhocracy



Requires an anarchy.

☐ +1 bleed. You cannot play another action modifier to increase this bleed amount.
☐ Only usable during the referendum of a political action. This anarchy gets +3 votes.
☐ If this anarchy is blocked, he or she gets +1 strength in the resulting combat.

Illus: Ginés Quiñero

2016

Forger's Hammer



Only usable when an action to equip a non-unique melee weapon from your hand is successful.
☐ Put this card on the weapon. This weapon inflicts +1 damage each strike.
◆ As above, and the cost of this weapon is reduced by 1 blood or 1 pool.

Illus: Brian LeBlanc

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Inspire Greatness



Only usable by a ready vampire other than the acting minion.

☐ Ⓛ The acting ally or younger vampire gets +1 strength during this action.
◆ ◆ The acting ally or younger vampire gets +2 strength during this action.



Illus: Brad Williams

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Iron Glare



☐ ☐ Only usable during a referendum. This vampire gains 2 votes.
◆ ◆ +2 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

Illus: Steve Ellis

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Power of One



Requires an anarchy.
☐ Only usable when an action is blocked. The blocking minion burns 2 blood or life (before combat, if any).
☐ +1 bleed.
☐ +1 bleed, or +1 bleed and +1 stealth. You cannot play another action modifier to increase this bleed amount.



Illus: Jim Faerber

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Shadow Boxing



☐ ☐ ☐ Maneuver, only usable to go to close range, or press, only usable to continue combat.
◆ ◆ ☐ Only usable after a combat resulting from a block. Not usable if the blocking minion is ready. This vampire burns 1 blood to continue the action as if unblocked.

Illus: Javier Santos

Tangle Atropos' Hand



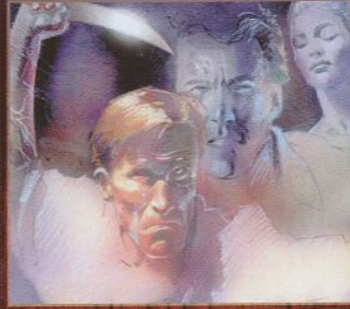
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Only usable when a minion is attempting to block.

- ☐ Cancel the action and untap the acting minion. (The blocking minion is not tapped.)
- ☑ As ☐ above, and take the action card, if any, back into your hand (discard afterward).
- ◆ As ☑ above, and this vampire gets +1 stealth on his or her next action this turn.

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Basilisk's Touch



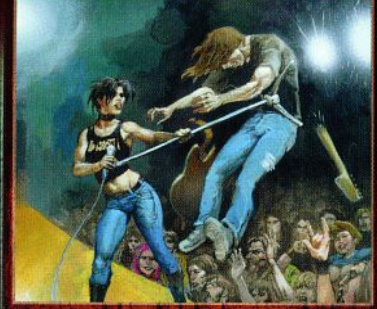
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Only usable in combat with an ally or younger vampire. Only usable before range is determined.

- ☐ This vampire gets +1 strength for the remainder of combat.
- ☑ If any damage is successfully inflicted from this vampire's hand strikes this round, send the opposing vampire to torpor or burn the opposing ally.
- ◆ As ☑ above, and the opposing vampire burns 1 blood if any damage is successfully inflicted.

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Brute Force



1

Do not replace until after combat.

- ☑ Strike: hand strike at +1 damage or use a melee weapon strike at +2 damage.
- ◆ Strike: hand strike at +2 damage or use a melee weapon strike at +3 damage.

The best way out is always through.
Robert Frost, "A Servant to Servants"

Illus: Brian LeBlanc ©2011 CCP M. All Rights Reserved

Burning Wrath



3

- ☑ Strike: make a hand strike at +1 damage, aggravated.
- ◆ Strike: make a hand strike at +2 damage, aggravated.

DRAFT: ☑ As ☑ above.

Wrath kills a foolish man...
Job 5:2 (NKJV)

Illus: L. A. Williams ©2006 White Wolf Publishing, Inc. All Rights Reserved

Compress



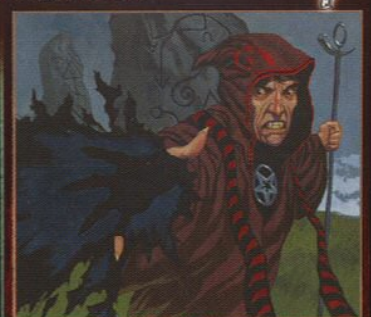
2

- ☑ Strike: hand strike at +2 damage.
- ☑ Strike: 2 aggravated damage.
- ◆ Strike: 3 aggravated damage.

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

Illus: Ron Spencer ©2009 CCP M. All Rights Reserved

Conflagration



1

- ☑ Strike: 2R damage.
- ☑ Strike: 1R aggravated damage.
- ◆ Strike: 2R aggravated damage.

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

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Dark Steel



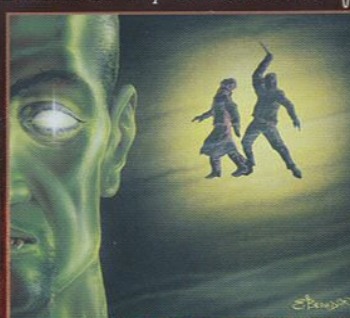
3

Only usable before range is determined. A minion can play only one Dark Steel each combat.

- ☑☑ The opposing minion takes 1 damage each round of combat during normal strike resolution (at close range). This vampire gets an optional maneuver this round, only usable to go to close range.
- ◆◆ As above, but for 2 damage.

Illus: Javier Santos ©2005 White Wolf Publishing, Inc. All Rights Reserved

The Death of My Conscience



3

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

- ☑ Burn up to four cards in your hand. For each card you burn this way, this vampire gets +1 strength for the remainder of combat. Do not replace these cards until after combat.
- ◆ As above, but this vampire gets +2 strength for the remainder of combat for each card you burn this way.

Illus: Edward Beard, Jr. ©2005 White Wolf Publishing, Inc. All Rights Reserved

Decapitate



2

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

DRAFT: ☑ As ☑ above.

Illus: Randy Gallegos ©2006 White Wolf Publishing, Inc. All Rights Reserved

Disarm



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

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Dust Up



Requires an anarch.
 Strike: hand strike at +1 damage. This strike cannot be dodged.
 Strike: dodge, with 1 additional strike.
 Strike: hand strike at +2 damage.

Illus: Javier Santos 2016

Earth Swords



Strike: 1R damage.
 Strike: 2R damage.
 Strike: 3R damage.

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

Illus: Kieran Yanner ©2005 White Wolf Publishing, Inc. All Rights Reserved

Earthshock



Strike: strength ranged damage. This strike cannot be dodged. Not usable against a minion with flight As above, but for strength+1 ranged damage.

Illus: Richard Thomas ©2008 CCP M. All Rights Reserved

Fire in the Blood



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

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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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Fractured Armament



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

Illus: Dave Seeley ©2005 White Wolf Publishing, Inc. All Rights Reserved

Growing Fury



Strike: use your hand or melee weapon at +2 damage
 Not usable first round of combat.
 Strike: use your hand or melee weapon at +3 damage
 Not usable first round of combat.

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Immortal Grapple



Only usable at close range before strikes are chosen. Grapple.
 Strikes that are not hand strikes may not be used this round (by either combatant). A vampire may play only one Immortal Grapple each round.
 As above, with an optional press. If another round of combat occurs, that round is at close range; skip the determine range step for that round.

Illus: Avery Butterworth ©2009 CCP M. All Rights Reserved

Improvised Tactics



Requires a ready anarch. Only usable before range is determined on the first round. A minion can play only 1 Improvised Tactics each combat.

- ☑ During the press step each round, draw one card. Discard down to your hand size afterward.
- ☑ At long range, each round, this minion may strike for 2R damage each strike.
- ☑ Once each round, this vampire may burn 1 blood to get one maneuver.

Illus. Chett Masterz ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Increased Strength



Only usable before range is determined.

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

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Lam Into



Requires an anarch. Do not replace until after combat. Strike: hand strike or use a melee weapon strike.

- ☑ This strike is at +1 damage, with an optional maneuver.
- ☑ This strike is at +2 damage.
- ☑ This strike is at +1 damage, with an optional press. If another round of combat occurs, range is automatically close.

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Lapse

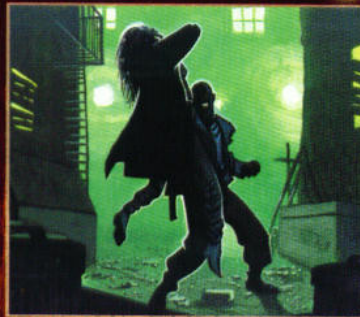


Only usable before range is determined.

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

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Mighty Grapple

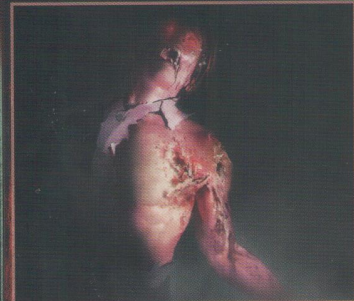


Grapple.

- ☑ 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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Necrosis



☑ Strike: hand strike at +1 damage.

☑ Strike: hand strike at +2 damage.

◆ As ☑ above, and the opposing vampire takes 1 unpreventable environmental damage during the press step this round (only effective if this strike was made at close range).

Illus. Javier Santos ©2018 White Wolf Entertainment AB

Pushing the Limit



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

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

DRAFT: ☑ As ☑ above.

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

Illus. John McCrea ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Relentless Pursuit



☑ Press.

◆ Press, and if another round of combat starts, you get +2 hand size for the remainder of combat.

Illus. Durwin Talon ©2018 CCP M. All Rights Reserved.

Sacrament of Carnage



☑ Strike: 2R damage.

◆ Strike: 3R damage.

DRAFT: ☑ As ☑ above.

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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Shattering Blow



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

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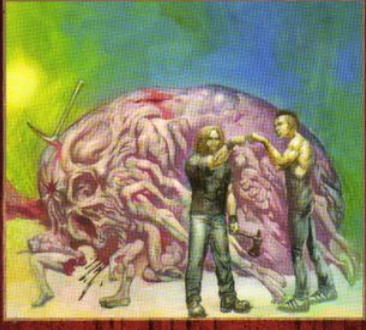
Slam



Strike: hand strike at +2 damage.
 As above, with an optional maneuver, only usable to maneuver to close range.

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Street Cred



Only usable at the end of a round of combat in which this vampire successfully inflicted more damage than the opposing minion.
 Move 1 blood from the blood bank to a younger vampire in your uncontrolled region. A vampire can play only 1 Street Cred each turn.
 As above, but move 2 blood.

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Stunt Cycle



Only usable at long range.
 Strike: 3R damage, and prevent 1 damage from the opposing minion's strike during this strike resolution. If the opposing minion has Celerity ≥ 1 , he or she can burn 1 blood to prevent all damage from this strike.
 As above, but for 4R damage and prevent 2 damage from the opposing minion's strike.
DRAFT: Strike: 2R damage.

Illus: Andrew Trabbold ©2008 CCP M. All Rights Reserved.

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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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 combat.

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Twisting the Knife



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

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Typhonic Beast



Only usable before range is determined.
 For the remainder of combat, this vampire gets +1 strength.
 As above, and this vampire can prevent 1 damage each round.
 As above, and this vampire gets an optional press this round.

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Undead Strength



- ☐ Strike: make a hand or melee weapon strike at +1 damage.
- ◆ Strike: make a hand or melee weapon strike at +2 damage.
- DRAFT:** ☐ As ☐ above.

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

Illus: Will Simpson

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Vengeance of Samiel



- ☐ Strike: hand strike or use a melee weapon strike. This strike is at +1 damage.
- ☑ As ☐ above, and this strike cannot be dodged.
- ◆ As ☑ above, but this strike is at +2 damage.

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



Illus: Durwin Talon

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Well-Aimed Car



- Strike: 4R; only usable at long range.
- Not usable first round of combat.
- As above, with an optional press.**

"We shall discuss your breach of the Masquerade later..."
Tusk, The Talebearer of Clan Nosferatu

Illus: William O'Connor

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Iron Heart



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

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

Illus: Earl Jones

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Touch of Pain



- Only usable when a bleed against you is successful or a referendum passes. Play after resolution.

- ☐ This vampire inflicts 1 damage on the acting minion. Only one Touch of Pain can be played each action.
- ◆ As above, but for 2 damage.

DRAFT: ☐ As ☐ above.



Illus: Brian K. Stone

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17- PRESENCE (72)



Bloodlust



+1 stealth action. Frenzy.
 Choose X minions and put this card in play. Each chosen minion gets an optional press each combat and may enter combat with any minion as a **Ⓛ** action. Burn this card at the end of the turn.
 ♦ As above, but choose X+1 minions.

X

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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 in that first referendum.

Illus: Steve Prescott ©2008 CCP M. All Rights Reserved

Cheat the Fates



Ⓛ **Ⓛ** Bleed with +2 bleed.
 Ⓛ **Ⓛ** Bleed. Minions without Temporis **Ⓛ** cannot block, and this vampire cannot play other cards requiring any Discipline this action.
 ♦ As **Ⓛ** above, and unlock this vampire.

3

Illus: Doug Stambaugh © 2018 White Wolf Entertainment AB

Condemnation: Languid



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

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

Illus: Mike Danza ©2001 White Wolf Publishing, Inc. All Rights Reserved

Distant Friend



+1 stealth action.
 Ⓛ **Ⓛ** **Ⓛ** Choose a vampire and put this card in play. If this action is successful, untap the acting vampire at the end of the turn. You may burn this card during a referendum to change the votes of the chosen vampire to votes of your choice.
 ♦ ♦ As above, and you can force the chosen vampire to cast his or her votes when you burn this card.

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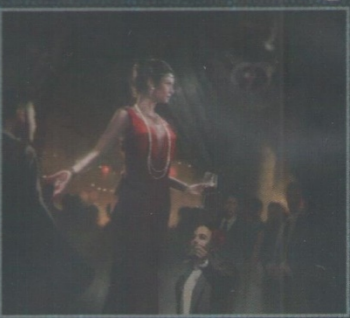
Dream World



Ⓛ **Ⓛ** Bleed at +1 bleed.
 ♦ **+1 stealth action. Each of your minions gets +1 bleed for the remainder of the turn or until a bleed action is blocked. Only one Dream World can be played at superior each turn.**

Illus: Jim DiBartolo ©2007 White Wolf Publishing, Inc. All Rights Reserved

Enchant Kindred



Ⓛ **Ⓛ** Bleed with +1 bleed.
 ♦ **+1 stealth action. Add 2 blood 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 Thee hath in thrall!"
 John Keats, *La Belle Dame Sans Merci*

Illus: Carmen Cornet © 2019 White Wolf Entertainment AB

Enrage



+1 stealth action. Frenzy.
 Ⓛ Put this card on a vampire you control. This vampire has +1 strength and may enter combat with any minion as a **Ⓛ** action. Burn this card at the end of this turn.
 ♦ **Ⓛ** Put this card on any vampire. This vampire must burn 2 blood to attempt any action except hunts and actions to enter combat. Burn this card after resolving this vampire's action.

Illus: Becky Jollensten ©2008 CCP M. All Rights Reserved

Entrancement



Ⓛ **Ⓛ** Bleed with +1 bleed.
 ♦ **Ⓛ** **+1 stealth action. Steal 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*

Illus: Steve Ellis © 2018 White Wolf Entertainment AB

Esprit de Corps



+1 stealth action. **Unique.**

- Put this card in play and untap this vampire. Minions you control get +1 strength. Burn this card during your untap phase.
- As above, and you can burn this card to cancel an action card requiring Dementation, Dominate or Presence that would target you or a card you control as it is played, and its cost is not paid.

Illus: August Bogedal Hansen

Exile



+1 stealth action.

- Tap an ally or younger vampire and untap this acting vampire.
 - Tap X Orun on this vampire to send a vampire or imbued with capacity or cost 2X or less to his or her owner's uncontrolled region.
- DRAFT:** As above.



Illus: Vince Locke

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Gear Up



+1 stealth action. Requires a ready anarch. If successful, untap this anarch.

- Move a card from your ash heap to your hand. Discard down to your hand size afterward.
- This anarch gets +1 stealth for the remainder of this turn.
- This anarch gets +1 strength until your next untap phase.



Illus: Joel Biske

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Heart of the City



+1 stealth action.

- Put this card on the acting vampire. This vampire gets +1 bleed. A vampire can have only one Heart of the City.
- As above, but this vampire gets +2 bleed.

If you would be so kind as to step into my office, I shall be so kind as to let you delight in my presence.
Sebastian Melmoth, Toreador Prince of San Francisco



Illus: Avery Butterworth

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Illegalsim



Requires an anarch. More than one discipline can be used when playing this card.

Bleed.

- Untap this anarch if the bleed is successful.

This action is at +1 stealth.

- The bleed is at +1 bleed.

Illus: Carmen Cornet

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Intimidation



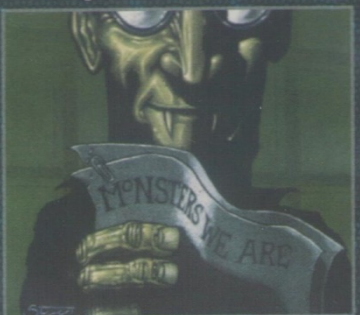
- Bleed with +1 bleed.
 - Bleed with +2 bleed.
- DRAFT:** Bleed with +1 bleed.

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

Illus: Karl Waller

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Legal Manipulations



Bleed with +2 bleed.

- As above, and gain 1 pool if the bleed is successful (for 1 or more).

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



Illus: Stuart Beel

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Media Influence



Bleed with +2 bleed.

- Each of your untapped vampires gains 1 blood from the blood bank.

DRAFT: As above.

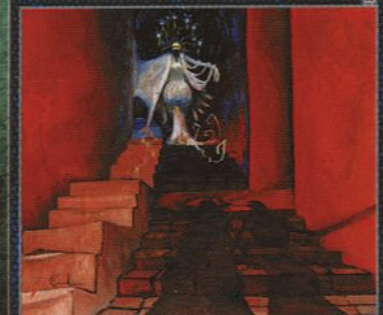
All media exist to invest our lives with artificial perceptions and arbitrary values.
Marshall McLuhan, *Understanding Media*



Illus: Darryl Elliott

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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.



Illus: Scott Kirschner

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Propaganda



☐ **Ⓛ** Bleed with +1 bleed. Titled vampires cannot block this action.
◆ As above, and the Methuselah you are bleeding taps one of his or her ready untapped minions when the action resolves.

DRAFT: **☐** As **☐** above.

It is the absolute right of the State to supervise the formation of public opinion.
Paul Joseph Goebbels



Illus: Ken Meyer, Jr.

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Public Trust



☐ **Ⓛ** Bleed at +2 bleed.
◆ As above, and if the bleed is successful (for 1 or more), add 1 counter from the blood bank to a vampire in your uncontrolled region.



Illus: Brian LeBlanc

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Show of Force



☐ **☐** **Ⓛ** Bleed at +1 bleed. If this action is blocked, before range is determined during the first round of the resulting combat, this vampire can gain +1 strength this combat.

◆ **◆** **Ⓛ** As above, but at +2 bleed.

Illus: zelgaris

Skulduggery



Requires a ready anarch.
☐ **Ⓛ** Bleed at +1 stealth, with an optional maneuver in the resulting combat if the action is blocked.
☐ **Ⓛ** Bleed at +1 bleed.
Ⓛ **Ⓛ** Bleed at +1 stealth.

Illus: Steve Ellis

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Social Charm



☐ **Ⓛ** Bleed with +1 bleed.
◆ **Ⓛ** As above, and gain 1 pool if the bleed is successful (for 1 or more).

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

Illus: Mike Dringenberg

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Soul Painting



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

Illus: Becky Cloonan

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The Summoning



+1 stealth action.
☐ Search your library for an ally or retainer. Show it to all players and put it in your hand (shuffle and discard afterward).
◆ Search your library for an ally. This vampire recruits that ally (requirements and cost apply as normal). Shuffle afterward.

Illus: Talon Dunning

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Undue Influence



+1 stealth action. Requires a ready anarch. Choose a vampire in your uncontrolled region.

☐ **Ⓛ** Move 1 blood from a vampire in any uncontrolled region to the chosen vampire.
☐ **Ⓛ** Bleed. If the bleed is successful, put 1 blood counter on the chosen vampire.
Ⓛ Put one blood counter on the chosen vampire. If the number of counters equals or exceeds his or her capacity, move that vampire to your ready region.

Illus: Alexander Dunnigan

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Warding the Beast



☐ **Ⓛ** +1 stealth action. Untap a younger non-infernal vampire.
☐ **Ⓛ** +1 stealth action. Rescue a non-infernal vampire from torpor.
◆ **Ⓛ** Diablerize a vampire in torpor. Vampires cannot vote in favor of the blood hunt unless they are Baali ☐, Tremere ☐ or Tremere *antitribu* ☐.

Illus: Michael Gaydos

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Aire of Elation



MODIFIER

Only usable during a bleed action.

- +1 bleed, with an additional +1 bleed if this vampire is Toreador (limited).
- +2 bleed, with an additional +1 bleed if this vampire is Toreador (limited).

Illus: Greg Simanson © 2019 White Wolf Entertainment AB

Approximation of Loyalty



Requires a vampire with capacity 5 or more.

- Only usable as the action is announced. Choose a vampire with capacity 6 or less or an ally. That minion cannot block this action.
- Cancel a reaction card played by a vampire with capacity 6 or less or an ally as it is played (no cost is paid). No more action modifiers can be played on this action.

Illus: Monte Moore © 2018 CFP V. All Rights Reserved

Awe



Only usable during a referendum.


- This vampire gets X+1 votes.
- As above, but this vampire gets 2X+1 votes.

DRAFT: This vampire gains X votes.

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

Illus: Gary Leach © 2016 White Wolf Publishing, Inc. All Rights Reserved

Bewitching Oration



MODIFIER

Only usable during the polling step of a political action.

- This vampire gets +2 votes.
- This vampire gets +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*

Illus: Ash Arnett © 2019 White Wolf Entertainment AB

Business Pressure



10


Only usable during a referendum.

- Each Methuselah can burn pool to gain votes during the resolution of this card (resolve this card before moving on). A Methuselah gains 2 votes for each pool he or she burns.
- As above, but the Methuselah gains 3 votes for each pool he or she burns.

A tendency for secretness persists,
And a silent sympathy for it.
Rainer Maria Rilke, "The Pavillion"

Illus: Né Nè Thomas © 2004 White Wolf Publishing, Inc. All Rights Reserved

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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Echo of Harmonies



Only usable during a referendum.

- If you burn the Edge for a vote, this vampire gains 2 votes.
- Usable by a ready vampire other than the acting minion. This vampire gains 2 votes.
- Usable by a ready vampire other than the acting minion. After the referendum, move the political action card used to call the referendum from your ash heap to this vampire, face down. This vampire may play the political action card as if from your hand (requirements and cost apply as normal).

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Force of Personality



MODIFIER

COMBAT

- Strike: combat ends.
- Only usable as the action is announced. Vampires must burn 1 blood to attempt to block this action. Non-zombie allies cannot block this action.

And when I walk the streets
Kings and queens step aside.
George Thorogood, *Bad to the Bone*

Illus: Matthias Kollros © 2018 White Wolf Entertainment AB

Inspire Greatness



Only usable by a ready vampire other than the acting minion.

- The acting ally or younger vampire gets +1 strength during this action.
- The acting ally or younger vampire gets +2 strength during this action.

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Iron Glare



Only usable during a referendum. This vampire gains 2 votes.
 +2 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

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Madrigal



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

Illus: Dennis Calero ©2005 White Wolf Publishing, Inc. All Rights Reserved

Memory Rift



Requires an anarchy. Only usable as the discipline is announced. More than one discipline can be used when playing this card.
 Choose a titled vampire or a younger vampire. That vampire cannot block this action.
 +1 stealth, even if stealth is not yet needed.
 If this action is blocked, this anarchy can strike: combat ends during the first round of the resulting combat.

Illus: Jared Smith 2016

Perfect Paragon



Only usable during the polling step of a political action. This vampire gets +3 votes.
 Allies and younger vampires get -1 intercept.

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

Power of One



Requires an anarchy.
 Only usable when an action is blocked. The blocking minion burns 2 blood or life (before combat, if any).
 +1 bleed.
 +1 bleed, or +1 bleed and +1 stealth. You cannot play another action modifier to increase this bleed amount.

Illus: Jim Farelac ©2008 CCF W. All Rights Reserved

Psalm of the Damned



Burn 1 pool to get +1 bleed. You cannot play another action modifier to increase this bleed.
 Choose a minion. The chosen minion cannot play reaction cards (including abilities of power cards) this action. is not a Discipline.
 As above, and the chosen minion cannot block this action.

Illus: Mathias Kollros ©2009 CCF W. All Rights Reserved

Psychomachia



Only usable when an ally or younger vampire successfully blocks.
 Cancel the current action and untap this acting vampire. The blocking minion is not tapped.
 The block fails, and the action continues. The blocking minion cannot attempt to block this action again.
 As above, and the blocking minion takes 1 damage (damage not preventable).

Illus: Steve Prescott ©2005 White Wolf Publishing, Inc. All Rights Reserved

Recurring Contemplation



Only usable when the action is announced.
 Choose an ally. He or she cannot block this action. Only one Recurring Contemplation may be played each turn.
 As above, but choose an ally or younger vampire.
 As above, and burn 1 blood to tap the chosen minion.
 Never mistake motion for action. Ernest Hemingway

Illus: John Bridges ©2005 White Wolf Publishing, Inc. All Rights Reserved

Repulsion



Only usable when the acting vampire's action is announced. If this action is blocked, the acting vampire gets an optional maneuver, only usable to maneuver to long range, during the resulting combat.
 +1 stealth.
 Put this card on this vampire. This vampire gets +1 stealth. Burn this card if this vampire goes to torpor. This vampire cannot have or play another Repulsion.

Illus: Becky Cloonan ©2005 White Wolf Publishing, Inc. All Rights Reserved

Scalpel Tongue

MODIFIER
REACTION

1

Only usable during the polling step of a political action.

☑ Choose a vampire who has cast votes in this referendum. The chosen vampire is locked and abstains (this cancels the chosen vampire's votes and ballots).

◆ As above, and the chosen vampire burns 1 blood.

Illus: John Bridges © 2019 White Wolf Entertainment AB

True Love's Face

MODIFIER

1

☑ +1 bleed. You cannot play another action modifier to increase this bleed amount.

◆ Only usable when a minion attempts to block. That block fails (do not tap that minion). That minion cannot attempt to block this action again. That minion's controller may burn a pool to cancel this card as it is played.

Illus: Rik Martin © 2007 White Wolf Publishing, Inc. All Rights Reserved

Under the Skin

MODIFIER

1

Only usable during a referendum before votes are cast.

☑ Choose a younger vampire. That vampire abstains from voting.

◆ As above, and tap that vampire at the end of the action if the referendum passes.

The brain may devise laws for the blood, but a hot temper leaps o'er a cold decree.
Shakespeare, *The Merchant of Venice*, act 1, scene 2

Illus: Christopher Shy © 2003 White Wolf Publishing, Inc. All Rights Reserved

Virtuosa

MODIFIER

3

☑ +1 stealth.

☑ Only usable during a bleed action. +1 stealth and +2 bleed, or +2 bleed.

◆ Only usable as the action is announced. This action is unblockable.

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Voter Captivation

MODIFIER

1

Only usable after resolving 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.

Illus: Tom Gianni © 2004 White Wolf Publishing, Inc. All Rights Reserved

Armor of Caine's Fury

MODIFIER

1

☑ Prevent 1 damage.

☑ Only usable before range is determined. This vampire may prevent 1 damage from the opposing minion's strikes each round. Frenzy cards cannot be played on this vampire; cancel the effects of any Frenzy cards that have already been played on this vampire this combat.

◆ As above, but this vampire may prevent 2 damage from the opposing minion's strikes each round.

Illus: David Day © 2005 White Wolf Publishing, Inc. All Rights Reserved

Bollix

MODIFIER

1

Requires an anarchy.

☑ Maneuver or press.

☑ Cancel the opposing minion's aim, frenzy, or grapple card as it is played, and its cost is not paid.

☑ Strike: hand strike at +1 damage. This damage cannot be prevented by cards requiring Fortitude ☑. The opposing vampire's strikes with weapons inflict no damage on this vampire this round.

Illus: Tomáš "zelgaris" Zahradnick © 2016

Catatonic Fear

MODIFIER

1

☑ Strike: combat ends.

◆ As above, and inflict 1 damage to the opposing minion once combat ends if the range is close.

DRAFT: ☑ Strike: combat ends.

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

Illus: Clint Langley © 2006 White Wolf Publishing, Inc. All Rights Reserved

Bliss

MODIFIER

1

☑ ☑ ☑ ☑ Cancel a frenzy card as it is played. Usable by a vampire not involved in the current combat, if any.

◆ ☑ ☑ Strike: combat ends.

DRAFT: ☑ ☑ As above.

Illus: Sandra Chang-Adair © 2009 CCP M. All Rights Reserved

Charismatic Aura



COMBAT

☞ ☞ Burn 1 blood to cancel the opposing minion's strike card (the minion chooses another strike) or grapple card as it is played, and its cost is not paid. A vampire can play only one Charismatic Aura at basic each round.

◆ ◆ **Strike: combat ends.**

Illus: Juan Antonio Serrano Garcia © 2018 White Wolf Entertainment AB

Majesty



COMBAT

☞ ☞

◆ **Strike: combat ends.**
 ◆ **As above, and unlock this vampire before combat ends.**

All these will I give You, if You fall down and worship me.
 Matthew 4:9 (NASB)

Illus: Joel Biske © 2019 White Wolf Entertainment AB

Mask Empathy



COMBAT

☞ ☞

☞ ☞ **Strike: ranged.** Burn a retainer employed by the opposing minion (usable at close range).

◆ ☞ **Play before range is determined.** This vampire burns 1 blood to burn a retainer employed by the opposing minion.

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Putrefaction



COMBAT

☞ ☞

☞ ☞ **Strike: combat ends.**
 ☞ ☞ **Strike:** 1 damage. Put this card on the opposing minion. The minion with this card instead of untap as normal during his or her untap phase. A minion may have only one Putrefaction.

◆ ☞ **As above, and this minion takes 1 unpreventable damage when he or she strikes in combat or takes an action. The minion with this card may choose not to strike during the Choose Strike step of combat.**

Illus: Steve Ellis © 2001 White Wolf Publishing, Inc. All Rights Reserved.

Rigor Mortis



COMBAT

☞ ☞

☞ ☞ **Strike: combat ends.**
 ☞ ☞ **Strike:** 1 damage. Put this card on the opposing minion. A minion can play only one Rigor Mortis each round.

☞ ☞ The opposing minion cannot use any additional strikes this round.

☞ ☞ **As above, with an optional press.**
 ◆ ☞ **As above, and once each round this combat, you may cancel a maneuver used by the opposing minion.**

Illus: Brian LeBlanc © 2005 White Wolf Publishing, Inc. All Rights Reserved.

Scourge of Alecto



COMBAT

☞ ☞

☞ ☞ **Frenzy. Only usable against a vampire or werewolf.**
 ☞ ☞ **Strike:** X-2 ranged damage, where X is this vampire's capacity minus the target's capacity or cost. If more than 4 damage is inflicted with this strike, ignore the excess.

◆ ☞ **As above, with an optional maneuver.**
DRAFT: ☞ ☞ **As above.**

Illus: Patrick McEvoy © 2009 CCP M. All Rights Reserved.

Serpent's Numbing Kiss



COMBAT

☞ ☞

☞ ☞ **Strike: combat ends.**
 ◆ ◆ **As above, and if the range is close, this vampire burns 1 blood to put this card on the opposing minion and tap him or her. This minion does not untap as normal during your untap phase. Burn this card during your untap phase.**

Illus: Anna Evertsdötter

Staredown



COMBAT


☞ ☞

☞ ☞ **Strike: dodge.**
 ◆ ☞ **Strike: combat ends.**
DRAFT: ☞ ☞ **Strike: dodge.**

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

Illus: Kevin McCann © 2004 White Wolf Publishing, Inc. All Rights Reserved.

Toreador's Bane



COMBAT

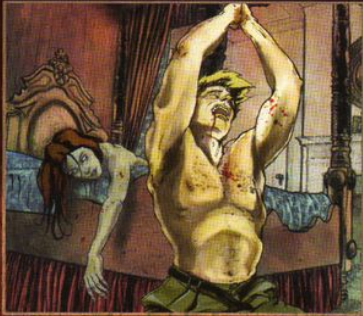
☞ ☞

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

◆ ☞ **Strike: combat ends, and the action continues as if unblocked.**

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Unholy Penance



Strike: combat ends.
 As above, and put this card on the opposing minion (ranged). The striking vampire gets +1 bleed against this minion's controller. This minion may burn this card as a +1 stealth action. A minion can have only one Unholy Penance.

*Revenge is best served forever.
 Setite parable*

Illus: Jim DiBartolo

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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.
 Samuel Taylor Coleridge, "Kubla Khan"*

Illus: Hannibal King

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Internal Recursion



Only usable by a vampire who successfully blocks.
 This blocking vampire can end combat as a strike during the resulting combat. If he or she does so and the acting minion is an ally or a younger vampire, this blocking vampire untaps.
 This blocking minion sets the range for the first round of the resulting combat. Skip the determine range step for that round.
 The acting minion doesn't untap during his or her next untap phase.



Illus: Andrew Truboff

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Iron Heart



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

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

Illus: Earl Jones

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Ophidian Gaze



Reduce a bleed against you by 2.

Only usable during a political action, after blocks are declined. Cancel an action modifier as it is played, and its cost is not paid.

Illus: Ginepro Quattiero

Peacemaker



Only usable by a vampire who successfully blocks a action directed at you (play before combat).
 Cancel combat. The action continues as if unblocked. For the remainder of this action, all minions get -1 bleed and -1 strength.
 As above, and untap this blocking vampire at the end of the action.
 As above, but all minions get -2 bleed and -2 strength and cannot use weapons.

Illus: Nicholas Gifford

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Rewind Time



Reduce a bleed against you by 1.
 Cancel an action card as it is played (the acting minion is not tapped).
 Usable by a ready, untapped vampire even though there is no action. Cancel a non-out-of-turn master card as it is played during any other Methuselah's master phase (no cost is paid). The Methuselah who played that card gains another master phase action.



Illus: Andrew Truboff

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Scobax



Reduce a bleed against you by 1.
 The acting minion gets -1 stealth. is not a Discipline.
 As above, and the action ends immediately (unsuccessfully) unless the acting minion burns 1 blood or life.

Illus: Aaron Azevedo

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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 Methuselahs who vote in favor of the referendum burn 1 pool when the votes are tallied.

Illus: Harold McNeill

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18- PROTEAN (42)



Hatch the Viper



Retainer with 1 life.
 [U] [B] This minion can prevent 1 damage each combat. The opposing minion takes 1 damage each round during strike resolution when the range is close.
 [D] [D] As above, but the opposing minion takes 2 damage.
DRAFT: [U] or [B] As [U] above.

Illus: Justin Norman ©2009 CFP M & S, Rights Reserved

Homunculus

25



Retainer with 1 life.
 [U] During any Methuselah's unlock phase, this vampire can burn 1 blood to unlock.
 [D] As above, but Homunculus has 2 life.
A pile of bones in a skin bag, a deflated balloon; a hideous bundle.
 R. Chetwynd-Hayes, Looking For Something To Suck

Illus: Bryon Wackwitz © 2019 White Wolf Entertainment AB

Carrion Coffin



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

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

Dual Form



+1 stealth action.
 [U] Untap this vampire. During this minion phase, you may untap this vampire again.
 [D] This acting vampire's capacity is reduced by 1. Put this card in play, tapped. It becomes a non-unique vampire with the same clan, capacity and Disciplines as the acting vampire. You may move up to 2 blood from the acting vampire to this vampire. If either minion leaves the ready region, the other is burned.

Illus: Monte Moore ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Loki's Gift



+1 stealth hunt action.
 [U] Hunt, and put this card on this vampire. This vampire can burn this card and 1 blood to get +1 stealth. A vampire can have only one Loki's Gift.
 [D] [D] As above, and burn 1 blood from any vampire. This vampire can burn this card as above, or can burn it during the polling step of any referendum to get +2 votes.

Illus: Justin Norman © 2018 White Wolf Entertainment AB

Mantle of the Bestial Majesty



[U] +1 stealth action. The acting vampire untaps. Until his or her next untap phase, damage from this vampire's hand strikes is aggravated.
 [D] As above, and this vampire gets +1 strength until his or her next untap phase.
DRAFT: [U] As [U] above.

Illus: Leif Jones ©2011 White Wolf Publishing, Inc. All Rights Reserved.

Movement of the Slow Body



+2 stealth action. Only usable by a tapped vampire in torpor
 [U] The acting vampire untaps. If this action is blocked, there is no combat. If the blocking minion is a vampire, he or she gets the opportunity to diablerize this acting vampire.
 [D] As above, and this vampire also gains 1 blood from the blood bank.

Illus: Christopher Shy ©2008 CFP M & S, Rights Reserved

Shadow of the Beast



[U] Put this card on the acting vampire. The vampire with this card gets an optional maneuver each combat. A vampire may have only one Shadow of the Beast.
 [D] As above, and this vampire gets an optional press each combat.
DRAFT: [U] As [U] above.

Illus: Craig Maher ©2004 White Wolf Publishing, Inc. All Rights Reserved

Shattering



Requires an anarchy.
 [U] +1 stealth action. [D] Look at another Methuselah's hand and discard a card from it.
 [B] +2 stealth action. Burn an event (undirected, no matter who controls the event).
 [U] [D] Inflict 2 unpreventable damage on a ready minion.

Illus: Becky Jellenzen ©2006 CFP M & S, Rights Reserved

Shattering Crescendo

ACTION

[U] [D] Inflict 1 unpreventable damage on an ally or retainer.
 [S] [D] Discard a Shattering Crescendo to inflict 2 unpreventable damage on each of up to 2 minions controlled by a single Methuselah.
 ♦ As [S] above, but for 3 unpreventable damage each.

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

Skullduggery

ACTION

[U] [D] Bleed at +1 stealth, with an optional maneuver in the resulting combat if the action is blocked.
 [S] [D] Bleed at +1 bleed.
 [U] [D] Bleed at +1 stealth.

Illus: Steve Ellis © 2003 White Wolf Publishing, Inc. All Rights Reserved.

Spirit Claws

ACTION

COMBAT

[U] [D] Damage from this vampire's hand strikes is aggravated this round.
 [U] [S] [D] Maneuver and as [U] above.
 [D] [D] [D] +1 stealth action. **Unique.** Put this card on this vampire. Damage from this vampire's hand strikes is aggravated.

Illus: John Bridges © 2018 White Wolf Entertainment AB

Beast Meld

MODIFIER

[U] [U] +1 stealth. If this vampire is blocked, they can prevent 1 damage in the resulting combat.
 ♦ [D] Only usable as a non-bleed action is announced. Vampires cannot block this action.

Illus: Brian LeBlanc © 2019 White Wolf Entertainment AB

CrimethInc.

MODIFIER

Requires an anarchy. Play after resolving a successful action that requires an anarchy or makes this vampire an anarchy.
 [U] Untap this anarchy.
 [S] Untap another ready anarchy.
 [S] Put this card in play. During your minion phase, you may burn a pool to untap a ready anarchy you control.

Illus: John Bridges © 2004 White Wolf Publishing, Inc. All Rights Reserved.

Earth Control

MODIFIER

[U] +1 stealth.
 [D] +2 stealth.

What springs from earth dissolves to earth again.
 Marcus Aurelius

Illus: Jeff Menges © 2019 White Wolf Entertainment AB

Horrific Countenance

MODIFIER

Only usable when this vampire is blocked.
 Untap the blocking minion. This action is not blocked, and it is now unblockable.

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Instantaneous Transformation

MODIFIER

[S] [U] +1 stealth.
 ♦ [D] Only usable after resolution of a successful action. Unlock this vampire. A vampire can play only one Instantaneous Transformation at superior each turn.

Illus: Riccardo Fabiani © 2019 White Wolf Entertainment AB

Rapid Change

MODIFIER

COMBAT

[U] [D] +1 stealth.
 [D] [D] **Strike: combat ends.**

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

Illus: Craig Maher © 2019 White Wolf Entertainment AB

Uncontrollable Rage



Only usable when the action is announced.

☐ This vampire's hand strikes inflict +1 damage, aggravated, until the end of the action.

⬇️ As above, but the hand strikes inflict +2 damage, aggravated.

DRAFT: ☐ This vampire's hand strikes inflict +1 damage until the end of the action.

Adaptability



☐ Change all aggravated damage from the opposing minion's strike to normal damage.

⬇️ Prevent all aggravated damage from the opposing minion's strike.

Illus. Hannibal King

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Bear's Skin



Only usable before range is determined. A vampire can play only one Bear's Skin each combat.

☐☐ This round, this vampire gets +1 strength and can prevent 1 damage.

⬇️☐ This combat, this vampire gets +1 strength and can prevent 1 damage each round.

Illus. Heather Kreiter

Body Flare



☐ Strike: 2 aggravated damage.

⬇️ Strike: 2R aggravated damage.

DRAFT: Only usable in combat with an ally or a younger vampire. Strike: 2 aggravated damage.

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

Illus. Randy Gallegos

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Body of Sun



Strike: 3 aggravated damage if at close range or 1 aggravated damage if at long range. Damage is inflicted on both combatants and all retainers in combat (including yours).

As above, but the vampire using this card takes no damage from this card, although his or her retainers still do.

Illus. Mark Tedin

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Bone Spur



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

⬇️ As above, but for the remainder of this combat.

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

Illus. Mike Dringenberg

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Call the Wild Hunt



Only usable before range is determined.

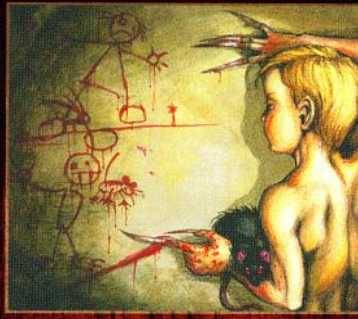
☐☐ For the remainder of combat, this vampire is immune to frenzy cards. A vampire may play only one Call the Wild Hunt each combat.

⬇️ As above, and during the initial strike resolution phase of this round, you may burn X animals from your hand to inflict X ranged damage on the opposing minion.

Illus. Matt Mitchell

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Claws of the Dead



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

⬇️ Maneuver.

DRAFT: ☐ As ☐ above.

The jaws that bite, the claws that catch!
Lewis Carroll, "Jabberwocky"

Illus. Ron Spencer

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Dissolution



☐ Maneuver or press.

⬇️ Maneuver, with an optional press.

DRAFT: ☐ As ☐ above.

Imperious, choleric, irascible, extreme in everything, with a dissolute imagination the like of which has never been seen...

Marquis de Sade, Last Will and Testament

Illus. Ron Spencer

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Donnybrook

Requires an anarch. Only usable at close range.

- Strike: burn equipment or retainer with first strike.
- Strike: hand strike, aggravated.
- Strike: steal 2 blood.

Illus: Tomáš "zeigaris" Zahradníček © 2016

Earth Meld

Strike: combat ends.

As above, and unlock this vampire before combat ends.

*Down into the denseness of soil and rock,
Down into the dust you have left behind.*
Charles Baudelaire, *The Unforeseen*

Illus: Ron Spencer © 2019 White Wolf Entertainment AB

Flesh of Marble

Only usable before range is chosen.

For the duration of the combat, when this vampire suffers a point of damage (that he or she does not prevent) in a given round, any additional damage inflicted on this vampire in the same round is automatically prevented. Aggravated damage cannot be prevented in this way.

As above, but aggravated damage is prevented in this way as well.

Illus: Jenny Frison © 2008 CCP M. All Rights Reserved

Form of Mist

Strike: dodge.

Strike: combat ends. If this vampire is acting and the action was blocked, they can burn 1 blood after combat ends to continue the action at +1 stealth as if unblocked, even if stealth is not yet needed. A vampire can play only one Form of Mist at superior each action.

...and yet I am, and live, like vapours tossed.
John Claire, *I Am*

Illus: Ginés Quiñonero © 2019 White Wolf Entertainment AB

Form of the Ghost

Maneuver.

Press.

*Nobody knows where I was,
and now I am no longer there.*
Gwendolyn Brooks, "Boy Breaking Glass"

Illus: Bryon Wackwitz © 2003 White Wolf Publishing, Inc. All Rights Reserved

Gleam of Red Eyes

Press.

Maneuver.

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

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Improved Tactics

Requires a ready anarch. Only usable before range is determined on the first round. A minion can play only 1 Improved Tactics each combat.

- During the press step each round, draw one card. Discard down to your hand size afterward.
- At long range, each round, this minion may strike for 2R damage each strike.
- Once each round, this vampire may burn 1 blood to get one maneuver.

Illus: Chett Masterz © 2003 White Wolf Publishing, Inc. All Rights Reserved

Mythic Form

Play before range is determined on the first round. For the remainder of this combat, this vampire gets +1 strength and can prevent 1 non-aggravated damage each round. A vampire can play only one Mythic Form each combat.

As above, but with an optional maneuver, and this vampire can inflict 2R aggravated damage as a strike once each round this combat.

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Quick Meld

Maneuver.

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

DRAFT: Maneuver.

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

Illus: Paul Ballard © 2008 CCP M. All Rights Reserved

Shadow of the Wolf



Only usable before range is chosen. This vampire gets an additional strike with +1 hand damage during this round of combat.
As above, with an optional press.

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Shape Mastery



Cancel a combat card that requires Obtenebration, Protean, or Vicissitude as it is played (no cost is paid). The opposing minion cannot play that card again this action.
As above, but cancel an action modifier that requires any of those Disciplines.

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Wolf Claws



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

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

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Ears of the Hare



Burn 1 blood to get +1 intercept.
+1 intercept.
+2 intercept.

Illus. Veronica Jones © 2018 White Wolf Entertainment AB

Eyes of the Beast



+1 intercept, and put this card on this vampire. This vampire gets -1 stealth. Burn this card during your discard phase.
As above, with 1 optional maneuver during the first round of the resulting combat if this vampire blocks.

Illus. Samuel Araya © 2018 White Wolf Entertainment AB

Sonar



Do not replace until the end of the current turn.
+1 intercept, only usable against a action.
+1 intercept.

*O dark dark dark. They all go into the dark.
T.S. Eliot, East Coker*

Illus. Avery Butterworth © 2008 C2 H. All Rights Reserved.

19- QUIETUS (42)

Blood Clots



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

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

Illus. Brian LeBlanc ©2001 White Wolf Publishing, Inc. All Rights Reserved.

Blood Tempering



+1 stealth action.
[A] : **[A]** Put this card on an equipment. This melee weapon inflicts an additional damage each strike. When this equipment prevents damage in combat, it can prevent an additional point. An equipment can have only one Blood Tempering.
[D] : **[D]** As above, and untap this acting vampire.

Illus. Heather V. Kreiter ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Condemn the Sins of the Father



+1 stealth action.
[A] : **[A]** Choose a clan. All younger vampires of that clan are tapped. Vampires of the chosen clan may attempt to block (in addition to the normally eligible blockers).
[D] : **[D]** As above, and each younger vampire of the chosen clan burns 1 blood.

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Erosion



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

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Loss



[A] : **[D]** Burn an equipment or location on a minion controlled by your predator or prey.
[D] : **[D]** Bleed at +2 bleed.

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Poison the Well of Life



+1 stealth action.
[A] : **[D]** Burn a hunting ground.
[D] : **[A]** Burn all hunting grounds controlled by other Methuselahs. Ready minions controlled by controllers of the hunting grounds may attempt to block as if this were a **[D]** action (instead of the usual blockers).
DRAFT: **[A]** : **[D]** Burn a vampire in torpor.

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Principia Discordia



+1 stealth action.
Requires a ready anarch.
[A] : **[D]** Burn an equipment card.
[A] : **[D]** Burn 1 blood on an untapped vampire and tap that vampire.
[A] : **[D]** Steal 1 blood from a ready tapped vampire.

I am chaos. I am alive, and I tell you that you are free. Principia Discordia

Illus. Artita Adorjany & Eric Kim ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Purification



[A] : **[D]** +1 stealth action. Add 1 life to an ally who has fewer life than his starting amount.
[D] : **[A]** Cause an action that requires Dominate or Presence and is directed at a minion you control to fail (no cost is paid).

Illus. Avery Butterworth ©2005 White Wolf Publishing, Inc. All Rights Reserved.

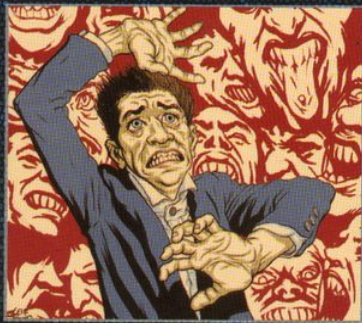
Retain the Quick Blood



+1 stealth action.
[A] : **[A]** Put this card on the acting vampire. Blood this vampire spends to play cards that require Gelerity or Quietus is placed on this card instead of the blood bank. During your untap phase, move 1 blood from this card to this vampire.
[D] : **[D]** As above, but move 2 blood from this card to this vampire during your untap phase.

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Songs of the Distant Vitae



+1 stealth action.

[1] **[D]** Choose a vampire who has committed diablerie since your last turn. That vampire goes to torpor and burns 2 blood.

[D] **[D]** **Bleed.** This action gets +1 bleed when bleeding the controller of any vampire who successfully hunted since your last turn.

Illus: Leif Jones

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Steely Tenacity



Requires an anarch. Do not replace until the end of this action. When you would replace this card, you may take this card from your ash heap instead.

[S] **[S]** **Strike:** hand strike or use a melee weapon strike. This strike is at +1 damage, with an optional press.

[S] **[D]** **Bleed at +1 bleed.**

[1] **[S]** +1 stealth action. **[D]** Enter combat with a ready minion.

Illus: Peter Bergting

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Truth of Blood



[S] **[1]** **[D]** **Bleed at +1 bleed.** If this action is blocked, the controller of the blocking minion discards two cards at random from his or her hand (before combat, if any). Those cards are not replaced until the end of this action.

[D] **[D]** **As above, but bleed at +2 bleed.**

Illus: Peter Bergting

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Undue Influence



+1 stealth action. Requires a ready anarch. Choose a vampire in your uncontrolled region.

[S] **[D]** Move 1 blood from a vampire in any uncontrolled region to the chosen vampire.

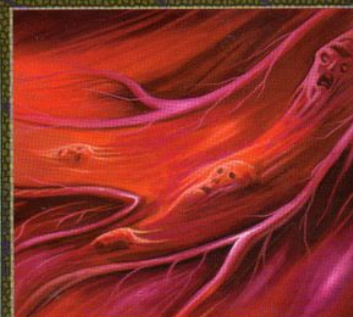
[S] **[D]** **Bleed.** If the bleed is successful, put 1 blood counter on the chosen vampire.

[1] Put one blood counter on the chosen vampire. If the number of counters equals or exceeds his or her capacity, move that vampire to your ready region.

Illus: Alexander Dunnigan

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Blood Awakening



[1] **[S]** +1 intercept.

[D] **[S]** **Only usable when a younger vampire is attempting to block this acting vampire. That block attempt fails. That vampire cannot attempt to block this action again.**

Illus: Peter Bergting

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CrimethInc.



Requires an anarch. Play after resolving a successful action that requires an anarch or makes this vampire an anarch.

[T] Untap this anarch.

[S] Untap another ready anarch.

[D] Put this card in play. During your minion phase, you may burn a pool to untap a ready anarch you control.

Illus: John Bridges

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Deed the Heart's Desire



Only usable as the action is announced.

[1] Choose a younger vampire. He or she cannot block this action.

[D] **As above, and the chosen vampire cannot play reaction cards during this action.**

I'll pick up your hand and slowly blow your little mind

When you've made your mind up forever to be mine.

Donovan, "Sunshine Superman"

Illus: Mike Chaney

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Draught of the Soul



Only usable when this acting vampire burns another vampire.

[1] This vampire gains 1 blood.

[S] **[1]** This vampire gains 1 blood. Put this card on this vampire. The vampire with this card has +1 intercept.

[D] **[D]** **As [1] above, and this vampire gets +1 bleed when bleeding the controller of the burned vampire.**

Illus: Durwin Talon

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Succulent Vitae



[1] Only usable when a hunt action is successful. Place this card on this acting vampire. When this vampire plays a card that requires Quietus, he or she may burn this card to reduce the cost of that card by 1 blood.

[D] **As above, and gain an additional blood from this hunt action.**

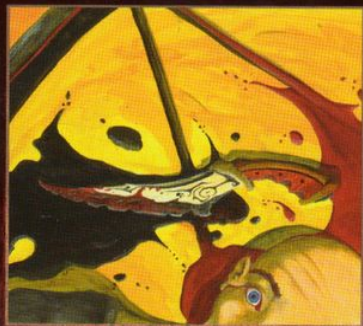
It will have blood, they say; Blood will have Blood.

Shakespeare, Macbeth, act III, scene 4

Illus: Mike Danza

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Baal's Bloody Talons



1

Only usable before resolution of a melee weapon's strike.

- ☐ The damage from this weapon's strikes is aggravated. Burn this weapon at the end of this round.
- ◆ As above, and this weapon inflicts an additional aggravated damage each strike.

Illus: Nigel Sade

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Blood Agony



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

Resign your body to fate and put up with pain. Because what the Pen has written for you it will not unwrite.

The Rubāyāt of Omar Khayyām

Illus: Ron Spencer

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Blood of the Cobra



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

Illus: William O'Connor

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Blood Sweat



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

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

Illus: Rob Alexander

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Coagulate Blood



- ☐ Strike: 1R damage, 2R damage to an ally.
- ◆ Strike: 2R damage, 3R damage to an ally.

Illus: Stuart Beel

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Dagon's Call



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

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

Illus: Durwin Talon

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Dam the Heart's River



Frenzy. Only usable before range is determined. A vampire can play only one Dam the Heart's River each combat.

- ☐ This combat, each strike or damaging effect made against the opposing minion inflicts +1 damage.
- ◆ As above, and this combat, strikes cost the opposing minion 1 additional blood or life, and the opposing minion can choose not to strike.

Illus: Jake Smidt

Disease



Only usable before range is determined.

- ☐ The opposing minion gets -1 strength for the duration of this combat.
- ◆ The opposing minion gets -2 strength for the duration of this combat.

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

Illus: Pat Morrissey

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Eruption of Vitae



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

Illus: William O'Connor

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Exuding Blood



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

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

Illus. Steve Ellis

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Sanguine Entrapment



Only usable before range is determined. A vampire can play only one Sanguine Entrapment each round.

- ⚔⚔ The opposing minion cannot strike: dodge this round.
- ⚔⚔ The opposing minion cannot strike: combat ends this round.

Illus. Ginés Quiñero

Scorpion's Touch



- ⚔ Strike: make a hand or melee weapon strike and put this card on the opposing minion. This minion gets -1 strength (after the current strike resolution step). Any vampire may burn this card as a +1 stealth action. A minion may have only one Scorpion's Touch.

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

Illus. William O'Connor

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Selective Silence



Only usable on the first round of combat.

⚔ Maneuver.

⚔ Only usable before range is determined. This vampire burns 1 blood to set the range for this round. Skip the determine range step this round.

Illus. Jeff Holt

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Silence of Death

10



Only usable before range is determined.

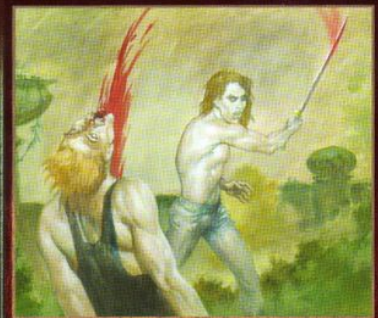
- ⚔ This vampire gets first strike with hand and melee-weapon strikes this round.

⚔ As above, with an optional maneuver.

Illus. Stuart Beel

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Strike at the True Flesh



⚔ Only usable before resolution of a melee weapon's strike. For the remainder of the round, non-aggravated damage from this weapon's strikes cannot be prevented except by equipment or by other strikes.

⚔ As above, and this weapon's strikes inflict +1 damage.

Illus. Brian LeBlanc

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Taste of Death



⚔ Strike: 1R aggravated damage. Only usable at long range.

⚔ Strike: 2R aggravated damage. Only usable at long range.

Illus. Brad Williams

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Thin Blood



⚔ Only usable at close range before strikes are chosen. The opposing vampire burns 1 blood. A vampire may play only one Thin Blood each round of combat.

⚔ As above, but the opposing vampire burns 2 blood.

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Vascular Explosion



⚔ Strike: 2 damage, 3 damage to an ally. Damage cannot be prevented.

⚔ Strike: 3 damage, 4 damage to an ally. Damage cannot be prevented.

Illus. Steve Prescott

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Wave of Lethargy



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

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

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Weakness



[C]

[D]

[1]

Strike: burn one Master Discipline card on the opposing vampire (Remove excess blood.)
As above, and the opposing vampire also takes one damage.

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Black Sunrise



[C]

[D]

[1]

Only usable by a tapped vampire.

[C] Only usable during a **[D]** action directed at you or something you control. This vampire untaps and attempts to block.

[D] As above, but usable on any action.

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Foul Blood



[C]

[D]

[1]

Only usable when vampire successfully hunts.

[C] The acting vampire gains 1 less blood and takes 1 unpreventable damage. Tap this reacting vampire.

[D] As above, but do not tap this reacting vampire.

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Immaculate Vitae



[C]

[D]

[2]

Only usable when a vampire controlled by another Methuselah successfully hunts. Put this card on that vampire; that vampire cannot block this reacting vampire. Burn this card if that vampire goes into torpor.

As above, but the acting vampire does not gain blood from the current hunting action.

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Veil of Silence



[C]

[D]

[1]

[C] Only usable by a vampire who successfully blocks an action. This vampire gets First Strike with hand and melee weapon strikes during the first round of the resulting combat.

[D] As above, and the acting minion cannot dodge during the first round of the resulting combat.

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20- SANGUINUS (16)



Coagulated Entity

Choose **X** other ready Blood Brothers you control who belong to the same circle as this acting vampire.

- Enter combat with a ready minion controlled by another Methuselah. This acting vampire has **+X** strength and **+X** capacity. Before the combat begins, each chosen vampire must move 1 blood to the acting vampire or this action is canceled.
- As above, and this vampire may prevent up to **X** damage this combat.

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Hive Mind

+1 stealth action.

- Unlock this Blood Brother and another ready Blood Brother of the same circle. Only one Hive Mind can be played at each turn.
- Add 3 blood to a Blood Brother of the same circle in your uncontrolled region.

Illus: Jami Waggoner © 2018 White Wolf Entertainment AB

Redistribution

+1 stealth action.

- This acting vampire gains a blood. Then move any amount of blood and equipment among the Blood Brothers in this circle.
- As above, and untap this acting vampire.

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Unwholesome Bond

+1 stealth action.

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

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Claiming the Body

Requires a ready untapped Blood Brother of the same circle as another one who has just been blocked.

- Cancel the combat and end the action. (Do not untap the blocking minion.)
- As above, and untap the acting Blood Brother.

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Hay Ride

Only usable after action resolution (successful or not).

- Choose a Blood Brother of the same circle as this Blood Brother. As your next action, the chosen Blood Brother can play the action card used for this action from your ash heap as if from your hand.
- As above, but this card costs 1 fewer blood.

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

Shell Game

Only usable when the action is announced.

- Tap **X** other ready Blood Brothers you control of the same circle as this one to give this Blood Brother **+X** stealth (even if stealth is not yet needed). If the action is successful, you may untap one of those Blood Brothers.
- As above, but untap an additional one of those Blood Brothers if the action is successful.

If you chase two rabbits, both will escape.

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Walk of Caine

Choose **X** ready Blood Brothers you control who belong to the same circle as this acting vampire (including this acting vampire). Each chosen vampire must burn a blood, or this card has no effect.

- +X** bleed. Only usable as a bleed action is announced. After playing this card, you cannot play another action modifier to further increase the bleed for this action.
- As above, but usable any time before the action is resolved.

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Slake the Thirst

Only usable after this Blood Brother gains blood.

- Choose another ready Blood Brother of the same circle. The chosen Blood Brother gains the same amount of blood.
- As above, but usable as an action modifier.

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Brother's Blood

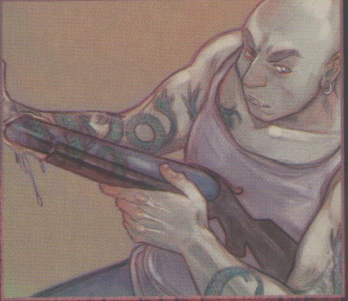


Requires a ready Blood Brother of the same circle as another one in combat.

- ☐ This vampire can burn his or her own blood to heal or prevent destruction from damage taken by a member of this circle in combat.
- ◊ Put this card on this vampire. The vampire with this card can burn his or her own blood to heal or prevent destruction from damage taken by a member of this circle in combat. A vampire may have only one Brother's Blood.

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Clockwerx



☐ Only usable before range is determined. Move an equipment from a ready Blood Brother of the same circle to this Blood Brother in combat.

◊ As above, but usable any time during combat.

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Coordinate Attacks



Requires a ready untapped Blood Brother of the same circle as another one you control in combat.

- ☐ Only usable at the end of combat if the minion opposing the Blood Brother you control is still ready. This Blood Brother taps and enters combat with the opposing minion. The first round of combat, the opposing minion cannot play any strike cards.
- ◊ As ☐ above, and this Blood Brother gets an optional maneuver on the first round of combat.

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Free Fight



Only usable before range is determined.

- ☐ Tap this Blood Brother and any number of ready untapped members you control of this circle. Once each round before range is determined, or whenever your combatant leaves the ready region, you may choose one of these ready Blood Brothers to become the combatant instead (and combat continues).
- ◊ As above, and each of these Blood Brothers gets an optional press this combat.

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Octopod



Requires a ready Blood Brother of the same circle as another one in combat. Usable by a vampire not involved in the combat.

- ☐ Only usable before range is chosen. The other Blood Brother gets an additional strike each round this combat (this counts as his or her one source of additional strikes).
- ◊ As ☐ above, but with two additional strikes each round.

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Camaraderie



Reduce a bleed against you by 1.

◊ Only usable if you control another ready unlocked Blood Brother of the same circle as this Blood Brother. Reduce a bleed against you by 3.

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Gestalt



Choose X ready Blood Brothers you control who belong to the same circle as this reacting vampire (including this vampire). Each chosen vampire must burn a blood, or this card has no effect.

- ☐ +X intercept.
- ◊ +X intercept, and this vampire may play cards as if he or she possessed all of the chosen Blood Brothers' Disciplines for the remainder of the action.

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Hatch the Viper



Retainer with 1 life.

☞ This minion can prevent 1 damage each combat. The opposing minion takes 1 damage each round during strike resolution when the range is close.

☞ **As above, but the opposing minion takes 2 damage.**

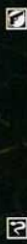
DRAFT: ☞ or ☞ As ☞ above.



Illus. Justin Norman

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Canopic Jar



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

☞ **As above, and the chosen minion burns 1 blood when this equipment is burned.**

Illus. Mark Nelson

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Concordance



+1 stealth action.

☞ Bleed. If more than 1 pool is bled with this action, ignore the excess.

☞ Requires an infernal vampire. Put this card on the acting vampire. This vampire treats aggravated damage as normal damage and has +1 strength and -1 stealth.

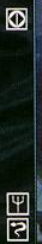
☞ **As above, and this vampire has flight ☞.** During your influence phase, this vampire may burn 1 blood to untap.



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Condemnation: Betrayed



+1 stealth action. Condemnation.

☞ Tap a younger vampire.
☞ Requires an Infernal vampire. ☞ Put this card on a ready minion. Bleed actions cost the minion with this card an additional blood. Burn all other Condemnations on this minion.

☞ **As above, and the minion's controller burns the top card from his or her library during each of his or her untap phases.**

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Consignment to Duat



☞ Steal 1 blood or life from a ready minion.

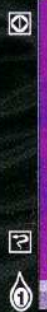
☞ Put this card on a ready minion. During this minion's untap phase, he or she burns 1 blood or life. If this vampire cannot burn a blood, he or she goes to torpor. Burn this card if this acting vampire enters combat or leaves the ready region. A minion can have only one Consignment to Duat.



Illus. James Stowe

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Dismemberment of Osiris



☞ Burn a titled vampire in torpor. This does not constitute diablerie. Each ready vampire of the same clan as the titled vampire burns 1 blood.

☞ **As above, and the controller of the titled vampire burns 1 pool.**

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Edge Vitiation



+1 stealth action.

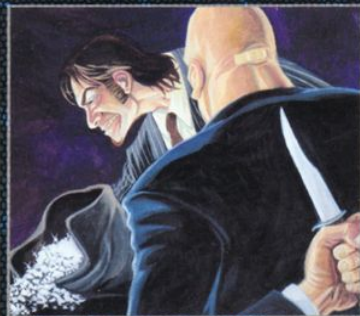
☞ Only usable if your prey controls the Edge. Your prey burns 1 pool and burns the Edge.

☞ **Put this card in play.** Whenever your predator successfully bleeds you, you get the Edge instead of your predator. Any minion can burn this card as a ☞ action.

Illus. Durwin Talon

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Enticement



Requires the Edge.

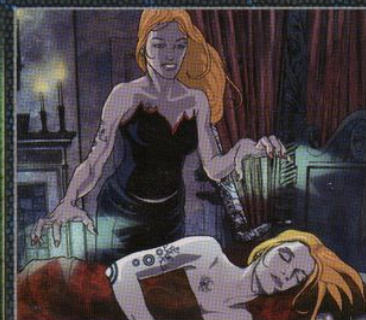
☞ Burn the Edge to cause your prey to burn 2 pool. (This action is directed at your prey.) Your minions cannot attempt bleed actions for the remainder of the turn.

☞ **As above, but your prey burns 3 pool.**

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The Eternal Mask



+1 stealth action.

☞ Bleed at +1 bleed.

☞ Put this card on this vampire and move a unique vampire from any ash heap to your ready region with any amount of blood from this acting vampire. The minion with this card cannot take actions, block, play reaction cards or vote. You may burn this card and the chosen vampire during any untap phase.



Illus. Jim DiBartolo

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Form of Corruption

25

ACTION



Put this card in play. If your prey gets the Edge anew, add 1 counter on this card. If the number of counters on this card equals or exceeds the amount of blood on a vampire controlled by your prey during your master phase, you can burn this card to steal that vampire. A Methuselah can have only one Form of Corruption.

As above, and your prey burns 1 pool after you burn this card.

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Frozen Object

ACTION



+1 stealth action. A Methuselah can have only one Frozen Object in play.

Look at a Methuselah's hand and burn all equipment cards found there.

Put this card on the acting vampire. If this vampire successfully blocks a action, you may burn this card to do 2 unpreventable damage to the acting minion before combat begins.

Put this card in play. You may burn this card when a bleed against you is successful to do 2 unpreventable damage to the acting minion (inflicted after the action is complete).

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Heart of Darkness

ACTION



Put this card on the acting vampire. This vampire treats aggravated damage as normal damage. Any minion may burn this card as a action.

As above, and this vampire may prevent 1 damage each combat.

2

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Kiss of Lachesis

ACTION



+1 stealth action.

Burn a retainer or a non-unique equipment card.

Burn a retainer, ally or non-unique equipment card.

Move a non-unique equipment card from any Methuselah's ash heap to this vampire. If the equipment card comes from your ash heap, pay half the cost (round down), otherwise no cost is paid.

1

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Lure of the Serpent

ACTION



The acting vampire takes control of a retainer controlled by another vampire.

Take control of an ally controlled by another Methuselah.

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Mark of Damnation

ACTION



Put this card on a vampire controlled by your prey. Any minion in combat with that vampire gets +1 strength and gets one optional press to continue combat. The vampire with this card may burn this card as an action.

As above, but opposing minions get +2 strength.

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Phobia

ACTION



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

As above, but with +1 stealth.

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Principia Discordia

ACTION



+1 stealth action. Requires a ready anarch.

Burn an equipment card.

Burn 1 blood on an untapped vampire and tap that vampire.

Steal 1 blood from a ready tapped vampire.

I am chaos. I am alive, and I tell you that you are free. Principia Discordia

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Reformation

ACTION



+1 stealth action. Requires a ready anarch.

Steal an equipment card from your predator or prey.

Burn 1 blood to steal a hunting ground.

Put a corruption counter on any vampire. If the number of your corruption counters on the vampire equals or exceeds his or her capacity, you may burn all of your corruption counters on that vampire to gain control of him or her.

Illus. Attila Adorjany © 2004 White Wolf Publishing, Inc. All Rights Reserved

Revelation of Ecstasy



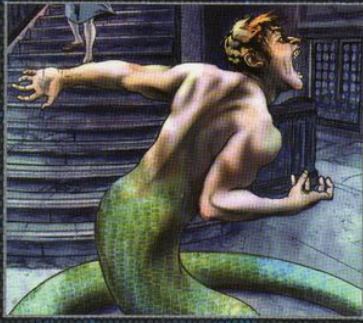
+1 stealth action.

☑ Tap one of your prey's ready minions.
◆ As above, and place a corruption counter on that minion. If the number of your corruption counters on the minion equals or exceeds his or her capacity or cost, you may burn those counters to take control of him or her.

Illus: Jim DiBartolo

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Set's Curse



+1 stealth action.

☑ ① Burn any ally or retainer to put this card into play. This card becomes an animal ally with 3 life, 2 strength and 0 bleed. This ally cannot have or use equipment or retainers and cannot play action cards.

◆ As above, but burn a vampire with capacity less than 3 to put this card in play.



Illus: Jim DiBartolo

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Temptation



☑ ① Put this card on a ready vampire; you still control this card. During your master phase, you may put a counter on this card. During your minion phase, if the number of counters on this card equals or exceeds the amount of blood on this vampire, you may burn the counters to untap this vampire and take control of him or her until the end of the turn.

◆ As above, and add a counter when you play this card.



Illus: Brad Williams

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Thrones Crumble



☑ ① Choose a ready titled vampire. That vampire burns 2 blood.

◆ As above, and tap that vampire.

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

Illus: Dennis Calero

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Divine Image



Only usable as the action is announced.

☑ For the remainder of this action, this vampire has +1 strength and can prevent 1 damage each combat. The action gets -1 stealth.

◆ As above, with +1 bleed.

DRAFT: ☐ As ☑ above.



Illus: Jim DiBartolo

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Eyes of the Serpent



This card can be played as an action modifier card or a combat card. This acting minion cannot be blocked by allies until the end of this action.

Strike: combat ends

Only usable in combat with an ally.

Illus: Alan Rabinowitz

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Form of the Serpent



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

☑ +1 stealth
◆ Maneuver.

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

Illus: Sandra Everingham

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Revelation of Desire



You cannot play another action modifier to increase this bleed amount.

☑ +1 bleed.

◆ Burn one of your corruption counters from a minion controlled by the target Methuselah to get +3 bleed against that Methuselah.

*she thinks love is a cold thing
but i've got plans for her to bleed.
Stew, "Miss Satan"*

Illus: Shane Coppage

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Truth of a Thousand Lies



☑ +2 bleed. You cannot play another action modifier to increase this bleed amount.

◆ Only usable at the end of a successful action (after resolving the action). This vampire untaps.

*A lie gets halfway around the world before
the truth has a chance to get its pants on.
Winston Churchill*



Illus: Jeff Holt

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Velvet Tongue



☞ Only usable during a referendum. Put 1 corruption counter on a minion casting votes or ballots in this referendum.

◆ Only usable during a referendum before votes and ballots are cast. Minions with corruption counters cannot cast votes or ballots during this referendum.

Illus. Ginés Quiñero

Venation



☞ Only usable when this acting minion is blocked, before combat begins.

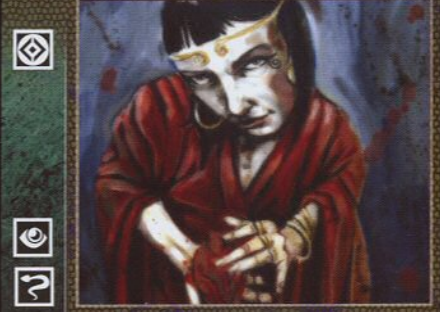
☞ Place a corruption counter on the blocking minion. If the number of your corruption counters on the minion equals or exceeds the blood capacity of that vampire or the cost of that ally, you may burn all of your corruption counters on that minion to gain control of him or her (combat is canceled). Otherwise, combat occurs as normal.

◆ As above, but the cost of this card is reduced by 1 bleed.

Illus. Brian LeBlanc

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Weigh the Heart



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

◆ Only usable as a 1 action is announced. If this action is successful, put a corruption counter on a minion controlled by the target Methuselah (after resolving the action).

Illus. Avery Butterworth

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Cobra Fangs



Strike: make a hand strike (at strength damage). If any damage from this strike is successfully inflicted on an opposing ally, burn that ally at the end of the action.

◆ As above, and if any damage from this strike is successfully inflicted on an opposing vampire, that vampire goes to torpor during his next untap phase.

Illus. Mike Chaney

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Donnybrook



Requires an anarchy. Only usable at close range.

■ Strike: burn equipment or retainer with first strike.

☞ Strike: hand strike, aggravated.

☞ Strike: steal 2 blood.

Illus. Tomáš "zelgaris" Zahradníček

2014

Grasp of the Python



Only usable at close range. Grapple.

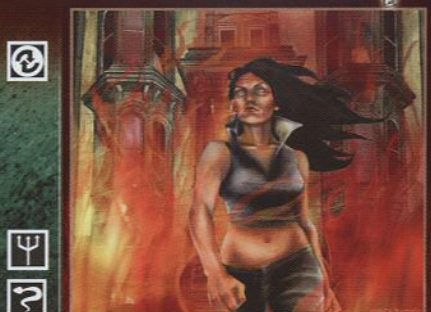
☞ Strike: make a hand strike (at strength damage), with an optional press, only usable to continue combat.

◆ As above, and if another round of combat occurs, that round is at close range and strikes that are not hand strikes may not be used in that round (by either combatant). Skip the determine range step for that round.

Illus. James Stowe

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Ignore the Searing Flames



☞ This vampire treats all aggravated damage from the opposing minion's strike as normal damage. Only usable when an opposing minion inflicts aggravated damage on this vampire.

☞ Prevent all aggravated damage from the opposing minion's strike.

◆ This vampire burns 1 bleed to be immune to aggravated damage for the remainder of the round.

Illus. Jim DiBartolo

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The Jones



Only usable in combat with an ally or younger vampire.

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

◆ Cancel the opposing minion's strike card as it is played. (No cost is paid, and the minion chooses another strike). A vampire may play only one The Jones at superior each round.

Illus. Brian LeBlanc

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Mummify



Strike: combat ends

This vampire untaps and goes into torpor; put this card on the vampire. This vampire cannot rescue himself or herself from torpor. Burn this card if the vampire leaves torpor.

As above, but this vampire may rescue himself or herself from torpor.

Illus. Richard Thomas

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Revelation of Wrath



☑ Only usable at the end of a round in which the opposing minion inflicted 2 or more damage or any aggravated damage (even if it was prevented). Put a corruption counter on the opposing minion. A vampire can play only one Revelation of Wrath each round.

⬠ As above, and place an additional corruption counter if the opposing minion inflicted 3 or more damage or 2 or more aggravated damage this round.

Illus: Jeff Holt

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Serpent's Numbing Kiss



☑ Strike: combat ends.

⬠ As above, and if the range is close, this vampire burns 1 blood to put this card on the opposing minion and tap him or her. This minion does not untap as normal during your untap phase. Burn this card during your untap phase.

Illus: Anna Evertsdotter

Skin of the Adder



☑ Play before range is determined. This vampire may prevent 1 damage each round. A vampire can play only one Skin of the Adder each combat.

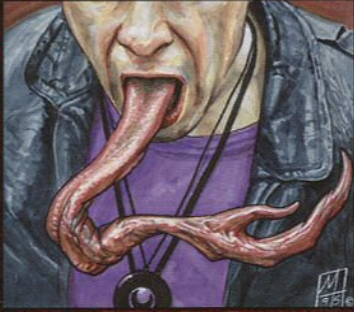
⬠ As above, and this vampire's hand strikes inflict an additional point of damage for the remainder of combat.



Illus: Mike Danza

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Tongue of the Serpent



☑ Strike: steal 1 blood.

⬠ Strike: steal 2 blood.

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

Illus: Mark Tedin

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Typhonic Beast



Only usable before range is determined.

☑ For the remainder of combat, this vampire gets +1 strength.

☑ As above, and this vampire can prevent 1 damage each round.

⬠ As above, and this vampire gets an optional press this round.



Illus: Mark Nelson

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Detect Authority



Requires an anarch.

☑ Only usable during a Ⓚ action directed at a minion or location you control. The action ends (no cost is paid), unless the acting minion burns 2 blood immediately.

☑ +1 intercept.

☑ Reduce a bleed against you by 2.

Illus: Peter Dinklage

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Ecstasy



☑ Reduce a bleed against you by 1.

⬠ As above, and if the bleed resolves for 0 (or less), the acting minion burns 1 blood or life (after resolving the action).

Illus: Brian K. Jones

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Extortion



Only usable when this vampire successfully blocks (play after combat, if any).

☑ Put this card on the acting minion. The minion with this card burns an additional blood to untap during his or her untap phase. A Methuselah can burn the Edge to burn all Extortion cards he or she has.

⬠ The acting minion's controller takes control of this card (put this card in play). The controller of this card burns 1 pool during his or her untap phase. He or she can burn the Edge to burn all Extortion cards he or she has.

Illus: Mark Nelson

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Ophidian Gaze



☑ Reduce a bleed against you by 2.

⬠ Only usable during a political action, after blocks are declined. Cancel an action modifier as it is played, and its cost is not paid.

Illus: Gabe Quintero

Revelation of Despair



Only usable when this vampire successfully blocks one of your predator's minions (play before combat, if any).

- ☑ The acting minion burns 1 blood or life.
- ◆ Put a corruption counter on the acting minion. If the number of your corruption counters on the minion equals or exceeds his or her capacity or cost, you may burn those counters to gain control of him or her.

Illus: Richard Thomas

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Set's Call



- ☑ : Only usable when this vampire successfully blocks an employ retainer action (play before combat). The action is successful (and the cost is paid), but this reacting vampire takes control of the retainer. Combat does not occur.
- ◆ : As above, but usable when a recruit ally action is blocked. You take control of the ally.

Illus: Brandon Calamy



Charge of the Buffalo



ACTION

- ⊗ Enter combat with a locked minion.
- ⊗ Enter combat with a minion. Set the range for the first round of that combat to close, and this acting vampire's initial strike during that round is strike: hand strike at +1 damage.
- ◆ As ⊗ above, but the strike is at +2 damage.

Illus: Jim DiBartolo © 2018 White Wolf Entertainment AB

Engling Fury



- ⊕ **+1 stealth action.**
- ⊗ The acting vampire gains 2 blood.
- ⊗ As ⊗ above, and this vampire untaps at the end of the turn.
- ◆ The acting vampire gains 2 blood and untaps.

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Muricia's Call



- ⊕ **+1 stealth employ retainer action.**
- ⊗ Search your library for a retainer that requires Animalism. This vampire employs that retainer (pay cost as normal). Shuffle your library afterward.
- ⊗ As ⊗ above, and the retainer has an additional life.
- ◆ As ⊗ above, and untap this acting vampire at the end of the turn.

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New Moon Sigil



ACTION

- ⊕ **+1 stealth action.**
- ⊗ Put this card on a vampire you control. The attached vampire gets 1 optional maneuver each combat. A vampire can have only one New Moon Sigil.
- ◆ As above, and during an action, the attached vampire can burn 2 blood to get +1 stealth.

2

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Nose of the Hound



- ⊕ **+1 stealth action.**
- ⊗ Enter combat with a ready tapped minion controlled by another Methuselah. This acting minion gets an optional maneuver in that combat.
- ⊗ As ⊗ above, with an additional optional maneuver during that combat.
- ◆ As ⊗ above, but enter combat with any ready minion controlled by another Methuselah.

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Vulture's Buffet



- ⊕ **+1 stealth hunt action. If this hunt is successful, the acting vampire untaps.**
- Remove a minion or retainer in any Methuselah's ash heap from the game to move 1 blood to this vampire from the blood bank.
- ⊗ As ■ above, but move 2 blood.
- ◆ As ⊗ above, and you gain 1 pool.

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Mole's Tunneling



MODIFIER

- ⊗ Only usable if an ally or younger vampire attempts to block. Allies and younger vampires get -1 intercept.
- ⊗ +1 stealth.
- ◆ Burn 1 blood to get +2 stealth.

1

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Squirrel Balance



- ⊗ Only usable when the action is announced. If blocked, range in the first round of the resulting combat is automatically set to long.
- ⊗ Minions without flight ⊗ or Spiritus get -1 intercept when attempting to block this action.
- ◆ As ⊗ above, but those minions get -2 intercept.

1

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Spirit Claws



ACTION

COMBAT

- ⊗ Damage from this vampire's hand strikes is aggravated this round.
- ⊗ Maneuver and as ⊗ above.
- ◆ ⊗ +1 stealth action. **Unique.** Put this card on this vampire. Damage from this vampire's hand strikes is aggravated.

1

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Chameleon's Colors

Press, or maneuver with an optional press.
 Only usable at long range. Strike: combat ends. If this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.

Yes, yes. Rush on by, you hot-headed cur. Just us trees here; nothing to interest you. The Siamese, Ahrimane

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Leapfrog

Maneuver, only usable to go to long range.
 Maneuver.
 Strike: combat ends.

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Strength of the Bear

Only usable before range is determined.
 As above, but for the remainder of combat.
 As above, with an optional press this round.

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

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Swiftness of the Stag

Press.
 Maneuver or press.
 +1 stealth.

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

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Summon Spirit Beast

Discard X cards.
 Move X animal retainers from your ash heap to this vampire, with life from the blood bank equal to their starting amounts. After this minion phase ends, burn those retainers.
 As above, but the retainers are not burned until after the end of your next minion phase.

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Ears of the Hare

REACTION

Burn 1 blood to get +1 intercept.
 +1 intercept.
 +2 intercept.

Illus: Vannica Jones ©2016 White Wolf Entertainment AB

Falcon's Eye

This vampire burns 1 blood to get +1 intercept.
 +1 intercept.
 This reacting vampire attempts to block the current action, ignoring the normal prey, predator or target restrictions for blocking actions.

Not even clouds or rain can hide him. And certainly not night. I'll bat him down within the hour. Howler, Ahrimane

Illus: Krissy Carter ©2015 White Wolf Publishing, Inc. All Rights Reserved

Speak with Spirits

+1 intercept. Only usable during a bleed action.
 +1 intercept.
 Only usable by a tapped vampire. This vampire untaps and attempts to block. Once this action, this vampire can burn 1 blood to get +1 intercept.

A dead little bird told me. Cynthia Ingold, Ahrimane

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Cheat the Fates



ACTION

- ☒ ☐ Bleed with +2 bleed.
- ☐ ☐ Bleed. Minions without Temporis ☐ cannot block, and this vampire cannot play other cards requiring any Discipline this action.
- ◆ ☐ As ☐ above, and unlock this vampire.

Illus: Doug Stambaugh © 2018 White Wolf Entertainment AB

Clio's Kiss



+1 stealth action.

- ☒ ☐ Burn 1 pool from a Methuselah who is contesting a card with you.
- ☐ Exchange any card in your hand for any non-master, non-unique library card in your ash heap.
- ◆ ☐ Choose a vampire card another Methuselah is contesting with you. That Methuselah yields that copy. If there are no other Methuselahs contesting the vampire, place your copy of the vampire face up in your controlled region, untapped.

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Clotho's Gift



+1 stealth action.

- Move the top vampire from your crypt to your uncontrolled region.
- ☐ Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.
- ◆ Put this card on this acting vampire. Beginning with your next turn, once during each of your minion phases, this vampire can burn 1 blood to untap.

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Frozen Object



+1 stealth action. A Methuselah can have only one Frozen Object in play.

- ☒ ☐ Look at a Methuselah's hand and burn all equipment cards found there.
- ☐ Put this card on the acting vampire. If this vampire successfully blocks a ☐ action, you may burn this card to do 2 unpreventable damage to the acting minion before combat begins.
- ◆ Put this card in play. You may burn this card when a bleed against you is successful to do 2 unpreventable damage to the acting minion (inflicted after the action is complete).

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Hourglass of the Mind



+1 stealth action.

- ☐ Draw three cards. Discard afterward.
- ☐ Draw four cards then put four cards from your hand on top of your library in any order and untap this vampire.
- ◆ Put this card on this acting vampire. During your untap phase, this vampire may burn 2 blood to add a counter to this card. While this vampire is ready, you get +X hand size, where X is the number of counters on this card.

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Kiss of Lachesis



+1 stealth action.

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

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Summon History



ACTION

- ☐ Search your library (shuffle afterward) and/or ash heap for an ally, retainer or equipment whose cost is X or less and put that card in play, on this vampire and with life equal to its starting life if applicable.
- ◆ Search your crypt (shuffle afterward) and/or ash heap for a non-scarce vampire with capacity X or less and put that vampire in play (with no blood).

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Domain of Evernight



+1 stealth.

- ☐ If this action is blocked, all damage done to vampires in the resulting combat is aggravated.
- ◆ Only usable when an action is successful. Untap this acting vampire. A vampire can play only one Domain of Evernight at superior each turn.

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Hall of Hades' Court



Only usable during a referendum.

- ☒ ☐ Requires a vampire with capacity above 4. This vampire gains 2 votes.
- ☐ ☐ Cancel a reaction card as it is played by a younger vampire who does not have Temporis (no cost is paid).
- ◆ ☐ ☐ Multiplier. Only usable by a ready untapped vampire other than the acting vampire. The acting vampire's votes are doubled when the votes are tallied. Only one multiplier can be played on a vampire each action.

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Pocket Out of Time

MODIFIER

- ☐ Burn 1 blood to get +1 stealth.
- ☑ +1 stealth.
- ◆ **Usable after combat.** After any combat this action, this vampire can burn 1 blood to start a new combat with the opposing minion (if both combatants are still ready).

Illus: Marian Churchland © 2018 White Wolf Entertainment AB

Quicksilver Contemplation

- ☑ ☑ +1 intercept.
- ☑ ☑ Reduce a bleed against you by 2.
- ☑ ☑ ☑ Only usable during a referendum. Force a younger vampire to abstain from voting. This can cancel that vampire's votes.
- ◆ ◆ +2 bleed.

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Recurring Contemplation

Only usable when the action is announced.

- ☑ Choose an ally. He or she cannot block this action. Only one Recurring Contemplation may be played each turn.
- ☑ As ☑ above, but choose an ally or younger vampire.
- ◆ As ☑ above, and burn 1 blood to tap the chosen minion.

*Never mistake motion for action.
Ernest Hemingway*

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Tangle Atropos' Hand

Only usable when a minion is attempting to block.

- ☑ Cancel the action and untap the acting minion. (The blocking minion is not tapped.)
- ☑ As ☑ above, and take the action card, if any, back into your hand (discard afterward).
- ◆ As ☑ above, and this vampire gets +1 stealth on his or her next action this turn.

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Lapse

Only usable before range is determined.

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

2

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Outside the Hourglass

COMBAT

- Strike: dodge.
- ☑ Maneuver, or strike: dodge, with 1 optional maneuver.
- ◆ **Only usable before range is determined. Inflict 2 damage on the opposing minion. A vampire can play only one Outside the Hourglass at superior each round.**

Illus: Jim DiBartolo © 2018 White Wolf Entertainment AB

Internal Recursion

Only usable by a vampire who successfully blocks.

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

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Rewind Time

- ☑ Reduce a bleed against you by 1.
- ☑ Cancel an action card as it is played (the acting minion is not tapped).
- ◆ **Usable by a ready, untapped vampire even though there is no action. Cancel a non-out-of-turn master card as it is played during any other Methuselah's master phase (no cost is paid). The Methuselah who played that card gains another master phase action.**

2

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Decompose



+1 stealth action.

Put this card on any minion. The attached minion gets -1 stealth on non-hunt actions and cannot use additional strikes. During their unlock phase, the attached minion can burn 2 blood or life to burn this card.

As above, and presses cost the attached minion 1 additional blood or life to use.

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Pressing Flesh



+1 stealth action.

Move an ally in any ash heap who was burned from play to your ready region with this card and life equal to its starting life. This ally is a zombie instead of what it used to be, gets -1 bleed, cannot gain life, and can play cards requiring basic Fortitude as a vampire.

As above, but with 1 additional life.

Illus: Doug Stambaugh © 2018 White Wolf Entertainment AB

Putrescent Servitude



+1 stealth action.

Move any mortal or ghoul retainer you control to this vampire, or put this card on a mortal or ghoul ally you control. This ally gains 1 life, and he or she may play cards that require basic Potence as a vampire.

As above, but take any mortal or ghoul retainer or put this card on any mortal or ghoul ally and take control of that ally.

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Hag's Wrinkles



Only usable on an equip action.

+2 stealth.

Untap this acting vampire if the action is successful.

As above, but with +1 stealth.

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

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Transfusion



Only usable after a successful action. Add 1 blood to a ready vampire.

As above, but add 1 life to a ghoul or 1 blood to a ready vampire.

Only usable after combat if this vampire is still ready and successfully inflicted any damage on the opposing minion. Put a transfusion counter on the opposing minion. If the minion now has 3 of your transfusion counters, burn them all to take control of that minion. Only one Transfusion may be played at superior each turn.

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Under My Skin



+1 stealth.

+1 stealth, and put this card on this vampire. During any action after this one, this vampire can burn this card to get +1 stealth.

As above, but for +2 stealth this action.

Illus: Kara Christensen © 2018 White Wolf Entertainment AB

Reanimated Corpse



Zombie with 2 life. 2 strength, 2 bleed.

Put X pathos counters on this corpse when it enters play. During your untap phase, burn 1 pathos counter. Remove the corpse from the game if it has no pathos counters. The corpse can play combat cards that require basic Fortitude as a vampire.

As above, but put 2 additional pathos counters on the corpse.

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Ashes to Ashes



Only usable by a vampire being burned; he or she is sent into torpor instead.

Prevent all damage. This vampire untaps and goes to torpor (ending combat).

As above, and this vampire gains 2 blood from the blood bank.

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

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Compress



Strike: hand strike at +2 damage.

Strike: 2 aggravated damage.

Strike: 3 aggravated damage.

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

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Creeping Infection

[COMBAT] [HAND STRIKE] [BURN]

[1]

[Strike] Strike: make a hand strike and put this card on the opposing minion. You still control this card. When this striking vampire announces an action, you may burn this card to prevent this minion from blocking. A minion may have only one Creeping Infection.

♦ As [Strike] above, and this striking vampire gets +1 bleed when bleeding this minion's controller.

Illus: Jeff Holt © 2005 White Wolf Publishing, Inc. All Rights Reserved

Dust to Dust

[COMBAT] [HAND STRIKE] [PRESS]

[Press] Press, only usable to end combat.

[Strike] Strike: dodge, with an option to press.

♦ As [Strike] above, with an optional maneuver.

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

Illus: Ron Spencer © 2001 White Wolf Publishing, Inc. All Rights Reserved

Groaning Corpse

[COMBAT] [HAND STRIKE]

[X]

Only usable before range is determined.

[X] X is the number of Groaning Corpses already played this combat. The opposing minion takes 1 environmental damage each round this combat during normal strike resolution at close range.

♦ As above, but for 2 environmental damage. A vampire can play only one Groaning Corpse at superior each combat.

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Infection

[COMBAT] [HAND STRIKE] [BURN]

[2]

[Prevent] Prevent all damage from the opponent's strikes this round.

[Prevent] Prevent all damage to a ghoul (ally or retainer) in combat. Usable by a vampire not involved in the combat.

♦ Only usable at the end of a round in which this vampire successfully inflicted damage on the opposing vampire. Put this card on the opposing vampire. The vampire with this card cannot block the vampire playing this card.

Illus: Steve Ellis © 2005 White Wolf Publishing, Inc. All Rights Reserved

Necrosis

[COMBAT] [HAND STRIKE] [PRESS]

[Strike] Strike: hand strike at +1 damage.

[Strike] Strike: hand strike at +2 damage.

♦ As [Strike] above, and the opposing vampire takes 1 unpreventable environmental damage during the press step this round (only effective if this strike was made at close range).

Illus: Javier Santos © 2018 White Wolf Entertainment AB

Putrefaction

[COMBAT] [HAND STRIKE] [PRESS] [BURN]

[Strike] Strike: combat ends.

[Strike] Strike: 1 damage. Put this card on the opposing minion. The minion with this card has -1 stealth. He or she may burn this card instead of untapping as normal during his or her untap phase. A minion may have only one Putrefaction.

♦ As [Strike] above, and this minion takes 1 unpreventable damage when he or she strikes in combat or takes an action. The minion with this card may choose not to strike during the Choose Strike step of combat.

Illus: Steve Ellis © 2001 White Wolf Publishing, Inc. All Rights Reserved

Relentless Reaper

[COMBAT] [HAND STRIKE] [BURN]

[Prevent] Prevent 1 damage.

[Press] Press.

♦ Only usable when both combatants are still ready and combat would end. Burn 1 blood to start a new round instead.

Illus: Alejandro F. Giraldo © 2018 White Wolf Entertainment AB

Rigor Mortis

[COMBAT] [HAND STRIKE] [PRESS]

[1]

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

[Prevent] The opposing minion cannot use any additional strikes this round.

[Strike] As [Strike] above, with an optional press.

♦ As [Strike] above, and once each round this combat, you may cancel a maneuver used by the opposing minion.

Illus: Brian LeBlanc © 2005 White Wolf Publishing, Inc. All Rights Reserved

Withering

[COMBAT] [HAND STRIKE] [BURN]

[Strike] Strike: 1R damage.

[Strike] Strike: make a hand strike. Place this card on the opposing minion. The minion with this card has -1 strength. Burn this card during his or her controller's next discard phase.

♦ As [Strike] above, and the minion with this card cannot play cards that require any Disciplines.

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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.

DRAFT: As above, but with 1 life.

Illus: Mike Chaney ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Inscription

Equipment.

☒ Put this equipment on a ready vampire and put a card that requires Thaumaturgy from your hand on it (this acting vampire pays the cost of that card). The vampire with this equipment can burn this equipment to use the basic Thaumaturgy ability of that card.

◆ As above, but the vampire can use the superior Thaumaturgy ability of the card.

Illus: David Day ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Armor of Terra

+1 stealth action.

☒ Put this card on a slave Gargoyle you control. The Gargoyle with this card treats aggravated damage as normal damage. Burn this card if this Gargoyle goes to torpor. A Gargoyle can have only one Armor of Terra.

☒ As above, but put this card on this acting Gargoyle.

◆ As above, and the Gargoyle with this card may prevent 1 damage each combat.

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Biothaumaturgic Experiment

+1 stealth action.

☒ Employ an animal retainer from your hand (ignore requirements; pay cost as normal).

◆ Put this card on a minion you control. The minion with this card gets an optional maneuver each combat and +1 strength.

DRAFT: ☒ As above, but employ any retainer from your hand or library.

Illus: Becky Jollensten ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Blood of Sandman

+1 stealth action. Ⓛ Burn an ally.

◆ +6 stealth action. Ⓛ Put this card on a ready locked younger vampire. Reaction cards the attached vampire plays while locked are canceled as they are played (their cost must be paid still). Burn this card if the attached vampire is in torpor.

Illus: Brian LeBlanc ©2010 White Wolf Entertainment AB

Children of Stone

+2 stealth action.

☒ Equip with an equipment card from your hand and reduce its cost by 1 pool or 1 blood (requirements apply as normal).

☒ Search your hand or library for a gargoyle creature retainer and employ it (requirements and cost apply as normal; shuffle afterward).

◆ As above, but reduce its cost by 1 blood or pool.

Illus: André Freitas ©2010 White Wolf Entertainment AB

Cryptic Mission

+1 stealth action.

☒ Ⓛ Burn 1 blood on a vampire, or do 1 unpreventable damage to any ally or retainer.

◆ As above, and the acting vampire gains 1 blood from the blood bank.

Illus: Anson Maddocks ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Magic of the Smith

+1 stealth action.

☒ Search your library for an equipment card and equip this acting vampire with it (requirements and cost apply as normal). Shuffle afterward.

◆ As above, but this is a +3 stealth action.

DRAFT: As above.

Illus: Andrew Trabbold ©2008 C.P.M. All Rights Reserved.

The Name Forgotten

☒ Ⓛ Put this card on a ready unique vampire. If the vampire with this card is burned, he or she is removed from the game instead, and all Methsuelahs search their crypts, uncontrolled regions and ash heaps for other vampires with the same name. These vampires are removed from the game as well (shuffle all crypts afterward).

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

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Rutor's Hand

25

ACTION

+1 stealth action.

- Put this card on this vampire, and this vampire takes 1 unpreventable environmental aggravated damage. Beginning with your next turn, this vampire can unlock during your minion phase. A vampire can have only one Rutor's Hand.
- As above, and this vampire can burn 3 blood to be immune to this aggravated damage.

Illus: Stuart Beel © 2019 White Wolf Entertainment AB

Seeds of Corruption

Seal

+1 stealth action.

- 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.

Illus: Harold McNeill © 2004 White Wolf Publishing, Inc. All Rights Reserved

Burning Touch

Seal

Strike: 1 damage. This damage cannot be prevented by cards that require Fortitude.

- If this action is blocked, the blocking minion burns one blood or life before combat begins. Any minion currently attempting to block may now choose not to block.
- +1 bleed.** After playing this card, you cannot play another action modifier to further increase the bleed for this action.

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CrimethInc.

Seal

Requires an anarchy. Play after resolving a successful action that requires an anarchy or makes this vampire an anarchy.

- Untap this anarchy.
- Untap another ready anarchy.
- Put this card in play. During your minion phase, you may burn a pool to untap a ready anarchy you control.

Illus: John Bridges © 2004 White Wolf Publishing, Inc. All Rights Reserved

Loose Cannon

Seal

Requires an anarchy. Only usable as the action is announced. If this action is blocked, apply the following effect (before combat occurs):

- Tap a younger non-blocking vampire controlled by the blocking minion's controller.
- Move 2 blood from a non-blocking vampire controlled by the blocking minion's controller to this vampire.
- This acting vampire's hand damage is aggravated in the resulting combat.

Illus: Alejandro Colucci © 2004 White Wolf Publishing, Inc. All Rights Reserved

Mirror Walk

MODIFIER

Do not replace until your discard phase.

- +1 stealth.
- As above, and if this action is blocked, lock the blocking minion and end the action before block resolution.

In another moment Alice was through the glass, and had jumped lightly down into the Looking-glass room.
Lewis Carroll, *Through the Looking Glass*

Illus: Brian LeBlanc © 2010 White Wolf Entertainment AB

Perfect Clarity

Seal

Only usable when the action is announced.

- Reaction cards that require Dominate or Presence do not affect this vampire for the duration of this action.
- As above, and for the remainder of this action, minions opposing this vampire in combat cannot play cards that require Dominate or Presence.

DRAFT: As above.

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Serenading the Kami

Seal

Only usable as the action is announced.

- The acting vampire gets +1 strength this action.
- As above, but with +2 strength.

Illus: Steve Prescott © 2008 CCP, Inc. All Rights Reserved

Skin of the Chameleon

Seal

Only usable as an action is announced. If this action is blocked, this vampire gets an optional maneuver or press in the resulting combat.

- +1 stealth. If this action is blocked, this acting vampire gets an optional maneuver or press in the resulting combat.
- As above, but with +2 stealth.

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Apportation



COMBAT

Press, only usable to continue combat.

◆ **Maneuver.**

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

Illus: Clint Langley © 2019 White Wolf Entertainment AB

Blood Fury



Only usable at close range.

☒ Strike: make a hand strike at +1 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 strength+2 damage.

1

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Blood Rage



Only usable at close range.

☒ Strike: make a hand strike at strength 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 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.

2

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Bollix



Requires an anarch.

☒ Maneuver or press.

☒ Cancel the opposing minion's aim, frenzy, or grapple card as it is played, and its cost is not paid.

☒ Strike: hand strike at +1 damage. This damage cannot be prevented by cards requiring Fortitude ☒. The opposing vampire's strikes with weapons inflict no damage on this vampire this round.

Illus: Tomáš "želgaris" Zahradnický 2016

Bond with the Mountain



☒ Strike: dodge, with an optional press.

☒ Strike: combat ends. Untap both combatants.

◆ Strike: combat ends. Untap this vampire.

*Hasten back to the chantry, Lord.
The stones will hew me a shelter until the morrow.
Ublo-Satha, slave Gargoyle*

Illus: Talon Dunning © 2001 White Wolf Publishing, Inc. All Rights Reserved

Brick by Brick



Maneuver.

☒ Strike: 2R damage, with 1 optional maneuver.

◆ Only usable before range is determined. This vampire sets the range for this round.

1

Illus: Peter Bergting © 2018 White Wolf Entertainment AB

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.

DRAFT: ☒ Strike: combat ends.

Illus: Andrew Trabbold © 2008 CCP W. All Rights Reserved

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, "Untitled"*

1

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Collapse the Arches



Requires a ready vampire who has blocked a ① action. Only usable in the resulting combat. Only usable at long range.

- ☒ Strike: 2R damage, with an optional press.
- ☒ Strike: 4R damage. This strike cannot be dodged.
- ◆ As ☒ above, with first strike.

Illus: Brian LeBlanc

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Crawling Chamber



☒ Maneuver, only usable to go to long range.

- ☒ Maneuver or press.
- ◆ Only usable before range is determined. Opposing minion takes 1R damage each round of combat during the press step. A vampire can play only one Crawling Chamber at superior each combat.

Illus: Mark Poole

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Diversion



Requires a ready anarch.

- ☒ Gain one additional strike.
- ☒ Prevent up to 2 damage.
- ☒ Strike: ranged. Steal 1 blood with an optional maneuver.

Illus. Andrew Bates

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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"



Illus: Leif Jones

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Eldritch Glimmer



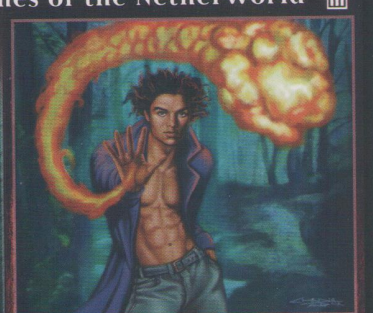
- ☒ Strike: 2R damage, and this vampire can burn X blood to get +X (ranged) damage. Not usable on the first round of combat.
- ◆ As above, but for 4R + X ranged damage.



Illus. Richard Thomas

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Flames of the Netherworld



- ☒ Only usable at long range. Burn 1 blood to strike; 1R aggravated damage.
- ☒ Strike: 1 aggravated damage.
- ◆ Strike: 1R aggravated damage.

Illus: Sandra Chang-Adair

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Flow Within the Mountain



- ☒ Press.

- ☒ Strike: combat ends.

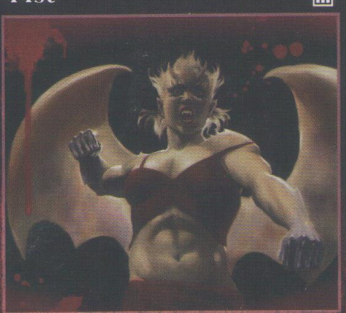
- ◆ Strike: combat ends. If this vampire was blocked while performing an action, the action continues as if unblocked.



Illus: Mark Nelson

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Lead Fist



- ☒ Strike: hand strike at +1 damage.

- ☒ As ☒ above, and once this round this vampire can burn 1 blood to get 1 press, only usable to continue combat.

- ◆ As ☒ above, but at +2 damage.

Illus: Brian LeBlanc

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Machine Blitz



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

Illus. Clint Langley

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Movement of the Mind



Press,
only usable to end combat
Maneuver

Illus. Edward Beard, Jr. © 1995 Wizards of the Coast, Inc. All Rights Reserved.

Rego Motus



COMBAT

A vampire can play only one Rego Motus each round.

- ☒ Prevent 2 damage from the opposing minion's strike.
- ◆ Prevent 4 damage from the opposing minion's strike.

1

Illus. Brian LeBlanc © 2018 White Wolf Entertainment AB

Rockheart



COMBAT

- ☒ Strike: dodge.
- ☒ Prevent half the damage (round up) done by the opponent's strike. (Doing this twice would prevent all damage from the strike.)
- ◆ As ☒ above, and prevent half the damage (round up) done by each strike of the opponent for the remainder of combat. A vampire may play only one Rockheart at superior each combat.

Illus. Alexander Dunnigan © 2009 CCP M. All Rights Reserved

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.

2

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Soul Burn



☒ Strike: 1R 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.

DRAFT: ☒ Strike: 1R damage.

1

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Stone Quills



☒ Strike: 2R damage.

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

◆ Strike: 3R damage, with an optional maneuver.

A porcupine would die of envy upon witnessing the carnage that erupted from the stone beast's hands.

Javier Montoya, Tremere

1

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Stonestrength



☒ Press, only usable to continue combat.

☒ Press, or prevent 1 damage.

◆ Prevent 2 damage.

What does not destroy me, makes me stronger.

Friedrich Nietzsche, *The Twilight of the Idols*

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Theft of Vitae



COMBAT

☒ Ranged strike: steal 1 blood or life (becoming blood).

◆ Ranged strike: steal 2 blood or life (becoming blood).

The blood is the life!
The blood is the life!

Bram Stoker, *Dracula*

Illus. Ron Spencer © 2019 White Wolf Entertainment AB

Walk of Flame



COMBAT

Not usable during the first round of combat.

☒ Strike: 1R aggravated damage.

◆ Strike: 2R aggravated damage.

Now ye are flames, I'll tell you how to burn
And purge the ether of our enemies.

John Keats, *Hyperion*

Illus. Scott Fischer © 2019 White Wolf Entertainment AB

Weather Control



Only usable before range is determined on the first round.

- ☒ Both combatants and each of their retainers take 1 unpreventable damage before range is determined each round. A vampire may play only one Weather Control each combat.
- ⚡ **As above, but the amount of damage inflicted increases by 1 in each subsequent round.**

Illus: Brian LeBlanc

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Wind Dance



☒ Strike: dodge.

⚡ **Strike: dodge with an additional strike: dodge this round.**

Illus: William O'Connor

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Detect Authority



Requires an anarch.

- ⚡ Only usable during a Ⓛ action directed at a minion or location you control. The action ends (no cost is paid), unless the acting minion burns 2 blood immediately.
- ☒ +1 intercept.
- ☒ Reduce a bleed against you by 2.

Illus: Peter Dinklage

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Scry the Hearthstone



Only usable during a Ⓛ action against you.

- ☒ +1 intercept.
- ☒ As ☒ above, with an optional maneuver in the resulting combat if this vampire successfully blocks.
- ⚡ **Cancel an action card or action modifier card that requires Chimerstry Ⓛ or Obfuscate Ⓛ as it is played (no cost is paid).**

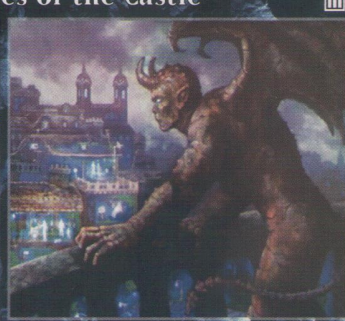
Illus: Alexander Dumigan

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Voices of the Castle



REACTION



☒ Burn 1 blood to get +1 intercept.

☒ +1 intercept, or give +1 intercept to a vampire to whom this vampire is enslaved.

⚡ **Reduce a bleed against you by 2.**

Illus: Ralf Christensen

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Rayzeel's Song



☑ This vampire burns 1 blood to untap an ally.
 ☑ ① Bleed with +1 bleed.
 ♦ +1 stealth action. Add 1 life from the blood bank to an ally that has fewer life than his or her starting amount.
The song was originally intended to ease pain. We've refined that idea to make the tune more potent, even addictive.
 Wolf Valentine, Salubri antitribu

Illus: Becky Cloonan ©2005 White Wolf Publishing, Inc. All Rights Reserved

Resurrection



+1 stealth action. Only usable if a retainer or ally has been burned since your last turn.
 ☑ Move the retainer or ally card from your ash heap to your hand.
 ☑ Move the retainer card from its Methuselah's ash heap to this acting vampire, with life from the blood bank equal to its starting life. Use the normal version, if it requires a Discipline.
 ♦ As ☑ above, but move the ally card instead. Put it in your ready region, untapped.

1

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Sense Death



+1 stealth action.
 ☑ ① Enter combat with a younger vampire.
 ☑ ① Enter combat with any minion. This acting vampire gets an optional press during this combat.
 ♦ As ☑ above, and this acting vampire gets an optional maneuver during this combat.

Illus: Veronica Jones ©2005 White Wolf Publishing, Inc. All Rights Reserved

Sense Vitality



+1 stealth action.
 ☑ This vampire gains 2 blood.
 ☑ Rescue a vampire from torpor.
 ♦ As ☑ above, and the rescued vampire gains 1 blood.
It's not death if you refuse it. It is if you accept it.
 James O'Barr, The Crow

Illus: Brian LeBlanc ©2005 White Wolf Publishing, Inc. All Rights Reserved

Shadow of Taint



☑ ① Move a card played by another Methuselah on an ally in your ready region to another ally.
 ☑ As ☑ above, or move a card played by another Methuselah on a vampire in your ready region to another minion on whom the card could be played. That minion cannot be a vampire older than the vampire with the card.
 ♦ As ☑ above, and this action is at +1 stealth.

Illus: Steve Eidson ©2005 White Wolf Publishing, Inc. All Rights Reserved

Warding the Beast



☑ +1 stealth action. Untap a younger non-infernal vampire.
 ☑ +1 stealth action. Rescue a non-infernal vampire from torpor.
 ♦ ① Diablerize a vampire in torpor. Vampires cannot vote in favor of the blood hunt unless they are Baali ☑, Tremere ☑ or Tremere antitribu ☑.

Illus: Michael Gaydos ©2009 CCP, Inc. All Rights Reserved

Gift of Bellona



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

Illus: Durwin Talon ©2005 White Wolf Publishing, Inc. All Rights Reserved

Burning Touch



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

1

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Armor of Caine's Fury



☑ Prevent 1 damage.
 ☑ Only usable before range is determined. This vampire may prevent 1 damage from the opposing minion's strikes each round. Frenzy cards cannot be played on this vampire; cancel the effects of any Frenzy cards that have already been played on this vampire this combat.
 ♦ As ☑ above, but this vampire may prevent 2 damage from the opposing minion's strikes each round.

1

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Blessed Blade

COMBAT

- ☑️ ☑️ Cancel a grapple card played by the opposing minion as it is played.
- ☑️ Strike: use a melee weapon strike at +2 damage.
- ◆ Strike: use a melee weapon strike at +3 damage.

Illus: Riccardo Fabiani © 2018 White Wolf Entertainment AB

Blissful Agony

COMBAT

- ☑️ Strike: hand strike at +1 damage.
- ☑️ Only usable at close range before strikes are chosen. Opposing minion takes 1 unpreventable damage during strike resolution each round this combat when the range is close. A vampire may play only one Blissful Agony at ☑️ each combat.
- ◆ Strike: combat ends. Choose a minion controlled by a Methuselah other than the opposing vampire's controller. The opposing vampire enters combat with that minion.

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Eye of Unforgiving Heaven

COMBAT

- ☑️ ☑️ Strike: 2R aggravated damage to all vampires, demon allies and demon retainers in combat. If this striking vampire is burned during the resolution of this strike, you gain 2 pool.
- ◆ ◆ As above, but the damage done to this striking vampire is normal, not aggravated.

Illus: Abrar Ajmal ©2009 CCP M. All Rights Reserved

Loving Agony

COMBAT

- ☑️ Strike: hand strike at +1 damage.
- ☑️ Strike: combat ends, and inflict 1 unpreventable damage on the opposing minion after combat ends.
- ◆ As ☑️ above, and this vampire can burn 1 blood to unlock before combat ends.

Illus: Juan Calle © 2018 White Wolf Entertainment AB

Morphean Blow

COMBAT

- ☑️ Strike: combat ends.
- ☑️ Strike: combat ends, and put this card on the opposing minion. The attached minion cannot act or block. Burn this card at the end of the turn.
- ◆ As ☑️ above, and if this vampire was blocked while performing a non-bleed action, the action continues as if unblocked.

Illus: Michael Gaydos © 2018 White Wolf Entertainment AB

Sword of the Righteous

COMBAT

- ☑️ Strike: combat ends, and the damage this vampire inflicts with the weapon is aggravated.
- ◆ As ☑️ above, and this vampire may prevent 1 damage this round.

Illus: Andrew Trabbold ©2009 CCP M. All Rights Reserved

Vengeance of Samiel

COMBAT

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

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

Illus: Durwin Talon ©2009 CCP M. All Rights Reserved

Aversion

COMBAT

- ☑️ Reduce a bleed against you by 1.
- ☑️ Burn X pool to reduce a bleed against you by 2X+1.
- ◆ Only usable when a minion is bleeding you for 1 or more. Put this card on the acting minion. You still control this card. This minion gets -1 bleed when bleeding you. Any minion may burn this card as a +1 stealth Ⓜ action.

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Hide the Heart

REACTION

- ☑️ Reduce a bleed against you by 1.
- ☑️ The action fails, unless the acting minion burns 1 blood. Only one Hide the Heart can be played at ☑️ each action.
- ◆ Reduce a bleed against you by 2, or lock to reduce a bleed against any Methuselah by 2.

Illus: Rik Christensen © 2018 White Wolf Entertainment AB



Corpse Balloon

Ghoul with 1 life.

- ☞ If the minion with this retainer blocks a Ⓛ action, he or she gets an optional maneuver on the first round of the resulting combat.
- ☞ As above, and this minion gets +1 intercept against Ⓛ actions.

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Corrupt Construction

Ghoul with 1 life. 0 strength, 0 bleed.

- ☞ When the Construction enters play, you may remove from the game any number of ally, retainer, or vampire cards from your ash heap or hand. The Construction gains one life for each card removed in that way. The Construction gets +1 strength for each life counter it has. During your untap phase, the Construction burns 1 life.
- ☞ As above, and the Construction has an additional life.

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Bauble

+1 stealth action.

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

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Gear Up

+1 stealth action. Requires a ready anarch. If successful, untap this anarch.

- ☞ Move a card from your ash heap to your hand. Discard down to your hand size afterward.
- ☞ This anarch gets +1 stealth for the remainder of this turn.
- ☞ This anarch gets +1 strength until your next untap phase.

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Root of Vitality

+1 stealth action.

- ☞ Rescue a vampire from torpor.
- ☞ Move 1 life counter from the blood bank to an ally who has fewer life than his or her starting amount.

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Soul Decoration

+1 stealth action.

- ☞ Bleed.
- ☞ Put this card on this acting vampire. Once each action this vampire performs, he or she can cancel a card that requires Auspex ☞ as it is played (no cost is paid).

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The World's a Canvas

Requires an anarch.

- ☞ Ⓛ Burn half the counters on an uncontrolled minion in your prey's uncontrolled region (round down).
- ☞ +1 stealth action. Ⓛ Burn a location.
- ☞ Ⓛ Burn 4 blood from a ready, titled, non-anarch vampire.

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Changeling

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

- ☞ +1 stealth.

DRAFT: ☞ As ☞ above.

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Lobotomy

Only usable when recruiting an ally.

- ☞ If the action is successful, put this card on the ally and tap the ally. Actions that require Dominate ☞ or Presence ☞ do not affect this ally. This ally has -1 bleed and cannot use maneuvers.
- ☞ As above, but the ally is not tapped.

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Loose Cannon



Requires an anarchy. Only usable as the action is announced. If this action is blocked, apply the following effect (before combat occurs):

- ☑ Tap a younger non-blocking vampire controlled by the blocking minion's controller.
- ☑ Move 2 blood from a non-blocking vampire controlled by the blocking minion's controller to this vampire.
- ☑ This acting vampire's hand damage is aggravated in the resulting combat.

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Malleable Visage



☑ : Usable when an ally you control is blocked, before combat begins. The combat is canceled; untap the acting minion and tap this modifying vampire. This vampire enters combat with the blocking minion.

☑ : As above, but usable when a vampire you control is blocked.

Illus. Talon Dunning

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Ni Dieu ni Maitre



Requires an anarchy. Only usable as the action is announced. More than one discipline can be used when playing this card.

- ☑ If this action is blocked, the opposing minion cannot use maneuvers in the resulting combat.
- ☑ Vampires must burn 1 blood to attempt to block this action.
- ☑ If this action is blocked, this anarchy gets +1 strength in the resulting combat.

Illus. Rubén Bravo

2016

Plasmic Form



- ☑ ☑ +1 stealth.
- ☑ ☑ **Strike: dodge.**

Transition is a complete present which unites the past and the future in a momentary progressive ecstasy.
Juan Ramón Jiménez

1

Illus. Pete Venters

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Blood of Acid



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

☑ : As above, but the damage is aggravated.

Illus. Rick O'Brien

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Bloodform



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

Illus. Mike Danza

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Body Arsenal



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

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

2

Illus. Mark Tedin

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Bonecraft



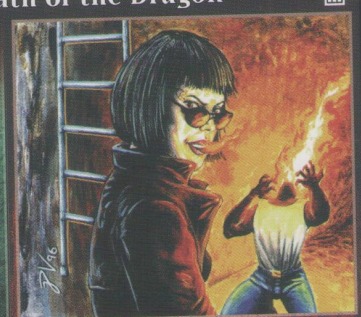
- ☑ **Strike:** 1 damage. Put this card on the opposing minion. The minion with this card has -1 strength. (This does not affect the current Strike Resolution step.) He or she may burn this card by paying 2 blood as a +1 stealth action.
- ☑ As above, but the minion with this card has -2 strength.

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Illus. Ron Spencer

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Breath of the Dragon



- ☑ **Strike:** 1R aggravated damage. If this strike is used at close range, this vampire also takes the damage.
- ☑ As above, but for 2R aggravated damage.

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

1

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Chiropteran Marauder

COMBAT

Maneuver.
 ⚡ Burn 1 blood to make the damage from this vampire's hand strikes aggravated this round.

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Fleshcraft

COMBAT

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

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Horrid Form

COMBAT

☑ Only usable before range is determined.
 ☑ This vampire gets +1 strength this combat.
 ⚡ As above, and this vampire can prevent 1 damage each round.

1
Whence and what art thou, execrable shape?
 John Milton, *Paradise Lost*

Illus: Craig Maher © 2018 White Wolf Entertainment AB

Immense Size

COMBAT

☑ Only usable before range is determined.
 ☑ The opposing minion cannot play grapple cards (such as Immortal Grapple and Mighty Grapple) this combat. A vampire may play only one Immense Size each combat.
 ⚡ As above, with an optional press this round.

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Inner Essence

COMBAT

☑ Only usable before range is determined. A vampire can play only one Inner Essence each combat.
 ☑ Once this combat, this vampire can reduce the cost of a combat card they play by 1 blood.
 ⚡ As above, and this vampire gains 1 blood.

Illus: Steve Prescott © 2018 White Wolf Entertainment AB

Kraken's Kiss

COMBAT

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

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Lam Into

COMBAT

Requires an anarchy. Do not replace until after combat. Strike: hand strike or use a melee weapon strike.
 ☑ This strike is at +1 damage, with an optional maneuver.
 ☑ This strike is at +2 damage.
 ⚡ This strike is at +1 damage, with an optional press. If another round of combat occurs, range is automatically close.

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Liquefy the Mortal Coil

COMBAT

☑ Strike: burn the opposing ally or burn 3 blood from the opposing younger vampire. If the opposing vampire has no blood after strike resolution, combat ends.
 ⚡ Play before range is determined in combat with a younger vampire. This vampire cannot strike this round. As his or her initial strike next round, this vampire may strike to diablerize the opposing younger vampire.

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Meld with the Land

COMBAT

☑ Strike: combat ends and untap the opposing minion.
 ⚡ Strike: combat ends.
DRAFT: Do not replace until after combat. Strike: dodge.

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Reform Body



This card can be played as a combat card or a reaction card.

- ☞ Only usable by a vampire being burned; he or she goes into torpor instead. May be played by a vampire in torpor.
- ☞ As above, and this vampire gains 2 blood from the blood bank.

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

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Skin Trap



Play before range is determined.

- ☞ Opposing minion may not attempt to dodge this round. A vampire can play only one Skin Trap each round.
- ☞ As above, and opposing minion cannot strike at all this round unless he or she burns 1 blood immediately.

DRAFT: ☞ As ☞ above.

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Starvation of Marena



- ☞ Strike: 2R damage, with an optional press.
- ☞ As above, but for 3R damage.

I am the vengeance of the Lord and of the Sword of Caine, and I say unto thee, thou art twice damned!
Righteous Endeavor, Tzimisce priest

1

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Armor of Terra



+1 stealth action.

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

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Children of Stone



+2 stealth action.

- Equip with an equipment card from your hand and reduce its cost by 1 pool or 1 blood (requirements apply as normal).
- Search your hand or library for a gargoyle creature retainer and employ it (requirements and cost apply as normal; shuffle afterward).
- As above, but reduce its cost by 1 blood or pool.

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Conscripted Statue



Only usable when an action is blocked.

- The opposing minion takes 1 damage during strike resolution each round of the resulting combat when the range is close.
- Cancel the resulting combat and put this card into play. This card represents an ally with 2 life and 2 strength. This ally enters combat with the blocking minion. This ally gets an optional press during the combat. Burn this card at the end of combat or if the combat is canceled.

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Skin of the Chameleon



Only usable as an action is announced. If this action is blocked, this vampire gets an optional maneuver or press in the resulting combat.

- +1 stealth. If this action is blocked, this acting vampire gets an optional maneuver or press in the resulting combat.
- As above, but with +2 stealth.

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Unleash the Hounds



Only usable during a bleed action.

- +1 bleed (limited).
- +1 bleed (limited).
- Only usable by a unique slave Gargoyle. +1 bleed for each ready vampire of the enslaving clan you control (limited).

Illus: Ginés Quiñonero ©2018 White Wolf Entertainment AB

Ensnoced



+1 stealth action. Put this card on a location and unlock this vampire. While this vampire is ready, their controller can burn this card during a action against the attached location to have the action fail, and the acting minion and this vampire enter combat.

- Only usable during a action against any location. This vampire unlocks, the action fails, and the acting minion and this vampire enter combat.

Illus: Marian Churchland ©2018 White Wolf Entertainment AB

Bond with the Mountain



- Strike: dodge, with an optional press.
- Strike: combat ends. Untap both combatants.
- Strike: combat ends. Untap this vampire.

Hasten back to the chantry, Lord. The stanes will hew me a shelter until the morrow. Ublo-Satha, slave Gargoyle

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Brick by Brick



- Maneuver.
- Strike: 2R damage, with 1 optional maneuver.
- Only usable before range is determined. This vampire sets the range for this round.

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Collapse the Arches

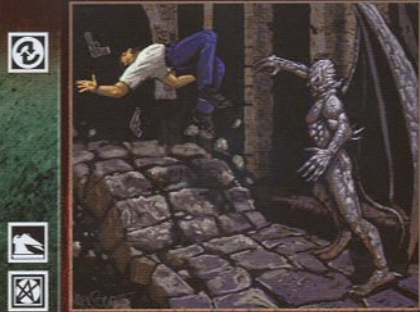


Requires a ready vampire who has blocked a action. Only usable in the resulting combat. Only usable at long range.

- Strike: 2R damage, with an optional press.
- Strike: 4R damage. This strike cannot be dodged.
- As above, with first strike.

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Crawling Chamber



☒ Maneuver, only usable to go to long range.
 ☑ Maneuver or press.
 ⚡ Only usable before range is determined. Opposing minion takes 1R damage each round of combat during the press step. A vampire can play only one Crawling Chamber at superior each combat.

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Flow Within the Mountain

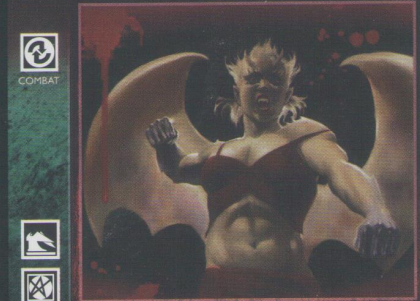


☒ Press.
 ☑ Strike: combat ends.
 ⚡ Strike: combat ends. If this vampire was blocked while performing an action, the action continues as if unblocked.



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Lead Fist



☒ Strike: hand strike at +1 damage.
 ☑ As ☒ above, and once this round this vampire can burn 1 blood to get 1 press, only usable to continue combat.
 ⚡ As ☑ above, but at +2 damage.

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Rockheart



☒ Strike: dodge.
 ☑ Prevent half the damage (round up) done by the opponent's strike. (Doing this twice would prevent all damage from the strike.)
 ⚡ As ☑ above, and prevent half the damage (round up) done by each strike of the opponent for the remainder of combat. A vampire may play only one Rockheart at superior each combat.

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Stone Quills



☒ Strike: 2R damage.
 ☑ Strike: 2R damage, with an optional maneuver.
 ⚡ Strike: 3R damage, with an optional maneuver.

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



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Stonestrength



☒ Press, only usable to continue combat.
 ☑ Press, or prevent 1 damage.
 ⚡ Prevent 2 damage.

What does not destroy me, makes me stronger.
 Friedrich Nietzsche, The Twilight of the Idols

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Scry the Hearthstone



Only usable during a Ⓛ action against you.
 ☒ +1 intercept.
 ☑ As ☒ above, with an optional maneuver in the resulting combat if this vampire successfully blocks.
 ⚡ Cancel an action card or action modifier card that requires Chimerstry ☑ or Obscure ☑ as it is played (no cost is paid).

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Voices of the Castle



☒ Burn 1 blood to get +1 intercept.
 ☑ +1 intercept, or give +1 intercept to a vampire to whom this vampire is enslaved.
 ⚡ Reduce a bleed against you by 2.

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29- FLIGHT (9)

Dive Bomb



+1 stealth action.

Maneuver: Enter combat with a ready minion. In the first round of this combat, this minion gets an optional maneuver. If this action is blocked, the blocking minion gets an optional press in the first round of the resulting combat.

DRAFT: As above.

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As the Crow



MODIFIER

Only usable after resolution of a successful action. A minion can play only one As the Crow each turn.

Maneuver: Unlock this minion.

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Soar



Only usable on an undirected action.

+1 stealth.

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

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Circle



Requires a ready minion with flight.

Press: If another round of combat occurs, this minion gets an optional maneuver during that round.

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

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Pounce



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

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Roll



Do not replace until after combat.

Maneuver: A minion may play only one Roll each round. If this minion is still ready when you would draw to replace this card, you may move this card from your ash heap to your hand instead.

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Swoop



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

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

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Patrol



+1 intercept.

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

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Winged Second



Maneuver: Only usable when another minion you control enters combat with a minion without flight. Tap this minion. In that combat, this minion may make a hand or melee weapon strike (with or without a strike card) on the opposing minion during normal strike resolution (as if at close range). Dodge will avoid this strike, and damage prevention effects can treat this as a strike from an opposing minion. This minion may be the target of effects that inflict damage or steal blood as a retainer could be.

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30- MALEFICIA (5)



Barrenness



+1 stealth action.

- Put this card on a vampire and untap this acting vampire. This vampire is sterile and his or her capacity decreases by 2 (to a minimum of 1.) is not a Discipline.
- As above, but the vampire whose capacity is 1.

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Greater Curse



+1 stealth action.

- Bleed and gain 1 pool.
- Put this card on an ally or a younger vampire. Bleed actions and combat cards cost this minion an additional blood or life. A minion can have only one Greater Curse. is not a Discipline.
- As above, but the vampire need not be younger.

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Minor Curse



+1 stealth action.

- Put this card on any minion. This minion's controller doesn't replace cards played by this minion until the end of the action. is not a Discipline.
- As above, but the cards are not replaced until the discard phase of that turn.

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Psalm of the Damned



- Burn 1 pool to get +1 bleed. You cannot play another action modifier to increase this bleed.
- Choose a minion. The chosen minion cannot play reaction cards (including abilities of power cards) this action. is not a Discipline.
- As above, and the chosen minion cannot block this action.

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Evil Eye



Do not replace until your untap phase.

- Cancel a strike card played by the opposing minion as it is played (no cost is paid). The opposing minion cannot choose another strike and gets no strike instead. is not a Discipline.
- Cancel an action card as it is played and tap the acting minion.

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31- STRIGA (5)



Masca



■ +1 stealth.
 ☑ This acting vampire gets an optional additional strike each round of combat until the end of this action. ☑ is not a Discipline.
 ♦ As ☑ above, but with +2 stealth.

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Fractura



⚡ X is 0. Strike: dodge.
 ☑ This vampire gets X additional strikes each round. Those additional strikes can only be hand strikes. ☑ is not a Discipline.
 ♦ As ☑ above, and this vampire gets +1 strength for the remainder of this combat.

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Hexe



☑ Strike: 2R damage.
 ☑ Strike: 1R aggravated damage. ☑ is not a Discipline.
 ♦ As ☑ above, and the damage is unpreventable.

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Scobax



✖ Reduce a bleed against you by 1.
 ☑ The acting minion gets -1 stealth. ☑ is not a Discipline.
 ♦ As ☑ above, and the action ends immediately (unsuccessfully) unless the acting minion burns 1 blood or life.

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Strix



☑ +1 intercept, even if intercept is not yet needed. If this vampire successfully blocks this action, he or she untaps at the end of the action. ☑ is not a Discipline.
 ♦ Only usable when a bleed against you is successful. The bleed burns no pool. Instead, this vampire taps and enters combat with the acting minion.

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32- DEFENSE (3)

Lock



This action is at +1 stealth if it is undirected.

Put this card on any minion. Ⓢ actions directed at this minion cost monsters an additional blood or life. If this minion is a monster, he or she burns a blood or life when he or she attempts an action or a block. This minion may burn this card as an action. A minion can have only one Lock.

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Champion



Ⓢ Only usable when a monster controlled by another Methuselah is taking a Ⓢ action against you or against an imbued controlled by any player. The action fails and the acting monster enters combat with this imbued instead.

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Rejuvenate



During your untap phase, if this imbued has fewer life than his or her starting amount, he or she gains 1 life. Ⓢ +1 stealth action. Add 1 blood to a vampire or 1 life to any other ally, not to exceed starting life.

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33- INNOCENCE (4)

Bond



+1 stealth action.
Move an incapacitated imbued to his or her controller's ready region.

I can feel something almost like energy straining to get out. I can't sleep any more.
Oscar "Sleepless71" Greene, Avenger

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Hide



Not usable by an imbued with Illuminate.

- ☉ Only usable as the action is announced. Monsters get -1 intercept against this action.
- ☉ Only usable during a monster's Ⓛ action targeting this imbued. The action fails.

The surgical strike is better. Do damage. Disappear. Repeat.
Joshua "God45" Matthews, Wayward

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Illuminate



All imbued get +1 intercept when blocking monsters (not cumulative with any other Illuminate in play, nor with The Unmasking). Any monster may enter combat with this imbued as a Ⓛ action. Burn this card during your next untap phase or if this imbued leaves the ready region.

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Inspire



+1 stealth action.
Add a counter to an imbued in your uncontrolled region or move the conviction you paid for this action from your ash heap to any imbued in play.

There's faith and there's blind faith, son. Never get 'em mixed up.
Father St. George, Judge

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34- JUSTICE (4)

Antithesis



+3 stealth action.

① Put this card on a non-Sabbat vampire with capacity less than 8. The vampire with this card cannot hunt. If he or she must hunt, he or she taps and goes to torpor instead. Burn this card during this vampire's discard phase.

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Imprison



Only usable before range is determined.

For the remainder of combat, the opposing monster cannot maneuver or press to continue, and strikes other than strikes to end combat cost the opposing monster an additional blood or life.

Wherever a man is against his will, that to him is a prison.
Epictetus

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Discern



+1 intercept. Only usable when a monster is acting.

The monsters have been dragged into the light and they have to play by the same rules as the rest of us. This isn't just our reckoning. It's theirs.
Steve "Soldier91" Williams, Avenger

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Vigilance



Only usable at the end of a successful action (after resolving the action). Untap this imbued.

☀ Untap this imbued.

The clearest eye is still blind when shut.
François "Warden" Loehr, Judge

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35- MARTYRDOM (4)

Expiate



Requires an imbued with 5 conviction. **Only usable before range is determined on the first round.** If two consecutive rounds of combat occur at close range and this imbued remains ready, this imbued burns 5 conviction during the press step of that second round to burn himself or herself and the opposing monster. Otherwise, this imbued burns 1 conviction when combat ends.

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InFLICT



Only usable before range is determined. For the remainder of combat, the amount of damage inflicted on this imbued by hand strikes, melee weapon strikes, or retainers is also inflicted on the striking minion or damage-dealing retainer, even if this imbued prevents the damage.

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Donate



- Only usable by a ready imbued other than the acting mortal. Burn this card to give the acting mortal you control +1 bleed.
- Burn this card to give another mortal you control +1 intercept.
- Only usable by a ready imbued other than a mortal combatant you control. Burn this card to give that combatant +1 strength for the remainder of the action.

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Project



Only usable as the action is announced. Vampires with capacity less than 7 and monster allies who cost less than 4 pool cannot block this action.

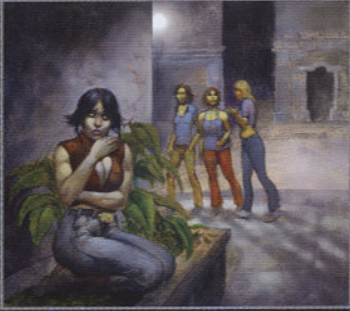
YOUR CONVICTION WILL WALK BEFORE YOU.

Illus: Brian LeBlanc ©2006 White Wolf Publishing, Inc. All Rights Reserved



36- REDEMPTION (4)

Punish



☞ +1 stealth action. Ⓛ Put this card on a vampire. You still control this card. The vampire with this card cannot gain blood. Any blood he or she gains goes to the blood bank instead. Burn this card during your next untap phase.

☞ As ☞ above, but put this card on the opposing vampire as a hand strike (at strength damage) instead.

Illus: Brian LeBlanc

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Abjure



☞ Tap this imbued before range is determined to end a combat between a monster and a mortal. If the mortal is a minion other than this imbued, you may move a conviction to this imbued from your hand or ash heap.

Illus: Brian LeBlanc

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Respire



☞ Ⓛ Inflict 1 damage on a vampire with capacity less than 6. If this action is successful, you may move 1 conviction from your hand or ash heap to this imbued.

☞ +1 stealth action. Add 1 blood to a vampire or 1 life to any other ally, not to exceed starting life.

Manipulation is a double-edged sword.
William "Violin99" Hannon, Hermit

Illus: Brian LeBlanc

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Shame



☞ ⚡ Only usable before strikes are chosen.

Burn this card. The opposing monster takes an amount of damage equal to his or her strength, then combat ends. Not usable on an infernal minion, a vampire with capacity above 7, nor a vampire who has Memories of Mortality or Humanitas.

All honor's wounds are self-inflicted.
Andrew Carnegie

Illus: Brian LeBlanc

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37- VENGEANCE (4)

Muse of Flame



+2 stealth action.
 Ⓛ If this action is successful, choose a monster controlled by your prey at random. This imbued enters combat with the chosen monster.

Illus: Eric Lofgren ©2016 White Wolf Publishing, Inc. All Rights Reserved

Cleave



Choose a melee weapon this imbued has or spend 1 conviction to put this card on this imbued to represent a melee weapon that does strength damage each strike. This melee weapon inflicts +1 additional damage. If the opposing minion is (or becomes) immune to non-aggravated damage, he or she loses that immunity for handling damage from this weapon. Burn the melee weapon at the end of the action.

Illus: Heather Kreiter ©2016 White Wolf Publishing, Inc. All Rights Reserved

Smite



Strength+1 aggravated ranged damage. Even if the strike is dodged, burn any electronic equipment (e.g., IR Goggles, Laptop Computer, or Phased Motion Detector) on either combatant.

Above all, remember that you are too close if you can see into the monster's eyes. They can do things with their eyes.
 Joshua "God45" Matthews, Wayward

3

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Surge



Put three surge counters on this imbued. This imbued may burn any number of surge counters to prevent that amount of non-aggravated damage. Burn all surge counters on this imbued at the end of the action.

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38- VISION (3)

Augur

+1 stealth action.
Look at the hands of your predator and prey and at the top three cards of your library. This acting imbued untaps at the end of this action.

Time and space are relative terms, if you have the eyes to see and the ears to hear.
Fyodor, Visionary, Apocrypha

Illus: Avery Butterworth ©2008 White Wolf Publishing, Inc. All Rights Reserved

Foresee

1 Only usable before range is determined on the first round of combat resulting from a block. Look at the opposing minion's controller's hand. You may then choose to cancel combat. If you do, and this imbued was blocking, the action continues as if unblocked.

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Determine

Play when a monster controlled by your predator is bleeding you. Tap this reacting imbued. The monster is now bleeding your predator's predator.
Or play when a monster controlled by your predator or prey plays an action card. Tap this reacting imbued and cancel that action card as it is played (no cost is paid, and the monster doesn't tap). That monster cannot play the same action card again this turn.

1

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C- GENERIC CARD (955)

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1- MASTER (333)

Abombwe



Master: Discipline. Trifle.
Put this card on a Laibon or on a vampire with Protean. This vampire gains one level of Abombwe. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Abombwe.

Illus: Ken Meyer, Jr.

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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.



Illus: Scott Kirschner

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The Admonitions



Unique master.

Put this card in play. Tap to discard one card if you control a ready Sabbat vampire. Tap to draw two cards if you control a ready Black Hand vampire. During your discard phase, control of The Admonitions passes counter-clockwise until it is controlled by a Methuselah who controls a ready Sabbat vampire (or is burned if there are none).

Illus: Peter Bergting

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Agent of Power



Master: Discipline. Trifle. Unique.

Put this card on a vampire you control and choose a Discipline. This vampire gains 1 level of that Discipline. Burn this card during your discard phase.

Illus: Jeff Holt

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Aggressive Tactics



Master.

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



Illus: John Matson

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Anachronism

10



Master.

Put this card on a vampire with capacity above 6. This vampire cannot have or use any ranged weapons except the Ivory Bow. (If he or she currently has any, they are burned.)



Illus: Drew Tucker

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The Anarch Free Press



Unique master.

Requires a ready anarch.
Put this card into play. You may tap this card to give an anarch you control +1 intercept for the current action. You may tap this card when an anarch successfully hunts to give that anarch an extra blood from the blood bank.



Illus: Andrew Trabbold

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Anarch Railroad



Master: unique location.

Tap to give an anarch +1 stealth for the current action.

The Freedom Train will get you back east, at least as far as Staten Island. If you want to cross the bridge when you get there, you'll probably be on your own.

Almiro Suarez, Tremere anarch



Illus: Joel Biske

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Anarch Revolt



Master.

Put this card in play. A Methuselah who does not control a ready anarch 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 Ventru are working with us on this? Those anarchs must be more annoying than I thought.

Brujah, Rome 2002 Winter Storyline

Illus: Steve Prescott

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Anarch Troublemaker



Unique master.

During your untap phase, you may tap up to 2 vampires controlled by your prey or burn an 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"*

Illus: Peter Bergting

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Ancestor Spirit



Unique master.

Put this card on a Laibon with capacity above 4. This Laibon has +1 bleed and gets an additional vote in any referendum he or she calls.

*The dead are not under the earth.
They are in the fire that is dying,
They are in the grasses that weep;
They are in the whimpering rocks,
They are in the forest; they are in the house.
The dead are not dead.
Amavi, Akunanse*

Illus: Jeff Holt

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Angel of Berlin



Master: out-of-turn. Requires a ready imbued.

Untap an imbued, or equip a ready imbued you control with an equipment from your hand (requirements must be met; pay cost as normal). Not usable during combat.

*They also serve who only stand and wait.
John Milton, "On His Blindness"*

Illus: David Day

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Animalism



Discipline.

Put this card on a vampire. This vampire gets +1 level of Animalism and +1 capacity. Cannot be put on a vampire with superior Animalism.

Illus: Sandra Everingham

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Antediluvian Awakening



Unique master.

Put this card in play. During each Methuselah's untap phase, he or she burns 1 pool, or he or she may burn a vampire he or she controls with a capacity 4 or more to burn this card.

Illus: Gary Chatterton

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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 $\text{\textcircled{1}}$ 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*

Illus: Ken Meyer, Jr.

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Archon Investigation



Master: out-of-turn.

Only usable when a minion is attempting to bleed you and the bleed amount is 4 or more. Burn the acting minion. (The action is not successful.)

3

Illus: Peter Bergting

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Ascendance



Master.

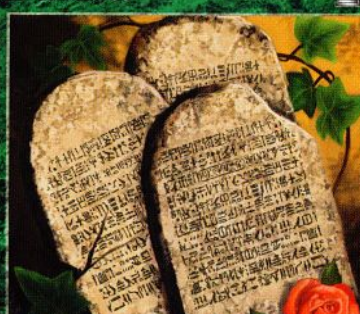
Gain 1 pool.

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

Illus: Sandra Everingham

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Ashur Tablets



Master.

Put this card in play. If you have three copies in play, remove all copies in play (even controlled by other Methuselahs) from the game to gain 3 pool and choose up to thirteen cards from your ash heap. Move one of those cards to your hand and shuffle the others into your library.

Illus: Sandra Chang

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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 placed on a vampire with superior Auspex.

+1

Illus: Greg Simanson

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Aye



Master: trifle.
Put this card on a Laibon. This Laibon may tap this card to cancel a Frenzy card played on him or her as it is played. This Laibon may burn a blood and tap three of his or her Aye to be able to play reaction cards and attempt to block as if untapped for the current action. If this Laibon burns a minion, equipment, or location in play, he or she burns one Aye. Burn this card if this Laibon has more Orun and Aye than his or her capacity.

Illus: Brad Williams

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The Barrens



Unique location.
Lock to discard a card (draw afterward).

Illus: Ron Spencer

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Bastille Opera House



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

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

Illus: William O'Connor

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Bestial Visage



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

Illus: Greg Loudon

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Betrayer

10



Master.
Put this card in play and name a Methuselah who controls a vampire who is also in your uncontrolled region. The vampire's controller burns 1 pool during his or her untap phase. He or she can burn an additional pool to attempt to guess the name of the vampire. If the guess is correct, this card is burned.

Illus: William O'Connor

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Black Forest Base



Master: unique location. Requires a ready Sabbat vampire.
Once each turn, a Sabbat vampire may call a referendum to give his or her controller 2 pool from the blood bank as a +1 stealth political action. Any Changeling may burn this card as a +1 stealth action.

Illus: Jeremy McHugh

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Bleeding the Vine



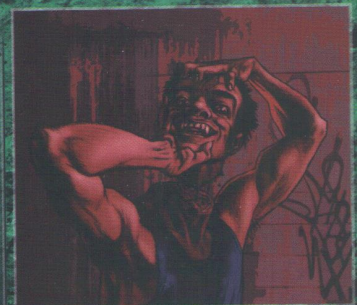
Unique master.
Put this card into play. During your untap phase, tap this card or burn 1 pool. You may tap this card to cancel a non-out-of-turn master card played by another Methuselah as that card is played. That card has no effect (no cost is paid), and that Methuselah gains another master phase action.



Illus: Joel Biske

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Blessed Resilience



Move a vampire in your ash heap with superior Fortitude and superior Necromancy who was burned from play to your ready region.

Illus: Leif Jones

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Blind Spot



Master.

Choose a vampire you control and an ally or younger vampire controlled by your prey. While the first chosen vampire is acting this turn, the other chosen minion cannot block or play reaction cards.

Illus. Pat McEvoy

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Blood Doll

MASTER



Put this card on a vampire you control. During their master phase, this vampire's controller can move 1 blood from this vampire to their pool or from their pool to this vampire.

Illus. Lawrence Snelly

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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 $\textcircled{1}$ action.



Illus. Steve Ellis

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Blood Turnip



Unique master. Requires a ready anarchy.

Put this card on any minion. When this minion enters combat, he or she moves this card and 1 blood (or life) to the opposing minion. If the opposing minion is an anarchy, that anarchy can move this card onto any minion instead (but it must move).

Illus. Tom Scudell

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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 corpse 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.

Illus. Steve Ellis

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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 $\textcircled{1}$ action.

Illus. Edward Beard, Jr.

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Bravo



Master: archetype.

Put this card on a vampire you control. Once per turn, when this vampire successfully performs an action to enter combat with another, he or she gains 1 blood from the blood bank when the combat ends, if he or she is still ready. A vampire can have only one archetype.

Illus. Nilson

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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.

Illus. James Stowe

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Brujah Frenzy

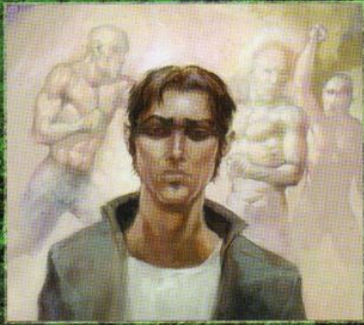


Master: out-of-turn.

Play this card when a Brujah another Methuselah controls takes an action that remains unblocked. The Brujah's action is blocked and the Brujah must enter combat with a minion of your choice. The minion becomes tapped. The minion and the Brujah may not have the same controller.

Illus. © 1994 Dan Frazier

Burden the Mind



Master.

Put this card on any minion. While it is not this minion's turn, using an effect to untap this minion or to allow this minion to block as if untapped costs an additional pool. This minion may burn this card and untap as a Ⓢ action.



Illus. Brian LeBlanc

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Bureaucratic Overload



Unique master.

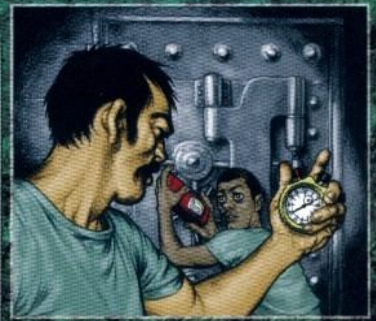
Put this card in play. Political actions cost 1 additional blood. Any vampire can call a referendum to burn this card as a +1 stealth political action.

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"

Illus. Drew Tucker

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Cadet



Master. Trifle.

Put this card on a Sabbat vampire in your uncontrolled region who is not Black Hand. While this Sabbat vampire is controlled, he or she is Black Hand. This card remains in play, even when the vampire is in the uncontrolled region. A minion may have only one Cadet.

Keep your eyes open for such a one, so that he may be elevated to the ranks of the Chosen.
Blackhorse Tanner, *Ventruue antitribu*

Illus. Leif Jones

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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 Ⓢ action.



Illus. Pat Morrissey

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Capitalist



Master: archetype.

Put this card on a Sabbat vampire you control. Once per turn, when this vampire successfully bleeds his or her prey, he or she gains 1 blood from the bank. A vampire can have only one archetype.

Illus. Aaron Voss

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Carfax Abbey



Requires a ready anarchy.

Unique location. Hunting ground.

During your untap phase, a ready anarchy you control can gain 1 blood, and, if you control a ready baron, another ready anarchy you control can gain 1 blood as well. A vampire can gain blood from only one hunting ground each turn.



Illus. Javier Santos

2016

Carnivale



Unique master.

Put this card on a ready Toreador. You may burn this card to give this Toreador +1 stealth for the current action.

Most of the material in the costume was in the mask. Feathers make strong armor in that crowd.
Danielle Beach, Toreador

Carver's Meat Packing and Storage



Master: unique location.

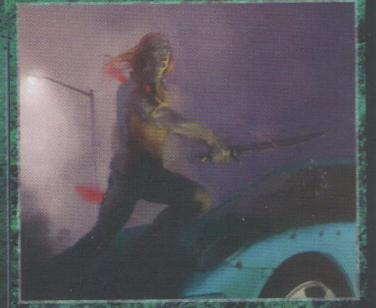
When a vampire of capacity below 4 goes to torpor, put a hostage counter on him. Hostages cannot be moved to the ready region or be diablerized. During your master phase, you may tap this card to move X blood from the blood bank to a ready vampire you control where X is the number of hostages in torpor. Any ready vampire may burn 2 blood to burn any vampire's hostage counter during any untap phase. Burn all hostage counters if this card leaves play.



Illus. Steve Prescott

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Cavalier



Archetype.

Put this card on a vampire you control. Once each turn, this vampire can burn 1 blood to unlock after performing a successful action costing blood. A vampire can have only one archetype.

Illus. Brian LeBlanc

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Celerity



Master: Discipline.

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

+1

Illus: Peter Morbacher

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Census Taker



Unique master.

Put this card on a ready Black Hand vampire. During an action, this Black Hand vampire can tap to give any other Sabbat vampire +1 bleed or 2 additional votes for the current action. During an action, this Black Hand vampire can tap to give any other Black Hand vampire +1 intercept.



Illus: Eric Lofgren

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Centralized Background Check

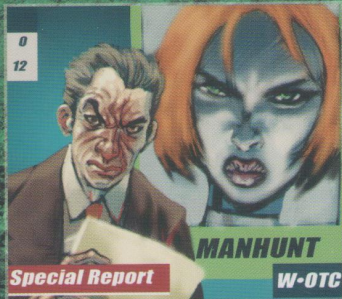


Master: unique location.
Weapons cost an additional pool.

Illus: William O'Connor

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Channel 10



Unique location.

Lock to give a minion you control +2 intercept. Not usable during the first action in a minion phase.

They're only too happy to get a real story to help fill the hour, even from unknown sources. We both win.
Cock Robin, Nosferatu Justicar

Illus: Steve Ellis

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Charisma



Unique master.

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

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

Illus: Talon Dunning

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Children of Osiris



Master

Put this card in play. Followers of Set do not untap as normal. Each Follower of Set may burn 1 blood to untap during each of his or her controller's untap phases. This card may be burned by any vampire as a **D** action; Followers of Set get -1 stealth when attempting that action.



Illus: Drew Tucker

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Chimerstry



Master: Discipline.

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

+1

Illus: Sam Araya

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Church of the Order of St. Blaise

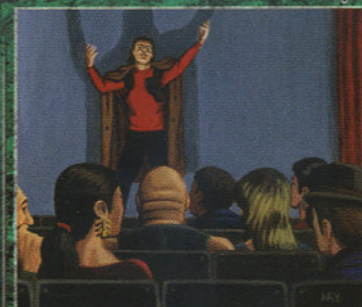


Master: unique location.
Requires a ready Sabbat vampire.
Tap this card to add one counter to a location you control that uses counters.

Illus: Theodore Black

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The Church of Vindicated Faith



Master: unique location.
Requires a ready imbued.
When an imbued successfully performs an action, tap this card to move 1 blood from the blood bank to an imbued in your uncontrolled region.



Illus: David Day

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Club Illusion



Master: unique location.

When any anarch vampire declares a bleed action, he or she can burn 1 blood to get +1 bleed on that action (only usable once each action).

Look at them. They walk in there as bold as you please, openly defying the prince's edict.
Lucas, Ventrue

Illus. Tom Brundage

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Club Zombie



Master: unique location.

Tap to give a vampire you control +1 intercept for the current action. If Club Zombie is untapped at the start of your turn, a ready vampire you control gains 1 blood during your untap phase.

Illus. Darwin Talon

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Communal Haven: Cathedral



Master: location.

You may tap this card during your master phase to transfer equipment and/or move blood between any two ready Sabbat vampires you control.

Illus. Drew Tucker

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Communal Haven: Temple



Master: location.

Each Sabbat vampire you control gets +1 intercept when attempting to block actions directed against Sabbat vampires you control. A Methuselah may have only one Communal Haven: Temple in play.

No sooner is a temple built to God, but the Devil builds a chapel hard by.
George Herbert

Illus. Drew Tucker

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Conniver



Master: archetype.

Put this card on a vampire you control. If your prey loses pool when it is neither your turn nor your prey's turn, you may tap this card to move 1 blood from the blood bank to this vampire. A vampire can have only one archetype.

It's all about being charming. We do a little lobbying, you know. It's in our mutual interest, a win-win situation, this sort of crap.
Rake, Brujah

Illus. Theodore Black

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Contingency Planning



Master: out-of-turn.

Only usable when a minion you control is bleeding. You may play this card during your turn. Cancel a minion card that would change the target of the bleed as it is played (no cost is paid). If more than 1 pool is bled in this action, ignore the excess.

Illus. Brian LeBlanc

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Contract



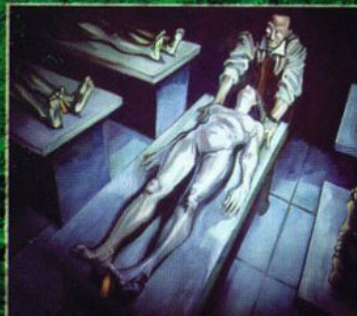
Master: contract.

Put this card on any ready minion and choose an Assamite in play. That Assamite may enter combat with this minion as a +1 stealth action unless they are controlled by the same Methuselah.

Illus. Greg Simanson

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Coroner's Contact



Master.

Search your crypt to find a Samedi. Show it to all players and place it in your uncontrolled region with 1 blood from the bank.

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



Illus. Steve Ellis

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Corporal Reservoir



Master: trifle.

Put this card on any Black Hand vampire. This vampire may tap this card to prevent 1 point of damage in combat or to gain a blood. This card doesn't untap as normal. This vampire may burn a blood to untap this card during his or her untap phase.

Illus. Fred Harper

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The Coven

25

MASTER



Unique. Trifle.

Put this card in play. Lock to add 2 blood to a ready vampire you control. During your discard phase, your predator takes control of The Coven.

Illus. Brian LeBlanc

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Creep Show

1



Master: archetype. Trifle.

Put this card on a Sabbat vampire you control. Once per turn, when a minion opposing this vampire in combat dodges or ends combat as a strike, this vampire gains 1 blood from the blood bank. A vampire can have only one archetype.

Beware

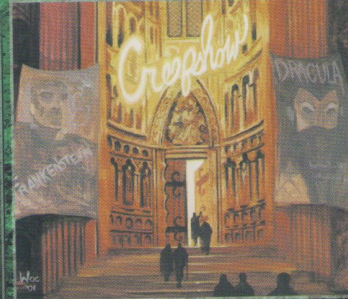
Of entrance to a quarrel; but being in, Bear't that the opposed may beware of thee. Shakespeare, Hamlet, act 1, scene 3

Illus. Rebecca Guay Mitchell ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Creepshow Casino

1

MASTER



Unique location.

Lock as a vampire you control announces an undirected action to give that vampire +1 stealth, even if stealth is not yet needed.




Illus. William O'Connor

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Cultivated Blood Shortage



Master

If this card is in play, each controlled Ventrue burns 1 blood during his or her controller's untap phase. If a Ventrue does not have 1 blood to burn, tap that vampire at the end of the untap phase. Any vampire can burn this card as a +1 stealth  action.

Illus. Anson Maddocks

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Curmudgeon

1



Master: archetype. Trifle.

Put this card on a vampire you control. During your prey's untap phase, you may choose a minion controlled by your prey. If that minion is blocked this turn, you may tap this card to move 1 blood from the blood bank to this vampire. A vampire can have only one archetype.

Illus. Leif Jones

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Curse of Nitocris

10



Unique master.

Choose a Methuselah and put this card in play under the control of the chosen Methuselah. The controller of this card burns 1 pool during each of his or her untap phases. Each time a new Methuselah gets the Edge, the current controller of this card chooses any Methuselah, and that chosen Methuselah takes control of this card.

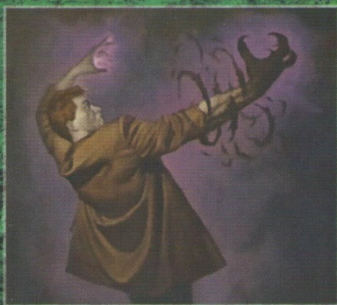
Illus. L.A. Williams

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Dabbler

1

MASTER



Archetype. Trifle.

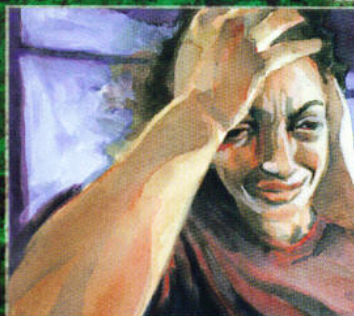
Put this card on a vampire you control. Once each turn, this vampire can gain 1 blood or burn 1 blood to unlock after performing an action (successful or not) during which they used 3 or more Disciplines to play cards. A vampire can have only one archetype.

Illus. Matt Smith

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The Damned

1



Unique master.

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

The Beast I am lest the Beast I become!

Illus. Drew Tucker

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Danse Macabre

1



Master.

Choose a ready Sabbat vampire you control. Once this turn, when the chosen Sabbat vampire performs a successful action, he or she may burn a blood to untap after resolving that action.

Like everyone, your fate is inescapable. The wise man looks to meet his fate head-on. Chi, Ghoul

Illus. Heather Kreiter

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Dark Influences

MASTER



Out-of-turn.

Cancel a minion card as it is played, its cost is not paid, and put this card in play. That card cannot be played again this turn. The next card played that would cancel another Methuselah's minion card as it is played is canceled, its cost is not paid, and this card is burned instead.

Illus: Samuel Araya © 2018 White Wolf Entertainment AB



Deal with the Devil

10



Master.

Discard your hand and draw a new one. Do not replace this card until after you discard your hand.

*I cut and shuffle; shuffle, cut, again;
But all my cutting, shuffling proves in vain...*
Christina Rossetti, "The Queen of Hearts"

Illus: Jeff Menges ©2004 White Wolf Publishing, Inc. All Rights Reserved.

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 placed on a vampire with superior Dementation.

Illus: Brian LeBlanc

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Depravity



Unique master.

Put this card on a ready vampire you control. This vampire has +1 strength, and he or she gets +1 stealth on diablerie actions. He or she cannot recruit allies or employ retainers.

Illus: Gary Chatterton

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Detection



Master.

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

Illus: Greg Simonson

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Development



Master: trifle.

When drawing to replace this card, you may take your choice of one of the cards from your research area instead of drawing from your library. **DRAFT:** Search your library for a card, shuffle your library, and put the chosen card on the top of your library.

Illus: Jenny Frison

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Día de los Muertos

MASTER



Only one Día de los Muertos can be played in a game.

The first referendum a Sabbat vampire you control calls on this turn passes automatically (skip the polling step).

*We play very dangerous games with life
and no one knows our rules.*
Parke Goodwin

Illus: Steve Ellis

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The Diamond Thunderbolt



Master: out-of-turn.

Only usable when control of a vampire you control is about to change or when a vampire you control is about to enter combat. Control of that vampire does not change, and that vampire gains 1 blood.

Illus: Leif Jones

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Direct Intervention



Master: out-of-turn.

Cancel a minion card as it is played. No cost is paid. (If it was an action card, the acting minion doesn't tap. If it was a strike card, the minion chooses another strike.)

Illus: Harold Arthur McNeill

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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 placed on a vampire with superior Dominate.

+1

Illus: Marco Marzoni

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Dominion



Master.
Put this card on a Black Hand vampire. Vampires must burn 1 blood to attempt to block this Black Hand vampire. A vampire can have only one Dominion.

Illus: Drew Tucker

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Dreams of the Sphinx

25

MASTER



Unique.

Put this card in play. Add 1 counter on this card each time you lock it. Lock to get +2 hand size until the end of this turn. Lock during your unlock phase to gain 1 pool if you have the Edge. Lock to add 1 blood to a vampire in your uncontrolled region. Burn this card if it has 3 counters.



Illus: Sandra Everingham

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Drop Point Network



Master. Requires a ready Black Hand vampire.
Remove 7 cards in your ash heap from the game to search your library for a minion card. Show it to all players and move it to your hand. Discard afterward.
DRAFT: As above, but remove only 3 cards.



Illus: Becky Jollensten

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Dummy Corporation



Master: unique location.
You may burn this card when you are being bled to reduce the bleed amount by 2.
Cardinal Networks guarantees client confidentiality and customer satisfaction in all transactions.
Willi Gebenstaler, Caitiff

Illus: James Stowe

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Ebony Fox Hunt



Master: out-of-turn.
Cancel a blood hunt called on a Black Hand vampire you control. You may play this card during your turn.



Illus: Peter Bergting

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Effective Management



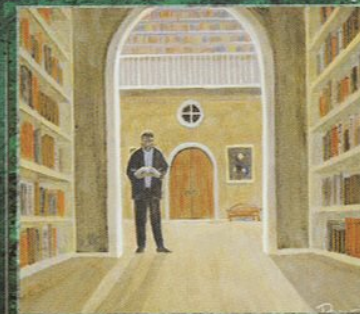
Master.
Move the top card from your crypt to your uncontrolled region.



Illus: Brian LeBlanc

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Elder Library

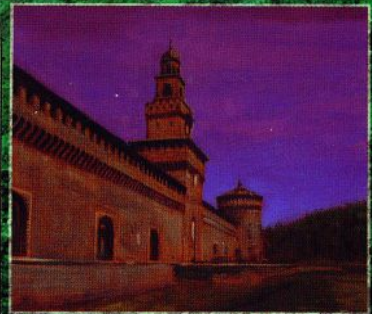


Master: unique location.
+1 hand size.
My library was dukedom large enough.
Shakespeare, *The Tempest*, act II, scene 2

Illus: Mark Poole

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Elysium: Sforzesco Castle



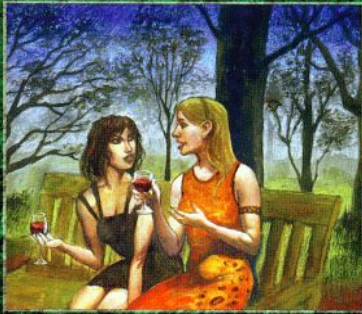
Master: unique location.
When a vampire you control blocks a Camarilla vampire, you may tap this card instead of tapping the blocking vampire.
Don't invite people you don't want to attend.



Illus: Mark Poole

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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

Illus. Brian LeBlanc

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2

Elysium: The Palace of Versailles



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

Illus. Avery Butterworth

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Emergency Preparations



Master: out-of-turn.

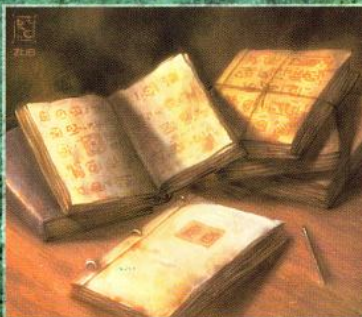
Burn 1 pool to cancel a Gehenna card as it is played. Alternatively, if there are at least two Gehenna cards in play, you may play this card during your minion phase to untap a vampire with a capacity above 7.

The duty of the living is to live. Nothing more, even for those of us whose lives are somewhat unnatural. I cannot speak to the duties of the dead. Eugenio Estevez, Tremere

Illus. David Day

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The Ercives Fragments



Unique master.

Put this card in play. Tap this card to move a library card from your prey's ash heap to this card, face down. You may look at that card at any time. You may play the card from the Fragments as if playing it from your hand (requirements and cost, if any, apply as normal). When that card is burned, remove it from the game instead. Only 1 card can be on this card at a time. Any vampire with a capacity above 4 can steal the Fragments (and any card on it) for his or her controller as a Ⓧ action.

Illus. UDON

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Esgrima



Master: unique trifle.

Put this card in play. Tap during the referendum of a political action to give 3 additional votes to a vampire with a capacity above 6. During your discard phase, your predator takes control of Esgrima.

Regular social interaction also serves a more fundamental function: survival. Whether a Kindred likes it or not, he is eventually drawn into the games of more experienced Kindred, and rarely is that a good thing.

Nicholas Cardiff, ghoul

Illus. Eric Kim (CHECK)

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The Eternals of Sirius



Master:

Gain 5 pool if you have a ready Follower of Set ♠, or move 5 blood from the blood bank to a Follower of Set with a capacity above 8 in your uncontrolled region.

DRAFT: Move 5 blood to any vampire in your uncontrolled region.



Illus. Alexander Dunnigan

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Extremis Boon



Master: out-of-turn.

Only usable when you are being ousted. Other Methuselahs may bid pool to keep you in the game. If one does, put this card in play. As a master phase action, the high bidder may steal up to 2 pool from you. You may burn this card by giving that Methuselah 6 pool during your master phase.

Illus. David Day

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Failsafe



Master: unique trifle.

Put this card in play. If you have fewer than 3 pool, you may use a master phase action to burn this card and gain 4 pool.

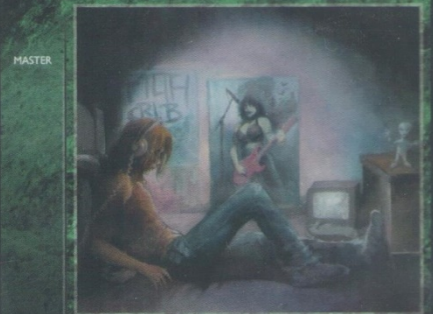
He who has not first laid his foundations may be able with great ability to lay them afterwards, but they will be laid with trouble to the architect and danger to the building.

Niccolò Machiavelli, *The Prince*

Illus. Tom Biscillo

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Fame



Unique.

Put this card on a ready vampire. The controller of this vampire burns 3 pool after this vampire goes to torpor. During each Methuselah's unlock phase, if this vampire is in torpor, that Methuselah burns 1 pool.

Illus. Brian LeBlanc

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Fear of Mekhet

25

MASTER



Put this card on a ready justicar or Inner Circle member and lock them. During this vampire's unlock phase, they burn 5 blood. If they cannot burn the blood, they are burned; otherwise, their controller moves this card to another justicar or Inner Circle member, or burns this card if there are no others.



Illus: Pete Venters © 2019 White Wolf Entertainment AB

Feral Spirit



Master.

Put this card on a Gangrel or Gangrel *antitribu* you control. This vampire is now Ahrimane (and Sabbat). This vampire gains one level of Spiritus . This vampire is now sterile.

Taxis or hikers, I'll stalk them without even thinking. I'm miles out of my way before I even realize it.
Muricia, Ahrimane

Illus: Mark Nelson

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Festivo dello Estinto



Master.

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



Illus: Patrick Kochajki

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Filchware's Pawn Shop



Master: unique location, Trifle.

Any minion may equip with any non-location equipment card in any Methuselah's ash heap as an undirected +1 stealth equip action (he or she must meet the requirements of the card, if any). That action costs 1 additional pool if the minion chooses a card from his or her controller's ash heap. Otherwise, the action costs 1 less pool or blood (but never less than zero).

Illus: Brian LeBlanc

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Flames of Insurrection



Unique master, Requires a ready anarch.

When a minion opposing an anarch in combat leaves the ready region, the controller of that anarch may move a counter from the bank to a vampire in his or her uncontrolled region. Any vampire may call a referendum to burn this card as a +1 stealth political action.

Illus: EM Gist

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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 placed on a vampire with superior Fortitude.

Illus: Ron Spencer

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Fortschritt Library



Master.

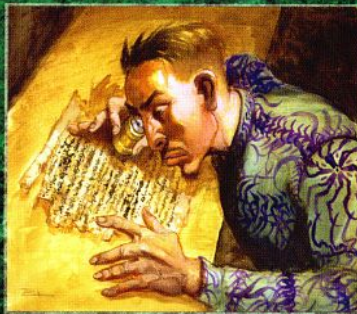
Search your library for a Gehenna event card. Show it to all players and add it to your hand. Discard down to your hand size afterward. Only one Fortschritt Library may be played per game.

Our diviners find signs and portents everywhere they look. The Red Star burns.
Etrius' journal

Illus: William O'Connor

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Fragment of the Book of Nod



Unique master.

Tap to draw 2 cards from your library (discard afterward). Any vampire can take control of the Fragment for his or her controller as a action.

Illus: Brian LeBlanc

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Frenzy



Master: out-of-turn, Frenzy.

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.

Illus: Pete Venters

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From a Sinking Ship



Master.

Take control of a minion controlled by a Methuselah with 3 or fewer pool. Not usable to take control of a vampire with capacity 7 or more. Only one From a Sinking Ship can be played in a game.

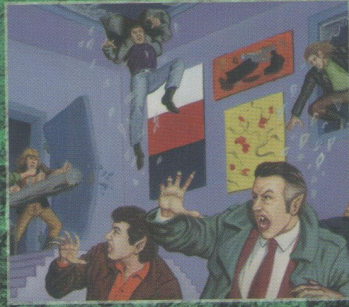
This is not what I signed up for.
Theo Bell, Brujah archon.

Illus: Brad Williams

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Frontal Assault

MASTER



Put this card in play. Each ready minion you control can enter combat with a minion controlled by your prey as a Ⓛ action. You gain 1 pool after a ready minion controlled by your prey is burned or sent to torpor. During your influence phase, burn this card and burn 1 pool for each ready minion controlled by your prey.

Illus: David Day

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Galaric's Legacy



Master: Trifle.

Put this card on a ready non-titled, non-anarch vampire you control. The vampire with this card is considered anarch (and independent). If this vampire changes sects, burn this card.

The neonate child escaped. So intent on Galaric were the Ventrue that they ignored the child until he was long gone from their grasp.
Salvador Garcia, Brujah anarch

Illus: Jim Nelson

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Gambit Accepted



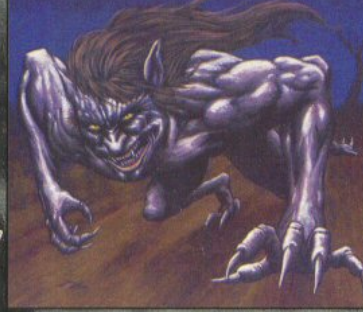
Master.

Only usable if you have at least 1 victory point. Lose 1 victory point and put this card in play. During your untap phase, move 1 pool from your prey's pool to your pool. If you are ousted, your predator gains an additional victory point. At the end of the game, if you have not been ousted, you gain an additional victory point.

Illus: Christopher Shy

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Gangrel Atavism



Master

Put this card on a Gangrel. That vampire gets -1 bleed on each bleed action.

Illus: Pete Venters

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Garibaldi-Meucci Museum



Master: unique location.

Tap and burn 1 pool during your untap phase to exchange a card in your ash heap that requires an anarch for a card from your hand. Tap before range is determined to end combat between an anarch you control and another anarch.

DRAFT: As above, and you may tap this card to make a vampire you control an anarch.

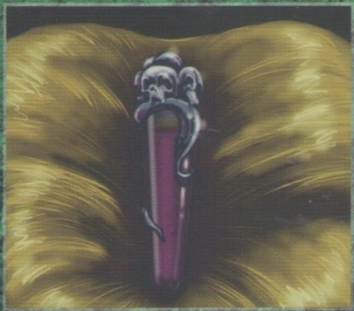
Illus: Brian LeBlanc

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Giant's Blood

25

MASTER



Only one Giant's Blood can be played in a game.

Fill any vampire to full capacity with blood from the blood bank.

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

Illus: Richard Thomas

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Gift of Experience



Master.

Choose an untapped vampire you control. Tap that vampire. Search your crypt for an advancement card of that vampire (or the base vampire if an advancement is chosen) and put that card under or over the chosen vampire, as appropriate.

Illus: Brian LeBlanc

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Giovanni Discrimination



Unique Master

Put this card in play. Any Giovanni burns 1 additional blood when attempting to block an action. This card may be burned by any minion as a Ⓛ action.

1

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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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Golconda: Inner Peace



Master.
Choose a vampire with a capacity 8 or more. Remove that vampire from the game. His or her controller gains pool equal to the vampire's capacity. His or her controller may cancel this card as it is played by burning 2 pool.

Illus. James Stowe ©2008 CCP M. All Rights Reserved.

Grooming the Protégé



Master.
Move up to 3 blood from a ready vampire you control to a younger vampire of the same clan in your uncontrolled region.

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Guardian Angel



Master.
Put this card on a ready vampire you control. This vampire gets +1 intercept when you are being bled. This vampire may prevent 1 damage each combat. Burn this card if this vampire goes to torpor.



Illus. Anna Christenson ©2009 CCP M. All Rights Reserved.

Guide and Mentor



Master.
Put this card in play. A vampire you control may search your library for a master: archetype and move 1 blood from the bank and that card to himself or herself as a +1 stealth action that costs X pool where X is the number of copies of that card on minions you control (requirements and cost apply as normal).

Illus. Michael Gaydos ©2009 CCP M. All Rights Reserved.

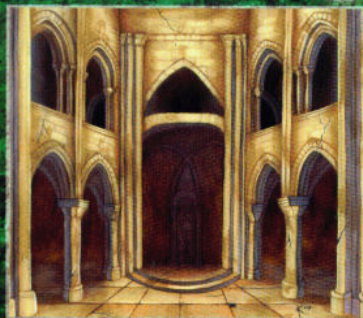
Guinea-Bissau Carnival



Master.
Put this card in play. Each Laibon gets +X stealth when hunting and gains X+1 additional blood from the bank if successful, where X is the number of Aye he or she has. Burn this card during your next untap phase. Only one Guinea-Bissau Carnival may be played in a game.

Illus. Mathias Kollros ©2009 CCP M. All Rights Reserved.

Gurchon Hall



Master: unique location. Requires a ready cardinal. Hunting ground.
During your untap phase, you may move 1 blood from the blood bank to each of the two oldest ready vampires you control. A vampire can gain blood from only one hunting ground card each turn.



Illus. Heather Kreiter ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Guru



Master: archetype.
Put this card on a Sabbat vampire you control. Once per turn, when this vampire calls a referendum and it passes, he or she gains 1 blood from the blood bank. A vampire can have only one archetype.

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Hackerspace



Location.
Put this card in play with X counters, where X is the number of anarchs you control. When an anarch comes into play under your control, or when a vampire you control becomes anarch, add 1 counter to this card. When equipping an anarch, you can use the counters on this card to pay some or all of the blood or pool cost of the equipment.

Illus. Grzegorz Bobrowski ©2014

Hand Contract



Master. Contract. Trifle.

Put this card on any ready minion and choose a Black Hand vampire.

That Black Hand vampire may enter combat with the minion with this card as a +1 stealth Ⓛ action unless they are controlled by the same Methuselah.

Illus: Brian LeBlanc

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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 Ⓛ action. That vampire can burn this card as a +1 stealth Ⓛ action.

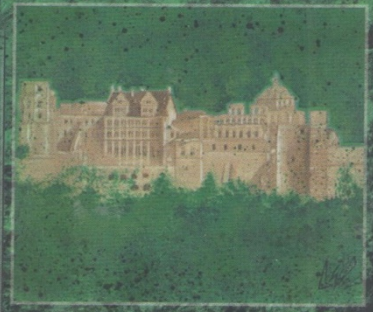
Come burrow through my ruins, shed not a tear.
Baudelaire, "The Gladly Dead"

Illus. Pete Venters

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Heidelberg Castle, Germany 25

MASTER



Unique location.

Lock to move blood, equipment and/or retainers between any two ready vampires you control. Cannot be used during an action.



*Night. Rain. The lurid sky that lets
The spires and towers show grey silhouettes
Of an old Gothic town by distance dimmed.*
Paul Verlaine, Night Effect

Illus: L. A. Williams

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High Museum of Art, Atlanta



Master: unique location.

Gain 4 pool when you put this card into play or gain control of it.

Any vampire can steal this location for his or her controller as a Ⓛ action. Burn 4 pool when you lose control of the High Museum (including when it is burned or becomes contested).

Illus: William O'Connor

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Hospital Food



Master: unique location. Requires a ready anarch.

Tap when an anarch announces a hunting action. If that action is successful, the anarch gains an additional blood.

*It's easy work. Just eyeball the donor's chart
before snacking so you don't get a sour one.*
Sandra White, Caitiff anarch

Illus. Christopher Shy

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House of Sorrow



Master: unique location.

Tap to untap any card you control that is not a minion. If you do so, neither that card nor this location untap as normal on your next untap phase.



Illus: Andrew Trabbold

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Humanitas



Unique master.

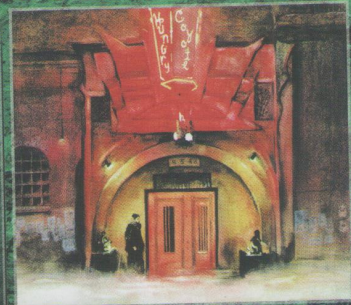
Put this card on a ready vampire you control. When attempting to rescue a vampire from torpor, this vampire gets +1 stealth and burns 1 less blood if successful. This vampire cannot commit diablerie.

Illus. Stuart Beel

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The Hungry Coyote

MASTER



Unique location.

Sabbat vampires you control get +1 hunt.



Illus: Mike Dringenberg

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The Hunt Club



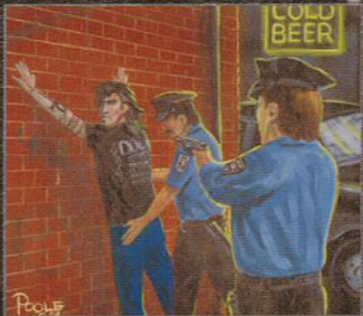
Unique Master

Put this card on any ready vampire. This vampire gets +1 stealth when attempting to commit diablerie. If a Blood Hunt is called against this vampire, he or she cannot cast votes during the Blood Hunt.

Illus. Richard Kane Ferguson

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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.

Illus. Mark Poole

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In Memory of the Two Lands



Unique.

Put this card in play with X counters, where X is the number of Followers of Set and mummies you control. Once each action, you can burn 1 counter from this card to give a mummy you control +1 bleed or +1 strength. Burn this card when it has no counters.

Illus. Gines Quironero

Inbase Discotek, Frankfurt



Master: unique location.

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

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



Illus. Michael Weaver

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Inceptor



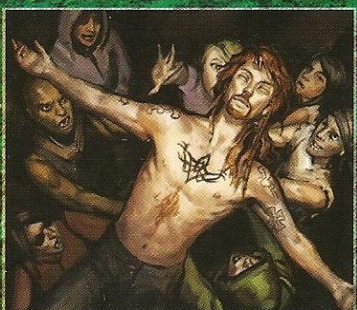
Unique master.

Put this card on a vampire of capacity 1, and put three cards from your hand, ash heap or library on this card, face up but out of play. This vampire may play other copies of these cards as if he or she had the Discipline required (if any) at superior.

Illus. Brian LeBlanc

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Infamous Insurgent



Unique master.

Put this card on a Red List anarch vampire. This vampire is infernal, Bahari, and gets 2 additional votes. During this vampire's minion phase, his or her controller may untap a ready anarch he or she controls.

Illus. Erica Danell

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Infamous Warlock



Master

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

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

Illus. James Allen Higgins

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Information Highway

25

MASTER



Unique location.
+2 transfers.

Illus. Melissa Uran

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Instability



Master.

Only usable if your prey controls the Edge or the Edge is uncontrolled. Your prey may take the Edge if it is uncontrolled. You gain 2 pool. Only one Instability may be played each turn.

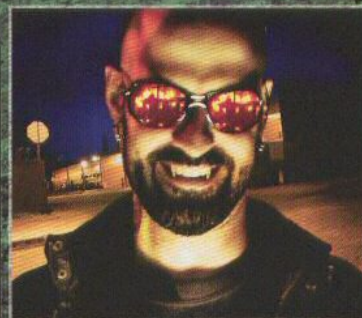
*A wise man gets more use from his
enemies than a fool from his friends.
Baltasar Gracian*

Illus. Patrick McEvoy

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Insurance Scam

10



Master.

Put this card in play. During your turn, you may tap this card and burn X locations you control to gain X pool.

*I would rather be ashes than dust! I would rather
that my spark should burn out in a brilliant blaze
than it should be stifled by dry-rot.
Jack London*

Illus. Lawrence Snelly

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Into the Fire



Master: Trifle.

Choose a ready non-Sabbat vampire you control. That vampire becomes Sabbat. (His or her clan is not affected.)

You're either with me or against me. You really don't want to be against me.
Desiree Traville, Brujah *antitribu*

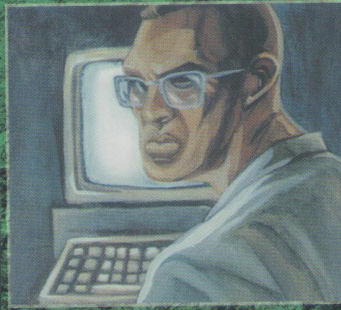
Illus. Brian LeBlanc

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Jake Washington



MASTER



Unique.

Put this card in play; it becomes a unique mortal ally with 1 life, 0 strength and 0 bleed and does not count as a master card while in play. During your unlock phase, you can burn Jake to add up to 4 blood to a ready vampire with no blood.

Illus. Steve Ellis

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Kaymakli Nightmares



Master.

All Methuselahs move any crypt cards in their uncontrolled regions to their crypts. Any blood counters on them are moved to the Methuselah's pool, and any cards on them are burned. Each Methuselah shuffles his or her crypt and then moves as many cards from his or her crypt to his or her uncontrolled region as he or she shuffled in. Only one Kaymakli Nightmares may be played per game.

Illus. William O'Connor

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King's Rising



Master.

If you have 5 or fewer pool, gain 3 pool. Otherwise, gain 1 pool. In either case, put this card in play. You cannot use transfers to move counters to or from your uncontrolled minions. If you control the Edge during your untap phase, burn this card.

Illus. Avery Butterworth

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Kingston Penitentiary, Ontario



Master: unique location. Hunting ground.

During your untap phase, you may move 1 blood from the blood bank to a ready vampire you control. Any other Methuselah may give you a pool during his or her untap phase to tap this card to move 1 blood from the blood bank to a ready vampire he or she controls. A vampire can gain blood from only one Hunting Ground card each turn.



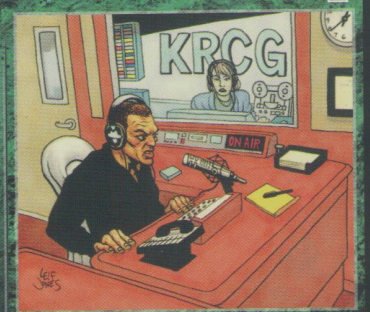
Illus. Travis Ingram

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KRCG News Radio



MASTER



Unique location.

Lock to give a minion you control +1 intercept. Lock and burn 1 pool to give a minion controlled by another Methuselah +1 intercept.



Illus. Leif Jones

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Last Stand



Unique master.

Put this card in play. When any other Methuselah is ousted, the current turn ends, and this card is burned. The predator of the ousted Methuselah (if more than one was ousted, go clockwise from the left of the Methuselah whose turn just ended) takes the next turn.

*There may come a day when I'll dance on your grave
Unable to dance I'll still crawl across it
The Grateful Dead, "Hell in a Bucket."*



Illus. Peter Bergting

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Leadership Vacuum



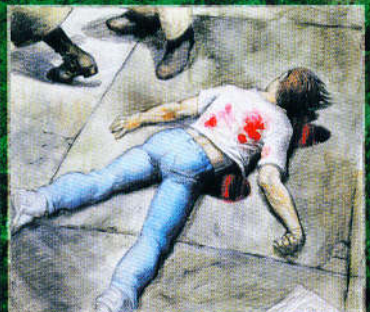
Master: out-of-turn. Unique.

Only usable when a ready titled vampire controlled by another Methuselah is burned or sent to torpor. Usable during your turn. Put this card in play and put X counters on this card where X is the number of votes that vampire has. That Methuselah burns X pool during each of his or her untap phases. During his or her untap phase, if he or she controls a ready vampire with a capacity of 8 or more or with a title, burn this card.

Illus. Christopher Shy

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Left for Dead



Master: out-of-turn.

Only usable when an ally would be burned in combat. Combat ends. Put this card on that ally; that ally is not burned. Put 1 life on the ally from the blood bank if he or she has no life. Tap the ally. This ally does not untap as normal. If he or she enters combat, he or she is burned. Burn this card during his or her next untap phase.

Illus. Brian LeBlanc

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Legacy of Caine



Master.

Put this card on a vampire with a capacity above 6 controlled by another Methuselah. This vampire cannot hunt as normal. He or she may hunt by stealing 1 blood from another vampire as a C action.

Illus: Harold Arthur Miller

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Legendary Vampire

25

MASTER



Unique.

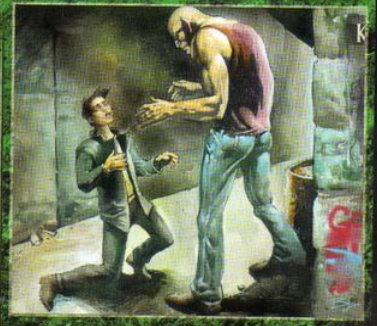
Put this card on a vampire with capacity 7 or more who entered your ready region during your last influence phase. This vampire gets +2 bleed and +2 votes. Any vampire can call a referendum to burn this card as a +1 stealth political action.



Illus: Pete Venters

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Lesser Boon



Master: out-of-turn. Boon.

Only usable when a minion you control successfully blocks. The action resolves as if unblocked. Put this card on the acting minion. This minion cannot block your minions. Burn this card if you block this minion again, or when this minion's controller has less than 6 pool.

Illus: Brian LeBlanc

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Letter from Vienna



Master

Tap all ready Tremere.

The rulers of the Tremere clan, the Circle of Seven, reside in their chantry in Vienna. All Tremere obey the decrees of the Circle of Seven without question.

Illus: Amy Weber

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Libertas



Master. Requires an anarchy.

Put this card on an anarchy. Allies cannot block this anarchy. Cards that require Dominate D or Presence P cost other minions an additional blood while this anarchy is acting, attempting to block, or in combat.



Illus: Andrew Trubold

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Life Boon

25

MASTER



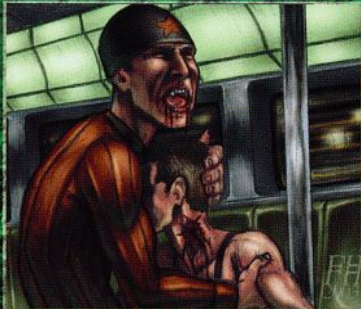
Out-of-turn. Boon.

Give pool to a Methuselah with no pool to keep them in the game, and put this card in play. During each of their unlock phases, you can steal 1 pool from that Methuselah. You gain any victory point gained by that Methuselah instead of them, until you are being ousted or until you have gained 1 victory point from this card. Burn this card after you have gained 1 victory point from this card.

Illus: Kaja Foglio

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Life in the City



Master: trifle.

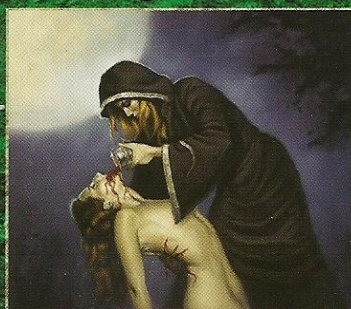
Move 1 blood from the blood bank to a ready vampire.

I steer clear of paying customers who might be missed, but solos are fair game. The black marketers think I'm doing a little slave trade on the side.
Ingrid Galt, anarchy

Illus: Fred Hooper

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Lilith's Blessing



Master.

Put this card in play. As a master phase action, you may tap this card to search your library for a master: Discipline card and choose a ready non-Bahari vampire you control who has no blood. That vampire gains the Discipline card (if any) and 3 blood and becomes Bahari.



Illus: Matt Smith

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The Line



Unique location.

Lock to reduce the cost of an action card played by a vampire you control by 1 blood (this location is not locked if that card is canceled as it is played). Any vampire can steal this location as a C action.

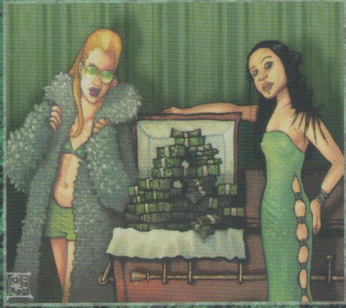
Illus: Cameron Cannon

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Liquidation

I

MASTER



Do not replace until your discard phase.

Burn 7 cards from the top of your library to gain 3 pool.

How little you know about the age you live in if you think that honey is sweeter than cash in hand.

Ovid

Illus: James Stowe

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London Evening Star, Tabloid Newspaper

6



Master: unique location.

Tap to give any minion +1 intercept for the current action.

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

Bram Stoker, *Dracula*

3

Illus: Pete Burgess

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Loner

1



Master: archetype.

Put this card on a vampire you control. During your influence phase, if this vampire successfully performed an action this turn and none of your other minions attempted any actions this turn, he or she gains 1 blood from the blood bank, if he or she is ready. A vampire can have only one archetype.

Illus: David Day

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Lupine Assault

6



Master. Do not replace until your influence phase.

Each Methuselah (including you) discards 5 cards of his or her choice, then draws back up to his or her hand size. Only one Lupine Assault may be played in a game.

1

Illus: Steve Prescott

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Major Boon

6



Master: out-of-turn. Boon.

Put this card in play 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 or this card is burned). When you are successfully bled, you may burn this card to have that Methuselah burn pool instead of you.

Illus: Ron Spencer

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Maleficia

6



Master: trifle.

Put this card on an infernal vampire. This vampire may play cards that require Maleficia (not a Discipline). With two of these cards, he or she may play cards that require superior Maleficia. Burn this card if this vampire is not infernal.

DRAFT: Make a vampire you control infernal, and play this card as above.

Illus: Aaron Acevedo

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Malkavian Dementia



Master

Take control of a ready Malkavian that another Methuselah controls until your next untap phase.

...but why will you say that I am mad? The disease had sharpened my senses—not destroyed, not dulled them.

Edgar Allan Poe, "The Tell-Tale Heart"

Illus: Anson Maddocks

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Malkavian Derangement: Alternate Personality

6



Master

Choose a ready Malkavian. Put this card on the vampire. Each time the Malkavian takes an action, his or her controller flips a coin. If the result is heads, continue with the action. If the result is tails, the action fails; his or her controller burns 1 pool and taps the Malkavian.

2

Illus: Anson Maddocks

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Malkavian Derangement: Paranoia

6



Master.

Put this card on a Malkavian *antitribu*. The vampire with this card cannot perform actions. Any vampire may burn this card as a **1** action.

These eyes, that now are dimm'd with death's black veil

Have been as piercing as the middy sun To search the secret treasons of the world.

Shakespeare, *Henry the Third, act V, scene 2*

Illus: Phillip Tam

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The Marrakesh Codex



Unique master.
Tap to look at and reorder the top 4 cards of your library. Any vampire may steal this card for his or her controller as a **1** action.

Illus. Juan Antonio Serrano Garcia ©2008 CCP M. All Rights Reserved

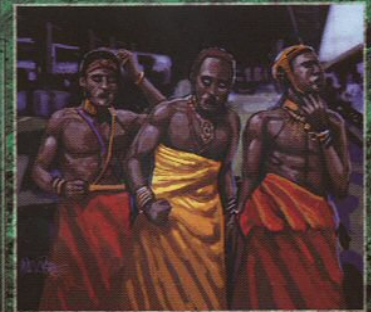
Masquerade Endangered



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.

Illus. William O'Connor ©2002 White Wolf Publishing, Inc. All Rights Reserved

Mbare Market, Harare



Master: unique location.
Tap to add 1 blood from the blood bank to a Laibon in your uncontrolled region.

To give to your friend is not to cast away; it is to store for the future.
Ugadja, Guruhi magaji



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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.



Illus. Scott Kirschner ©2002 White Wolf Publishing, Inc. All Rights Reserved

Metro Underground



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

Illus. Becky Cloonan ©2008 CCP M. All Rights Reserved

Millicent Smith, Puritan Vampire Hunter



Unique master.
Put this card in play. If any of your vampires are blocked, burn Millicent and your acting vampire (without combat). During your discard phase, your predator takes control of Millicent.

Illus. Steve Ellis ©2008 CCP M. All Rights Reserved

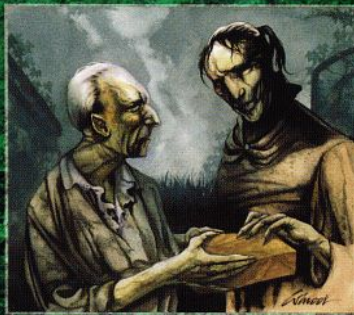
Minion Tap



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

Illus. Bryon Wackwitz ©2005 White Wolf Publishing, Inc. All Rights Reserved

Minor Boon



Master: out-of-turn. Boon.
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.

Illus. Alejandro Colucci ©2008 CCP M. All Rights Reserved

Misdirection



Lock any minion.



Illus. Mark Poole ©2019 White Wolf Entertainment AB

Mistrust



Master.
Burn a scarce vampire in torpor or move a ready scarce vampire to his or her controller's uncontrolled region, with all cards and counters on him or her (which are out of play as long as the vampire remains out of play).

1

Illus: Rik Martin ©2003 White Wolf Publishing, Inc. All Rights Reserved.

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

Illus: Greg Simanson ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Momentum's Edge



Unique master. Only usable if you have one or more victory points.
Put this card in play. You may tap this card during your untap phase to gain 1 pool.

It might have made Rufus feel better to know that he was far from the first Kindred to vanish off the streets of a Camarilla city in recent nights, and that he would be even farther from the last.

Illus: David Day ©2008 CFP M. All Rights Reserved.

Monastery of Shadows

25



Unique location.
+1 hand size. Lock to give a vampire with capacity 8 or more +1 stealth.

3

Illus: Brian LeBlanc ©2019 White Wolf Entertainment AB

Monster



Master: archetype.
Put this card on a ready vampire you control. Once each turn when combat involving this vampire ends and the opposing minion is not ready, this vampire may burn a blood to untap. A vampire may have only one archetype.

Illus: Peter Bergting ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Mundane



Master.
Put this card on a Laibon with no Orun and no Mundane. Cards that require Disciplines cost this vampire 1 additional blood. Burn this card if this vampire gets an Orun. Alternatively, when a minion with no Orun plays an action card requiring a Discipline or Virtue, play this card to your ash heap as an out-of-turn master to cancel that card as it is played.

Illus: Michael Gaydos ©2009 CFP M. All Rights Reserved.

Necromancy




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

+1

Illus: Sam Araya ©2007 White Wolf Publishing, Inc. All Rights Reserved.

New in Town



Unique master.
Put this card on any vampire with a capacity below 8 who was moved to the ready region in any Methuselah's influence phase since your last turn. This vampire gets -1 stealth. This vampire can burn this card as a Ⓛ action.

Illus: David Day ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Nocturn Theater

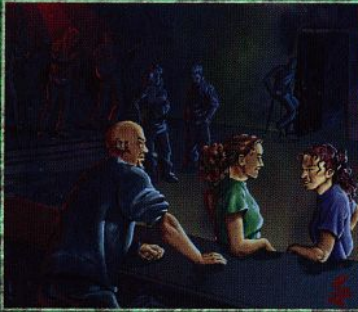


Unique location.
Lock this card and a ready vampire you control during your unlock phase to lock a minion controlled by your prey. Any titled vampire can burn this card as a Ⓛ action.

2

Illus: Brian LeBlanc ©2018 White Wolf Entertainment AB

Nod



Master: trifle.

Beginning with you and going clockwise once around the table, each Methuselah can rearrange the equipment on his or her ready minions.

A smart Lick could move merchandise, people, drugs or just about anything else using the club as cover.

Illus: Joel Biske

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Not to Be



Master: out-of-turn.

Cancel an event card as it is played (no cost is paid). Put this card in play. During your master phase, you get one additional master phase action. During your discard phase, you get one fewer discard phase action, and this card is burned.

The gods point to where chance would have taken me and then laugh that I am here instead, here where they would have me.
Victoria Ash, Toreador



Illus. Mark Poole

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Oath of Loyalty



Master

Put this card on an Assamite controlled by another Methuselah. That Assamite cannot attempt to bleed you. This card can be burned by another Assamite as a **D** action.

Illus. Greg Simanson

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Obfuscate



Master: Discipline.

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

+1

Illus: John Bridges

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Obsession



Master.

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



Illus. Mark Tedin

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Obtenebration



Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Obtenebration **■**. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Obtenebration.

+1

Illus: Melissa Uran

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Orun



Master: trifle.

Put this card on a Laibon. For non-Orun cards played by Methuselahs other than this Laibon's controller, this Laibon is considered to have 2 additional capacity. A Laibon gets an additional vote for every three Orun he or she has. If this Laibon successfully bleeds for more than 2 or successfully performs a **D** action against a non-mortal minion, he or she burns one Orun. Burn this card if this Laibon has more Orun and Aye than his or her capacity.

Illus: Ken Meyer, Jr.

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Out of Control



Master.

Burn a Brujah *antitribu* with capacity below 6. Only one Out of Control can be played during a game.

I would have nobody to control me; I would be absolute: and who but I?
Cervantes, Don Quixote



Illus. Greg Loudon

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Out of the Frying Pan



Master: Trifle.

Choose a ready Sabbat vampire you control. That vampire becomes Camarilla. (His or her clan is not affected.)

When you tire of the mask of freedom and realize that the Traditions have served you all along, you take the name for yourself as well, Camarilla.
Anne Bowesley, Ventrue Prince (Queen) of London

Illus. Brian LeBlanc

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Pallid



Master.

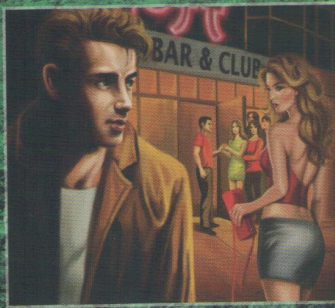
Put this card on a Laibon with no Aye and no Pallid. This vampire gets -1 stealth. Burn this card if this vampire gets an Aye. Alternatively, when a vampire with no Aye or a zombie is acting, play this card to your ash heap as an out-of-turn master to give a vampire you control +1 intercept.

Illus: Brian LeBlanc

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Papillon

MASTER



Unique location. Hunting ground. Requires a ready vampire with a city title.

During your unlock phase, a ready titled vampire you control can gain 2 blood. A vampire can gain blood from only one hunting ground each turn.



Illus: Sandra Chang-Adair © 2016 White Wolf Entertainment AB

The Parthenon



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



Illus: Rob Alexander

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Path of Death and the Soul



Unique master.

Put this card in play. When a minion controlled by another Methuselah is burned, you may tap this card to search your library (shuffle afterward), ash heap or hand for a Master: Discipline card. Move 1 blood from the blood bank and that card to a ready vampire you control.

Illus: David Day

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Path of Evil Revelations



Unique master.

Put this card in play. During your master phase, you may burn 1 pool to untap all infernal minions you control. Any minion may burn this card as a Ⓚ action; if that minion is a vampire, he or she takes one damage (damage not preventable) when this card is burned.

The devil can cite Scripture for his purpose. Shakespeare, The Merchant of Venice, act 1, scene 3

Illus: Steve Prescott

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The Path of Truth



Unique master.

Put this card in play. When a non-Camarilla vampire you control sends an opposing vampire to torpor in combat, you may tap this card to put a torture counter on the opposing vampire. During your untap phase, each Methuselah who controls any vampires with torture counters burns 1 pool. Any minion may burn this card as a Ⓚ action. Burn all torture counters when this card leaves play.

Illus: Shane Coppage

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Path of the Void



Unique master. Path.

Put this card on a vampire you control. This vampire gets +1 stealth, -1 bleed, and can inflict 1 damage on any minion as a Ⓚ action. During this vampire's untap phase, his or her controller must discard a master card or tap this vampire. Burn this card if this vampire commits diablerie. A vampire can have only one path.



Illus: Brian LeBlanc

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Pentex™ Loves You!



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



Illus: Michael Weaver

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Pentex™ Subversion

25

MASTER



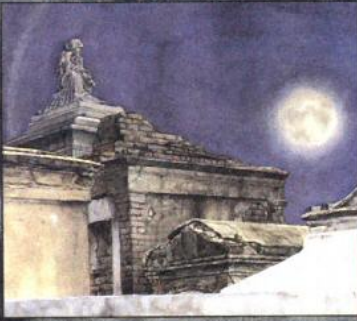
Unique. Put this card on a ready minion. This minion cannot block. Any other minion can burn this card as a Ⓚ action.



Illus: Riccardo Fabiani

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Pere Lachaise, France



Master: unique location

You may place one of your burned vampires on this card. You may use a master phase action to move 1 blood from the blood bank to this vampire.

If the blood on the vampire equals the vampire's capacity, place the vampire in the active region at the end of the master phase and burn this card.

Any minion can burn this card as a **(D)** action and send the vampire on it directly to the ash heap.

3

Illus. Rob Alexander

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Perfectionist

MASTER



Archetype.

Put this card on a vampire you control. Once each turn, this vampire can gain 1 blood after performing a successful action during which no reaction cards are played. A vampire can have only one archetype.

Tegyrius did not raise his hands to fight against the inevitable. He did not scream.

Illus. Ken Meyer, Jr.

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Personal Involvement



Master.

If your prey has more pool than you (after paying the cost of this card), your prey burns 3 pool. Any Methuselah can cancel this card as it is played by burning 2 pool (the cost of this card is not paid in that case).

Whoever has the nerve, the willingness to sacrifice everything and anything, that person is most worthy of the obedience and respect of the others.
Maximilian, Ventrue

3

Illus. Randy Asplund

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Piper



Master. Requires a ready anarch.

A ready untapped anarch you control employs or recruits a retainer or ally from your hand (requirements and cost apply as normal). This is not an action and cannot be blocked. Tap that anarch.

Illus. Andrew Trubold

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Playing for Keeps



Unique Master

Only usable if playing for ante. The cost of this card (X) represents the number of Methuselahs currently in the game. When a Methuselah's prey is ousted, the surviving Methuselah wins his or her prey's ante and antes an additional card.

X

Illus. Harold McNeill

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Poacher's Hunting Ground



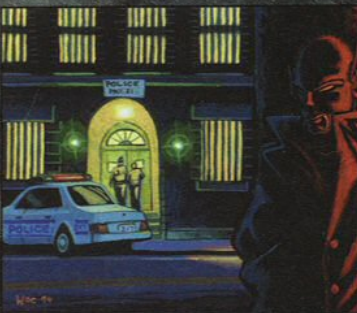
Master. Location. Hunting ground. Derivative.

During your untap phase, choose up to X ready anarchs you control who each gain 1 blood, where X is the number of non-derivative hunting grounds controlled by other Methuselahs. A vampire can gain blood from only one hunting ground card each turn.

Illus. Lail Jones

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Police Department



Master: unique location

Tap to give a press, only usable to end a combat, to a minion you control.

Illus. William O'Connor

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Potence



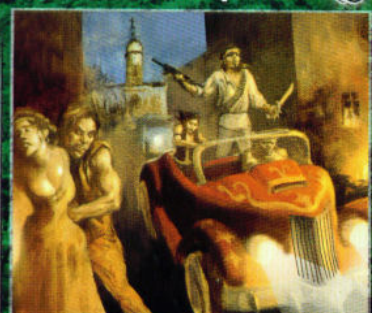
Master: Discipline.

Put this card on a vampire. This vampire gains one level of Potence **(P)**. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Potence.

Illus. John Bridges

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Powerbase: Barranquilla



Master: unique location.

Put X blood on this card when it is played, where X is the capacity of a ready Sabbat vampire you control. During your untap phase, you may move 1 blood from this card to your pool. Any vampire may burn this location as a **(D)** action. Titled vampires get +1 stealth on that action. Burn this card if it has no counters.

1

Illus. Brian LeBlanc

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Powerbase: Chicago

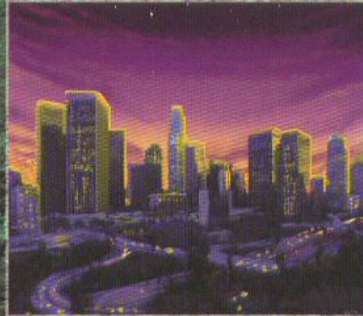


Master: unique location.
During your untap phase, you may move 1 blood from the blood bank to this card or move all the blood on this card to your pool. A vampire controlled by another Methuselah can move all the blood on this card to his or her controller's pool as a Ⓣ action.



Illus: William O'Connor ©2008 CCP M. All Rights Reserved

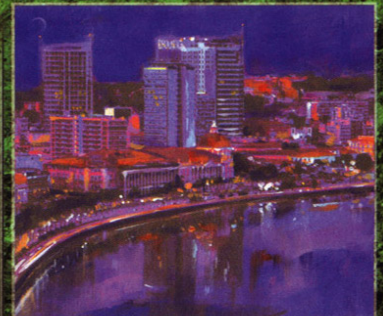
Powerbase: Los Angeles



Master: unique location.
Tap during your discard phase to gain a discard phase action. If you use that discard phase action to discard a card that requires an anarch or a card that makes a vampire an anarch, you may untap a ready anarch. Any anarch controlled by another Methuselah may steal this location for his or her controller as a Ⓣ action.

Illus: Mark Poole ©2004 White Wolf Publishing, Inc. All Rights Reserved

Powerbase: Luanda



Master: unique location.
Requires a ready Laibon.
Tap this card during your master phase and choose a vampire you control. Once this turn, the chosen vampire may enter combat with any minion as a +1 stealth Ⓣ action. Any vampire can steal this location as a Ⓣ action.

Illus: Michael Gaydos ©2009 CCP M. All Rights Reserved

Powerbase: Madrid

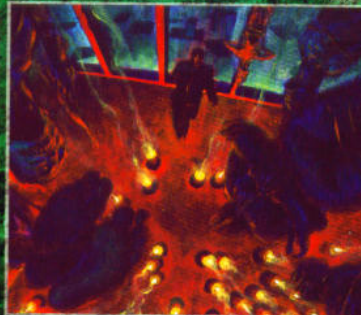


Unique location.
If this card has 3 or fewer counters during your unlock phase, you can add 1 counter to it. Lock during the polling step of any referendum to give a titled Sabbat vampire +1 vote for each counter on this card. Any vampire controlled by another Methuselah can burn all the counters from this card as a Ⓣ action.



Illus: Drew Tucker ©2018 White Wolf Entertainment AB

Powerbase: Mexico City



Master: unique location.
Put 5 blood on this card when it is played. During each of your untap phases, move 1 blood from this card to your pool. Any Sabbat vampire controlled by another Methuselah may move all the blood on the Powerbase to his or her controller's pool as a Ⓣ action. Burn this card if it has no blood.



Illus: Fred Harper ©2004 White Wolf Publishing, Inc. All Rights Reserved

Powerbase: Montreal



Unique location.
During your influence phase, you can add 1 blood to a vampire in your uncontrolled region. Any vampire can steal this location as a Ⓣ action.

Illus: Patrick Lambert ©2019 White Wolf Entertainment AB

Powerbase: New York



Master: unique location
As a master phase action, you may burn 1 pool to move 3 blood counters from the blood bank to this card or move 1 blood counter from this card to your pool. Any Sabbat vampire can take a Ⓣ action to move all the blood on the 'base to his or her controller's blood pool. Burn this card when the last blood counter on it is removed.



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

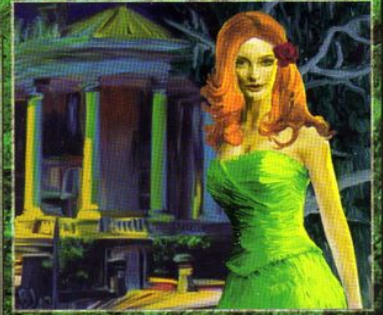
Powerbase: Rome



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

Illus: Greg Simanson ©2001 White Wolf Publishing, Inc. All Rights Reserved

Powerbase: Savannah



Master: unique location.
Elysium.
You may tap any other unique location you control to end combat involving an acting vampire you control before range is chosen. Any vampire may steal this location for his or her controller as a Ⓣ action.

Illus: Becky Jollensten ©2007 White Wolf Publishing, Inc. All Rights Reserved

Powerbase: Tshwane



Master: unique location. Requires a ready Laibon.

Tap this location to reduce the cost of a card you play by 1 pool (this location is not tapped if that card is canceled as it is played). Any Laibon may steal this location for his or her controller as a Ⓢ action.

Illus: William O'Connor

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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 Ⓢ action.



Illus. William O'Connor

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Powerbase: Zürich



Master: unique location.

While you have the Edge, any vampire you control may add 2 blood from the blood bank to a younger vampire in your uncontrolled region as a +1 stealth action. If that action is blocked, burn the Edge (before combat, if any). Any Methuselah may burn the Edge during his or her master phase to steal this card.

Illus: Peter Bergting

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Presence Ⓢ



Master: Discipline.

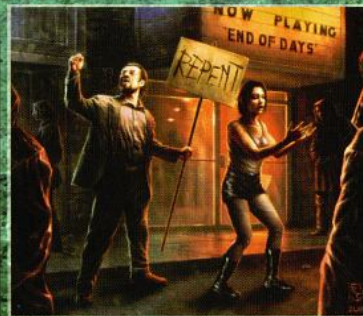
Put this card on a vampire. This vampire gains 1 level of Presence Ⓢ . Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Presence.



Illus: Richard Thomas

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Prophecies of Gehenna



Unique master.

Put this card in play. During your master phase, you may tap this card to look at your prey's hand. If you do so, your prey takes control of the Prophecies of Gehenna. Any Methuselah may burn this card during his or her untap phase by revealing his or her hand to all players.

Illus. UDON

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Protean



Master: Discipline.

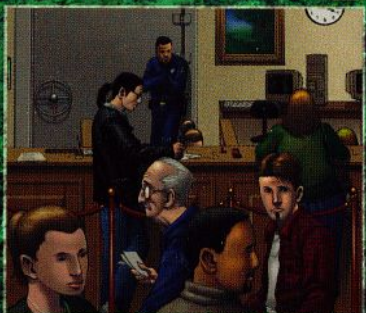
Put this card on a vampire. This vampire gains 1 level of Protean Ⓢ . Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Protean.



Illus. Joe Ziolkowski

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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.

DRAFT: As above, but don't burn this card unless your minion bleeds for 2 or more.



Illus: Chris Stevens

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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.



Illus. Brian Snoddy

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Purchase Pact



Unique master. Requires a ready archbishop, priscus, cardinal or regent.

Put this card into play. When a Sabbat vampire you control is in combat with another Sabbat vampire, you may tap this card before range is determined to end combat. Any titled Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

Illus: Brian LeBlanc

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Quietus



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

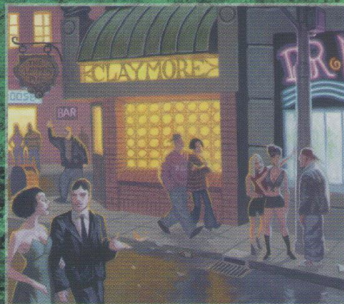
Illus: William O'Connor

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The Rack



MASTER



Unique location.

As this card is played or the controller of this card changes, the controller chooses a ready vampire they control. During the controller's unlock phase, the chosen vampire can gain 2 blood. A vampire controlled by another Methuselah can steal this location as a action.

Illus: Steve Prescott

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Rebel



Master: archetype. Trifle.

Put this card on a vampire you control. Once per turn, when this vampire successfully blocks a titled vampire or a political action, he or she gains 1 blood from the blood bank (before the resulting combat, if any). A vampire can have only one archetype.

She knows I been fighting the Camaretdars a long time and know how to do it.
Jack Drake, Brujah anarch

Illus. Steve Ellis

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Recruitment



Master.

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

Follow me and I shall show you the way to victory.

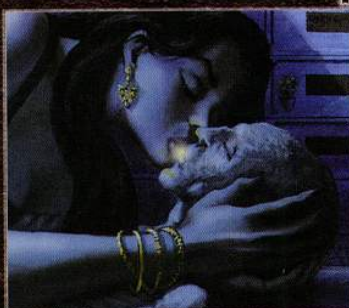
Aurora Van Brande, Paladin,
Lasombra



Illus: Diana Wick

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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.

Illus. Randy Gallegos

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Redline



Master: out-of-turn.

Only usable when a blood hunt referendum passes and would burn a vampire controlled by another Methuselah. That vampire is not burned. Put this card on that vampire and take control of him or her. This vampire is independent. This vampire gets one optional press when in combat with a Camarilla vampire and can enter combat with any Camarilla vampire as a +1 stealth action. Burn this card if the vampire changes sects.

Illus. Brian LeBlanc

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Regarhagan's Hold



Master: out-of-turn.

Give this card to another Methuselah during his or her untap phase and move a reaction card from that Methuselah's ash heap to this card. The chosen reaction card costs that Methuselah's vampires an additional blood. That Methuselah may move 1 pool to this card as a master phase action. Burn this card when it has 2 pool counters. A Methuselah can have only 1 Regarhagan's Hold.



Illus. Andrew Trabbold

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Regent



Master. Title.

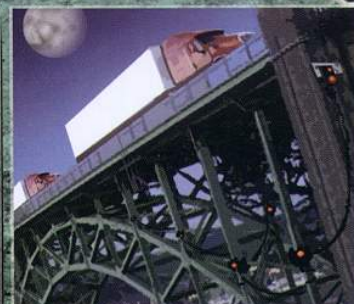
Put this card on a Sabbat vampire you control with a capacity above 7 to represent the unique Sabbat title of regent. Any Sabbat vampire with a different controller can enter combat with this vampire as a action. If a Sabbat vampire diablerizes this vampire, move this card to the diablerist (before the blood hunt is called).



Illus: Mike Danza

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Remover



Master.

Put this card on a Black Hand vampire. This vampire can tap any card (including a minion) as a +1 stealth action. A vampire can have only one Remover.

Illus. André Gates

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Research



Master.

Search your library for three cards (shuffle afterward) and place them face down in your research area. You may look at the cards in your research area at any time. A Methuselah may play only one Research in a game.

DRAFT: As above, but place the cards on the top of your library.

Illus: Jenny Frison

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Retribution



Master.

Choose a minion who successfully bled you for more than 1 pool since your last turn. The chosen minion takes 3 unpreventable damage. A Methuselah can play only one Retribution in a game.

Atrocities committed by any one of us strengthens the fear that we all use as weapons.
Kemintiri, Follower of Set

Illus: Steve Ellis

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Rogue



Master: trifle.

Play on a vampire who has committed diablerie since your last turn. Any vampire can enter combat with this vampire as a Ⓢ action.

Vampires with Auspex ☑ get +1 stealth on that action.

Illus: Brian LeBlanc

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The Rose Foundation



Master: unique location.

Tap this location and burn a conviction ☉ from a ready imbued you control to reduce a bleed against you by one or to gain two votes in a referendum.



Illus: John Bridges

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Rötschreck



Master: out-of-turn. Frenzy.

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.

Illus: Mike Danza

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The Rumor Mill, Tabloid Newspaper



Master: unique location.

Tap to choose a vampire. Once during the current action, the chosen vampire may burn 1 blood to get +1 intercept.

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



Illus: Peter Kim

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Seattle Committee



Unique master.

During your master phase, you may tap this card to put an anarchy counter on a ready non-titled, non-anarchy vampire you control. A vampire with an anarchy counter is considered anarchy (and independent) even if this card leaves play. If a vampire with an anarchy counter changes sects, burn the counter.



Illus: Steve Ellis

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Secret Horde



Master: investment.

Put this card in play and 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.

Illus: Michael Astrachan

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Secret Passage



Master.

Put this card on a ready minion you control. If this minion is the target of a Ⓢ action while he or she is ready, you may burn this card to make the action fail.

A minion can have only one Secret Passage.

Illus: Alejandro Collacci

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Secure Haven



Master: unique location. Haven.
Put this card on a minion you control. This minion cannot be affected by ① actions. Any Methuselah burns an additional pool when playing master cards on (or that target) this minion. Burn this card if this minion enters torpor. A minion may have only one haven.



Illus: Katie McCaskill ©2007 White Wolf Publishing, Inc. All Rights Reserved

Sense Vibrations



Master: trifle.
Put this card on a Laibon with Auspex ②. This Laibon with Auspex may tap this card during a referendum to get 1 additional vote. A vampire can have only one Sense Vibrations.

Illus: Mathias Kollros ©2007 CCP M. All Rights Reserved

Sermon of Caine



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

Illus: Dave Seeley ©2004 White Wolf Publishing, Inc. All Rights Reserved

Serpentis



Master: Discipline.
Put this card on a vampire. This vampire gains 1 level of Serpentis ②. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Serpentis.



Illus: Katie McCaskill ©2007 White Wolf Publishing, Inc. All Rights Reserved

Servitor of Irad



Master.
Put this card on a ready vampire you control. When any Methuselah plays a Gehenna card, you may draw two additional cards from your library if this vampire is ready. Discard down to your hand size afterward. A vampire can have only one Servitor of Irad.

There will come a time when an Elder Darkness will stir deep below a city which has forgotten and will surprise the Elder, its children.
The Book of Nod

Illus: Attila Adorjany ©2004 White Wolf Publishing, Inc. All Rights Reserved

Shakar



Master.
Put this card on a Black Hand vampire. This Black Hand vampire can enter combat with any younger non-Black Hand vampire as a ① action. A vampire can have only one Shakar.

Ar-Rashid said, A true assassin has no ego, which is well, for he receives no glory.
The Admonitions



Illus: Andrew Bates ©2003 White Wolf Publishing, Inc. All Rights Reserved

Shakar: the Hunt



Master: contract. Trifle. Unique. Requires a Black Hand vampire.
Put this card on a ready minion. Every Black Hand vampire is considered chosen for this contract. Any Black Hand vampire can enter combat with this minion as a +1 stealth ① action. Burn this card when this minion leaves the ready region.

Illus: Javier Santos

Shock Troops



Requires a ready Archbishop or Cardinal.
Master.

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



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Short-Term Investment



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



Illus: Drew Tucker ©2003 White Wolf Publishing, Inc. All Rights Reserved

Slave Auction



Unique master.

Put this card in play with X blood where X is the number of Methuselahs in the game. You may use a master phase action to move 1 blood from this card to your pool. Burn this card if it has no counters.



Illus: Fred Harper

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Smear Campaign



Unique master. Requires a ready anarch.

Put this card in play. Tap during your untap phase and choose a tapped non-anarch minion controlled by your predator or prey to burn a card on that minion. Cannot be used to burn an equipment or a retainer. That minion's controller then takes control of this card.



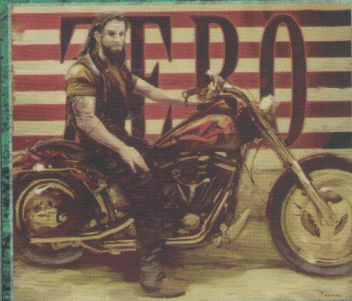
Illus: Neil Jones

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Smiling Jack, The Anarch



MASTER



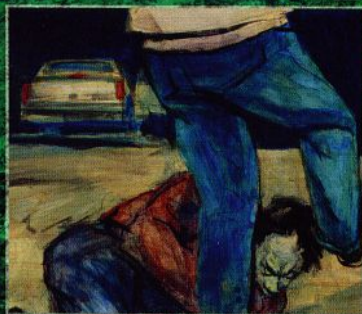
Unique.

Put this card in play. During your unlock phase, move 1 counter from your pool to this card. During each other Methuselah's unlock phase, for each counter on this card, that Methuselah burns 1 pool or burns 1 blood from a vampire they control. Any vampire can burn this card as a Ⓛ action.

Illus: Kieran Yanner

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Social Ladder



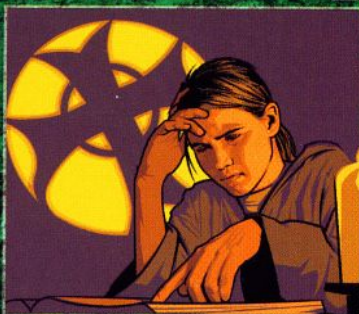
Master.

Put this card on a ready vampire you control. During your influence phase, remove this vampire from the game and move all the blood counters from that vampire to an older vampire in your uncontrolled region.

Illus: Drew Tucker

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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 Ⓛ action.

Illus: Durwin Talon

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Sociopath



Master: archetype.

Put this card on a Sabbat vampire you control. Once per turn, when this vampire remains ready and burns a minion in combat or sends a vampire to torpor in combat, he or she gains 1 blood from the blood bank. A vampire can have only one archetype.

When he is best, he is little worse than a man, and when he is worst, he is little better than a beast. Shakespeare, The Merchant of Venice, act 1, scene 2

Illus: Fred Harper

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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.

Illus: Fred Hooper

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Specialization



Unique master.

Put this card in play. During your untap phase, you may tap this card and discard two copies of the same card from your hand to gain 1 pool (draw afterward).

Illus: Drew Tucker

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Spontaneous Power



Unique master.

Put this card on a vampire and choose a Discipline. This vampire gains one level of the chosen Discipline. While in play, this card counts as a master: Discipline card.



Illus: James Stowe

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Static Virtue



Master: Requires a ready Laibon.
Choose a Laibon you control. If this Laibon was moved to your ready region during your last influence phase, then for every two capacity above 4 this Laibon has, you may move one Aye and one Orun from your hand or library to this Laibon. Otherwise, you may move one Aye or one Orun from your hand or library to this Laibon. Shuffle afterward.

Illus: Ken Meyer, Jr.

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Storage Annex



Master: location.
Put a card from your hand face down (out of play) on this card when you play it. You may look at the card at any time. During your master phase, you may exchange a card in your hand for the card on this Storage Annex.

Illus: Brian LeBlanc

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Strained Vitae Supply



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

Illus: Stuart Beel

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The Stranger Among Us



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

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



Illus: Becky Cloonan

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Striga



Master: trifle.
Put this card on an infernal vampire. This vampire may play cards that require Striga (not a Discipline). With two of these cards, he or she may play cards that require superior Striga. Burn this card if this vampire is not infernal.

DRAFT: Make a vampire you control infernal, and play this card above.

Illus: Justin Norman

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Subdued by the Blood



Master: out-of-turn. Trifle.
Play when a vampire diablerizes a vampire of more than twice his or her capacity (before the blood hunt referendum, if any). Usable on your own turn. Move the victim from the ash heap to his or her owner's ready region, and move all blood from the diablerist to him or her. Remove the diablerist from the game.

Illus: Leaf Jones

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Succubus Club

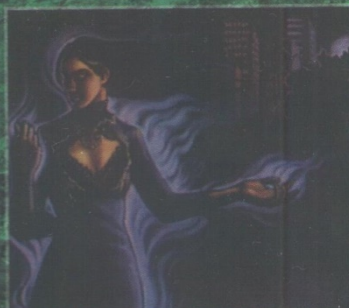


Master: unique location.
During your untap phase, you may tap this card to trade with a Methuselah who agrees to trade. You may trade pool and cards from your hand and cards you control. The trade cannot result in either Methuselah having fewer cards in hand than his or her hand size. Any additional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

Illus: Julie Collins

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Sudden Reversal



Out-of-turn.
Cancel a master card played by another Methuselah as it is played, and its cost is not paid.

Illus: Anna Christenson

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Sunset Strip, Hollywood



Master: unique location.
Tap to give all vampires +1 stealth on hunt actions until your next untap phase. Tap to reduce the cost to recruit a mortal ally or mortal retainer by 1 blood or pool (but never less than 0 blood or pool).

They had no fear of the dark, for here the sun shone so brightly that it lit up their hearts at night.
Salvador Garcia, Brujah anarch

Illus: Brian LeBlanc

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Temptation of Greater Power



3

Master: Requires a ready justicar.

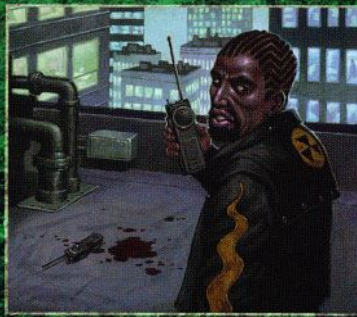
Choose a vampire. Methuselahs may bid pool for control of that vampire. The winner pays the bid to the blood bank and takes control. Methuselahs may be credited up to 5 pool on the bid; winner pays 1 pool toward his or her debt during his or her discard phase until the debt is repaid. Only 1 Temptation 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

Illus: Brian LeBlanc

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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, his or her controller burns 1 pool. Any Methuselah can burn this card by discarding two master cards as a master phase action.

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

Illus: Steve Prescott

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Thaumaturgy



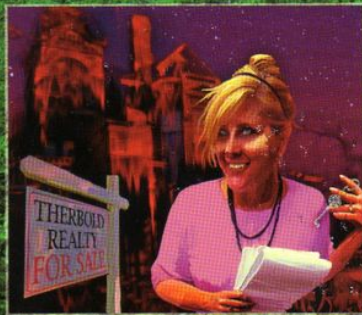
Master: Discipline.

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

Illus: Arkady Roytman

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Therbold Realty



Master: unique location.

Locations cost you 1 less blood or pool.

DRAFT: As above, and you may tap this card to discard a card from your hand.

Money can't buy friends, but it can get you a better class of enemy.
Spike Milligan

Illus: Becky Jollensten

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Threestar Cab Company



Master: unique location. Hunting Ground.

Tap during your master phase to move a blood from the blood bank to this card. Tap during your untap phase to move 1 blood from this card to your pool or to a ready vampire you control. A vampire can only gain blood from one Hunting Ground card each turn.

3

Illus: Beth Trott

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Tomb of Rameses III



Master: unique location.

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

3

Illus: Sandra Everingham

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Toy Chest Test



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

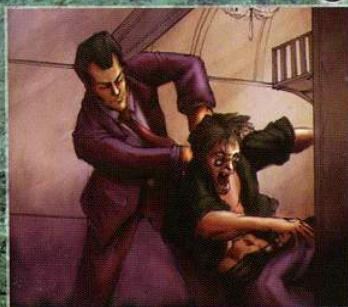
Toy is a national treasure. We'd never let him go.
Preacher, Malkavian antitribu

1

Illus: Dennis Calero

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Traditionalist



Master: archetype. Trifle.

Put this card on a vampire you control. Once per turn, when this vampire casts his or her votes against a referendum and the referendum fails, he or she gains 1 blood from the blood bank. A vampire can have only one archetype.

We are stubborn, self-destructive conformists. Any other view of our species is just a self-congratulatory delusion.
Michael Crichton, *The Lost World*

Illus: Attila Adajany & Eric Kim

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Tragic Love Affair



Master

Put this card on a Toreador. Tap that Toreador. The Toreador suffering the Tragic Love Affair does not untap during the untap phase. The Toreador's controller may burn 1 pool during his or her master phase to transfer this card to another Toreador. A Methuselah can burn this card by forfeiting the Edge.

Illus: Susan Van Camp

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Transcendent Laibon



Unique master.

Put this card on a Laibon with at least three Aye and three Orun. During your untap phase, this Laibon gains 1 blood. Allies and younger vampires must burn 1 blood or life to attempt to block this Laibon or to target this Laibon with a **Ⓧ** action. Burn this card if this minion is not ready or has fewer than three Aye or three Orun.

Illus: Mathias Kollros

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Tribute to the Master



Master.

Move 1 blood from each of your ready vampires to your pool.

*All these lives I will give you, ay,
and many more and greater,
through countless ages...*
Bram Stoker, *Dracula*

Illus: Jeremy C. Bills

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Trophy: Chosen



Master. Trophy.

When this card is moved to a vampire, that vampire gains 4 blood, becomes Sabbat and untaps, or that vampire can choose to burn this card instead. The vampire with this card is Black Hand. If he or she was already Black Hand when receiving this card, he or she is a Seraph. **DRAFT:** Master. (Not a trophy.) Add 2 blood to a Black Hand vampire.

Illus: Thomas Manning

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Trophy: Clan Respect



Master. Trophy.

When this card enters play, choose a clan. Vampires of the chosen clan cannot block the vampire with this card.

*You solve this problem for me... and I will join my
voice with yours when it comes time to formalize
our new structure.*
Hardestad, Ventrue

Illus: Steve Ellis

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Trophy: Diablerie



Master. Trophy.

The vampire with this card gets +2 stealth when attempting diablerie. Blood hunts cannot be called against this vampire. If this vampire successfully diablerizes another vampire, burn this card at the end of the action.

Illus: Chris Richards

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Trophy: Discipline



Master. Trophy.

When this card enters play, choose a Discipline. The vampire with this card has the chosen Discipline at the superior level.

*They taught you to hear them dead people?
Think you could teach me?*
Joe "Boot" Hill, Assamite antitribu

Illus: Satyr

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Trophy: Domain



Master. Trophy.

The vampire with this card has +1 intercept. Once each action, this vampire can burn 1 blood to untap and attempt to block.

*The Camarilla will formally acknowledge the
supremacy of Clan Giovanni in Boston and its
immediate environs.*
Jacques Gauthier, Toreador

Illus: John Bridges

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Trophy: Hunting Ground



Master. Trophy. Hunting Ground.

During your untap phase, the vampire with this card gains 2 blood from the blood bank. A vampire can gain blood from only one Hunting Ground card each turn.

Illus: Avery Butterworth

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Trophy: Library



Master. Trophy.

The controller of this vampire gets +2 hand size. A vampire may have no more than two Trophy: Libraries.

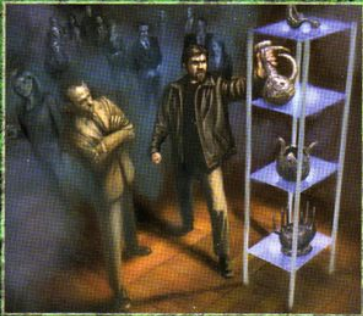
DRAFT: As above, and gain 1 pool when you play this card.

*The greatest university of all is a
collection of books.*
Thomas Carlyle

Illus: Becky Jollensten

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Trophy: No Questions



Master. Trophy.

Put 2 counters on this card. When the vampire with this card announces an action, he or she may burn a counter from it to make the action unblockable. Burn this card when it has no counters.

DRAFT: As above, and gain 1 pool when you play this card.

Illus: Patrick McEvoy

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Trophy: Progeny



Master. Trophy.

If this card would be moved to a non-sterile vampire, that vampire's controller takes control of it instead, and it becomes a non-unique vampire of the same clan as that vampire with 2 capacity. He or she may go through his or her library (shuffle afterward), ash heap or hand to find a Discipline card for this new vampire. Move 2 blood from the blood bank to this new vampire.

2

Illus. Rik Martin

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Trophy: Retainers



Master. Trophy.

During your untap phase, if this card is on a vampire, you may search your library (shuffle afterward) or hand for a retainer. This vampire employs that retainer (he or she must meet the requirements, if any). Pay the cost as normal. This is not an action.

Illus. Satyr

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Trophy: Revered



Master. Trophy.

The vampire with this card gets +2 bleed. A vampire may have only one Trophy: Revered.

DRAFT: As above, and gain 1 pool when you play this card.

It is hard to free fools from the chains they revere.
Voltaire

Illus: Imaginary Friends Studios

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Trophy: Safe Passage



Master. Trophy.

While the vampire with this card is ready, he or she cannot be the target of D actions.

I want a promise that I won't be interfered with by the prince's sheriff.
Khalil Ravana, Ravnos

Illus. Glen Osterberger

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Trophy: Wealth



Master. Trophy.

When this card is placed on a vampire, put five counters on it. The vampire with this card can use these counters to pay some or all of the blood or pool cost of equipment. Burn this card when the last counter is removed.

Illus. David Day

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True Faith



Unique master.

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



Illus. Falon Dunning

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Twilight Camp



Master.

Put this card in play with 4 counters. When you put a non-titled, non-anarch vampire in play from your uncontrolled region, you may burn a counter from this card to make that vampire anarch (and independent). You may burn a counter from this card to add a blood to an anarch as a master phase action. Burn this card when it has no counters.

Illus. Leif Jones

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Two Wrongs



Master: out-of-turn. Trifle. Play when a minion controlled by a Methuselah other than your predator is bleeding you. That minion is now bleeding his or her prey. The next card that would change the target of this bleed is canceled as it is played.

Illus. Leif Jones

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Unacceptable Appearance



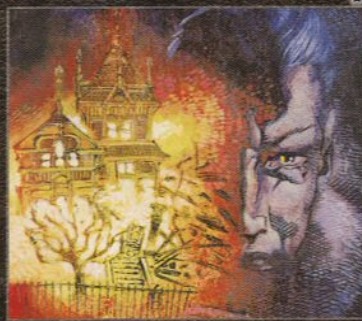
Master.

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

Illus. Pete Venters

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Unnatural Disaster



Master.
Burn a location.

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



Illus. Ted Naifeh

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Vampiric Disease

10



Master.

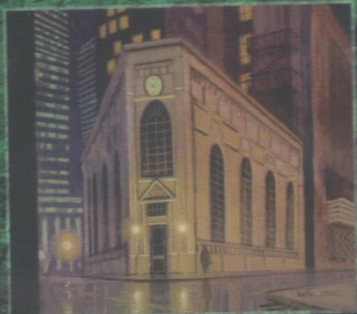
Put a disease counter on any vampire. Each time a vampire with a disease counter is in combat at close range with another vampire, the second vampire gets a counter as well. An afflicted vampire cannot gain blood by hunting. When an afflicted vampire untaps, he or she burns a blood or, if unable, burns the disease counter. A vampire can have only one disease counter.

Illus. Mark Tedin

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Vast Wealth

MASTER



Put this card on a ready minion you control. If you control this minion, they can equip with the first equipment you find in your library as a +1 stealth action (working down from the top; requirements and cost apply as normal; shuffle afterward).

Illus. William O'Connor

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Vessel

MASTER



Trifle.

Put this card on any vampire, and you can burn a Blood Doll (if any). During their unlock phase, this vampire's controller can move 1 blood from this vampire to their pool or from their pool to this vampire.



Illus. Brian LeBlanc

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Vicissitude



Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Vicissitude **V**. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Vicissitude.



Illus. Alan Rabinowitz

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Vicissitude Poisoning



Master.

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

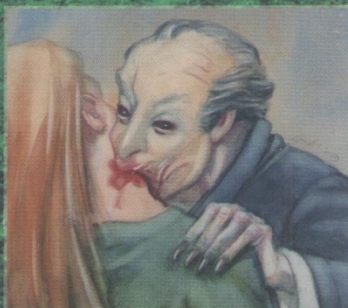
Illus. Ron Spencer

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Villein

25

MASTER



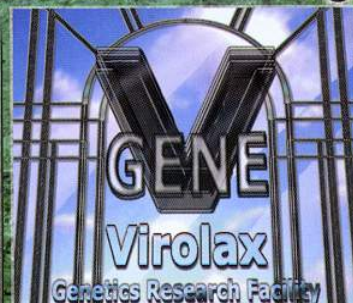
Trifle.

Put this card on a vampire you control who has any amount of blood and move 2 to 5 blood from that vampire to your pool. Minion Tap costs you 1 additional pool. Villein costs 1 additional pool to play on this vampire.

Illus. Vince Locke

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Virolox Facility



Master: unique location.

When a vampire you control with capacity above 7 is burned, burn this card and search your crypt for a vampire with capacity below 5. Place that vampire in your ready region with 1 blood. That vampire cannot act this turn.

Illus. Jeff Holt

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Visit from the Capuchin



Unique master.

Put this card into play with 4 counters on it. You get +X hand size, where X is the number of counters on this card. Each time you would draw to replace a card (not counting the card to replace the Visit), burn a counter from this card instead. Burn this card if it has no counters.

Illus: Dennis Calero

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Vox Domini



Master: out-of-turn.

Only usable during the referendum of a political action. Not usable on a referendum that is automatically passing. The referendum fails. Each Methuselah may play only one Vox Domini each game.

Are you going to force me to stop? We both know that you can. If you are my master, or speak on his behalf, you can make me do anything you want.
Lucita, Lasombra

Illus: Christopher Slay

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Vox Senis



Unique master.

Put this card in play. Each Methuselah gets an additional vote during each referendum. Alternatively, during a referendum, you may play this card from your hand to your ash heap as an out-of-turn master to gain 3 votes in that referendum.

Illus: Andrew Bates

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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

Illus: Brian LeBlanc

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Wall Street Night, Financial Newspaper



Master: unique location.

Tap during an undirected action to give a minion you control +1 intercept for the current action. Tap to select a minion you control. Once this turn, the chosen minion may move a counter from an investment card controlled by any Methuselah to your pool as a +1 stealth Ⓢ action.

Illus: David Day

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Warning Sirens



Master: out-of-turn.

Play on a minion targeted by a Ⓢ action to give that minion +1 intercept. Alternatively, play on a minion in combat. That minion gets an optional strike: dodge this round.

The storm is coming, he tells me.
Calebros, Nosferatu

Illus: Avery Butterworth

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Wash



MASTER



Out-of-turn. Trifle. Do not replace until your unlock phase.

Cancel a master card played by your predator or prey as it is played, and its cost is not paid. That Methuselah gets +1 master phase action immediately, or at the start of their next master phase if the canceled card is an out-of-turn master.

Illus: Jeremy McHugh

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Watchtower: Chosen are Called



Master: watchtower. Requires a ready Seraph.

Put this card in play. You may use a master phase action to draw three cards (discard down to your hand size afterward). Burn this card if another watchtower enters play.

Illus: Rik Martin

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Watchtower: Four Ride Forth



Master: watchtower. Requires a ready Seraph.

Put this card in play. During your discard phase, you may tap this card to untap any ready Black Hand vampire. Burn this card if another watchtower enters play.

Illus: Brian LeBlanc

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Watchtower: The Wolves Feed



Master: watchtower. Requires at least one Gehenna card in play and a ready Seraph.

Black Hand vampires get +1 stealth and may strike for 2R damage. A ready Black Hand vampire you control may tap to cancel a Gehenna card as it is played. During your untap phase, burn X pool or burn this card, where X is the number of Gehenna cards in play (minimum of 1). Burn this card if another watchtower enters play.



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Weeping Stone



Master: unique location.

+1 hand size. During your untap phase, a ready Black Hand vampire you control gains 1 blood. Any Assamite can burn this card as a $\text{\textcircled{1}}$ action that costs 1 pool.

Illus: J. Frederick Y ©2003 White Wolf Publishing, Inc. All Rights Reserved

Whispers of the Nictuku



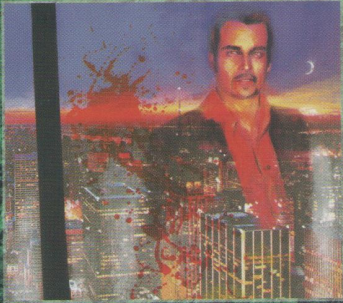
Unique Master

Put this card in play. Any Nosferatu burns 1 additional blood to untap during his or her controller's untap phase. Any Methuselah can burn this card by burning 1 pool and spending four transfers during his or her influence phase.

"And the bastard child of Nosferatu still roam the dark places of the Earth hunting their favored cousins..."
Tusk, The Talebearer of Clan Nosferatu

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Wider View



MASTER

Trifle.

Put this card in play. You can use 1 transfer to draw 1 card from your crypt and then remove a crypt card in your uncontrolled region from the game. You can use 4 transfers to burn this card and gain 2 pool.



Illus: Michael Gaydos ©2018 White Wolf Entertainment AB

WMRH Talk Radio



Master: unique location.

Tap to give any minion +1 intercept for the current action. If that minion doesn't successfully block the action, burn 1 pool after the action resolves.



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XTC-Laced Blood



Master: out-of-turn.

Only usable when a vampire successfully hunts. Put this card on that vampire. 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 $\text{\textcircled{1}}$ action.

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Yawp Court



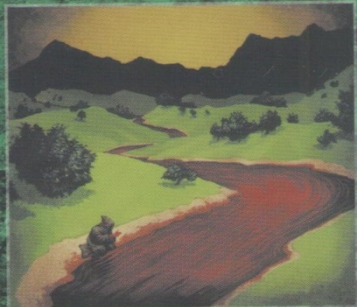
Master: unique location. Requires a ready Sabbat vampire.

Tap when a political action is successful, before the referendum, to have a ready untapped Sabbat vampire you control tap and enter combat with the acting vampire. If the acting vampire is still ready at the end of combat, the Sabbat vampire takes 2 damage, and the referendum is conducted as normal.



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Zillah's Valley



Add 4 blood to a vampire in your uncontrolled region with capacity 8 or more.

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

Illus: Steve Prescott ©2019 White Wolf Entertainment AB

Zoning Board



Unique master.

Put this card in play. 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 $\text{\textcircled{1}}$ action (the owner shuffles afterward). If that action is successful, that controller 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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2- RETAINER (16)

Crypt's Sons

Unique mortal with 3 life. Requires an anarch. Whenever this anarch is blocked, he or she may burn a life from the Sons to cancel combat and continue the action as if unblocked. The Sons inflict 1 R damage each round of combat during normal strike resolution.

1

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Elephant Guardian

Animal with 3 life. Requires a ready Laibon. When this minion is in combat with an acting minion, the acting minion takes 2 damage during strike resolution each round if the range is close. A minion can have only one Elephant Guardian. *The one who follows an elephant will have no problems. Ghana proverb*

1

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Faithful Servant

Retainer with 1 life. If the minion with this retainer is in torpor, he or she gains 1 blood at the beginning of his or her minion phase. *Like a child to her mother I have flown to you. Sappho*

Illus. Max Shade Fellwalker

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Ghoul Escort

Ghoul with 4 life. Requires a ready vampire. When this vampire is blocked, he or she may burn this retainer and untap instead of entering combat. (This does not untap the blocker.)

Illus. Jeff Reiner

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Ghoul Messenger

Ghoul with 1 life. Requires a ready Laibon. The vampire with this retainer may move it to another ready vampire as a +1 stealth action. If the action is successful, the new employer gains 1 blood from the blood bank, and the acting vampire untaps at the end of the turn. If the action is blocked, cancel combat, burn the Messenger, and do not tap the blocking minion.

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Ghoul Retainer

Ghoul with 2 life. 1 strength. During the initial strike resolution each round, the Ghoul Retainer inflicts 1 damage or may use a weapon not used by the employing minion (or another retainer) that round (either before or after). This is not a strike, although it does count as "using" the weapon.

2

Illus. Richard Thomas

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Ilomba

Animal with 1 life. Requires a Laibon. Put Ilomba on any minion (this is a +1 stealth Ⓢ action if that minion is controlled by another Methuselah). If Ilomba would burn a life (or would otherwise be burned), this minion burns a blood or life instead. If he or she cannot, he or she is burned. A minion may have only one Ilomba.

Illus. Ron Spencer

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J. S. Simmons, Esq.

Unique mortal with 1 life. The employer gets +1 bleed.

Illus. Bob Stevic

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Jackie Therman

Unique mortal with 1 life. This minion gets an optional maneuver each combat.

Illus. Fred Hooper

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Malajit Chandramouli



Requires a non-Camarilla vampire. Unique mortal with 1 life.

Malajit's employer may tap him to get +1 stealth for the current action. If that action is blocked, burn Malajit.



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Marijava Ghoul



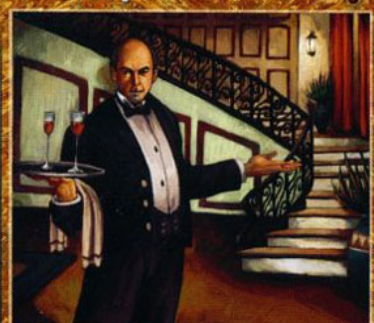
Ghoul with 2 life.

The minion with this retainer gets +1 stealth when attempting an action that requires Presence.



Illus: Lawrence Snelly ©2001 White Wolf Publishing, Inc. All Rights Reserved

Mr. Winthrop



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

Illus: Anna Christopson ©2001 White Wolf Publishing, Inc. All Rights Reserved

Robert Carter



Unique ghoul with 1 life.

During your untap phase, Carter's employer burns 1 blood, or Carter is burned. The vampire with this retainer gets +2 bleed.



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Shaman



Unique mage with 2 life.
Requires a ready Laibon.

This Laibon has +1 intercept. When acting, this Laibon can shuffle this retainer back into your library to get +1 stealth.



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Swarm



Animal with 1 life. Requires a ready Laibon.

Put the Swarm on any ready minion (employing the Swarm is a +1 stealth action if that minion is controlled by another Methuselah). If this action is blocked, put the Swarm on the acting minion instead (no cost is paid). During this minion's untap phase, if the Swarm has more than 1 life, it burns a life; otherwise, it steals 1 blood or life from this minion. A minion may have only one Swarm.



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Tasha Morgan



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

Illus: Christopher Rush ©2001 White Wolf Publishing, Inc. All Rights Reserved

F 3- EQUIPMENT (126)

.44 Magnum



Weapon: gun.
Strike: 2R damage, with 1 optional maneuver each combat.

Illus: Greg Simanson © 2019 White Wolf Entertainment AB

Aaron's Feeding Razor



Unique equipment.
When this vampire successfully hunts, he or she gains 1 additional blood.

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Agate Talisman



Equipment.
Only usable by a vampire with capacity 4 or more. The vampire with this equipment may tap it before votes are cast in a referendum to gain 1 vote in that referendum. A vampire may have only one Agate Talisman.

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AK-47



Weapon. Gun.
2R damage each strike, with an optional maneuver. When bearer strikes with this gun, he or she gets an optional additional strike this round, only usable to strike with this gun.
DRAFT: As above, but this weapon costs 1 less pool.

Illus: Franz Yehwinkel © 2017 White Wolf Publishing, Inc. All Rights Reserved

Ambulance



Vehicle.
After a combat between this acting minion and a blocking minion, you may tap the Ambulance to continue the action as if unblocked. If the action is blocked again, burn this card. This minion may tap the Ambulance to attempt to burn an incapacitated imbued as a +1 stealth Ⓛ action. A minion may have only one vehicle.

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Amulet of Temporal Perception



Unique.
This vampire can burn 1 blood to play a card requiring basic Temporis Ⓛ from your hand. This equipment can be used only once each turn.

Illus: Nicolas Bigot © 2018 White Wolf Entertainment AB

An Anarch Manifesto



Equipment.
The anarch with this equipment gets +1 stealth on actions that require an anarch. Titled non-anarch vampires get +1 strength in combat with this minion. A minion may have only one Anarch Manifesto.
DRAFT: As above, and a vampire becomes anarch when he or she equips with this card.

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Argent Baton



Unique melee weapon.
Strike: strength+1 damage. If the opposing minion is a werewolf, the bearer can make a ranged strike to burn 4 life from that werewolf.
The power only serves under moonlight. Well, and only at night, to be precise.
Count Vladimir Rustovich, Tzimisce

Illus: Becky Jollensten © 2017 White Wolf Publishing, Inc. All Rights Reserved

Assault Rifle



Weapon: gun.
Strike: 4R damage, with an optional maneuver each combat.

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Bang Nakh—Tiger's Claws



Melee weapon.
Strike: strength +2 damage.

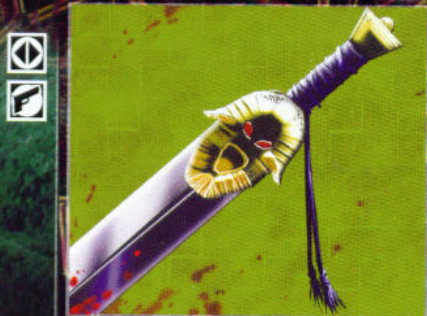
As Thetmes closed the gap between the two Kindred, he withdrew from under his cloak a pair of tiger's claws.



Illus: Ron Spencer

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Banshee Ironwail



Unique melee weapon. Cold iron.
Strength+2 damage each strike. Bearer gets -1 stealth on each action. If bearer blocks an action, the acting minion burns 1 blood or life (before combat begins, if any).

For punishment, the Bean-Sidhe was armbound to the blade itself, and it has howled in its twice-damned existence ever since.
Michah Naught, Seelie sluagh grump



Illus: Richard Thomas

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Baseball Bat



Melee weapon. Do not replace until the end of this action.

Strength+1 damage each strike. If the action to equip with the Baseball Bat is successful, untap the acting minion at the end of the turn.



Illus: Brian LeBlanc

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Bastard Sword



Melee Weapon

Minion with this weapon inflicts +1 hand damage with each strike.



Illus: Rob Alexander

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Beretta 9mm



Weapon, gun.

Strike: 1R damage. Or, if bearer has another Beretta 9mm, strike: 2R damage, with an optional maneuver each combat (a minion may use only one Beretta 9mm to maneuver each round).



Illus: James Stowe

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Black Gloves



Unique melee weapon.

Strength+1 aggravated damage each strike. Bearer takes 1 damage during strike resolution when this weapon is used, but only once each combat.

We know more about war than we know about peace, more about killing than we know about living.
Gen. Omar Bradley, 1948 speech



Illus: Jim Nelson

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Blade of Enoch



Unique melee weapon.

Strike: strength+1 damage, only usable by a vampire with capacity above 5. Damage inflicted by this weapon on a Brujah ☾ or Brujah antitribu ☾ is aggravated. This vampire with capacity above 5 is immune to the effects of Frenzy cards.



Illus: Patrick McEvoy

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Blood Tears of Kephran



Unique equipment.

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



Illus: Ron Spencer

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Bloodstone



Equipment.

Put this equipment on any minion (this is a +1 stealth Ⓛ action if the minion is controlled by another Methuselah). This acting vampire gets +2 intercept when attempting to block the bearer of this equipment.



Illus: Steve Eidson

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Blow Torch



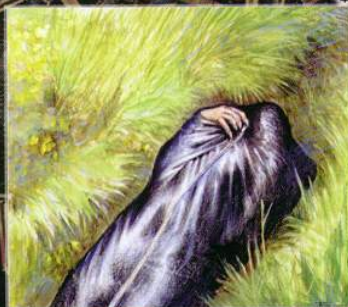
Weapon.

1 aggravated damage each strike.
 Doused with fluid/Blow torch
 flaming
 It's time to die/Roasted alive
 Death... burning flesh/Corpse...
 ashes left
 Mortician, "Charred Corpses"



Illus: James Stowe ©2014 White Wolf Publishing, Inc. All Rights Reserved

Body Bag



Equipment. Haven.

Only usable by an anarch. If the anarch with this card is ready, he or she can burn 2 blood to cause an action directed at him or her to fail. A minion may have only one haven.

I ran down into the water as deep as I could and zipped myself up in the bag with the cinder blocks.
 Eddie Gaines, Caitiff anarch

Illus: Brian LeBlanc ©2003 White Wolf Publishing, Inc. All Rights Reserved

Bomb



Weapon.

Strike: 5R damage. If the bomb is used in combat, the bearer takes 5 damage as well. The minion with this weapon may burn a location as a D action. Burn the Bomb after use.



Illus: Mark Nelson ©2008 CCP AG. All Rights Reserved

The Book of Going Forth by Night



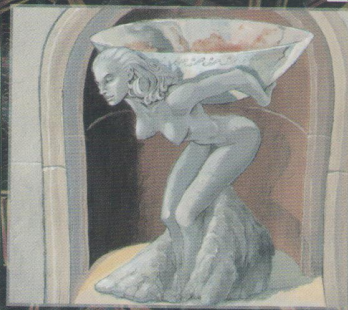
Unique equipment.

The vampire with this equipment has superior Serpents S . If an ally opposing this vampire in combat would be burned, take control of the ally and tap the ally instead (if the ally has lost his or her last life, add 1 life to him or her from the blood bank).



Illus: Steve Eidson ©2005 White Wolf Publishing, Inc. All Rights Reserved

Bowl of Convergence



Unique.

The bearer with Auspex A gets +1 intercept. The bearer with superior Auspex A can burn 1 blood during an action to get an additional +1 intercept.

Illus: Jeff Holt ©2018 White Wolf Entertainment AB

Brass Knuckles



Melee weapon.

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

Sometimes, the traditional methods are the best.
 Jacob Bragg, Brujah antitribu

Illus: Ron Spencer ©2008 White Wolf Publishing, Inc. All Rights Reserved

Bundi



Melee weapon.

Strike: hand strike for strength+1 damage. (This strike is both a hand strike and a melee weapon strike). Bearer may prevent 1 damage from each melee weapon strike made against him or her.



Illus: Franz Vohwinkel ©2008 CCP AG. All Rights Reserved

Camera Phone



Electronic equipment.

The minion with this equipment may bleed at +1 bleed as a D action. No other equipment can increase the bleed amount of this action.

Illus: Craig Grant ©2009 CCP AG. All Rights Reserved

Catacombs



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

When attempting to rescue a vampire from torpor, the vampire with this location gets +1 stealth and burns 1 less blood if successful.



Illus: Liz Danforth ©2008 White Wolf Publishing, Inc. All Rights Reserved

Chainsaw



Weapon.
3 damage. Usable only once per combat.

2

Illus. © 1994 Mark Poole

Chalice of Kinship



Unique equipment. Requires a ready priscus or cardinal.
The priscus or cardinal with this equipment can give each other ready Sabbat vampire you control 1 blood from the blood bank as a +1 stealth action.

1

Illus. Jeff Holt ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Changeling Skin Mask



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

1

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Cloak of the Abalone



Unique equipment.
Toreador ☾ and Toreador antitribu ☾ cannot block this minion.

Illus. Brian Lablanc ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Codex of the Damned



Unique equipment.
While the bearer has Thaumaturgy ☉, he or she is considered to have superior Thaumaturgy. Each time the bearer with Thaumaturgy commits diablerie, each other ready vampire you control gains 1 blood, and each one younger than the victim may receive a master: Discipline card from your ash heap, hand, or library (shuffle afterward).

1

Illus. Jeremy Hildrich ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Codex of the Edenic Groundskeepers



Unique equipment.
This minion gets -2 stealth when bleeding. This minion may bleed as a Ⓢ action that costs 1 blood ♠; this action gets +3 bleed if the target Methuselah doesn't control a ready untapped minion.

1

Illus. Pat Leberko ©2001 C7 M. All Rights Reserved.

Combat Shotgun



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

3

Illus. Michael Dixon ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Concoction of Vitality



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

1

Illus. Ash Arnett ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Cooler



Equipment.
Put 4 blood counters on this card. During your untap phase, if the vampire with this equipment is ready, you may move 1 blood from this card to this vampire. Burn this card when it has no counters.
*Get yourself a cooler, lay yourself low
Coincidental murder, with nothing to show
Aerosmith, "Same Old Song and Dance"*

1

Illus. Aaron Voss ©2001 C7 M. All Rights Reserved.

Crimson Sentinel



Unique melee weapon.

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

2

Illus. Mike Weaver

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The Crusader Sword



Unique melee weapon.

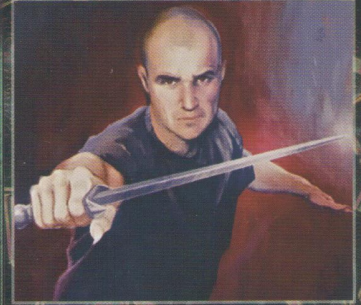
Strength+1 aggravated damage each strike. Only usable by a minion with True Faith or an imbued. Vampires opposing this minion with True Faith or this imbued cannot use maneuvers to go to close range.

1

Illus. John Bridges

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Dagger



EQUIP
ACTION

Melee weapon.

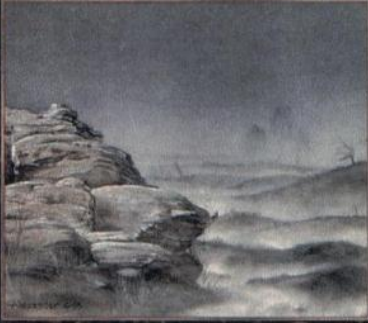
You can put a second Dagger from your hand or ash heap on this minion after they equip this Dagger from your hand. Damage inflicted on a Kiasyd by this weapon is aggravated. Strike: strength+1 damage. Alternatively, ranged strike: strength damage and, after strike resolution, put this weapon out of play until the end of the action. Burn this weapon if any damage from it is prevented.

1

Illus. Joel Briske

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Dartmoor, England



2

This equipment card represents a unique location.

The cost for this location is paid by a vampire; put this card on that vampire. The vampire with this location gets +1 stealth on any action requiring Animalism or Protean.

*In the spell-bound north, convulsive now with a dream near morning...
D.H. Lawrence, The North Country*

Illus. Rob Alexander

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Deer Rifle



2

Weapon: gun.

1R damage each strike, with two optional maneuvers each combat.

Illus. Bryan Weckwitz

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Delivery Truck



EQUIP
ACTION

Vehicle.

During your master phase, you may show a non-location equipment card from your hand to the other players and place it face down on the Delivery Truck if it doesn't already have one. You may look at the card at any time. Any minion you control may equip that card (face up) as a +1 stealth action (requirements and cost apply as normal). A minion may have only one vehicle.

Illus. Jeff Holt

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Desert Eagle



1

Weapon, gun.

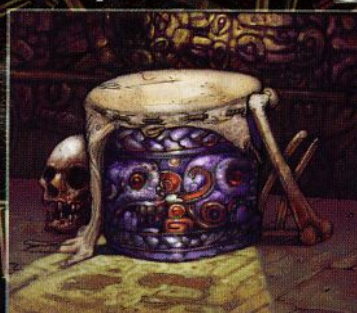
Strike: 2R damage.

Mike raised a pistol that, from Beckett's angle, appeared to be roughly the size of a howitzer.

Illus. Steve Prescott

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Drum of Xipe Totec



2

Unique equipment.

The vampire with this equipment has superior Celerity. This vampire gets one optional maneuver each combat.

*He leaps, each leap drawing more celerity from the power of the drum. He flies along the walls, he twists, he turns, he is a whirlwind, a tempest.
Nezahualcoyotl, Aztec poet*

Illus. Mark Nelson

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Elixir of Distillation



EQUIP
ACTION

Weapon. Requires an anarch.

Ranged strike: burn 1 blood from the opposing vampire and reduce his or her capacity by 1 (capacity cannot be reduced below 1). That reduction lasts until that vampire's controller uses a master phase action to tap that vampire. Burn this weapon after use.

Illus. Mark Nelson

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Eye of Hazimel

Unique equipment.
The minion with this equipment gets +1 bleed and +1 strength. This minion may enter combat with any minion controlled by another Methuselah as a Ⓢ action. If this minion is a vampire, he or she has superior Chimerstry Ⓢ and superior Potence Ⓢ , and combat cards cost this vampire 1 less blood to play. While the bearer is ready, this equipment cannot be transferred, moved or stolen. If this equipment is burned, this minion takes 5 unpreventable damage. During your untap phase, burn 1 pool or burn this equipment.

3

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Flak Jacket

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

1

Illus. Mike Rasic ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Flamethrower

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

4

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Flaming Candle

Equipment.
The vampire with this equipment may burn 1 blood when he or she declares an action. If he or she does so, vampires cannot block this action, and the candle is burned. Only one Flaming Candle can be played in a game.
*My candle burns at both ends;
It will not last the night;
But oh, my foes, and oh, my friends —
It gives a lovely light!*
Edna St. Vincent Millay, "First Fig"

1

Illus. Becky Jollensten ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Flash Grenade

Weapon.
Strike: combat ends. If the opposing minion is a vampire, he or she is tapped and does not untap as normal on his or her next untap phase. If the bearer is a vampire and the grenade is used at close range, the bearer is also tapped and does not untap as normal on his or her next untap phase. Burn this weapon after use.

2

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Foldable Machine Gun

Weapon: gun.
Strike: 1R damage, with 1 optional maneuver each combat. This maneuver cannot be used during the first round. Once each round, if the bearer strikes with this gun, they get 1 optional additional strike this round, only usable to strike with this gun.

2

Illus. Brian LeBlanc ©2018 White Wolf Entertainment AS

Garrote

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

1

Illus. William O'Connor ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Gas-Powered Chainsaw

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

1

Illus. Randy Gallegos ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Gran Madre di Dio, Italy

In play, this is a unique location and does not count as equipment.
When your predator or prey puts a minion in play in any phase except the untap phase, that minion is tapped. If that minion is a younger vampire, he or she burns 1 blood.
The church is the anchor of the white side of the city—allot it a wide margin.
Barbaro Lucchese, Baali

1

Illus. Gisela D'Amico ©2003 White Wolf Publishing, Inc. All Rights Reserved.

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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Guarded Rubrics



Unique equipment. Requires a ready Black Hand vampire. The vampire with this equipment may bleed at +2 bleed as a Ⓛ action that costs 1 blood. While bearer is ready, Gehenna cards cost an additional pool to play.

Illus. Pat McEvoy ©2010 White Wolf Publishing, Inc. All Rights Reserved.

Hand of Conrad


25



Unique.
This vampire gets superior Potence Ⓛ. This vampire can move a vampire from your ash heap to your uncontrolled region as an action.

Illus. L.A. Williams ©2019 White Wolf Entertainment AB

Hawg



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

Illus. Tom Wänerstrand ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Heart of Nizchetus



Unique.
If the bearer is ready during your unlock phase, you can draw up to 3 cards without discarding and then move the same number of cards from your hand to the bottom of your library.

Occasionally, I think I see it beat. Just dancing shadows, perhaps, but fortune follows.
Radu Bistri, Tzimisce

Illus. Patrick McEvoy ©2018 White Wolf Entertainment AB

Helicopter



Vehicle.
When a minion equips with the Helicopter, tap it. After resolving a successful action, this minion may tap the Helicopter to untap. A minion may have only one vehicle.

We'll take a helicopter. There and back in a night.
Hesha Ruhadze, Follower of Set

Illus. Eric Lofgren ©2008 CCP Inc. All Rights Reserved.

Highway Haven: RV



Vehicle. Haven.
This minion gets an optional press to end combat on the first round of combat. If the bearer is an anarch, any vampire attempting a Ⓛ action targeting this anarch doesn't untap as normal on his or her next untap phase. Any werewolf may burn this equipment and enter combat with this minion as a +1 stealth Ⓛ action. A minion may have only one haven and only one vehicle.

The greatest haven is motion.
Stephen Lenoir, Lasombra antitribu

Illus. Steve Prescott ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Improvised Flamethrower




Weapon.
Strike: 2R aggravated damage, only usable once per combat. If the opposing minion inflicts any damage on this minion at long range (even if it is prevented), this weapon is burned and the bearer takes 2 aggravated (non-strike) damage.

He just exploded. Never seen anything like it without a Tremere around.
Roger MacEllen, Lasombra Ductus

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Incriminating Videotape

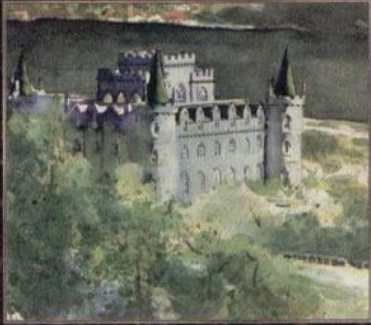
10



Equipment.
Choose a minion your prey controls. The chosen minion cannot block the minion with this equipment.

Illus. Greg Simanson ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Inveraray, Scotland



This equipment card represents a unique location.

The cost for this location is paid by a vampire; put this card on that vampire. The vampire with this location may move 1 blood to this card as a minion phase action; no more than 3 blood may be put on this card. The vampire gets +X bleed, where X is the amount of blood on the card.

Illus. Drew Tucker

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IR Goggles



Electronic equipment.

This minion 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"

Illus. Jeff Holt

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Ivory Bow



EQUIP ACTION



Unique weapon.

Strike: IR aggravated damage.



1

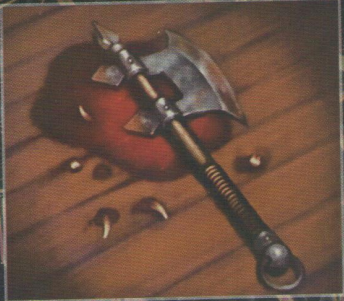
Illus. Jeff Holt

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Joumlon's Axe



EQUIP ACTION



Unique melee weapon.

Strike: strength+1 damage. Damage inflicted on a Kiasyd by this weapon is aggravated. Once each combat, the bearer can cancel a grapple card played by the opposing minion as it is played, its cost is not paid, and the bearer's initial strike this round must be or have been with this weapon (not usable otherwise).

Illus. Eric Lafren

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Kaymakli Fragment



EQUIP ACTION



Unique equipment.

This Sabbat vampire may allow you to draw 5 cards from your library as an action (discard afterward). This infernal minion may move 3 blood from the bank to a vampire in your uncontrolled region as a +1 stealth action. Any minion may steal this equipment as a strike.

The last time I saw such prophecies, Constantinople burned, but its ashes gave us the Sabbat. As then, many will burn.

Sascha Vykos, The Angel of Cain

Illus. Justin Norman

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Kduva's Mask



EQUIP ACTION



Unique equipment.

Requires a ready Laibon.

This Laibon gets +1 bleed and 2 additional votes. Reaction cards that require Auspex cost an additional blood while this Laibon is acting.



2

Illus. Brian LeBlanc

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Kerrie



EQUIP ACTION



Melee weapon. Requires a Laibon.

Strength+1 damage each strike. Alternatively, inflict strength ranged damage as a strike and, after strike resolution, turn this weapon face down (out of play) until the end of the action.



1

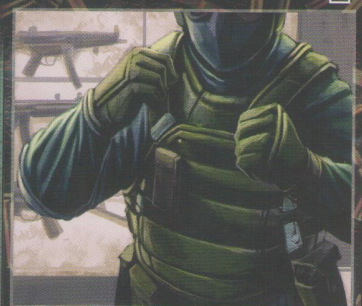
Illus. John Bridges

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Kevlar Vest



EQUIP ACTION



Once each combat, the bearer can prevent 2 damage from gun strikes or 1 damage from any other source. A minion can have only one Kevlar Vest.



1

Illus. Juan Calle

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Kpist m/45



EQUIP ACTION



Weapon. Gun.

1R damage each strike, with an optional maneuver. When bearer strikes with this gun, he or she gets an optional additional strike this round, only usable to strike with this gun.

DRAFT: As above, but this weapon costs 1 less pool.



3

Illus. Peter Bergting

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Laptop Computer

Electronic.
The bearer gets +1 bleed.
A minion can have only one Laptop Computer.

Illus: Darryl Elliott © 2019 White Wolf Entertainment AB

Learjet

Vehicle.
Each time you draw to replace a card this minion played as an acting minion, you may draw an additional card (discard afterward). A minion may have only one vehicle.

Pieterzoon's got a plane waiting, or if you've arranged one I can get you there, but we gotta go now.
Theo Bell, Brujah archon

Illus: John Bridges © 2009 CCP M, All Rights Reserved

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 may have only one Leather Jacket.

Illus: T. Bradstreet & G. Goleash © 2009 White Wolf Publishing, Inc. All Rights Reserved

Light Intensifying Goggles

Electronic.
The bearer gets 1 optional maneuver during the first round of combat. You can move any aim card the bearer uses to this card (even if it is canceled). The bearer can play an aim card on this equipment as if from your hand; it is then removed from the game.

Illus: Juan Calle © 2010 White Wolf Entertainment AB

Local 1111

Requires a ready Sabbat vampire. This equipment card represents a unique location and does not count as equipment while in play.
The Sabbat vampire with this location may move 2 blood from the blood bank to any other ready Sabbat vampire as a +1 stealth action.

Illus: Brian LeBlanc © 2010 White Wolf Publishing, Inc. All Rights Reserved

Lyndhurst Estate, New York

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

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

Mark V

Weapon, gun.
Strike: 4R damage, only usable once each round and only at long range.

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

Illus: Jeff Holt © 2008 CCP M, All Rights Reserved

Martinelli's Ring

Unique equipment.
Cards that require Malkavian \mathcal{B} , Malkavian *antitribu* \mathcal{C} , Dementation \mathcal{D} or Serpents \mathcal{E} cannot target or be placed on this minion. Burn any cards on this minion that require any of those clans or Disciplines.

Illus: Eric Lofgren © 2008 CCP M, All Rights Reserved

Meat Cleaver

Melee weapon.
Strength+1 damage each strike.

Illus: Michael Astrachan © 2003 White Wolf Publishing, Inc. All Rights Reserved

Meat Hook



Melee weapon.

Strike: strength+1 damage, only usable once each round. Once each combat, if this weapon is used to strike at close range and the opponent doesn't dodge the strike, the bearer gets an optional press this round, only usable to continue combat. At close range, a vampire with Potence \square may destroy this weapon as a strike with first strike that costs 1 blood \bullet .

Illus: Jeff Holt

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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. He or she must answer "yes" or "no" truthfully. If the question pertains to the future, the answer is not binding.

Illus: Jeff Holt

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Nightstick



Melee weapon.

Strike: strength+1 damage. Or strike: prevent 3 damage from the opposing minion's next hand or melee weapon strike this round (including any currently-resolving hand or melee weapon strike). Only usable once each round.



Illus: Peter Berging

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Nkishi



Unique equipment. Requires a Laibon.

You may use a master phase action to search your library or ash heap for an Aye or an Orun and put that card on this Laibon.

Somewhere between the axis of Heaven and Earth lies the link to humanity.

Illus: Vince Locke

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Orb of Ulain

10



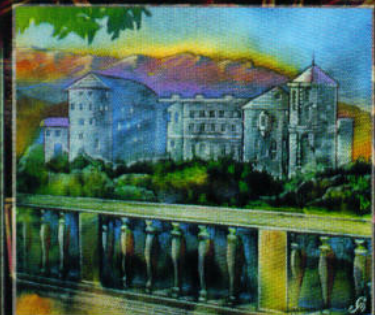
Unique Equipment

The ally with this equipment cannot be targeted by \odot actions that require Auspex \square , Chimerstry \square , Dominate \square , Presence \square or Serpents \square . Reactions that require any of those Disciplines cost an additional blood while this ally is acting.

Illus: Lawrence Shelly

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Palatial Estate



This equipment card represents a unique location and does not count as equipment while in play. During your master phase, the vampire with this location gains 1 blood.

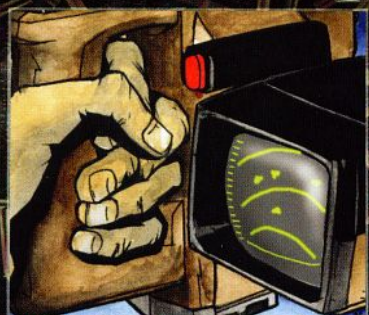
Welcome to my house! Come freely. Go safely...
Bram Stoker, Dracula



Illus: Greg Simanson

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Phased Motion Detector



Electronic equipment.

Once each action, when a vampire plays an action modifier that requires Chimerstry \square , Obfuscate \square or Obtenebration \square , this minion gets +1 intercept for the current action, even if intercept is not yet needed. A minion may have only one Phased Motion Detector.

Illus: Travis Ingram

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Pier 13, Port of Baltimore



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

During your influence phase, this minion may equip with a non-location, non-unique equipment card from your hand (requirements and cost apply as normal). This is not an action and cannot be blocked.



Illus: Steve Prescott

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Poker



Melee weapon. Cold iron.

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

Illus: Steve Prescott

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Polaris Coach 10



Vehicle. Haven.
During your untap phase, move 1 blood from this vampire to the Polaris Coach or burn the Polaris Coach. While this vampire is acting, he or she may burn one counter from the Polaris Coach to get +1 stealth for the current action. During undirected actions and actions that are not directed at this vampire, he or she cannot block or play reaction cards. A minion may have only one haven and only one vehicle.

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Powder of Rigidity



Equipment.
If the action to equip with the Powder of Rigidity is successful, untap the acting minion at the end of the turn. The bearer may burn this equipment before range is chosen in a round of combat. If he or she does so, the opposing minion cannot use cards that require Protean or Vicissitude for the remainder of combat. If the opposing minion is a werewolf, he has -2 strength for the remainder of combat.

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Reliquary: Biague



Equipment.
During your untap phase, if the bearer is a ready Laibon, you may look at the top card of any Methuselah's library. If the card does not require a Discipline, show it to all players, and this Laibon may burn a blood to allow you to look at that Methuselah's hand.

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Reliquary: Trinket



Equipment.
If the bearer is a ready Laibon, you get +1 hand size. This Laibon may discard up to 3 cards from your hand as a +1 stealth action. A minion may have only one Reliquary: Trinket.

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Rowan Ring



Unique melee weapon.
Strike: Send the opposing vampire to torpor. 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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RPG Launcher



Weapon
6R each strike; only usable after the first round of combat; only usable at long range

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Ruins of Villers Abbey, Belgium



This equipment represents a unique location and does not count as equipment while in play. The vampire with this location may burn X blood before range is determined on the first round of combat to get X optional maneuvers for that combat.

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

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Sacre Cour Cathedral, France



This equipment card represents a unique location. The cost for this location is paid by a vampire; put this card on that vampire. Allies cannot block the vampire with this location.

*When the death agony of our cathedrals has been accomplished, our country will be transformed, dishonored.
Auguste Rodin, Cathedrals of France*

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San Lorenzo de El Escorial, Spain



This equipment card represents a unique location and does not count as equipment while in play. The vampire with this location may steal up to 2 blood from a vampire in your predator's uncontrolled region as a +1 stealth action.

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The Sargon Fragment

25



Unique.
This vampire gets superior Necromancy \diamond . This vampire can move a library card from your ash heap to your hand as an action that costs 1 blood (discard down afterward).

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Saturday-Night Special



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

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Sawed-Off Shotgun



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

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Seal of Veddartha



Unique equipment.
Only usable by a vampire with capacity above 5. This vampire can bleed at +1 bleed as a \diamond action. During each of your untap phases, put a counter on this card if it has 3 or fewer counters. The first 2 counters each grant this vampire one level of Dominate \square . The next 2 each grant this vampire one level of Fortitude \blacktriangle . Remove all counters from this card if another minion gains control of it.

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Sengir Dagger



Unique melee weapon.
Strike: strength aggravated damage.

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The Signet of King Saul

25



Unique.
Vampires with capacity 8 or more cannot attempt to block the bearer.

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Sire's Index Finger



Unique equipment.
The vampire with this equipment is immune to frenzy cards (including Brujah Frenzy, Drawing Out the Beast, Frenzy, Röttschreck and Terror Frenzy).
DRAFT: As above, and if the equip action is successful, the acting minion untaps.

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Smoke Grenade



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

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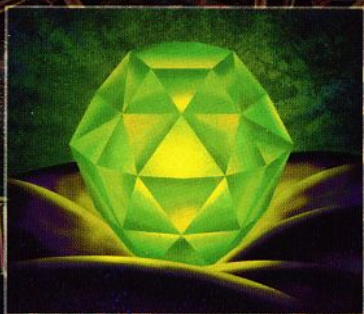
Sniper Rifle



Weapon, gun.
2R damage each strike. Only usable at long range. If the bearer blocks an action, he or she may, before range is determined, set the range for the first round of the resulting combat to long; if he or she does so, skip the determine range step that round, and the bearer's initial strike that round must be with this weapon.
Weapons are tools of ill omen. Sun Tzu, The Art of War

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Soul Gem of Etrius



Unique equipment.

If this vampire is burned, draw the top card from your crypt. If it 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 card to your uncontrolled region (and burn the Soul Gem). If bearer is diablerized, the diablerizing vampire cannot take the Soul Gem.

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Spike-Thrower



Weapon.

1R damage each strike. Only usable at long range. Only usable once each round. If any damage from this strike is successfully inflicted on an opposing vampire, that vampire does not untap as normal on his or her next untap phase.



Illus: David Day

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Sport Bike



Vehicle.

This minion gets +1 intercept. A minion can have only one vehicle.



Illus: Ron Spencer

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Starshell Grenade Launcher



Weapon.

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



Illus: William O'Connor

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Stolen Police Cruiser



Vehicle.

Only usable by an anarch. This anarch gets +1 bleed. Allies and younger vampires get -1 intercept when attempting to block this action. Any vampire can burn this card as a (D) action that costs 1 pool. If that action is successful, this anarch is tapped and doesn't untap as normal during his or her next untap phase. A minion may have only one vehicle.



Illus: Fred Harper

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Submachine Gun

10



Weapon, gun.

3R damage each strike, with an optional maneuver each combat.



Illus: Dave Seely

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Talbot's Chainsaw

25



Unique weapon.

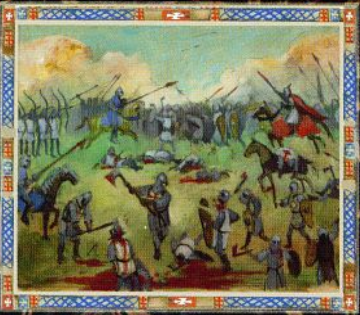
Strike: 3 damage. If the bearer is ready during your unlock phase, this weapon inflicts 3 unpreventable damage on a ready minion you control. The bearer cannot hunt. The bearer can enter combat with a minion as a +1 stealth (D) action. The bearer gets 1 press (mandatory), only usable to continue combat during the first round, and can prevent 1 damage each combat.



Illus: Jim Nelson

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Tapestry of Blood



Unique equipment.

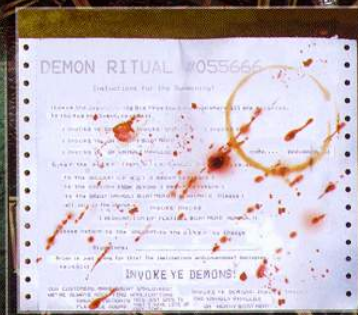
This vampire can look at the top three cards of any Methuselah's library and burn up to one of those as a +1 stealth action that costs 1 blood. If that action is successful, this vampire untaps at the end of the turn. This vampire gains 1 blood when a Gehenna event is played.



Illus: Brian LeBlanc

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The Textbook Damnation



Unique equipment.

The vampire with this equipment has superior Daimoinon (D) and is infernal. Cards that require Daimoinon (D) cost this vampire 2 less blood to play. During your master phase, if this vampire is tapped, burn this equipment.



Illus: Brian LeBlanc

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Unlicensed Taxicab



Vehicle. The action to equip with this vehicle is at an additional +1 stealth. The minion with this vehicle gets +1 stealth when hunting, employing a retainer or recruiting an ally. If this minion is blocked by a prince or an archbishop (during any action), burn this vehicle. A minion may have only one vehicle.

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Veneficorum Artum Sanguis



Unique equipment.

The vampire with this equipment has superior Thaumaturgy \diamond . Any Tremere \square or Tremere *antitribu* \circ may enter combat with the minion with this equipment as a \textcircled{D} action.

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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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Vial of Garou Blood



Equipment.

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

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Waxen Poetica



Unique weapon.

Strike: 2R aggravated damage. Not usable against a vampire with Celerity F , an ally, or a retainer. Burn after use.

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White Phosphorus Grenade



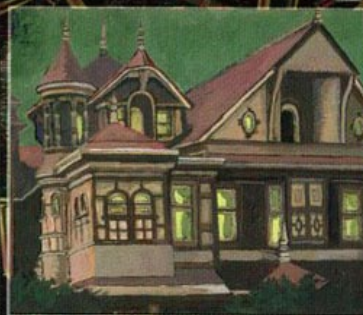
Weapon.

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

*The sky is darkening like a stain;
Something is going to fall like rain,
And it won't be flowers.*
W.H. Auden, "The Witnesses"

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Winchester Mansion



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

The vampire with this location has superior Dementation \diamond . During each of your master phases, if you do not play a master card from your hand, this vampire burns 1 blood.

I am glad that it is old and big. I myself am of an old family, and to live in a new house would kill me.

Bram Stoker, *Dracula*

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Wooden Stake



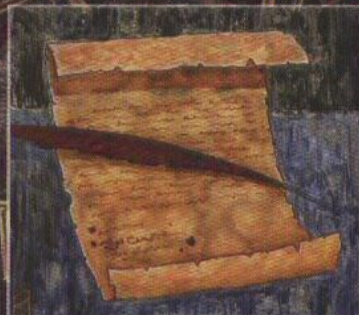
Melee weapon.

Strike: strength damage. If more than 1 damage is inflicted on an opposing vampire by this weapon in a given combat, that vampire is sent to 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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Writ of Acceptance

10



Equipment.

The vampire with this equipment is considered a Camarilla vampire.

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4- ALLY (29)

Akhenaten, The Sun Pharaoh (Mummy)

Unique mummy with 3 life, 3 strength, 1 bleed.
Akhenaten may play cards requiring basic Necromancy as a vampire with a capacity of 3. Any cost in blood is paid with his life. If a card would give him blood, give him life. If he is burned, shuffle him into your library. If he is in combat with a Follower of Set, any damage he inflicts is aggravated. Akhenaten can burn himself to burn a Follower of Set controlled by your prey as a Ⓢ action.

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Alia, God's Messenger

Unique dhampir with 2 life, 1 strength, 0 bleed.
Requires at least two Gehenna cards in play. Alia can play cards that require basic Auspex or Obeah as a vampire. She may move a vampire in your torpor region to your ready region as a +1 stealth action. Ⓢ actions directed at her cost an additional pool.

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Arcanum Investigator

Ally with 2 life, 1 hand damage, 0 bleed.
As a Ⓢ action, Arcanum Investigator can burn an equipment card possessed by a minion controlled by your predator or prey.
He grants wisdom to whom He pleases; and he to whom wisdom is granted receives indeed a benefit overflowing.
The Qur'an, 2: 269

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Caiaphas Smith 10

Unique mortal with 2 life, 1 strength, 0 bleed.
Caiaphas may strike for 1R damage. Caiaphas gets an optional maneuver each combat. Any vampire blocking Caiaphas is burned after the combat (if any). Caiaphas cannot bleed. If he is untapped at the start of your turn, your predator takes control of him.

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Carlton Van Wyk

Unique mortal with 2 life, 0 strength, 0 bleed.
Carlton can strike: 1R damage. Once each combat, he can strike: dodge. Carlton gets +1 intercept against vampires. During your discard phase, you can burn Carlton to burn a vampire who has committed diablerie since your last turn.

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Cry Wolf

Unique werewolf with 3 life, 2 strength, 0 bleed. Requires a ready anarch.
If the action to recruit this ally is blocked, the acting anarch goes to torpor. This werewolf must enter combat with any minion controlled by another Methuselah as a Ⓢ action. He gets one optional press each combat. This werewolf does not untap as normal during your untap phase. If he is tapped during your untap phase, burn him.

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Gregory Winter

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

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Grey Thorne

Unique ghoul with 2 life, 1 strength, 1 bleed. Requires an anarch.
Grey may play cards that require Celerity or Potence as an anarch vampire. During your untap phase, if Grey has only 1 life, any ready anarch may burn a blood to add 1 life to him.

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Harzomatulli

Requires a ready cardinal. Unique werewolf with 4 life, 2 strength, 0 bleed.
Harzomatulli gets one optional maneuver each combat. Damage from his hand strikes is aggravated. Once during each Ⓢ action, he can burn 1 life to get +1 intercept. If Harzomatulli has fewer than 4 life during your untap phase, he gains 1 life from the blood bank.

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Hellhound

10



Ghoul with 2 life. 1 strength, 0 bleed.
The Hellhound cannot take actions. If the Hellhound has 1 life during your untap phase, it gains 1 life from the blood bank.

2

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Impundulu



Unique demon with 1 life. 1 strength, 0 bleed.
Impundulu has flight , gets one optional maneuver each combat, and may strike: 1R damage. He may steal 1 blood or life from a minion as a +1 stealth  action.

3

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Marijava Thuggee



Ghoul with 3 life. 1 strength, 1 bleed.
Requires a ready Black Hand vampire. The thuggee can play cards requiring basic Obfuscate  as a vampire. He can inflict 1 damage on a ready vampire as a  action. During your untap phase, if the number of thuggees you control is greater than the number of Black Hand vampires you control, tap all the thuggees you control.

2

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Mehemet of the Ahl-i-Batin (Mage)



Unique Ally with 2 life. 2R damage, 0 bleed.
As a  action, Mehemet may burn one blood and one Master Discipline card on a vampire controlled by your prey.

3

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Moise Kasavubu



Unique mortal with 1 life. 0 strength, 0 bleed. Requires a ready imbued.
Moise may strike for 2R damage. He may take a +1 stealth action to search your library (shuffle afterward) or hand for an equipment and move it to any ready imbued you control (that imbued must meet the requirements and pay the cost as normal).

2

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Mylan Horseed



Unique changeling with 1 life. 0 strength, 1 bleed.
Once each combat, Mylan can strike: dodge. He can unlock a ready non-Camarilla vampire with capacity 8 or more as a +1 stealth action. Mylan cannot block vampires.

1

RECRUIT ACTION

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Neighborhood Watch Commander (Hunter)





Mortal with 1 life. 1 strength, 0 bleed.
When an action taken by a vampire ends unsuccessfully, you may tap this card at the end of that action to inflict 1 damage on the acting vampire. Only one Neighborhood Watch Commander may tap to inflict damage each action.
Wild Ones will hunt vampires even in their strongest cities.
The Book of Nod

2

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Order of Hermes Cabal



Unique Ally with 2 life. 1R aggravated, 1 bleed.
Cabal may enter combat with any Tremere controlled by another Methuselah as a  action.
*Am I not a jarring note
In the heavenly symphony?
Baudelaire, "Heautonimoroumen"*

4

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Ossian



Unique werewolf with 4 life. 2 strength, 0 bleed. Red List.
Ossian may enter combat with any vampire as a +1 stealth  action. In the first round of combat with a vampire who has played a card that requires Auspex  during this action, that vampire cannot use any maneuvers or strikes. Ossian gains 1 life at the end of each round for each blood the opposing vampire used to heal damage or prevent destruction that round.

3

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Procurer

Ghoul with 1 life, 1 strength, 0 bleed.
 Procurer may move 1 blood from the blood bank to a ready vampire you control as a +2 stealth action.
Bring me blood! Blood! Give it to me!
 Sascha Vykos, Tzimisce

2

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Rafastio Ghoul

Ghoul with 2 life, 1 bleed, 1 strength.
 Rafastio Ghoul can play cards requiring basic Thaumaturgy ☞ as a vampire with a capacity of 3.

3

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Remnant of the Endless Storm

Unique werewolf with 5 life, 1 strength, 0 bleed. Requires a magaji.
 The Remnant gets +1 strength for each life it has. The Remnant may enter combat with any minion as a Ⓢ action. If any effect does more than 2 damage to the Remnant, ignore the excess. If the Remnant has 4 or fewer life during your untap phase, it gains 1 life from the blood bank.

6

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Repo Man

Unique ghoul with 1 life, 0 strength, 0 bleed.
 If the action to recruit Repo Man is successful, untap the acting minion at the end of the turn. Repo Man can retrieve the first vehicle you find in your library as a +2 stealth action. You then place the vehicle on any ready minion you control who meets the requirements of the card (pay cost to equip as normal). If none of your ready minions meet the requirements of the card, the card is burned without cost. Shuffle afterward.

1

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Samuel Haight

Unique werewolf with 4 life, 3 strength, 0 bleed.
 Once each action, Samuel may burn a life to get +1 bleed. He may steal equipment as a strike. He may play cards requiring basic Celerity Ⓢ or basic Thaumaturgy ☞ as a vampire. Any vampire may call a referendum to make Samuel become Red List as a +1 stealth political action. If Samuel has less than 4 life during your untap phase, he gains 1 life from the blood bank.

5

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Talaq, The Immortal

Unique mage with 3 life, 0 strength, 0 bleed.
 Talaq may strike for 1R damage. Talaq may play cards that require basic Quietus Ⓢ or basic Thaumaturgy ☞ as a vampire with a capacity of 3. Talaq gets an optional maneuver each combat.

3

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Vagabond Mystic

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

1

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Vivienne Geroux

Unique ghoul with 2 life, 2 strength, 1 bleed. Requires an anarchy.
 Vivienne can play cards requiring basic Celerity Ⓢ or Fortitude Ⓢ as a vampire. Vampires you control get +1 stealth on political actions. A vampire you control can give control of Vivienne to another Methuselah as a Ⓢ action. A vampire controlled by another Methuselah can steal Vivienne as a Ⓢ action.

1

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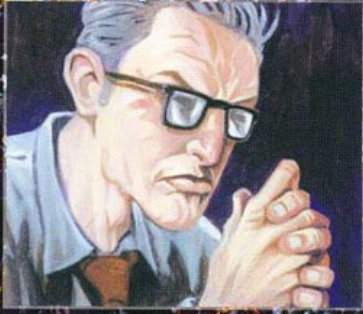
Walks With Might

Unique werewolf with 4 life, 0 bleed, 3 strength.
 Master cards cost you an additional pool. Walks-With-Might gets +1 intercept against Followers of Set Ⓢ. Each strike or damaging effect made against him inflicts 1 less damage on him.

2

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Wendell Delburton (Hunter)



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

Wendell may strike for 2R damage. He gets one optional maneuver each combat and inflicts +2 damage with melee weapons. He may enter combat with a minion controlled by another Methuselah as a Ⓛ action. During your untap phase, if Wendell has 2 or fewer life, add 1 life. During your untap phase, a ready vampire you control takes 2 unpreventable damage.



Illus: Steve Ellis

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Young Bloods



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

The Young Bloods can burn 2 blood from a tapped vampire with a capacity less than 8 as a +1 stealth Ⓛ action. If a vampire controlled by another Methuselah burns the Young Bloods in combat or as an action, he or she gains 2 blood.



Illus: Abrar Ajmal

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Abactor



+1 stealth hunt action.
Gain 5 blood. After successful resolution, a referendum is called to call a blood hunt on this vampire (independent of the action, just as if he or she had committed diablerie).

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Abbot



+1 stealth action. Requires a Sabbat vampire.
Put this card on this acting Sabbat vampire and untap him or her. This Sabbat vampire gets +1 intercept against ① actions directed at his or her controller. A vampire may have only one Abbot.

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Abomination



+1 stealth action. Requires a ready non-sterile vampire.
Burn a ready untapped werewolf ally you control to put this card in play. It becomes a unique Independent Abomination with 4 capacity, superior Protean ①, and +1 strength. Move up to 4 blood from the acting vampire to this vampire. This vampire gets an additional strike each round and an optional maneuver each combat. He may enter combat with a ready minion as a ① action.

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Ambush



① Enter combat with a locked minion. This acting minion gets 1 optional maneuver during that combat.
We will strike from the shadows when the time is right, and all will fall before us.
Cameron, Lasombra

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Anarch Secession



+1 stealth action. Requires a ready, non-anarch, titled vampire.
Put an anarch counter on this acting vampire. This vampire becomes anarch (and Independent). If he or she had a city title, he or she becomes the baron of the same city as his or her previous title. Minions without titles cannot block this action. Burn the anarch counter if this vampire changes sects.

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Anonymous Freight



+3 stealth equip action. Requires a vampire.
Equip this vampire with a non-location equipment card from your hand (requirements and cost apply as normal).
DRAFT: As above, but ignore requirements of the equipment.

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Arantheses, The Immortal



+1 stealth action. Unique.
Put this card into play. You may tap Arantheses to give a minion controlled by your predator -1 stealth for the current action. While Arantheses is untapped, vampires with a capacity less than 5 get -1 bleed when bleeding you. Any vampire with a capacity above 4 can move Arantheses to your library as a ① action. Shuffle afterward.

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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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Atonement



Requires a ready vampire with a capacity below 6. +1 stealth action.
Put this card on the acting vampire. This vampire gets +1 intercept when attempting to block. He or she does not tap when blocking a vampire of the same age or younger. Any vampire may burn this card as a ① action; Followers of Set ④ get -1 stealth when attempting that action.

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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 Methuselah chooses a ready vampire he or she controls who is not older than this vampire. If you control a ready Lasombra \oplus , 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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Bamba 



Requires a non-sterile Laibon with capacity 4 or more. +1 stealth action.
Put this card in play; it becomes a 1-capacity non-unique Laibon of the same clan and cannot act this turn. If the acting Laibon is a magaji, you may search your library, hand and ash heap for a master: Discipline card to play on this vampire (pay cost as normal) and you may move 1 blood from that magaji to this Laibon.

1

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The Becoming 



+1 stealth action. Requires a non-sterile vampire.
Put this card in play; it becomes a 0-capacity non-unique vampire of the same clan as the acting vampire and cannot act this turn; put up to 3 master discipline cards from your hand to this vampire; move up to 1 blood from the acting vampire to this new vampire. Burn this vampire if they have no capacity-increasing discipline cards.

2

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Belonging Grants Protection 



+1 stealth action. Requires a ready magaji.
Untap another ready Laibon or move 2 blood from the blood bank to a younger Laibon in your uncontrolled region.
The termites do not bite termites; the black ants do not bite black ants.
Cesewayo, Osebo magaji

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Big Game 



Do not replace until the end of this action.

\textcircled{D} Enter combat with a ready minion controlled by another Methuselah. If that minion is a Red List minion, this minion gets an optional maneuver or press in that combat and untaps at the end of the action if he or she is still ready.

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Black Hand Emissary 



+1 stealth action. Requires a ready Seraph. Unique.
Put this card on a ready Black Hand vampire. This Black Hand vampire gets X additional votes, where X is the number of ready Black Hand vampires you control. Any Seraph may move this card to a ready Black Hand vampire as a +1 stealth \textcircled{D} action, directed at the controller of this card.

1

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Black Hand Ritual 



+1 stealth action. Requires a ready Black Hand vampire.
Untap a younger Black Hand vampire or \textcircled{D} burn any Gehenna card in play. Any "Do not replace until" directive on that card is ended (and the controller draws to replace it, if it hadn't been replaced yet).
The Dragon rises. You must stop it.
Cyscek, Tzimisce

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Blood Bond 10 



+1 stealth action.
 \textcircled{D} Put this card on any vampire. The vampire with this card cannot block this acting vampire.

2

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Blood Feast 



+1 stealth action. Requires a ready archbishop, priscus, cardinal, or regent.
Each ready Sabbat vampire you control gains 1 blood from the blood bank.
*Fear and suffering
Have fled to the heavens
And an unhealthy thirst
Darkens my veins.*
Rimbaud, "Song of the Highest Tower"

1

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Blood Hunt



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

Ⓛ 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 Ⓛ action.

Only the eldest among thee shall call the blood hunt.

Illus: Mike Danza

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Blood of the Sabbat



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

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

Illus: Patrick Lambert

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Bloodbath



+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.

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

Illus: John Matson

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Bleeding



+1 stealth action. Requires a ready Sabbat vampire.

Put this card on the acting vampire and move one blood from the blood bank to this vampire. This Sabbat vampire is Black Hand. A vampire can have only one Bleeding.

He who has died need not fear death; for him it is the arms of his Father welcoming him home. The Admonitions

Illus: Andrew Bates

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Bloodwork



Requires a ready Black Hand vampire.

Ⓛ Bleed at +1 bleed. If more than 2 pool is bled with this action, ignore the excess. If the Methuselah you are bleeding controls a ready Sabbat vampire, this action is at +1 stealth.

His shrieks were confined to the repetition of a single, mad word of all too obvious source. H.P. Lovecraft, At the Mountains of Madness

Illus: Fred Harper

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Border Skirmish



+1 stealth action. Requires a ready anarch.

Each other Methuselah discards one card at random from his or her hand, and this anarch untaps at the end of the turn.

The anarchs' general disregard for the Masquerade could ruin all our plans. LeQuarte, Tremere

Illus: Fred Hooper

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Bum's Rush



Do not replace until the end of this action.

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

Illus: Gary Chatterton

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Chameleon



+1 stealth action. Requires a baron.

Ⓛ Take control of a younger vampire with capacity of X who entered play since your last minion phase. That vampire becomes anarch (and independent).

He who seeks to deceive will always find someone who will allow himself to be deceived. Niccolò Machiavelli, The Prince

Illus: Jini Pavolic

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Chronicle of the Lost Tribe



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

Put this card in play. You get +1 hand size. Any vampire with a capacity above 4 may steal this card for his or her controller as a Ⓛ action.

Illus: Ron Van Halen

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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.

Illus. Max Shade Fellwalker ©2002 White Wolf Publishing, Inc. All Rights Reserved.

Cloak of Blood

Requires a vampire with capacity above 5 who can commit diablerie.

① Diablerize a vampire in torpor, and this vampire may gain one level of a Discipline the victim had. In the resulting blood hunt referendum, this vampire gets an additional 2 votes.

Illus. Becky Jollensten ©2001 White Wolf Publishing, Inc. All Rights Reserved.

Cold Amber's Hold

① Give this card to another Methuselah and move an action card from that Methuselah's ash heap to this card. The chosen action costs that Methuselah's vampires an additional blood. Any vampire can move up to 4 blood to this card as a +1 stealth action. Burn this card when it has 4 blood counters. A Methuselah can have only 1 Cold Amber's Hold.

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Community Justice

+1 stealth action. Requires an independent vampire.

① Burn a vampire who has diablerized a vampire of the same clan as this acting vampire since your last turn.

DRAFT: ① Inflict 1 unpreventable damage on a vampire who successfully bled you since your last turn.

We're killed, so we kill in return. Endless repetition.
Kazuaki Kiriya, "Casshern"

Illus. Brian LeBlanc ©2007 White Wolf Publishing, Inc. All Rights Reserved.

Computer Hacking

① Bleed with +1 bleed.

*Look, d00d, those "D3mons33d 3lit3" hackers aren't kewl. They just can't spell...
Synner-G, City Gangrel antitribu hacker*

Illus. Roger Raupp © 2019 White Wolf Entertainment AB

Consecration Rites 10

Requires a ready priscus, cardinal or archbishop. +1 stealth action.

Put this card on a location you control. You may burn this card to cause an action directed at the location to fail.

*A night of memories and of sighs
I consecrate to thee.*
Walter Savage Landor, "Rose Aylmer"

Illus. Harold McNeill ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Constant Revolution

+1 stealth action. Requires an anarch. Unique.

Put this card in play with 1 counter. During your untap phase, put a counter on this card. During each other Methuselah's untap phase, he or she must burn X pool and/or cards at random from his or her hand, where X is the number of counters on this card. Any vampire may burn this card as a ① action that costs 1 pool.

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Covenant of Blood 10

Requires a ready non-Camarilla vampire with a capacity above 7.

Put this card in play. Any non-Camarilla vampire may enter combat with any Camarilla vampire controlled by another Methuselah as a ① action. Any vampire may burn this card as a ① action. Camarilla vampires get -1 stealth when attempting that action.

Illus. Lawrence Snelly ©2004 White Wolf Publishing, Inc. All Rights Reserved.

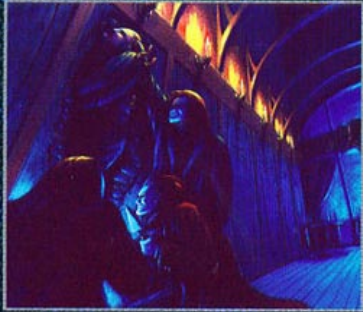
Creation Rites

+1 stealth action. Requires a ready non-sterile archbishop, priscus, cardinal, or regent.

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 card. You may move a blood from the acting vampire to this vampire. This vampire is not considered unique, cannot act this turn, and is the same clan as the acting vampire.

Illus. Michael Astrachan ©2004 White Wolf Publishing, Inc. All Rights Reserved.

Cull the Herd



+1 stealth action.

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

1

Illus: Peter Kim

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Dark Mirror of the Mind



ACTION



+1 stealth action.
Requires a vampire with capacity 8 or more.
Gain 2 pool.

Illus: Marian Churchilland

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Deep Cover Agent



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

Ⓛ Put this card on a younger ready vampire. You still control this card. During your untap phase, you may look at this vampire's controller's hand. This vampire can burn this card as a Ⓛ action.

*Treason doth never prosper: what's the reason?
Why, if it prosper, none dare call it treason.
Sir John Harrington*

Illus: Andrew Bates

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Earth-Feeder



+2 stealth hunt action.
Requires a ready Laibon.

Hunt. If the hunt is successful, put this card on this acting Laibon. This Laibon gets +1 stealth when hunting. A vampire can have only one Earth-Feeder.

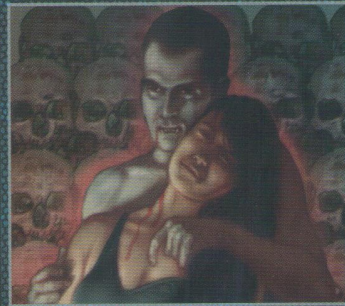
Illus: Brian LeBlanc

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The Embrace



ACTION



+1 stealth action. Requires a non-sterile vampire.

Put this card in play. It becomes a 1-capacity non-unique vampire of the same clan and sect as the acting vampire, and must hunt this turn.

2

Illus: Mark Nelson

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Emergency Powers



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

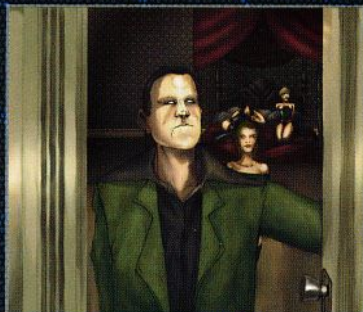
Put this card on the acting Seraph. During each political action, this Seraph gets X additional votes, where X is the number of Gehenna cards in play. If there are no Gehenna cards in play, burn this card.

*It is said that the Black Hand had to remove several Sabbat elders for the good of the sect.
Fatima al-Faqadi, Assamite*

Illus: Leif Jones

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Entrenching



+1 stealth action.

If this vampire has 4 or more blood, he or she gains 4 blood.

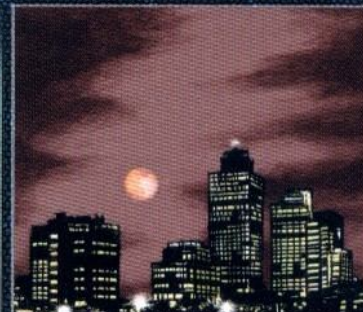
Rather than a time of peace it was truly a time of preparation; it was peaceful only because the sword had grown dull and the lance was broken. Once reforged it would begin again.

Anonymous Malkavian, *Das Buch von der Grabkrieg*

Illus: Attila Adorjany

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Epiphany



+2 stealth action. Requires an unmerged base vampire.

Untap this acting vampire and search your crypt, uncontrolled region, or ash heap for his or her advanced version to move to him or her. Shuffle your crypt afterward.

DRAFT: Gain 2 pool. Usable by any vampire (base, advanced or merged).

Illus: Leif Jones

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Esbat



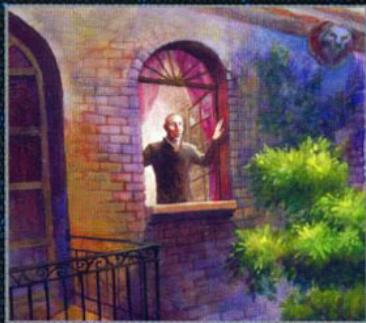
+1 stealth action.
Requires a Sabbat vampire.

Move 2 blood from the blood bank to an untapped Sabbat vampire, or move 1 blood to each of two untapped Sabbat vampires.

Illus: Peter Bergting

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Eternal Vigilance



+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.

Put this card on the acting vampire. During an action, this Sabbat vampire can burn 1 blood to untap and attempt to block. Burn this card if this vampire goes to torpor.

I look forward to observing. You must forgive me, however, if I abandon this seat of honor and instead take up my duties.
Talley, The Hound, Lasombra



Illus: Brian LeBlanc

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Fee Stake: Boston



Requires a ready anarch with capacity above 4, +1 stealth action.

Put this card on the acting anarch. This anarch is declared Baron of Boston. This may lead to a contested title. If this anarch is Toreador or Toreador *antitribu*, he or she gets 1 additional vote in referendums he or she calls. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

Illus: James Stowe

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Fee Stake: Corte



Requires a ready anarch with capacity above 4, +1 stealth action.

Put this card on the acting anarch. This anarch is declared Baron of Corte. This may lead to a contested title. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

Illus: Jeff "el jefe" Holt

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Fee Stake: Los Angeles



Requires a ready anarch with capacity above 4, +1 stealth action.

Put this card on the acting anarch. This anarch is declared Baron of Los Angeles. This may lead to a contested title. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

Illus: Jeff "el jefe" Holt

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Fee Stake: New York



Requires a ready anarch with capacity above 4, +1 stealth action.

Put this card on the acting anarch. This anarch is declared Baron of New York. This may lead to a contested title. If this anarch is Brujah or Brujah *antitribu*, he or she gets 1 additional vote in referendums he or she calls. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

Illus: Steve Ellis

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Fee Stake: Perth



Requires a ready anarch with capacity above 4, +1 stealth action.

Put this card on the acting anarch. This anarch is declared Baron of Perth. This may lead to a contested title. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

Illus: Brian LeBlanc

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Fee Stake: Seattle



Requires a ready anarch with capacity above 4, +1 stealth action.

Put this card on the acting anarch. This anarch is declared Baron of Seattle. This may lead to a contested title. If this anarch is Gangrel or Gangrel *antitribu*, he or she gets 1 additional vote in referendums he or she calls. Any vampire can call a referendum to burn this card as a +1 stealth political action. In that referendum, non-anarch titles are worth 1 fewer votes.

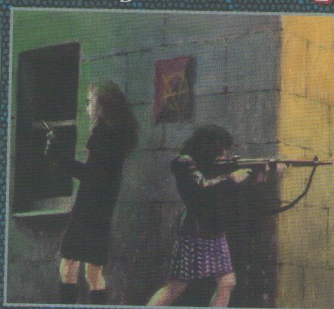
Illus: Brian LeBlanc

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Field Training



ACTION



+1 stealth action. Requires an anarch.

Unlock this vampire, choose a Discipline they have at superior, and put this card on another ready non-titled vampire you control. The attached vampire is considered Anarch and gets +1 level of the chosen Discipline. If the attached vampire changes sect, burn this card. A vampire can have only one Field Training.



Illus: Gines Quiñero

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Fiendish Tongue



Requires a Sabbat vampire.

Ⓢ Bleed at +1 bleed. Anarch vampires get -1 intercept on this action. If this acting vampire is Tzimisce and the bleed is successful, this Tzimisce may burn 1 blood during your discard phase this turn to untap.

Illus: Fred Harper

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Fifth Tradition: Hospitality



+1 stealth action. Requires a ready prince or justicar. Move 4 blood from the blood bank to a vampire other than this acting vampire.



When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there.

Illus: Peter Bergting

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Fire Dance

10



Requires a ready priscus, cardinal or archbishop. +1 stealth action. Put this card on a Sabbat vampire. Once each combat, the vampire with this card may change 1 aggravated damage inflicted on him or her to normal damage. A vampire may have only one Fire Dance.

Illus: David Fooden

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Fire on the Mountain



+1 stealth action. Requires a ready Laibon.

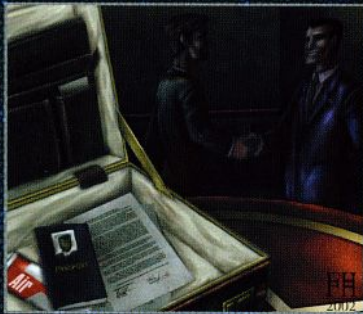
① Diablerize a tapped vampire in torpor. In the resulting blood hunt referendum, this vampire gets 2 additional votes.

We drank them dry and burned the bodies. Those who were our enemies are no more. Shandy, Follower of Set

Illus: Greg Boychuk

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Forgery



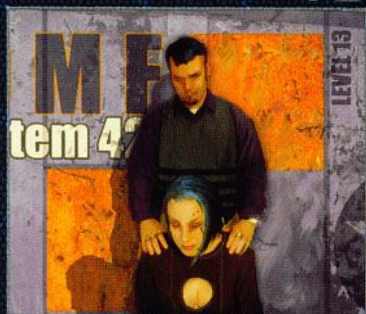
Requires a ready vampire with capacity 5 or more.

① Bleed. If the bleed is successful, this acting vampire gains 1 blood.

Illus: Fred Hooper

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Fourth Tradition: The Accounting



+1 stealth action. Requires a ready prince or justicar. Move 3 blood from the blood bank to a younger vampire in your uncontrolled region.



Those thou dost create are thine own children.

Illus: Kieran Yanner

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The Framing



+1 stealth action. Requires an anarch.

① Put this card on the acting anarch and choose a ready minion. If the anarch with this card is blocked, this card is burned. Then the blocking minion enters combat with the chosen minion instead of this anarch (or the action ends with no combat if that combat cannot occur).



Illus: Brian LeBlanc

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Games of Instinct



Requires a ready Sabbat vampire. ① Enter combat with an older vampire controlled by another Methuselah. At the end of that combat, if only one combatant is ready, that ready vampire gains blood equal to the opposing vampire's capacity from the blood bank.

Is this why you arranged for us to be alone together? So you could try to "talk sense" into me? Or were you just feeling suicidal? Tara, Brujah prince

Illus: Steve Ellis

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Go Anarch



+1 stealth action. Requires a ready non-titled, non-anarch vampire.

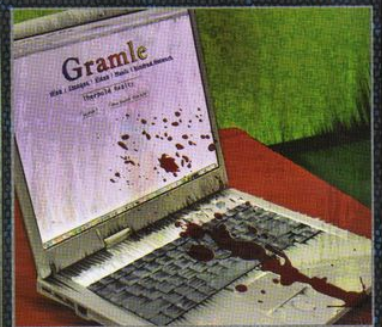
Put this card on the acting vampire and untap this vampire. This vampire is considered anarch (and independent). If this vampire changes sects, burn this card.

I don't belong to you or your damn prince — I'm my own person, free and loving it. Topaz, anarch

Illus: Andrew Bates

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Gramle



+1 stealth action. Do not replace until the end of the action.

Choose a card in play or in any ash heap by name. Search your library or crypt for the chosen card, show it to all Methuselahs, and move it to your hand (discard afterward) or uncontrolled region.

DRAFT: As above, but search for any card.



Illus: Becky Jollensten

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Guard Duty



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

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Harass



(D) Enter combat with a vampire who has 3 or fewer blood or with a locked minion. This acting minion gets 1 optional press, only usable to continue combat, during that combat.

Illus. Mike Danza ©2018 White Wolf Entertainment AS

Harvest Rites



+1 stealth action. Requires a Sabbat vampire.
Put this card on this acting Sabbat vampire. Once each turn, when the vampire with this card successfully hunts, he or she gains 1 additional blood. A vampire can have only one Harvest Rites.

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Haven Hunting



+1 stealth action. Requires an anarchy.
Put this card in play. At the end of a combat involving an anarchy you control, if both combatants are still ready, you may burn this card to have the two combatants begin another combat.
DRAFT: (D) Enter combat with a ready minion.

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Imperial Decree



Requires a ready Justicar or Inner Circle member. +1 stealth action.
Put this card in play. As a (D) action, any Camarilla vampire may enter combat with any Non-Camarilla vampire. Any vampire may burn this card as a (D) action; Non-Camarilla vampires get -1 stealth when attempting that action.

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Inquisition



Requires a ready Sabbat vampire. +1 stealth action.
(D) Choose one or more bishops. Each of the chosen bishops loses his or her title and takes 2 unpreventable damage. The controllers of the chosen bishops may attempt to block in addition to the normally eligible blockers.

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Jack of Both Sides



+2 stealth action. Requires a ready vampire.
This vampire equips or employs an equipment or retainer from your hand. The cost of that card is reduced by 1 pool or by up to 2 blood.
Which are the bad bars, the ones you'd only go to in order to make a score?
Theo Bell, Brujah

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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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Judgment: Death to the Brujah!



Requires ready Prince or Justicar. +1 stealth action.
Put this card in play. Any vampire may take a (D) action to enter combat with any Brujah controlled by another Methuselah. Any Methuselah may burn this card by burning a Brujah he or she controls during his or her minion phase. Only one Death to the Brujah card may be played during a game.

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Kaymakli Barrier



Requires a ready vampire. Unique.

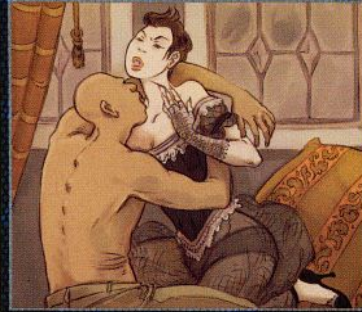
① Put this card on a younger ready vampire. You still control this card. This vampire cannot block undirected actions. ② actions cost this vampire an additional blood.



Illus. Fred Harper

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Leech



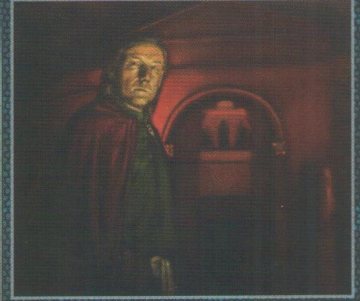
Requires a ready mortal, ghoul, or mage.

① Steal a blood (it becomes a life) from a vampire controlled by another Methuselah and untap this ally. Burn any conviction on this ally. This ally may play cards requiring Potence as a vampire until his or her next untap phase.

Illus: Marian Churchland

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Legacy



+2 stealth action. Requires an unmerged advanced vampire.

Unlock this vampire, search your crypt (shuffle afterward), uncontrolled region, and/or ash heap for their base version, and merge them with it.

Illus: Ginés Quiñero

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Legion



Requires a ready vampire with capacity above 7. +1 stealth action.

Put this card on this acting vampire. This non-sterile vampire can put a Master: Discipline card from your hand or ash heap in play to represent a fledgling with 1 level of that Discipline and discard the rest of your hand as a +2 stealth action. The fledgling is a 1-capacity, non-unique vampire of the same clan as this vampire. The fledgling cannot act or block or play cards if this vampire is not ready.

Illus. Leif Jones

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Liberty Club Intrigue



Requires a ready titled non-anarch vampire. +1 stealth action.

Choose up to two anarch vampires with capacities of 5 or less. Each chosen vampire is tapped and does not untap as normal on his or her next untap phase.

Illus: Peter Bergting

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Martial Ritus



+1 stealth action. Requires a ready Sabbat vampire.

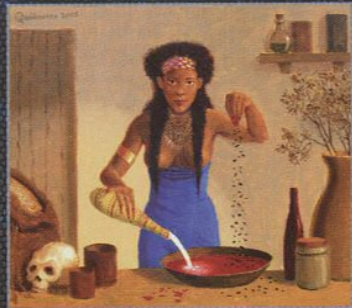
Put this card on a younger Sabbat vampire and untap this acting vampire. The Sabbat vampire with this card gets +1 strength. During your next untap phase, burn this card.

Sometimes, just saying that you hate something, and having someone agree with you, can make you feel better about a terrible situation. Lemony Snicket, *The Bad Beginning*

Illus: James Stone

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Masai Blood Milk



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

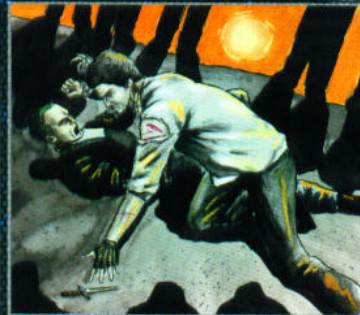
Put this card on the acting Laibon. This Laibon may burn this card as a +1 stealth action to get +1 strength for the remainder of the game. Burn this card during the discard phase of your next turn.



Illus: Ginés Quiñero

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Monomancy



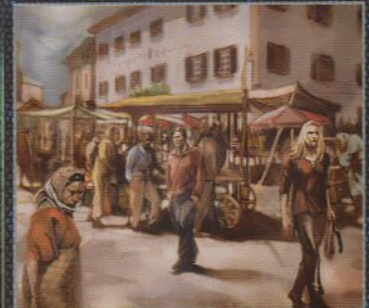
+1 stealth action. Requires a ready Sabbat vampire.

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

Illus: Corey Macourek

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Mozambique Allure



Requires a ready Laibon or untitled vampire. +1 stealth action.

If this acting vampire is Laibon, move the top card of your crypt to your uncontrolled region. Otherwise, this vampire becomes Laibon, and he or she untaps if he or she is Akunanse , Guruhi , Ishtarri , Osebo , Assamite , Follower of Set , Ravnos , Lasombra , Tzimisce , Harbinger of Skulls , or Salubri .

Illus: Abrar Ajmal

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Mustajib



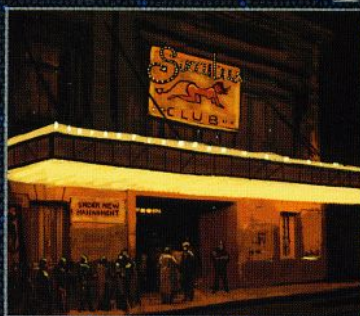
+1 stealth action. Requires a ready Black Hand vampire.

Put this card on a younger non-Black Hand Sabbat vampire who has performed a successful action this turn, and untap that vampire. The Sabbat vampire with this card is Black Hand.

Illus: Andrew Trabbold

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New Management



Do not replace until the end of this action.

① Take control of a location that is free or costs 1 blood or pool.

DRAFT: ① Burn a location.

There was never anything by the wit of man so well devised, or so sure established, which in continuance of time hath not been corrupted.

Book of Common Prayer

Illus: Mark Poole

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No Secrets From the Magaji



+1 stealth action. Requires a ready magaji.

Put this card on this magaji and untap him or her. The magaji with this card gets +1 intercept when attempting to block vampires. If this magaji is tapped, he or she may attempt to block a vampire as if untapped. Burn this card if this magaji attempts to block a vampire but is not successful. A vampire may have only one No Secrets From the Magaji.

Illus: Heather Kreter

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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



Illus: Josh Timbrook

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Open War



+1 stealth action. Requires a baron.

Put this card in play. Anarch vampires can enter combat with any minion as a ① action. They can burn a location as a ① action that costs 2 pool. Any Methuselah may use a master phase action to move 1 counter from his or her pool to this card. When this card has 4 pool, burn it and gain 4 pool. Only one Open War may be played in a game.

Illus: John Bridges

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Praetorian Backer



+1 stealth action. Requires a ready Seraph. Unique. Title.

Put this card on a non-Black Hand Sabbat vampire with a capacity above 6 to represent the title of cardinal. Burn this card if you do not control a ready Seraph (or if this vampire otherwise loses the title).

DRAFT: As above, but put this card on any Sabbat vampire.



1

Illus: Andrew Trabbold

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Priority Shift



+1 stealth action. Requires a ready, titled, non-Red List vampire.

Choose a Red List minion. The chosen minion is no longer Red List.

Did it ever occur to you that I might not want archons crawling all over this?
Hardestadt, Ventruue

Illus: Travis Ingram

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Public Enemy



+1 stealth action. Requires a non-Red List, non-anarch vampire.

① Choose a non-titled, non-Red List minion who either has successfully bled for 3 or more pool since your last turn or is infernal or anarch. The chosen minion becomes Red List.

Illus: E.M. Gist

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Purity of the Beast



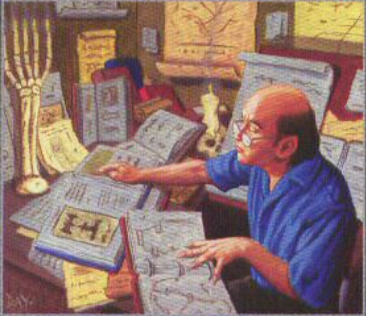
+1 stealth action. Requires a ready vampire.

① Enter combat with an ally controlled by your prey. The acting vampire gets +2 strength in that combat.

Illus: Stuart Beel

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Rastacourere 10



+1 stealth action.
 Ⓛ Put this card on a titled vampire. The vampire's title is worth 1 less vote during referendums, and he or she gets -1 stealth when attempting political actions. This vampire's capacity is reduced by 1. (A vampire's capacity cannot go below 1.) A vampire may have only one Rastacourere.

*The fat and the strong I will destroy,
 I will feed them with justice.
 Ezekiel 34:16 (NRSV)*

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Rave



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

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Recruitment Exercise



+1 stealth action. Requires a Black Hand vampire.
 Show the top card of your crypt to all Methuselahs and move it to your uncontrolled region. Add 1 blood from the blood bank to it if it is a Black Hand vampire.

Illus. Anna Evertsdotter

Red List



Requires a ready, titled, non-Red List vampire.
 Ⓛ Choose a ready ally or a ready younger vampire. The chosen minion becomes Red List. That minion may not attempt to block this action.

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The Return to Innocence



Requires a ready vampire.
 Ⓛ Bleed your prey with +X bleed, where X is the capacity of the acting vampire. Burn this vampire if this action is successful.

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Reunion Kamut



+1 stealth action. Requires a Black Hand vampire.
 Move 2 blood from the blood bank to a Black Hand vampire in your uncontrolled region.

Illus. Rik Martin ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Revelation of the Sire 10



Requires a ready non-sterile vampire who is not Caitiff.
 Put this card on a younger Caitiff. The vampire with this card is now considered to be a member of the same clan as the acting vampire. He or she is no longer considered Caitiff. His or her capacity increases by 1.

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Rise of the Fallen A



Unique. Requires an infernal minion. +1 stealth action.
 Put this card in play. Your prey burns 1 pool at the end of each action in which you have burned corruption counters. Any Methuselah can burn a vampire he or she controls with corruption counters during his or her unlock phase to burn this card.

Illus. Gines Quintero ©2019 WhiteWolf Entertainment AB

Rubicon



+1 stealth action. Requires a titled vampire.
 Ⓛ Burn a younger non-titled vampire who has burned one of your non-Red List vampires since your last turn.

Illus. Juan Antonio Serrano Garcia ©2008 (17) W. All Rights Reserved.

Rumble



Requires a Sabbat vampire.

Ⓛ Enter combat with a ready minion controlled by another Methuselah. In that combat, your hand size is increased by one. If this acting vampire is not ready at the end of the action, you burn 1 pool.

Illus: Peter Bergting

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Sanguine Instruction



+1 stealth action. Requires a ready vampire.

Choose a Discipline this vampire has at superior. Put this card on a ready vampire of the same clan as this acting vampire. The vampire with this card gains one level of the chosen Discipline. The vampire's capacity increases by 1; the vampire is one generation older. Cannot be placed on a vampire with the superior version of the Discipline.

+1

Illus: Brian LeBlanc

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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 (shuffle and discard afterward).

Illus: William O'Connor

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Sheepdog



This vampire gains 4 blood. Put this card on this vampire. This vampire does not untap as normal. Burn this card during your untap phase.

No more be griev'd at that which thou has done:

*Roses have thorns, and silver fountains mud,
Clouds and eclipses stain both moon and sun,
And loathsome canker lives in sweetest bud.
Shakespeare, "Sonnet 35"*

Illus: Jeff Laubenstein

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Siphon



+1 stealth action. Requires a ready vampire.

Choose one or more younger vampires in torpor. If there are any Gehenna cards in play, the vampires need not be younger. Steal 1 blood from each chosen vampire. If this acting vampire is Giovanni (Ⓜ), you may also move 1 card from your ash heap to your hand for each blood stolen (discard afterward). Only one Siphon can be played each turn.

Illus: Randy Asplund

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Sires Command, Childer Inherit



+1 stealth action. Requires a ready Laibon.

Move 1 blood from the blood bank to any other Laibon. Alternatively, if this Laibon is a magaji, Ⓛ tap two ready Laibon who belong to the same clan (as each other) and are controlled by the same Methuselah (as each other).

*An egg never sits on a hen.
Kiswahili proverb*

Illus: William O'Connor

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Sixth Tradition: Destruction



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

Ⓛ Burn a vampire who has committed dablerie since your last turn.

Thou art forbidden to destroy another of thy kind.

Illus: William O'Connor

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Sowing Dissension



Requires a ready anarch.

Each other Methuselah taps an untapped ready younger vampire he or she controls. If this action is blocked by a non-titled vampire, the acting anarch can burn 1 blood to cancel combat and untap.

*Hey, the anarchs rule! They are way cool, and they are gonna rock this city down! I'm joinin' tomorrow man! You wanna come?
Todd, Caitiff*

Illus: Jim Nelson

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The Status Perfectus



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

Put this card in play. During your master phase, you may move 1 blood from a ready anarch you control to another ready anarch. When a blocking anarch has just completed combat with an acting minion, you may tap this card and choose a ready untapped anarch you control other than the blocking anarch. This anarch taps and enters combat with the acting minion. The acting minion cannot use any strikes in the first round of that combat.

Illus: Christopher Shy

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Stealing Years



+1 stealth action. Requires an anarch.

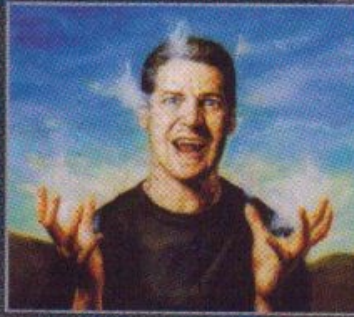
Ⓛ Diablerize an older vampire in torpor and put this card on the acting anarch. Capacity increases by 1. In the resulting blood hunt referendum, each anarch gets an additional vote.

*What's blood for, if not for shedding?
Clive Barker and Bernard Rose,
"Candyman"*

Illus: Becky Jullentzen

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Sunrise Service



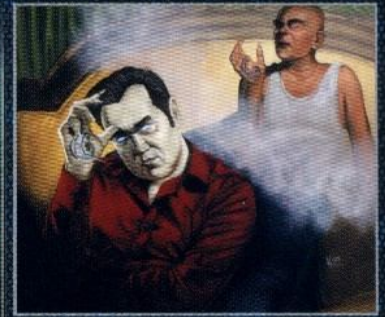
+1 stealth action. Requires a ready Sabbat vampire.

Put this card on the acting vampire; he or she takes one point of aggravated damage (not preventable). You may burn this card when this vampire declares an action to make that action unblockable.

Illus: Alan Rubenswitz

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Tattoo Signal



+1 stealth action. Requires a Seraph.

Put this card on this acting Seraph. This ready Seraph may tap this card to untap another Black Hand vampire. A minion may have only one Tattoo Signal.

Illus: Heather Kreiter

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Thin-Blooded Seer



Requires a ready non-sterile vampire of capacity less than 3.

Put this card into play; it becomes a 1 capacity vampire. This vampire is clanless and sterile. This vampire is not considered unique, must hunt this turn and is the same sect as the acting vampire. Cards that cost blood cost this vampire twice as much blood to play. During your untap phase, you may tap this vampire to look at the top two cards of any Methuselah's library.

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Illus: Brian LeBlanc

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Third Tradition: Progeny



+1 stealth action. Requires a ready non-sterile prince or justicar.

Put this card in play; it becomes a non-unique 1-capacity vampire of the same clan as the acting 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 cannot take any actions this turn.

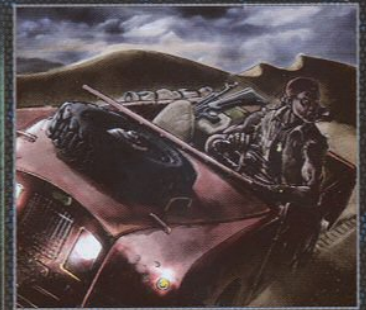
Thou shalt only sire another with the permission of thine elder.

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Illus: Julie Collins

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Travelers Obey the Tenets



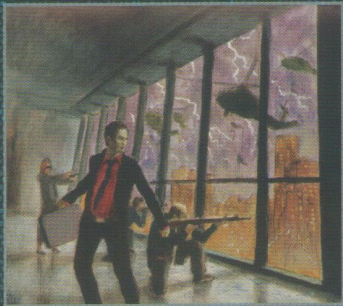
+1 stealth action. Requires a ready magaji.

Put this card in play. When a vampire successfully takes a Ⓛ action against you, that vampire takes 1 unpreventable damage (after resolving the action). Any vampire may burn this card (and take no damage from it) as a Ⓛ action. A Methuselah may have only one Travelers Obey the Tenets.

Illus: Caleb Cleaveland

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Under Siege



ACTION

+1 stealth action. Requires a titled Sabbat vampire. Unique.

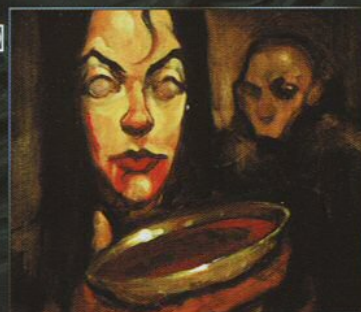
Put this card in play with 3 counters. Once each action, a Sabbat vampire you control can burn 1 counter from this card to unlock and attempt to block with +1 intercept, even if intercept is not yet needed. Burn this card if it has no counters.

1

Illus: Ginés Quintero

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Vaulderie



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

Put this card on the acting vampire. You may burn this card when a Sabbat vampire attempts to block the vampire with this card. That blocking attempt fails; that minion cannot attempt to block this action again. Continue with the action as normal.

Illus: Phillip Tan

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Victim of Habit



+1 stealth action.

Put this card in play and choose a card in your prey's ash heap by name. During any Methuselah's untap phase, you may tap this card to remove three copies of the chosen card in your prey's ash heap from the game to cause your prey to burn 1 pool.

1

Illus: Alexander Dunnigan

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Violation of Trust



+1 stealth action.
Burn a contract on a minion you control.

Your worst enemies are those whose faces are cheerful while their hearts are bitter.

Caecilius Statius, Hypobolimæus

Illus: William O'Connor

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War Party



+1 stealth action. Requires an archbishop, priscus, cardinal or regent.

Ⓧ Put this card on a vampire who is not an archbishop, priscus, cardinal or regent. Any vampire may enter combat with that vampire as a +1 stealth Ⓧ action.

Illus: Tom Gianni

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Well-Marked



+1 stealth action. Requires a Laibon.

Put this card on this Laibon. If his or her capacity is 5 or more, he or she untaps. Once each combat, this Laibon may prevent 1 non-aggravated damage from the opponent's strike. A minion can have only one Well-Marked.



Illus: Pat Loboyko

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Will of the Council



+1 stealth action. Requires a ready primogen.

Put this card on the acting primogen. During the referendum of 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.

Illus: Andrew Trabbold

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Zillah's Tears



+1 stealth action. Requires a ready Sabbat vampire.

Put this card on this acting vampire and move 1 blood from the blood bank to this vampire. This Sabbat vampire can burn this card any time after this turn ends to untap. A vampire can have only one Zillah's Tears.

Caine's Promise is not intended for everyone, but only for his true childer, Zillah's childer, born of her tears.

Blackhorse Tanner, Ventrue antitribu

Illus: Jim Nelson

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Zip Line



+2 stealth action.

Put this card on the acting minion. This minion may burn this card to get +1 stealth.

I have always found that plans are useless, but planning is indispensable.
Dwight Eisenhower

Illus: Brian LeBlanc

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6- POLITICAL ACTION (160)

Alastor



1 Vote



Requires a justicar or Inner Circle member.

Choose a ready Camarilla vampire. If this referendum is successful, search your library for an equipment card and place this card and the equipment on the chosen vampire. Pay half the cost (round down) of the equipment. This vampire may enter combat with any vampire controlled by another Methuselah as a +1 stealth Ⓛ action. This vampire cannot commit diablerie. A vampire may have only one Alastor.

Illus: Monte Moore

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Anarch Salon



Political Card — Worth 1 Vote.
Called by any anarch at +1 stealth.
Successful referendum means each ready anarch gains 1 blood from the blood bank, and each Methuselah who controls at least one anarch gains 1 pool from the blood bank.

Illus: James Stowe

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Anarchist Uprising

25



POLITICAL ACTION
1 Vote



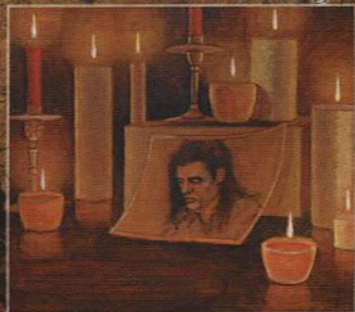
Successful referendum means each Methuselah burns 1 pool for each minion they control.

We are all brothers of oppression, and today, brothers of oppression are identified with each other all over the world.
Malcolm X

Illus: Scott Fischer

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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.

Illus: Steve Casper

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Ancient Influence

25



POLITICAL ACTION
1 Vote



Only one Ancient Influence can be played or called in a game.

Successful referendum means each Methuselah can choose a ready vampire they control; each Methuselah gains pool equal to their chosen vampire's capacity, then burns 5 pool.

Illus: Pete Venters

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Ancilla Empowerment

1



POLITICAL ACTION
1 Vote

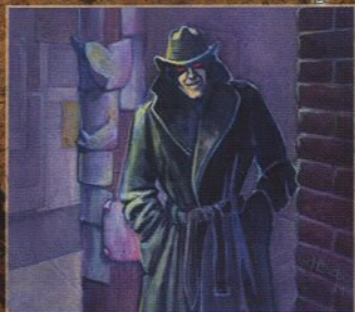


Successful referendum means each Methuselah burns 1 pool for each minion they control.

Illus: William O'Connor

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Archon



Political Card — Worth 1 Vote. Called by any prince or justicar at +1 stealth.

Choose a Camarilla vampire. If this referendum is successful, put this card on the chosen vampire. This vampire may enter combat with a vampire controlled by another Methuselah as a +1 stealth Ⓛ action. Any vampire attempting to block this vampire burns 1 blood. Blood hunts cannot be called on this vampire. Any Camarilla vampire can call a referendum to burn this card as a +1 stealth political action.

Illus: Heather Hudson

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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.

Illus: Mike Raabe

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Auto-da-fé

8



1 Vote



Requires a cardinal, regent or Inquisitor.

Choose a vampire with capacity less than 8. Successful referendum means that vampire's controller burns X pool or burns that vampire, where X is the difference between 8 and that vampire's capacity.

Illus: Avery Butterworth

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Banishment

25



POLITICAL ACTION
1 Vote



Choose a ready younger vampire. Successful referendum means the chosen vampire is moved to the uncontrolled region (breaking any temporary control effects); any cards and counters on the chosen vampire stay with them but are out of play as long as the chosen vampire remains uncontrolled.

Illus. Steve Casper © 2019 White Wolf Entertainment AB

Beyond Reproach



Political Card—Worth 1 Vote
Called by any Prince at +1 stealth
If this vote is successful, put this card in play. Primogen cannot attempt political actions and no longer get their first vote during political actions.
This card may be burned by a successful vote called by any vampire as a +1 stealth action.

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Blood Siege



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

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

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Brinksmanship



Political Card—Worth 1 Vote.
Called by any vampire at +1 stealth.
If this referendum is successful, put this card in play. Any Methuselah who has exhausted his or her library and begins his or her untap phase with less than a full hand must attempt to withdraw. On that Methuselah's next untap phase, if the withdrawal fails, that Methuselah is ousted. If any Methuselah successfully withdraws, you are ousted.

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Brujah Justicar



Title.
Choose a ready Brujah . If this referendum passes, put this card on the chosen Brujah to represent the unique Camarilla title of Brujah Justicar. In this referendum, each ready Brujah gets 1 additional vote.

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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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Camarilla Threat



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

If this referendum is successful, put this card in play. Each Methuselah must pay an additional pool to use a discard phase action to discard a card. Any vampire may call a referendum to burn this card as a +1 stealth political action.

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Can't Take it with You



Successful referendum means each Methuselah gains 1 pool. Each Methuselah then burns 1 pool for each equipment, location or retainer card he or she controls.

They trouble us in seeking them, they do not satisfy us when possessing them, and they make us despair in losing them.
Madame de Lambert

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Cardinal Benediction



Requires a Sabbat vampire.
Title.

Choose a Sabbat vampire with a capacity over 6. If this referendum passes, put this card on that vampire to represent the Sabbat title of cardinal. Camarilla vampires cannot vote during this referendum.

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Code of Milan Suspended



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

Select the Methuselah with the Edge.
If this referendum is successful, that
Methuselah burns 1 pool.

Illus. Drew Tucker

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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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Consanguineous Boon



POLITICAL
ACTION
1 Vote

Boon.

Choose a clan. Successful referendum
means each Methuselah gains 1 pool
for each vampire of the chosen clan
they control.

*When you deal with your brother, be
pleasant, but get a witness.
Hesiod, Works and Days*

Illus. Randy Gallegos

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Consanguineous Condemnation



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a clan. Successful vote taps
all vampires of that clan.

*"There are those not of our blood
who would seek to harm us.
Such cretins must be punished!"
Helena Casimir of Clan Ventruue*

Illus. L.A. Williams

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Conservative Agitation



1 Vote

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

Illus. Mark Poole

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Corruption's Purge



Political Card—Worth 1 Vote
Called by any Prince, Justicar, or
Inner Circle member at +1 stealth

If this vote is successful,
each Follower of Set burns 2 blood.
Each Follower of Set with zero blood
then goes into torpor.

Illus. Harold Arthur McNeill

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Crusade: Amsterdam



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

Successful referendum means the
acting vampire is declared Archbishop
of Amsterdam. This could lead to a
contested title. If this vampire is
Ventruue *antitribu*, he or she
untaps during your next discard phase.

Illus. David Day

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Crusade: Aragon



1 Vote

Requires a Sabbat vampire. Title.
If this referendum passes, put this card
on the acting vampire to represent the
unique Sabbat title of Archbishop of
Aragon. If Lucita is in play and is Sabbat,
put this card on her instead.

*And between the dead, there will always be
a tongue to tell that Zaragoza does not
surrender.*

Benito Pérez Galdós

Illus. Leif Jones

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Crusade: Atlanta



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

Successful referendum means the
acting vampire is declared Archbishop
of Atlanta. This could lead to a
contested title.

Illus. Richard Thomas

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Crusade: Barcelona



Political Card — Worth 1 Vote.
 Called by any Sabbat vampire at +1 stealth.
 Successful referendum means the acting vampire is declared Archbishop of Barcelona. This could lead to a contested title. If this vampire is Tremere *antitribu* ☉, he or she untaps during your next discard phase.

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Crusade: Berlin



Political Card - Worth 1 Vote.
 Called by any Sabbat vampire at +1 stealth.
 Successful referendum means the acting vampire is declared Archbishop of Berlin. This could lead to a contested title. If this vampire is Lasombra ☙, he or she untaps during your next discard phase.

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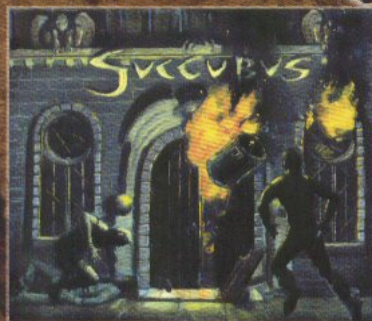
Crusade: Brussels



Political Card — Worth 1 Vote.
 Called by any Sabbat vampire at +1 stealth.
 Successful referendum means the acting vampire is declared Archbishop of Brussels. This could lead to a contested title. If this vampire is Toreador *antitribu* ☼, he or she untaps during your next discard phase.

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Crusade: Chicago



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

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Crusade: Detroit

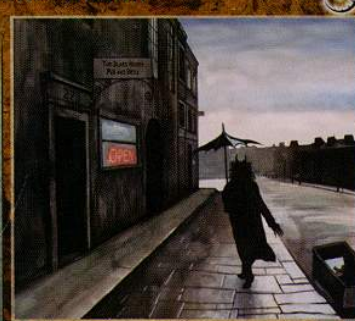


1 Vote

Requires a Sabbat vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Detroit. This could lead to a contested title.

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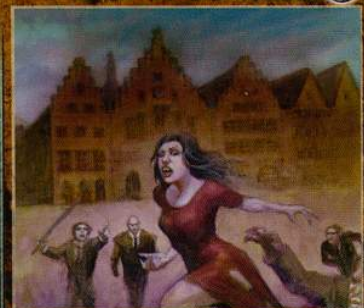
Crusade: Dublin



Political Card - Worth 1 Vote.
 Called by any Sabbat vampire at +1 stealth.
 Successful referendum means the acting vampire is declared Archbishop of Dublin. This could lead to a contested title. If this vampire is Gangrel *antitribu* ☾, he or she untaps during your next discard phase.

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Crusade: Frankfurt



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

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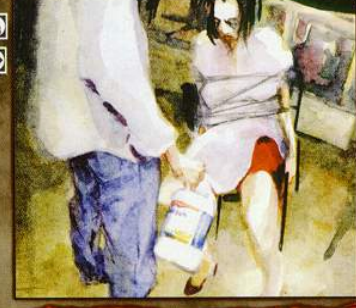
Crusade: Geneva



Political Card - Worth 1 Vote.
 Called by any Sabbat vampire at +1 stealth.
 Successful referendum means the acting vampire is declared Archbishop of Geneva. This could lead to a contested title. If this vampire is Malkavian *antitribu* ☾, he or she untaps during your next discard phase.

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Crusade: Houston



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

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Crusade: Istanbul



Political Card - Worth 1 Vote.
 Called by any Sabbat vampire at +1 stealth.
 Successful referendum means the acting vampire is declared Archbishop of Istanbul. This could lead to a contested title. If this vampire is Tzimisce, he or she untaps during your next discard phase.

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Crusade: London



Political Card - Worth 1 Vote.
 Called by any Sabbat vampire at +1 stealth.
 Successful referendum means the acting vampire is declared Archbishop of London. This could lead to a contested title. If this vampire is Nosferatu *antitribu*, he or she untaps during your next discard phase.

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Crusade: Mexico City



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

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Crusade: Miami



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

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Crusade: New York



Requires a Sabbat vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of New York. This could lead to a contested title.

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Crusade: Paris



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

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Crusade: Philadelphia



Requires a Sabbat vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Philadelphia. This could lead to a contested title.

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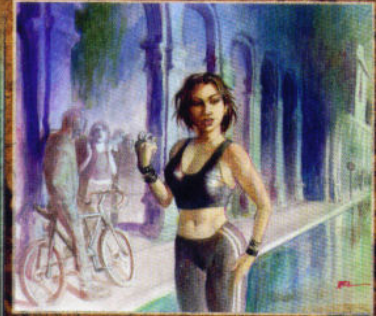
Crusade: Pittsburgh



Requires a Sabbat vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Pittsburgh. This could lead to a contested title.

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Crusade: Rome



Requires a Sabbat vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Rome. This could lead to a contested title. If this vampire is Brujah *antitribu*, he or she untaps during your next discard phase.

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Crusade: Toronto

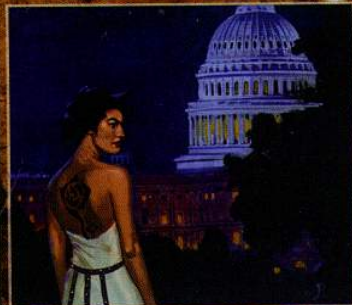


Requires a Sabbat vampire. Title.

If this referendum is successful, put this card on the acting vampire to represent the unique Sabbat title of Archbishop of Toronto. This could lead to a contested title.

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Crusade: Washington, D.C.

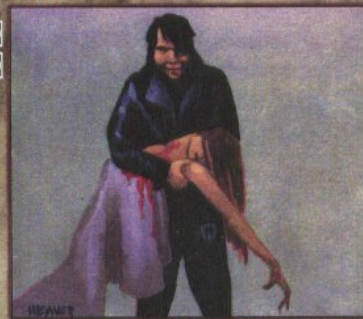


Political Card - Worth 1 Vote. Called by any Sabbat vampire at +1 stealth.

Successful referendum means the acting vampire is declared Archbishop of Washington, D.C. This could lead to a contested title. If this vampire is *Ventrue antitribu*, he or she untaps during your next discard phase.

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Cunctator Motion



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

Only usable if playing for ante. Choose how you want to rearrange the remaining ante cards among the surviving Methuselahs. Successful vote means you then rearrange the remaining ante cards.

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Deploy the Hand



Requires a ready archbishop, cardinal or regent.

Choose one or more Methuselahs who do not have a target counter. Successful referendum means each chosen Methuselah gets a target counter. During his or her untap phase, a Methuselah with a target counter chooses one of his or her ready minions, who takes 2 unpreventable damage. A Methuselah may burn the Edge to burn his or her target counter.

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Disputed Territory



Choose a location and a Methuselah. Successful referendum means the chosen Methuselah takes control of the chosen location.

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Diversity



Successful referendum means each Methuselah gains X pool, where X is the number of clans to which his or her ready vampires belong.

We must learn not just to accept differences between ourselves and our ideas, but to enthusiastically welcome and enjoy them.
Gene Roddenberry

Illus: Brian LeBlanc ©2003 CCP, Inc. All Rights Reserved

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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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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Eat the Rich



Requires an anarchy.

Choose one or more Methuselahs. Successful referendum means each chosen Methuselah burns 1 pool, plus 3 additional pool if he or she controls a ready titled vampire. In this referendum, non-priscus titles are worth 1 fewer vote each, priscus titles are worth 1 less ballot each, and burning the Edge is worth 1 additional vote.

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The Eldest Command Undeath



Political Card—Worth 1 Vote.
Called by any Laibon as a +1 stealth action.

Choose a vampire controlled by your prey with capacity less than X. Successful referendum means that vampire is burned. This acting vampire cannot gain blood this action. Any blood he or she gains goes to the blood bank instead.



Illus: Rod Welings

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Exclusion Principle



1 Vote

Successful referendum means each Methuselah gains 1 pool for each ready independent vampire he or she controls.

We are becoming perfect in our desperation, our hostility, our instinct to survive. We are the cockroaches of vampire society, scurrying in the shadows of our hunters and feeding in their ruin.

Kemintiri, Follower of Set

Illus: Eric Deschamps

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Excommunication



1 Vote

Requires a Sabbat vampire.

Choose a ready archbishop. Successful referendum means the chosen archbishop loses his or her title.

Illus: Richard Thomas

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The Final Nights



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

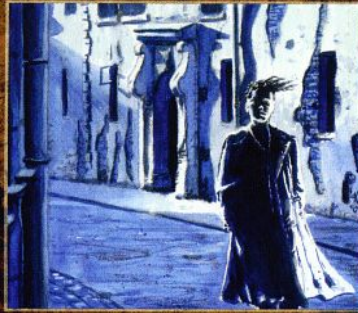
Successful referendum means each vampire burns 1 blood. If this referendum fails, the acting vampire burns 1 blood.

The final nights are at hand.
Thetmes, Assamite

Illus: Drew Tucker

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Finding the Path



1 Vote

Choose at least half of the Methuselahs in the game. Successful referendum means each chosen Methuselah burns 1 pool and each of the other Methuselahs gains 1 pool.

Without understanding, Kapaneus, everything else is so much ash and empty sound.
Beckett, Gangrel

Illus: Ken Meyer, Jr.

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Firebrand



Political Card — Worth 1 Vote. Called by any anarch as a +1 stealth action.

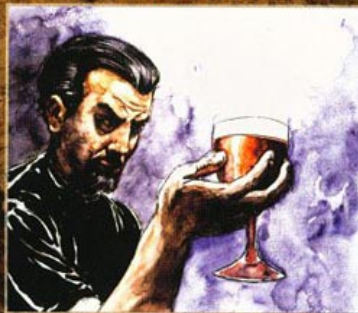
If this referendum is successful, put this card on the acting anarch. This anarch gets 1 additional vote during a political action.

During your minion phase, this anarch can burn 1 blood to untap a ready younger anarch. Burn this card if this anarch goes to torpor. An anarch may have only 1 Firebrand.

Illus: Andrew Bates

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First Tradition: The Masquerade



1 Vote

Requires a prince or justicar.

If this referendum is successful, put this card in play. Each Methuselah must burn 2 pool during his or her untap phase. A Methuselah can choose to skip his or her entire turn. Burn this card when the controller has either skipped 3 turns or burned a total of 6 pool by this effect.

Thou shalt not reveal thy true nature to those not of the Blood.

Illus: Mike Dantz

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Free States Rant



1 Vote

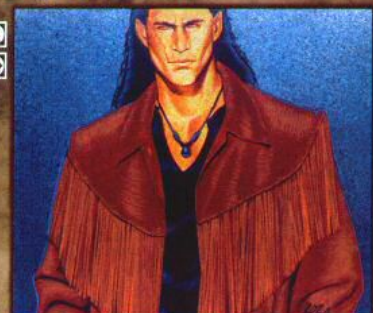
Requires an Independent vampire.

Allocate X points among one or more ready vampires, where X is half the capacity of the acting vampire (rounded up). No more than 3 points can be allocated to each vampire. Successful referendum means each vampire burns 1 blood for each point assigned. In this referendum, titles are worth 1 fewer vote each (even in the prisci sub-referendum), and burning the Edge is worth an additional vote.

Illus: Drew Tucker

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Gangrel Justicar



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

Choose a ready Gangrel. Successful vote means he or she is declared Gangrel Justicar. In this vote, each Gangrel gets 1 extra vote. This could lead to a contested title.

Illus: L.A. Williams

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Giovanni Acceptance

10



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

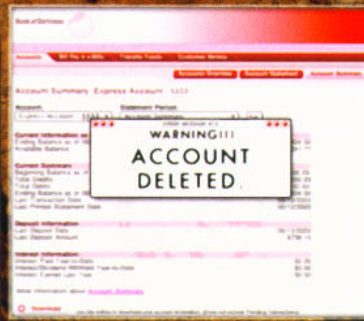
If this referendum is successful, each Giovanni (G) may choose to be Camarilla. Put this card into play. Whenever a Giovanni enters play, he or she may choose to be Camarilla. The Giovanni clan is a Camarilla clan.

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Hand Intervention



1 Vote



Requires a titled Sabbat vampire.

Choose a Methuselah. If this referendum is successful, put this card in play. The chosen Methuselah has -1 hand size. That Methuselah may burn this card by burning the Edge. A Methuselah may be chosen for only one Hand Intervention at a time.

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Hiding in the Open



1 Vote



Requires a Laibon.

If this referendum succeeds, put this card on the acting Laibon. This Laibon gets +1 bleed. Cards which require a non-Laibon title cannot be played on this Laibon nor while this Laibon is acting. A minion may have only one Hiding in the Open.

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Honor the Elders



1 Vote



Successful referendum means each ready vampire with capacity of 8 or more gains 1 blood from the blood bank, and each vampire with capacity of 8 or more in any uncontrolled region gains 1 blood from the blood bank.

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Imperator



1 Vote



Choose a Camarilla vampire with capacity 8 or more. If this referendum is successful, put this card on the chosen vampire to represent the unique Camarilla title of Imperator (worth 3 votes). This vampire may play a Blood Hunt card from your hand or ash heap as a prince. This vampire gets 3 additional votes in blood hunt referendums.

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Investiture



1 Vote



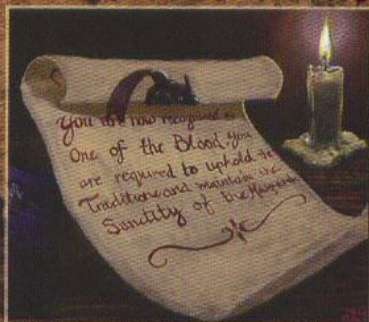
Political Card — Worth 1 Vote. Called by any Cardinal as a +1 stealth action.

Choose a Sabbat vampire. If this referendum is successful, the chosen vampire is given the title of Priscus. In this referendum, each ready Cardinal gets one additional vote. Camarilla vampires cannot vote during this referendum.

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Invitation Accepted

10



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

If this referendum is successful, each Follower of Set (S) may choose to be Camarilla. Put this card into play. Whenever a Follower of Set enters play, he or she may choose to be Camarilla. The Followers of Set clan is a Camarilla clan.

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Jericho Founding



1 Vote



Requires a non-Camarilla vampire.

Successful referendum means all locations are burned. Any Methuselah can keep any locations he or she controls by repaying their pool cost.

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Justicar Retribution



1 Vote



Requires a Camarilla vampire.

Successful referendum burns all vampires with a current bleed of 3 or more.

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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

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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Kine Resources Contested

Allocate 4 points among two or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point allocated.

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Kuta

Requires a Laibon.
Choose a younger vampire with capacity 6 or less. If this referendum succeeds, put this card on that vampire. Directed actions cost this vampire an additional blood. This vampire cannot block older vampires. Any vampire may call a referendum to burn this card as a +1 stealth political action.

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Legacy of Pander

Political Card — Worth 1 Vote. Called by any Sabbat vampire at +1 stealth.
If this referendum is successful, put this card in play. Each non-titled Pander has one vote. Any Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

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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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Malkavian Justicar

Title.
Choose a ready Malkavian. If this referendum is successful, put this card on the chosen Malkavian to represent the unique Camarilla title of Malkavian Justicar. In this referendum, each Malkavian gets 1 extra vote.

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Mark of the Damned

Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
If this vote is successful, each Methuselah burns X pool, where X is the number of vampires in his or her prey's ash heap.

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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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Meddling of Semsith



Political Action – Worth 1 Vote.
Called by any vampire at +1 stealth.
 Choose another Methuselah. If this referendum is successful, put this card in play. Your hand size is one card smaller. The chosen Methuselah doesn't draw to replace cards during any Methuselah's minion phase. After each minion phase, he or she draws back up to his or her hand size. Any vampire may call a referendum to burn this card as a +1 stealth political action.

Illus: Mike Huddleston

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Might of the Camarilla

10



Political Card—Worth 1 Vote. Called by any justicar or Inner Circle member at +1 stealth.

If this referendum is successful, each Methuselah burns a vampire (of his or her choosing) in his or her uncontrolled region.

Illus: L.A. Williams

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My Kin Against the World



1 Vote

Choose X younger vampires of the same clan as this acting vampire. If this vampire is Laibon, you may choose younger Laibon regardless of clan. If this referendum passes, untap this acting vampire and the chosen vampires. Only one My Kin Against the World can be called each turn.



Illus: Justin Norman

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National Guard Support



1 Vote

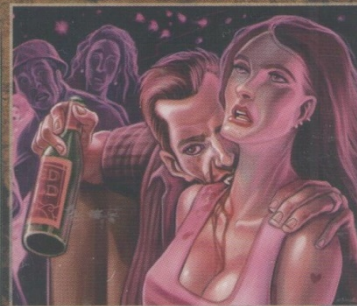
Requires a titled vampire.
 You may not play this card if another National Guard Support is in play. If this referendum is successful, put this card in play. Minions get -1 stealth on Ⓚ actions. During your untap phase, put a counter on this card. Any vampire can call a referendum to burn this card as a +1 stealth political action; in that referendum, each counter represents a vote in favor of burning the card.

Illus: Jeff Holt

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Neonate Breach

25



POLITICAL ACTION
1 Vote

Choose one or more Methuselahs. Successful referendum means each chosen Methuselah burns 1 pool, plus 3 additional pool if they control a ready vampire with capacity 4 or less.

Illus: Jeremy McHugh

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Nosferatu Justicar



1 Vote

Title.
 Choose a ready Nosferatu Ⓚ. If this referendum is successful, put this card on the chosen Nosferatu to represent the unique Camarilla title of Nosferatu Justicar. In this referendum, each Nosferatu gets 1 extra vote.

Illus: Fred Hooper

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Overseer



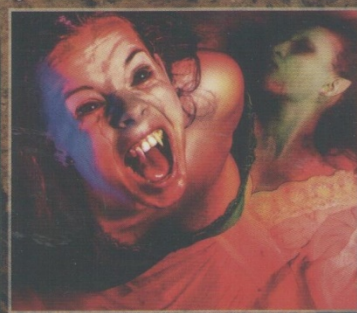
Political Card—Worth 1 Vote.
 Called by any Laibon with a capacity above 4 as a +1 stealth action. **Title.**
 In this referendum, each Guruhi Ⓚ gets one additional vote. Any votes any magaji cast in favor of this referendum are ignored. If this referendum passes, put this card on the acting Laibon to represent the Laibon title of magaji (worth 2 votes).

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Parity Shift

25



POLITICAL ACTION
1 Vote

Requires a prince or justicar.
 Choose a Methuselah who has more pool than you do, and allocate 3 of their pool between 1 or more of the other Methuselahs (including you). Successful referendum means the chosen Methuselah loses that pool, and it is allocated as you choose.

Illus: Mark Kelly

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Patsy



1 Vote

Requires a baron. Only usable if you control the Edge.
 Choose a titled non-anarch vampire. Successful referendum means that you burn the edge to remove that vampire's title and burn 2 pool from his or her controller.
DRAFT: Requires any vampire (and the Edge). Successful referendum means your prey burns 3 pool.

Illus: Eric Driscoll

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The Peace of Khetamon 10



Political Card—Worth 1 Vote. Called by any vampire at +1 stealth.
 Choose a vampire in torpor. Successful referendum means that vampire is moved to the uncontrolled region (facedown). 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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Peace Treaty




1 Vote

Successful referendum means all weapons are burned. 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 Winter Storyline

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Permanent Vacation 25



POLITICAL ACTION
1 Vote

Choose a ready ally. Successful referendum means the chosen ally is removed from the game.

*It's only forever
 It's not long at all
 Lost and lonely.*
 David Bowie, *Underground*

Illus. Jim Di Bartolo © 2019 White Wolf Entertainment AB

Perpetual Care



1 Vote

Successful referendum means each Methuselah burns 2 pool for each vampire in torpor he or she controls.

You've slept too long, old man. Your dreams aren't the city's dreams anymore, and many things have changed.
 Dominique, Ventrue baron

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Persona Non Grata



POLITICAL ACTION
1 Vote

Requires a titled vampire.
 Choose a non-titled or an Anarch vampire. Successful referendum means this card is put on the chosen vampire. This vampire cannot gain a non-Anarch title and gets -1 stealth on Ⓢ actions. A vampire can have only one Persona Non Grata.

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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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Political Stranglehold 25



POLITICAL ACTION
1 Vote

Only one Political Stranglehold can be played or called in a game.
 Successful referendum means each Methuselah gains 3 pool for each vampire they control with capacity 8 or more.

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Praxis Seizure: Amsterdam



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

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Praxis Seizure: Athens



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means that the acting vampire is declared Prince of Athens. This could lead to a contested title. If the Prince is Tremere, his or her capacity increases by 1.

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Praxis Seizure: Atlanta



1 Vote



Requires a Camarilla vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Atlanta.

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Praxis Seizure: Barcelona



1 Vote



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

Successful referendum means the acting vampire is declared Prince of Barcelona. This could lead to a contested title. If the prince is Tremere, his or her capacity increases by 1.

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Praxis Seizure: Berlin



1 Vote



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Berlin. This could lead to a contested title. If the Prince is Ventrue, his or her capacity increases by 1.

Illus. L.A. Williams

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Praxis Seizure: Boston



1 Vote



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: Brussels



1 Vote



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Brussels. This could lead to a contested title. If the Prince is Nosferatu, his or her capacity increases by 1.

Illus. Tom Wänerstrand

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Praxis Seizure: Cairo



1 Vote



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Cairo. This could lead to a contested title. If the Prince is Ventrue, his or her capacity increases by 1.

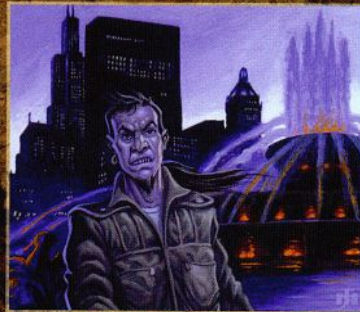
Illus. Pete Venters

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Praxis Seizure: Chicago



1 Vote



Requires a Camarilla vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Chicago.

Illus. Jim Nelson

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Praxis Seizure: Cleveland



1 Vote



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.

Illus. Jim Nelson

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Praxis Seizure: Dallas



1 Vote



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.

Illus. Brian LeBlanc

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Praxis Seizure: Dublin



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

Illus. Harold McNeill

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Praxis Seizure: Frankfurt

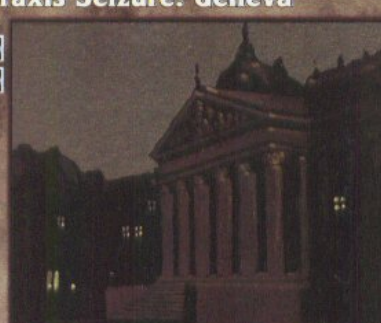


Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Frankfurt. This could lead to a contested title.

Illus. Steve Casper

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Praxis Seizure: Geneva

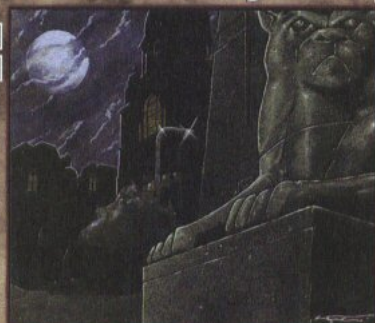


Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Geneva. This could lead to a contested title. If the Prince is Ventruue, his or her capacity increases by 1.

Illus. Michael Weaver

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Praxis Seizure: Glasgow



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Glasgow. This could lead to a contested title. If the Prince is Gangrel, his or her capacity increases by 1.

Illus. Stuart Beel

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Praxis Seizure: Houston



1 Vote

Requires a Camarilla vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Houston.

Illus. Durwin Talon

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Praxis Seizure: Istanbul



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Istanbul. This could lead to a contested title. Each Assamite gets one additional vote for this political action. If the vampire declared Prince is not an Assamite, tap all Assamites.

Illus. Mark Tedin

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Praxis Seizure: London



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

This was the being I was helping transfer to London where he might... create a new and ever-widening circle of semi-demons...
 Bram Stoker, *Dracula*

Illus. Pete Venters

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Praxis Seizure: Miami



1 Vote

Requires a Camarilla vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Miami.

Illus. James Stowe

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Praxis Seizure: Monaco

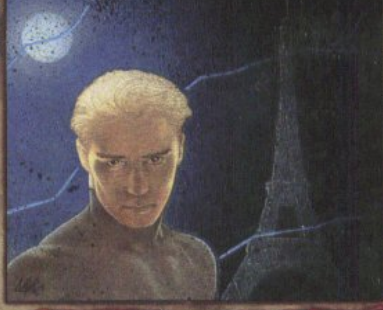


Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Monaco. This could lead to a contested title. If the Prince is Toreador, his or her capacity increases by 1.

Illus. Max Shade Fellwalker

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Praxis Seizure: Paris



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Paris. This could lead to a contested title. If the Prince is Toreador, his or her capacity increases by 1.

Illus. L.A. Williams

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Praxis Seizure: Rome



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

Successful referendum means the acting vampire is declared Prince of Rome. This could lead to a contested title. If the prince is Brujah, his or her capacity increases by 1.

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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: Stockholm



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Stockholm. This could lead to a contested title. If the Prince is Malkavian, his or her capacity increases by 1.

Illus. Tom Wänerstrand

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Praxis Seizure: Venice

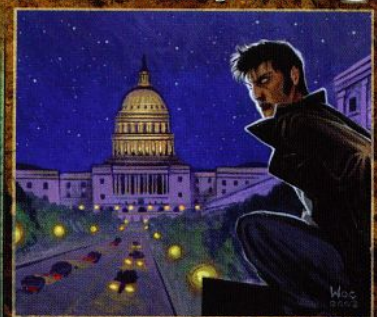


Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Successful vote means the acting vampire is declared Prince of Venice. This could lead to a contested title. Each Giovanni gets one additional vote for this political action. If the vampire declared Prince is not Giovanni, tap all Giovanni.

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Praxis Seizure: Washington, D.C.



Requires a Camarilla vampire. Title.
 If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Washington, D.C.

Illus: William O'Connor

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Praxis Solomon

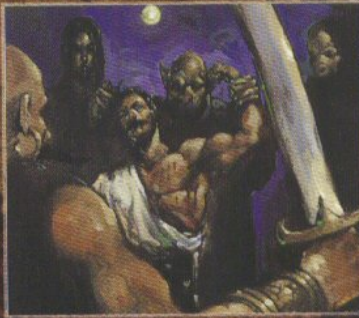


Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 Only usable if at least one card is contested. For each contested card, choose the Methuselah you want to yield. Successful vote means that all the chosen Methuselaha yield. *And the king said, "Divide the living child in two, and give half to one and half to the other."*
 1 Kings 4:25

Illus. L.A. Williams

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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.



Illus. Phillip Tan

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Public Vilification



Requires a titled Sabbat vampire.

Choose a younger ready vampire controlled by another Methuselah. Successful referendum means this vampire steals 3 blood from the chosen vampire.

Illus: zelgaris

Rabble Razing



1 Vote



Successful referendum means all vampires with capacity below 4 burn 1 blood.

You are beyond my control. You are a burden on my will.
Hesha Ruhadze

Illus: Mike Dantza ©2006 White Wolf Publishing, Inc. All Rights Reserved

Ravnos Acceptance

10



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

If this referendum is successful, each Ravnos **+** may choose to be Camarilla. Put this card into play. Whenever a Ravnos enters play, he or she may choose to be Camarilla. The Ravnos clan is a Camarilla clan. Sometimes at that moment a wave of light breaks into our darkness... as though a voice says, "You are accepted."

Paul Johannes Tillich, *The Shaking of the Foundations*

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Reckless Agitation



1 Vote



Requires an independent vampire with capacity above 4.

Allocate 6 points among two or more other Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point assigned.



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Regaining the Upper Hand



1 Vote



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

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Reinforcements



1 Vote



Requires a titled vampire.
Choose one or more Methuselahs. Successful referendum means each chosen Methuselah selects up to 3 library cards from his or her ash heap and shuffles them into his or her library. Remove this card from the game, even if the action is canceled or blocked or the referendum fails.

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Reins of Power

25



POLITICAL ACTION
1 Vote



Only one Reins of Power can be played or called in a game.
Successful referendum means each Methuselah can choose a ready vampire they control. Each Methuselah gains 6 pool, then burns pool equal to the capacity of their predator's chosen vampire.

Illus: Christopher Shy ©2019 White Wolf Entertainment AB

Reversal of Fortunes



1 Vote



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*

Illus: Margaret Organ-Kean ©2002 White Wolf Publishing, Inc. All Rights Reserved

Revocation of Tyre

10



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

If this referendum is successful, each Assamite **+** may choose to be Camarilla. Put this card into play. Whenever an Assamite enters play, he or she may choose to be Camarilla. The Assamite clan is a Camarilla clan.

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Revolutionary Council



1 Vote



Requires a baron.
Choose X, then choose X ready untapped anarchs you control and allocate 2X points among one or more Methuselahs, locations, and equipment. Successful referendum means each chosen anarch is tapped, each Methuselah burns 1 pool for each point assigned, and each location or equipment assigned a point is burned.

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Rumors of Gehenna



1 Vote



Choose one or more Methuselahs. If this referendum is successful, put this card into play. Each chosen Methuselah receives two master phase actions during his or her master phase (instead of one). Any vampire can call a referendum to burn this card as a +1 stealth political action.

Illus: Andrew Trabbold

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Sabbat Inquisitor



1 Vote



Requires a ready archbishop, cardinal or regent.

Choose a Sabbat vampire who is not an Inquisitor. If this referendum is successful, put this card on the chosen vampire. This vampire is an Inquisitor and gets +1 bleed. He or she may look at the top card of any Methuselah's crypt as a \odot action; if it is a vampire with Thaumaturgy \otimes , burn that card. Any Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

Illus: Ken Meyer, Jr.

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Sabbat Priest



1 Vote



Requires a ready Sabbat vampire.

Choose a ready Sabbat vampire. Successful referendum means that for the remainder of the game, any vampire attempting to block the chosen vampire burns 1 blood.

Illus: Lawrence Snelly

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Sabbat Threat



1 Vote



Political Card — Worth 1 Vote. Called by any prince or justicar at +1 stealth. Choose one or more Methuselahs. Successful referendum means each chosen Methuselah gets a 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 two threat counters, and he or she may burn the Edge to burn all the threat counters he or she has.

Illus: Quinton Hoover

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Sacrifice



1 Vote



Political Card—Worth 1 Vote. Called by any Sabbat vampire with capacity above 7 at +1 stealth.

Choose a vampire with a capacity below 7 who belongs to the same clan as the acting vampire. Successful referendum means the chosen vampire is burned.

Illus: Clint Langley

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Scourge



1 Vote



Requires a titled vampire.

Choose a vampire of the same sect. If this referendum is successful, put this card on the chosen vampire and untap this acting vampire. The vampire with this card may enter combat with a vampire with capacity 4 or less or with an ally as a +1 stealth \odot action.

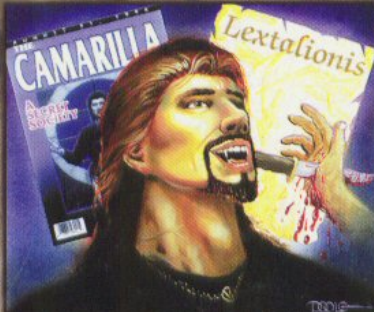
Illus: Justin Norman

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Screw the Masquerade!



1 Vote



Political Action—Worth 1 Vote
Called by any vampire at +1 stealth
Choose a Methuselah.

Successful vote means each Methuselah burns 1 pool and the chosen Methuselah burns an additional pool.

The Masquerade is unraveling as the mysticism of the mortals increases.

V.T., Vampire: The Masquerade

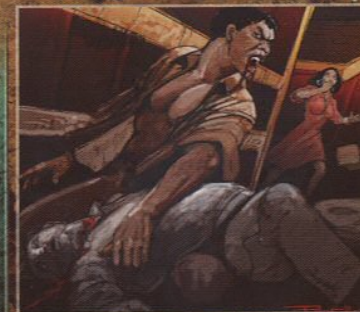
Illus: Mark Poole

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The Secret Must Be Kept



1 Vote



Political Card—Worth 1 Vote.
Called by any Laibon at +1 stealth.
Choose an ally or retainer. If the acting Laibon is a magaji, choose up to two allies or retainers. Successful referendum means the chosen allies and retainers are burned, and their controllers burn 1 pool (each Methuselah burns no more than 1 pool, regardless of the number of allies and retainers chosen).

Illus: Roel Wieringa

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Seraph



1 Vote



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

Choose a non-Seraph Black Hand vampire with a capacity above 5. If this referendum is successful, put this card on the chosen vampire. That Black Hand vampire gains 2 blood and is a Seraph. Non-Sabbat vampires cannot vote in this referendum.

Illus: Becky Jollensten

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Snipe Hunt



Political Card — Worth 1 Vote.
Called by any vampire at +1 stealth.
 If this referendum is successful, put this card in play and tap all vampires with a capacity less than 4. Vampires with a capacity less than 4 do not untap as normal during the untap phase. Burn this card during your next master phase.

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Sweeper



Political Card — Worth 1 Vote.
Called by any baron at +1 stealth.
 Choose a ready anarch vampire. If this referendum is successful, put this card on the chosen anarch. During your untap phase, if the anarch with this card is ready, you may look at the top card of each Methuselah's library (including your own).

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Templar



Requires a ready titled Sabbat vampire.
 Choose a Sabbat vampire. If this referendum is successful, put this card on the chosen vampire. This vampire is a Templar. He or she may enter combat with a ready vampire controlled by another Methuselah as a +1 stealth \odot action. Any Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

I don't have to kill anyone? Then why call for me?
 Talley, The Hound, Lasombra

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Tithings



Requires a ready Sabbat vampire with a capacity above 6.

Successful referendum means you steal 1 pool from each Methuselah who does not control a vampire with a capacity above 6.

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Toreador Justicar



Title.

Choose a ready Toreador \odot . If this referendum is successful, put this card on the chosen Toreador to represent the unique Camarilla title of Toreador Justicar. In this referendum, each Toreador gets 1 extra vote.

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Tradition Upheld



Political Card—Worth 1 Vote
Called by any Prince, Justicar, or Inner Circle member at +1 stealth

Choose a ready Caitiff. If this vote is successful, burn that Caitiff.
The tradition finally becomes holy and inspires awe.
 Nietzsche, Human, All Too Human

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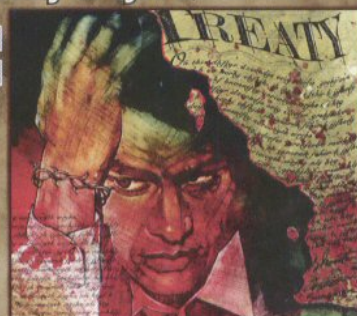
Transfer of Power



Successful referendum means you steal 1 pool from each Methuselah who has more pool than you do.

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Treaty of Tyre Enforced



Political Card—Worth 1 Vote
Called by any vampire at +1 stealth
 If this vote is successful, each Methuselah burns X+1 pool, where X is the number of Assamites he or she controls.

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Tremere Justicar



Title.

Choose a ready Tremere \odot . If this referendum is successful, put this card on the chosen Tremere to represent the unique Camarilla title of Tremere Justicar. In this referendum, each Tremere gets 1 extra vote.

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Tribunal Judgment



1 Vote



Requires a Sabbat vampire.

Choose a vampire who cast any votes in the most recent referendum (must be since your last turn). Successful referendum means that vampire takes X damage, where X is the number of votes he or she cast in that previous referendum.

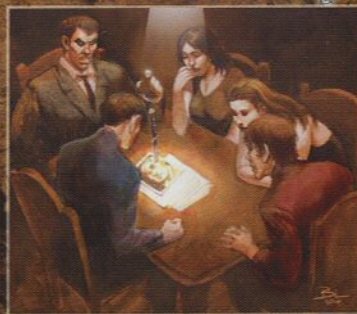
Illus: Thomas Manning

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Trumped-Up Charges



1 Vote



Political Card — Worth 1 Vote. Called by any titled non-Red List vampire at +1 stealth.

Choose a ready non-Red List minion. If this referendum succeeds, put this card on that minion. This minion is now Red List. In this referendum, the chosen minion's controller gets 2 additional votes for every Red List minion in play. Any titled vampire may call a referendum to burn this card as a +1 stealth political action. Burn this card if the minion is no longer Red List.

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Venture Justicar



1 Vote



Title.

Choose a ready Venture / . If this referendum is successful, put this card on the chosen Venture to represent the unique Camarilla title of Venture Justicar. In this referendum, each Venture gets 1 extra vote.

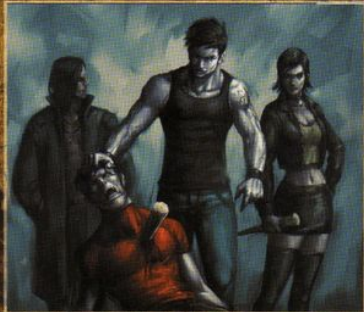
Illus: Leif Jones

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Warrant



1 Vote



Choose a younger ready vampire. If this referendum succeeds, put this card on that vampire. Any ready vampire may enter combat with this vampire as a Ⓢ action that costs 1 blood.

DRAFT: Ⓢ Ⓢ Ⓢ Return this card to your hand (discard afterward) and enter combat with a younger vampire.

Illus: Imaginary Friends Studios

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Watchtower: Greatest Fall



1 Vote



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

In this referendum, each ready Seraph gets 2 additional votes. If this referendum is successful, put this card in play. Tap this card to move 1 blood from the blood bank to a Sabbat vampire in your ready region or your uncontrolled region (not usable during combat). Burn this card if another watchtower enters play.



Illus: Chett Masterz

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Wrath of the Inner Circle



1 Vote



Political Card—Worth 1 Vote Called by any Inner Circle member at +1 stealth

Choose a ready Justicar. If the vote is successful, put this card on that Justicar. The Justicar forfeits his or her title, and his or her capacity decreases by 1. (A vampire's capacity cannot go below 1.)

-1

Illus: Ron Spencer

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Year of Fortune



1 Vote



Choose one or more Methuselahs who are not chosen for any other Year of Fortune in play. If this referendum is successful, put this card into play. Each chosen Methuselah gets +1 hand size. Any vampire can call a referendum to burn this card as a +1 stealth political action.

Illus: Richard Thomas

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7- MODIFIER ACTION (33)

The Art of Memory



Requires a Black Hand vampire. Only usable when the action is announced.

Remove this card from the game when it is played. If the action is successful, move one card played by this vampire during this action from your ash heap to your hand. Discard down to your hand size.

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Aura of Invincibility



Only usable during a referendum, before any votes are cast.

If this referendum passes, put this card on the acting vampire and put a counter on this card. This vampire gets an additional vote for each counter on this card in referendums he or she calls. Add a counter to this card when a referendum called by this vampire passes. If a referendum called by this vampire fails, burn this card and send this vampire to incorp. A vampire can have only one Aura of Invincibility.

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Bear-Baiting



Requires a ready anarch. Only usable when an older non-anarch vampire successfully blocks.

Compare the capacities of the top vampires in your crypt and the blocker's crypt and shuffle both. If yours is younger, this anarch takes 1 unpreventable damage (and combat occurs as normal). Otherwise, cancel the combat and place this card on the acting anarch. This anarch gets +2 bleed when bleeding the blocking vampire's controller.

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Bribes



Only usable during a referendum before votes are cast.

Gain 1 pool. Any other Methuselah who votes in favor of and does not vote against the referendum 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 Winter Storyline

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Change of Target



Only usable if this minion is blocked, before block resolution.

Unlock this acting minion, and the action ends (unsuccessfully). This minion cannot perform the same action again this turn.

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Cheval de Bataille



Requires a ready titled Sabbat vampire. Only usable during a referendum.

Any vampire voting against this referendum burns 1 blood when the results are tallied.

Decide what you want, decide what you are willing to exchange for it. Establish your priorities and go to work.

H. L. Hunt

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Circumspect Revelation



Requires a Black Hand vampire. Only usable when a Sabbat vampire attempts to block.

The block attempt fails, and that Sabbat vampire cannot attempt to block this action again.

All Sabbat shall support the Black Hand. The Code of Milan

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Clan Loyalty



Only usable when this vampire is successfully blocked by a vampire of the same clan (play before combat).

Cancel the block and combat. The action continues as normal, and no vampires of that clan may block the acting vampire for the remainder of the turn.

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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 cast votes in this referendum.

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Council of Seraphim



Requires a Seraph.

Only usable when a minion is attempting to block. If a Sabbat vampire is attempting to block, that block attempt fails (do not tap that vampire). That vampire cannot block this action. Otherwise, the blocking minion gets -1 intercept.

Illus. Andrew Bates

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Cryptic Rider



Only usable on a successful referendum.

The next referendum a vampire you control calls this turn passes automatically. **DRAFT:** The next referendum a vampire you control calls before the end of your next turn passes automatically.

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



Illus. Sue Ann Harkey

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Dusk Work



Requires a Laibon with three or more Aye.

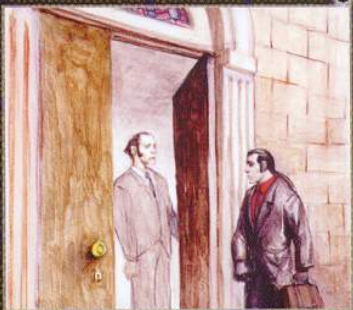
Play after resolving an action (successfully or not). Tap three Aye on this Laibon to untap him or her.

DRAFT: As above, but requires (and you tap) only two Aye.

Illus. Justin Norman

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Emissary



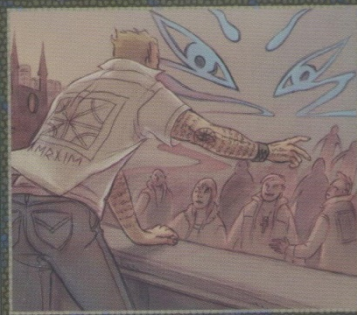
Requires a ready baron. Only usable during a referendum before votes are cast. Choose a ready untapped anarch you control. Tap the chosen anarch. That anarch gains 3 votes. Any Camarilla vampire older than that anarch can tap to cancel that anarch's votes.

But we can think new thoughts, dream of new forms of rule. It is time to turn the tables, to teach the old to be young again.
Salvador Garcia, Brujah anarch

Illus. Brian LeBlanc

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Enkil Cog



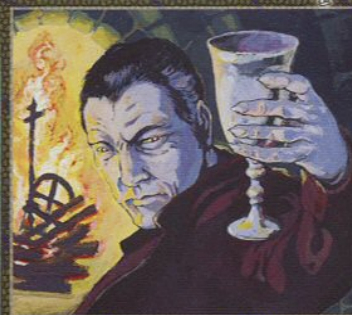
Unique. Requires a vampire with capacity 10 or more. Only usable after resolution of a successful bleed against your prey.

Put this card on this vampire. This vampire gets +1 bleed. During any Methuselah's minion phase, this vampire can lock this card to take an action.

Illus. Marian Churchland

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Esteem



Only usable at the end of a successful action directed at the Methuselah with the edge.

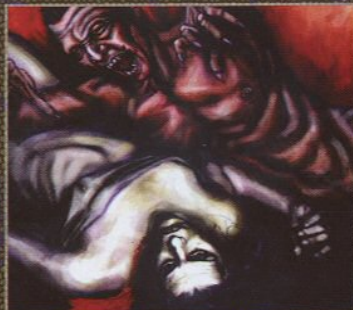
You gain the edge.

MacEllen's work tonight had been brutal if uninspired. It wouldn't win him much recognition from those higher up, but on the other hand it was damn difficult to argue with success.
Talley, The Hound, Lasombra

Illus. Jeff Holt

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Excellent Thirst



Requires a ready Laibon with no blood. Only usable when a hunt is successful. This Laibon gains 2 additional blood.

I simply can't feed solely on animals. I need human contact.
Honorine Ateba, Ishtarri

Illus. Avery Butterworth

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Ghouled



Only usable when the action to recruit a mortal ally is announced.

If this action is successful, put this card on that ally and add 1 additional life to the ally from the blood bank. This ally is considered a ghoul and not a mortal. Once each combat, this ally can play a strike card that requires basic Potence \square as a vampire.



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High Aye



Requires a Laibon with three or more Aye.

+1 stealth, +2 stealth if this action is undirected. If the action succeeds, you may discard up to two cards from your hand (draw afterward).

Illus. Koel Wielinga

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Leverage



Burn the Edge to get +1 bleed for this action. You cannot gain the Edge this action. If you would get the Edge, it is burned instead.

DRAFT: [X] +1 stealth.

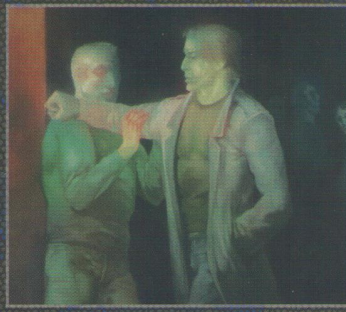
It is a mistake to try to look too far ahead. The chain of destiny can only be grasped one link at a time.

Sir Winston Churchill

Illus: Jim DiBartolo

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Momentary Delay



Requires a vampire with capacity 7 or more. Only usable after resolution of an action blocked by an ally or a vampire with capacity 5 or less. Not usable if, during this action, more than 1 round of combat has occurred or if this vampire has lost 3 or more blood or ended combat before the press step. The action continues as if unblocked.

Illus: Brian LeBlanc

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Monkey Wrench



Requires an anarchy. +X bleed. X must be 1, 2 or 3. You cannot play another action modifier to increase this bleed amount.

The chief weapon of sea pirates, however, was their capacity to astonish. Nobody else could believe, until it was too late, how heartless and greedy they were.

Kurt Vonnegut, *Breakfast of Champions*

Illus: Brian LeBlanc

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No Confidence



Play after resolving a successful action that requires an anarchy. Put this card on a titled non-anarchy vampire controlled by the target of the action (or by your predator or prey if the action is undirected). A vampire with two No Confidence cards loses the benefit of his or her title. Burn this card if this acting vampire leaves the ready region.

Illus: Brian LeBlanc

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Notorious Brutality



Requires a Sabbat vampire with capacity above 7. Only usable as the action is announced.

Non-infernal vampires with capacity less than 6 cannot block this action.

DRAFT: As above, but usable by a Sabbat vampire with capacity above 5.



Illus: Leif Jones

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Private Audience



Requires a ready archbishop, priscus, cardinal or regent. Only usable during a referendum, before any votes are cast.

Non-Sabbat vampires cannot vote on the current referendum.

What we decide is what happens. The rest is mere shadowplay, a puppet show.

Francisco Domingo de Polonia, Lasombra



Illus: Drew Tucker

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Propaganda of the Deed



Requires an anarchy. Only usable after a successful [D] action.

Put this card in play. You can burn this card during the referendum of a political action to get +2 votes.

Illus: Javier Santos

2014

Rant!



Requires a ready anarchy. Only usable during a referendum before any votes are cast.

During this referendum, each ready anarchy may burn 1 blood to gain 1 additional vote. If the referendum fails, this acting vampire takes 2 unpreventable damage.

We are those who do not let others lead for us; we do not let others go where we will not lead ourselves.

Salvador Garcia, Brujah anarchy

Illus: Steve Prescott

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Rebirth



Requires a Red List minion. Only usable when a diablerie action is successful.

No blood hunt may be called, and this vampire untaps. A vampire can play only one Rebirth each turn.

Illus: Brian Miskelley

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The Red Question



Requires an untitled, non-anarch vampire.

Put this card on this vampire. This vampire is considered anarch (and Independent). Burn this card if this vampire changes sect.



Illus: Carmen Cornet

2016

Seraph's Second



Requires a ready Seraph. Only usable when a non-Seraph Black Hand vampire is acting, after resolution.

Untap the acting Black Hand vampire. A Seraph may play only one Seraph's Second each turn.

Illus: Jeremy McHugh

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Stealth Ritus



Requires a ready Sabbat vampire. Only usable when the action is announced.

Choose another ready Sabbat vampire you control. The chosen vampire burns 1 blood, or this card has no effect. This action gets +1 stealth, even if stealth is not yet needed.



Illus: Rik Martin

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Strange Day



Requires a Laibon. Only usable as the action is announced.

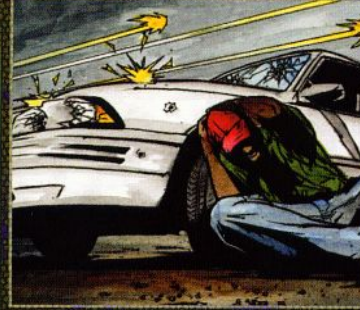
Vampires cannot block this action. Only one Strange Day can be played in a game.



Illus: Abrar Ajmal

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Suppressing Fire



Only usable by a ready untapped minion with a gun other than the acting minion.

The blocking minion gets -1 intercept.

Illus: Travis Ingram

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Those Who Endure Judge



Requires a Laibon with capacity above 4. Only usable when the action is announced.

The acting vampire gets two additional votes in any referendums conducted during this action (even blood hunt referendums). Any younger vampire successfully blocking this action burns 1 blood (before combat, if any). If he or she cannot, the block fails and the action continues as if unblocked.




Illus: Heather Kreiter

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8- COMBAT (45)

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 being burned or going to torpor.

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

Illus: Alejandro Collucci ©2003 CCP M. All Rights Reserved.

Backflip

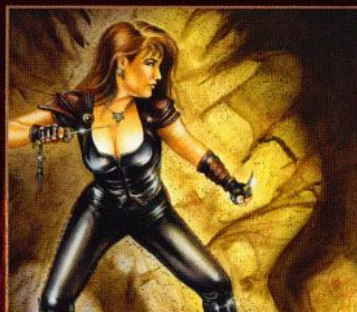


Only usable at long range.

Strike: dodge, with an optional press.

Illus: Jim DiBartolo ©2005 White Wolf Publishing, Inc. All Rights Reserved.


Backstep



Maneuver, only usable to go to long range. If the opposing minion's strike successfully inflicts any damage on this minion this round, the opposing minion gets an optional press.

Illus: Monte Moore ©2008 CCP M. All Rights Reserved.

Botched Move



Only usable as the opposing minion plays a card that requires a Discipline. The opposing minion's controller reveals the top two cards of his or her library (before drawing to replace). If another copy of the same combat card is revealed, the played card is canceled (cost is still paid), the opposing minion takes 1 unpreventable damage, and all revealed copies are burned. A minion may play only one Botched Move each combat.

Illus: Josh Timbrook ©2005 White Wolf Publishing, Inc. All Rights Reserved.

Boxed In



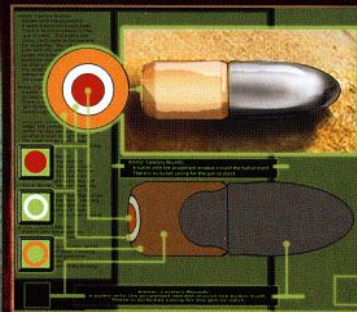
Do not replace until after combat.

Press.

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

Illus: Matt Cavotta ©2006 White Wolf Publishing, Inc. All Rights Reserved.

Caseless Rounds



Ammo.

Only usable before resolution of a gun's strike. For the remainder of combat, once each round when the bearer strikes with this gun, the bearer gets an optional additional strike, only usable to strike with this gun. No more than one ammo card can be used on a gun each combat.

Illus: Jeff Holt ©2008 CCP M. All Rights Reserved.

Channeling the Beast



Strike: use your hand or melee weapon at +1 damage

Conquer yourself rather than the world.
Rene Descartes

Illus: Michael Astrachan ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Chiram's Hold



Requires a ready vampire in combat with an acting minion. Only usable before range is determined.

Give this card to the controller of the acting minion and move a combat card from that Methuselah's ash heap to this card. The chosen combat card costs that Methuselah's vamps an additional blood. That Methuselah may burn this card by discarding a copy of the chosen combat card during his or her discard phase. A Methuselah can have only 1 Chiram's Hold.

Illus: Andrew Bates ©2003 White Wolf Publishing, Inc. All Rights Reserved.

Concealed Weapon



Only usable before range is determined.

This minion equips with a non-unique weapon card from your hand (requirements and cost apply as normal). The weapon cannot cost 3 or more pool or inflict (with a regular strike) aggravated damage or 4 or more damage.

Illus: Alejandro Collucci ©2008 CCP M. All Rights Reserved.

Dead-End Alley



Press, only usable to continue combat.

Illus. L. A. Williams

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Disengage



Do not replace until after combat.
Press, only usable to end combat.
Alternatively, burn 1 blood to cancel a grapple card (such as Immortal Grapple or Mighty Grapple) as it is played (no cost is paid for that card).
*And that's the break I was looking for
And you could hear me screaming a mile away
As I was headed out toward the door*
Lynyrd Skynyrd, "Gimme Three Steps"

Illus: Roel Wielinga

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Dodge



Do not replace until after combat.
Strike: dodge.

Illus: L. A. Williams

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Dragon's Breath Rounds



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

Illus: Steve Prescott

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Fake Out



Do not replace until after combat.
Maneuver.

Illus. Corey Macourek

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Forearm Block

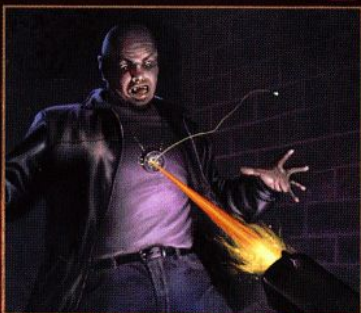


Strike: prevent 2 damage from the opposing minion's next hand strike this round (including any currently-resolving hand strike). If another round of combat occurs, this minion gets first strike on his or her initial strike that round.

Illus: Imaginary Friends Studios

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Glancing Blow



Do not replace until your next untap phase.
Prevent 1 damage from the opposing minion's strike.

Illus: Patrick McEvoy

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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.

Illus. Jeff Holt

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Groundfighting



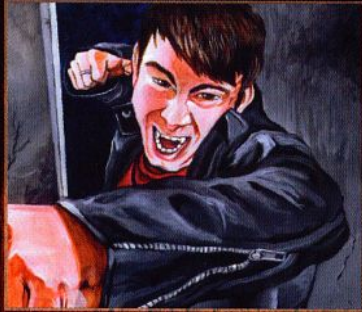
Requires a ready anarch. Do not replace until after combat.

Maneuver or press, or burn 1 blood to cancel a combat card played by the opposing minion that would restrict this anarch's choice of strikes this round as it is played.

Illus. Chris Richards

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Haymaker



Play after range is determined. Only usable at close range. Not usable if this minion played a Haymaker last round.

This minion's initial strike this round will be strike: hand strike at +1 damage, and the opposing minion's initial strike this round gets first strike. If either minion inflicts more damage than the other this round, that minion gets an optional press this round.

Illus: Ben Mirabelli

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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 may play only one High Ground each round.

Illus: Alejandro Collucci

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Lucky Blow



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

Illus. Pete Venters

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Magazine



Only usable before range is determined.

Put this card on a gun on this minion and put an ammo card from your hand on this card. When using this gun, you may use the effect of the ammo card as if it were played from your hand (requirements and cost apply as normal).

A little unusual ammo can make all the difference when fighting Donal. Brujah, Castro Valley 2002 Fall Storyline

Illus: Aaron Voss

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Manstopper Rounds



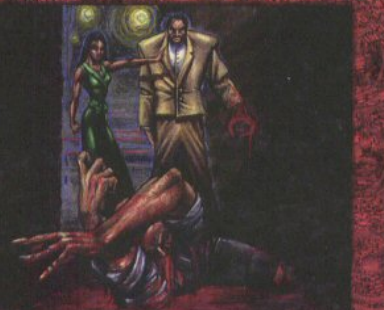
Ammo.

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 one ammo card can be used on a gun each combat.

Illus: Mike Raabe

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Mercy for the Weak



Strike: combat ends. Only usable if this vampire has more blood than the opposing vampire. Opposing vampire gains 1 blood (remove excess blood).

Illus. Ron Spencer

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Molotov Cocktail



COMBAT



Ranged strike: put this card on this minion; it becomes a weapon equipment that can strike: 2R aggravated damage, not usable the round it is put in play. Burn after use or at the end of combat.

*I got a dog eat dog sly smile
I got a Molotov cocktail with a match to go
I smoke my cigarette with style
Guns N' Roses, Nightrain*

Illus: Richard Thomas

©2009 White Wolf Entertainment: AB

Neebi



Requires a Laibon with three or more Aye.

Only usable before range is determined. Set the range for this round. Skip the determine range step this round.

DRAFT: As above, but requires only two Aye.

Illus: Michael Gaydos

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Nosferatu Putrescence



Put this card on a Nosferatu in combat. That Nosferatu gets -1 hand damage each combat. You may play this card even if you are not involved in the current combat. *There is no more infection, simply the mark.* Jewelle Gomez, "Louisiana: 1850"

Illus. Dave Roach & Pete Burges

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Open Grate



Press, only usable to end combat.

Illus. Dan Frazier

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Orgy of Blood



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

Illus. Harold McNeill

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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.

Illus. Edward Beard, Jr.

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Quick Jab



Do not replace until after combat. Strike: make a hand strike (at strength damage) with first strike. If more than 1 damage is inflicted with this strike, ignore the excess.

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

Well, I grew up quick and I grew up mean, My fists got hard and my wits got keen. Shel Silverstein, "A Boy Named Sue"

Illus. Imaginary Friends Studios

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Save Face



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

Choose a younger vampire of the same clan who is involved in the combat. The chosen vampire gets a mandatory press, only usable to continue combat. If the chosen combatant is still ready after the combat ends, he or she gains 1 blood from the blood bank. Only one Save Face may be played each combat. Better that we should die fighting than be outraged and dishonored. Better to die than to live in slavery. Emmeline Pankhurst

Illus. Durwin Talon

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Scattershot



Ammo.

Only usable before resolution of a gun's strike. This gun inflicts +2 damage at close range and -2 damage at long range each strike for the remainder of this combat. No more than one ammo card can be used on a gun each combat.

Tara fired once, blindly, over the table and into the doorway. Her objective wasn't actually to hit anyone (though she certainly wouldn't mind), but to keep the thin-bloods back for another moment.

Illus. Steve Ellis

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Shoulder Drop



Grapple.

Play when you successfully inflict damage from a hand strike. After strike resolution, if this minion is still ready, the opposing minion takes 1 additional damage. The opposing minion cannot press this round. A minion may play only one Shoulder Drop each strike.

Illus. Eftem Palacios

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Target Hand



Aim. Play when choosing a strike.

The opposing minion may discard two combat cards ☉ to cancel this card. If any damage from this strike is successfully inflicted on the opposing minion, he or she gets -1 strength this action, and you may destroy a weapon he or she has. A minion may play only one aim each strike.

Illus. Imaginary Friends Studios

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Target Head



Aim. Play when choosing a strike.

The strike does +2 damage. The opposing minion may discard a combat card ☉ to cancel this card. If any damage from this strike is successfully inflicted on the opposing minion, he or she cannot use any additional strikes or presses this round, and you may set the range for the next round. A minion may play only one aim each strike.

Illus. Imaginary Friends Studios

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Target Leg



Aim. Play when choosing a strike. The opposing minion may discard two combat cards ☞ to cancel this card. If any damage from this strike is successfully inflicted on the opposing minion, he or she may use maneuvers or presses only if they require Obfuscate ■, Thaumaturgy ☞ or Flight ☞ this action. A minion may play only one aim each strike.

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Target Retainer

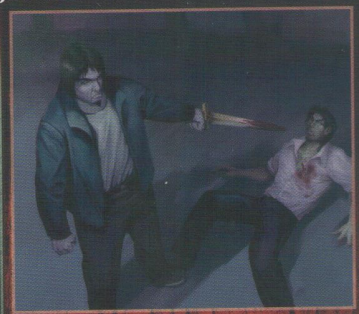


Aim. Only usable as this minion chooses a strike. A minion can play only one aim each strike.

You can target a retainer on the opposing minion with this strike (instead of the opposing minion). Or you can target the opposing minion directly as usual, but if any damage from this strike is successfully inflicted, this strike inflicts +1 damage. The opposing minion can discard two combat cards ☞ to cancel this card as it is played.

Illus: Jeremy McHugh © 2018 White Wolf Entertainment AB

Target Vitals

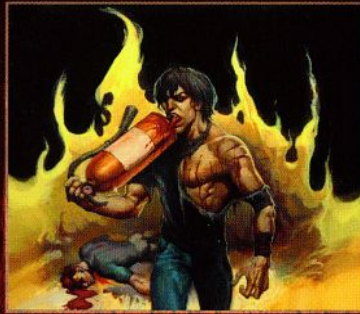


Aim. Only usable as this minion chooses a strike. A minion can play only one aim each strike.

If any damage from this strike is successfully inflicted on the opposing minion, they take +2 damage from this strike, and they cannot press this round. They can discard two combat cards ☞ to cancel this card as it is played.

Illus: Imaginary Friends Studios © 2018 White Wolf Entertainment AB

Taste of Vitae



Only usable at the end of a round of combat. Not usable by a vampire being burned or going to torpor.

This vampire gains an amount of blood equal to the amount lost by the opposing vampire to damage during this round. A vampire may play only one Taste of Vitae each round.

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Tortured Confession



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

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

Illus: Steve Prescott ©2001 White Wolf Publishing, Inc. All Rights Reserved

Trap



Only usable before range is determined on the first round of combat.

During the press step, if any Methuselah has played a card earlier in the current round or during the two previous rounds, the Trap automatically provides a press to continue (either combatant can press to end).

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Up Yours!



Only usable at close range. Choose a weapon possessed by the opposing minion. Strike: X damage, where X is the cost of the chosen weapon.

Don't worry, I got my flamethrower back... eventually.
Jimmy Dunn, Pander

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Weighted Walking Stick



Only usable before range is determined during the first round of combat.

Put this card with 5 counters on it on this minion; it becomes a melee weapon (equipment) that can strike: strength+1 damage. For each damage inflicted by this strike (even if prevented), burn 1 counter from this card. Burn this card if it has no counters. A minion can have only one Weighted Walking Stick.

Illus: Thomas Nairb © 2019 White Wolf Entertainment AB

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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9- REACTION (37)

Banner of Neutrality

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

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

Illus: Dorian Malon © 2015 White Wolf Publishing, Inc. All Rights Reserved.

Bind the Night-Walker

Requires a minion with a Kerrie. Usable by a tapped minion.
Play during a \odot action directed at this minion or a card on this minion. Only usable when a vampire without Auspex \square is acting. The action ends (unsuccessfully), and no cost is paid. A minion may play only one Bind the Night-Walker each turn.

Gumha's medicine is powerful. Not even the witches can harm him.
Gumha's followers

Illus: John Decker © 2015 White Wolf Publishing, Inc. All Rights Reserved.

Car Bomb

Requires a ready anarchy.
Only usable before any block attempts are made. Tap this reacting minion. If the acting minion has a vehicle, the action ends (unsuccessfully), the vehicle is burned, and the acting minion takes 2 damage (not preventable). Otherwise, the action gets -1 stealth.

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Cardinal Sin: Failure of Mission

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

Illus: Dave Fadden © 2015 White Wolf Publishing, Inc. All Rights Reserved.

Cardinal Sin: Insubordination

Requires a ready archbishop, priscus, cardinal or regent.
Only usable after a combat involving this vampire and a non-titled Sabbat vampire; only usable if the opposing vampire is ready. Usable by a tapped vampire. The opposing vampire goes into torpor.

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Conflict of Interests

Only usable during a political action. Cancel the votes of a vampire who belongs to the same clan as this reacting vampire.

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Coterie Tactics

Choose another ready untapped vampire you control of the same sect as this reacting vampire. These two vampires attempt to block, using the sum of their intercept to see if the block succeeds. If successful, both tap and then you choose one to be the blocking vampire (and the other ceases to be blocking).

Illus: Coz Anicetus © 2015 White Wolf Publishing, Inc. All Rights Reserved.

The Deadliest Sin

Requires a ready vampire.
Only usable when a vampire attempts to commit diablerie. This reacting vampire gets +2 intercept. If combat occurs, this reacting vampire gets +2 hand damage until the end of combat.

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Delaying Tactics

Only usable during the polling step of a political action.
Cancel the referendum. Unlock the acting vampire. If a political action card was played to call this referendum, return it to its owner's hand (discard down afterward). Minions controlled by the acting Methuselah cannot take the same political action again this turn.

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Elder Intervention



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



Illus: Mehdi Karami © 2009, LLC W. Entertainment AB

Elder Michaelis's Hold

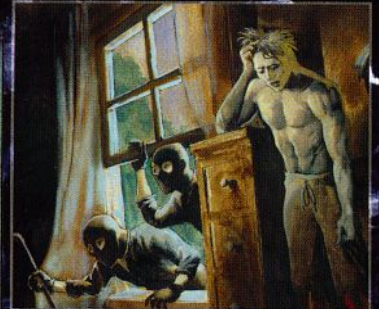


Tap this reacting vampire. Give this card to the controller of the acting minion and move an action modifier from that Methuselah's ash heap to this card. The chosen action modifier costs that Methuselah's vampires an additional blood. That Methuselah may burn this card by discarding a copy of the chosen action modifier card during his or her discard phase. A Methuselah can have only 1 Elder Michaelis's Hold.



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Eluding the Arms of Morpheus



Only usable by a tapped vampire.
This vampire untaps and attempts to block.
*'Tis now the very witching time of night,
When churchyards yawn and hell itself
breathes out
Contagion to this world: now could I drink
hot blood,
And do such bitter business as the day
Would quake to look on.*
William Shakespeare, Hamlet, act III, scene 2



Illus: Brian LeBlanc © 2009, LLC W. Entertainment AB

Familial Bond

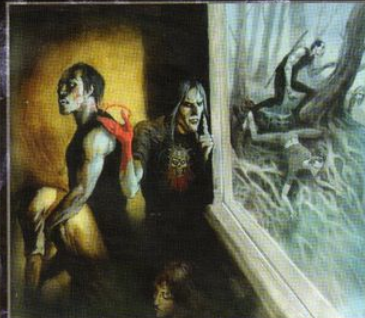


Requires a Laibon.
Only usable on an action directed at another Laibon you control or on a bleed against you. +1 intercept. If this block fails, the acting minion may choose to make the action fail. If the action succeeds, this Laibon may tap (after resolution) to enter combat with the acting minion.
DRAFT: This Laibon gets +1 intercept.



Illus: Brian LeBlanc © 2009, LLC W. Entertainment AB

Fillip



Requires a vampire. Usable by a tapped vampire.
Choose a younger tapped vampire you control. The chosen vampire can play reaction cards and attempt to block as though untapped until the current action is concluded. A vampire may play only one Fillip each turn.



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Follow the Blood



Requires a Black Hand vampire. Only usable when a hunt action is successful, after resolution.
This Black Hand vampire taps and enters combat with the acting vampire. This reacting vampire gets an optional maneuver or press in that combat.
*You can always follow the blood.
The Admonitions*



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Forced Awakening

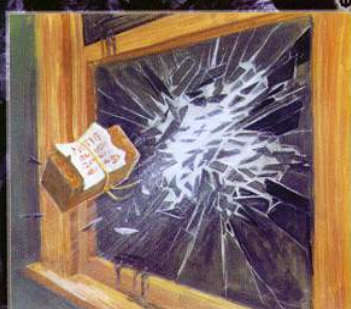


Only usable by a locked vampire.
This vampire wakes (they ignore the requirement to be unlocked for playing reaction cards and attempting to block until the end of the action). If they do not block this action, they burn 1 blood before action resolution.



Illus: Alan Rabinowitz © 2019 White Wolf Entertainment AB

Irregular Protocol



Only usable during a referendum.
Tap this reacting vampire to force the acting vampire to abstain from voting (this can cancel that vampire's votes).

The anarchs are a necessary force of evolution, ensuring that only the prince who can hold his kingdom from rebels can stay in power.
Llewellyn, Nosferatu



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Keep it Simple



Reduce a bleed against you by 1 for each point of stealth the acting minion has when this card is played.

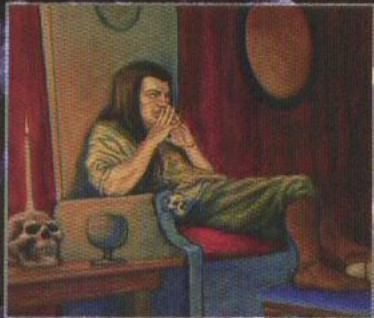
The mistakes are all there waiting to be made.
Chess Grandmaster Sawielly Tartakower



Illus: Glenn Osterberger © 2008, LLC W. Entertainment AB

Legacy of Power

10



Requires a ready prince, justicar or Inner Circle member.

Only usable when another vampire you control enters combat. Tap this reacting vampire and end combat. Each of the vampires involved in that combat goes to torpor.

3

Illus. Steve Casper

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Legwork



Do not replace until your next untap phase.

+1 intercept. Not usable by a vampire with more than 0 intercept.

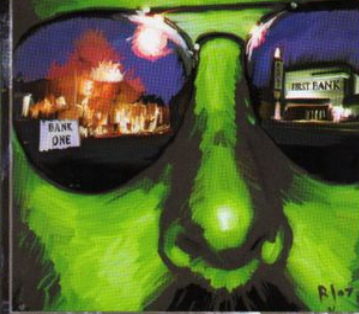
1

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Lost in Translation

1



Only usable when an ally or younger vampire is bleeding you, after blocks are declined.

Tap this reacting vampire. Choose another Methuselah other than the acting minion's controller. The acting minion is now bleeding the chosen Methuselah. Only one Lost in Translation may be played each action.

2

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Ministry



Requires a ready Black Hand vampire. Do not replace until the end of this action.

This vampire gets +2 intercept. If the acting vampire is Sabbat, this vampire gets an additional +1 intercept. If this vampire does not successfully block this action, he or she is tapped after action resolution.

1

Illus. Ryan Martin

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Minor Irritation



Only usable when this vampire successfully blocks an ally or a younger vampire (play before combat, if any).

This vampire doesn't tap for successfully blocking.

1

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Mistaken Identity



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

1

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On the Qui Vive

1



Only usable by a locked minion. A minion can play only one On the Qui Vive between their unlock phases.

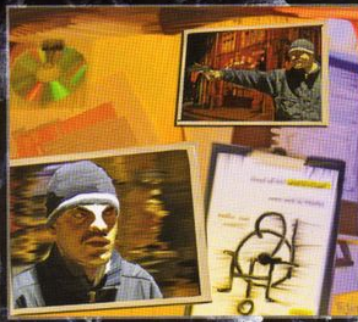
This minion wakes (they ignore the requirement to be unlocked for playing reaction cards and attempting to block until the end of the action). If this minion is an ally, they do not unlock as normal during their next unlock phase.

1

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Open Dossier



Only usable by a vampire who has been chosen for a contract on the acting minion. This vampire attempts to block with +2 intercept and gets an optional maneuver in the resulting combat if successful. Usable by a tapped vampire even if intercept is not yet needed.

DRAFT: *Sabbat* +1 intercept.

1

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Pack Tactics



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 both Pack Tactics and Elder Intervention during the same action.

1

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Watch Commander



**Requires a Black Hand vampire.
Only usable when attempting to
block a  action.**

+1 intercept.

*One who is prepared and waits for
the unprepared will be victorious.*
Sun Tzu, *The Art of War*

Illus. Drew Tucker

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Absimiliard's Army



Gehenna. Do not replace until a Methuselah is ousted.

Requires at least one other Gehenna card in play. During each Methuselah's untap phase, he or she may put the top card of his or her library in play. That card represents a ghoulish ally with 2 life, 2 strength and 1 bleed. If the ally is burned, it is removed from the game. When a Methuselah is ousted, burn this card. Remove all such allies from the game when this card leaves play.

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Anthelios, the Red Star



Gehenna.

Once each master phase, a Methuselah can use a master phase action to exchange a master card in his or her hand for one in his or her ash heap.

The Red Star shines brightly—more so, I am told, to those with the gift of superior sight, but it is obvious even to me. Can you truly not see that Gehenna is upon us?
Prince Giangaleazzo, *Lasombra antitribu*

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Becoming of Ennoia



Gehenna. Do not replace until your next discard phase.

Requires at least two other Gehenna cards controlled by other Methuselahs in play. During each Methuselah's untap phase, he or she chooses a ready vampire he or she controls. The chosen vampire takes 1 unpreventable damage. Playing Earth Meld costs 2 additional blood.

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The Bitter and Sweet Story



Event.

Each Methuselah gets +2 hand size for each victory point he or she has.

Keep a little and let a little come back to me.

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Blood Cult Awareness Network



Inquisition.

Requires a ready imbued in play. Whenever there are any ready imbued in play, any action to put a vampire or ghoul in play or to add counters to an uncontrolled vampire gets -1 stealth and costs an additional blood or life.

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Blood Trade



Gehenna.

Burn all boons in play. No more boons may be put in play. During each Methuselah's untap phase, that Methuselah may move a blood from a vampire he or she controls to a vampire controlled by another Methuselah.

Yes, well, we all get angry or scared or hungry sometimes. That can make us forget our promises.
Stuart Eberhardt, Caitiff

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Blood Weakens



Gehenna. Do not replace until a vampire commits diablerie.

Cards minions play that require any Disciplines are not replaced until the end of the current action or until any Methuselah's hand is empty (whichever comes first). Any vampire who commits diablerie is immune to this effect until the next Gehenna card is played.

Regain the power that is yours! Feel the blood flow through you, as it should!
Karen Suadela, Brujah prince

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Break the Code



Gehenna.

Imbued get -1 intercept when attempting to block monsters. A ready monster can enter combat with an imbued as a **D** action.

The shaft of the arrow had been feathered with one of the eagle's own plumes. We often give our enemies the means of our own destruction.

Aesop, *The Eagle and the Arrow*

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Conquest of Humanity



Gehenna. Do not replace until your next discard phase.

Requires at least two other Gehenna cards in play. During each Methuselah's untap phase, he or she may choose a location controlled by his or her prey. The chosen location is burned unless its controller burns 2 pool.

More bombs? More fire? More accidents? What of the Masquerade?
Federico di Padua, Nosferatu archon

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Dr. Marisa Fletcher, CDC



Government.

During your untap phase, add two counters to this card from the blood bank. When a vampire with capacity less than X is blocked while hunting, where X is the number of counters on this card, burn that vampire and all the counters on this card.

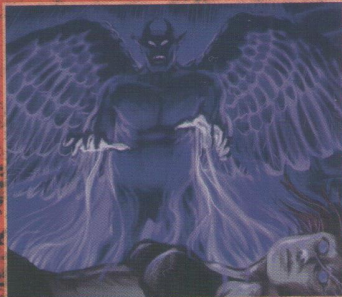
Illus. Ken Meyer, Jr.

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Dragonbound



EVENT



Gehenna. Do not replace as long as this card is in play.

During each Methuselah's discard phase, that Methuselah burns 1 pool for each vampire in torpor they control.

*Is this what it's like at the very end?
Maybe I'll just stay.
Ramona, Gangrel*

Illus. Richard Thomas

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Edge Explosion



Gehenna.

Requires at least one other Gehenna card in play. Each imbued can have (and use) one power card for which he or she doesn't meet the requirements. An imbued who performs a successful action may gain 1 conviction from his or her ash heap. An imbued can only gain 1 conviction this way each turn.

Illus. John Bridges

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Fall of the Camarilla



Gehenna. Do not replace as long as this card is in play.

Requires at least three other Gehenna cards in play. There is no Camarilla. Any Camarilla vampire is considered Independent instead.

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Fall of the Sabbat



Gehenna. Do not replace as long as this card is in play.

Requires at least three other Gehenna cards in play. Not playable if any ready vampire is Black Hand. There is no Sabbat. Any Sabbat vampire is considered Independent instead.

Illus. matrix von z

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FBI Special Affairs Division



Government.

When an ally is burned in combat with an acting vampire, put a counter on this card, and that acting vampire takes 2 unpreventable damage (after combat ends). Burn this card when it has 4 counters.

Illus. Jim DiBartolo

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The Fourth Cycle



Event.

Requires at least two Gehenna cards in play. When this card is played, burn all Gehenna cards and conviction cards, and send all vampires with capacity 3 or less to torpor. No Gehenna cards may be played while this card remains in play.

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Fueled by Heart's Blood



Gehenna. Do not replace until a vampire commits diablerie.

Put 10 counters on this card. Remove one counter each time another Gehenna card is put in play. A blood hunt cannot be called on a vampire whose capacity is greater than the number of counters on this card when he or she diablerizes a younger vampire. *I'm starting to hear whispers of warehouses and old office buildings converted to interment centers - and buffets.* Okulos, Nosferatu

Illus. Randy Asplund

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Hunger Moon



EVENT



If a vampire successfully hunts, move 1 blood from that vampire to this card after resolution. Burn this card if it has 5 blood.

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Inconnu Tutelage



Inconnu.

A Methuselah may spend four transfers and remove a vampire in his or her uncontrolled region from the game to search for any card in his or her library and put it in his or her hand (discarding and shuffling afterward).

Illus. Heather Kreiter

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Narrow Minds



Inconnu. Do not replace until your untap phase.

Cards that change the target of a bleed cost an additional blood or life.

DRAFT: As above, and action modifiers that increase the bleed amount cost an additional blood or life.

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The New Inquisition



Gehenna. Do not replace until a titled vampire goes to torpor. Requires at least one other Gehenna card in play. During each Methuselah's untap phase, he or she may choose a ready vampire controlled by his or her prey. That vampire takes 1 unpreventable damage. Any titled vampire may call a referendum to burn this card as a +1 stealth political action.

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Nightmares upon Nightmares



Gehenna. Do not replace until your next discard phase.

For each minion a Methuselah controls during his or her untap phase, the Methuselah must burn a card from his or her hand or tap that minion. Cards burned in this way are not replaced until the master phase. Vampires with capacity greater than the number of Gehenna cards in play and mortal allies are not affected by this card.

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NRA PAC



Government.

Any minion who successfully performs an equip action untaps at the end of the turn.

Illus. Eric Lofgren

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NSA Trio



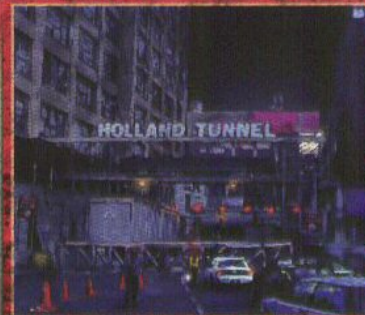
Government.

During the first combat between an acting vampire and a blocking vampire each turn, neither combatant may end combat as a strike in the first round. A Methuselah may use a discard phase action to burn this card if his or her minions attempted no actions in the current turn.

Illus. Avery Butterworth

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Port Authority



Government.

When a Methuselah uses a discard phase action to discard a card, he or she doesn't draw to replace that card until his or her next untap phase.

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Recalled to the Founder



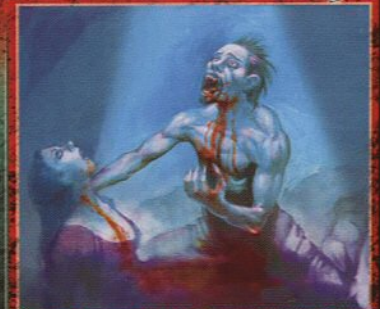
Gehenna. Do not replace as long as this card is in play.

Requires at least two other Gehenna cards in play. During each Methuselah's untap phase, if he or she controls more than two vampires of the same clan, he or she burns one such vampire. If that vampire's capacity is above 5, that Methuselah becomes immune to the effects of this card for the remainder of the game.

Illus. Leif Jones

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Restricted Vitae



Gehenna. Do not replace until a vampire successfully hunts.

Vampires cannot hunt unless forced to hunt. A vampire who must hunt may hunt by stealing a blood from a younger vampire as a **(D)** action instead of performing the usual hunt action.

*The sword of time will pierce our skins.
It doesn't hurt when it begins.*

*But as it works its way on in,
The pain grows stronger; watch it grin.*

Mike Altman and Johnny Mandel,
"Suicide is Painless"

Illus. Brian LeBlanc

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Rise of the Nephthali



Gehenna. Do not replace until a vampire becomes a liaison. Requires at least one other Gehenna card in play. Any Independent vampire may take an action to become liaison. Liaison is a unique Independent title worth 4 votes. If this title would be contested with a younger vampire, the younger vampire immediately yields instead of contesting.

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The Rising



Gehenna. Requires at least 2 other Gehenna events in play. Do not replace until your prey is ousted.

A Methuselah cannot gain pool during their own turn unless they have the Edge or at least 1 victory point (any pool they would gain goes to the blood bank instead).

Illus. Samuel Araya

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Scourge of the Enochians



Event.

During your discard phase, you may burn a vampire of capacity 2 or less, and your predator takes control of this card (even if you do not burn a vampire).

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The Slow Withering



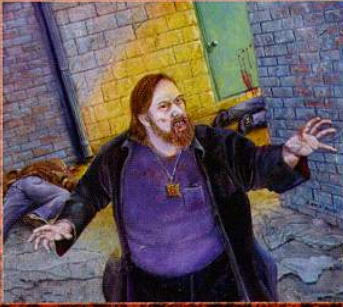
Gehenna. Do not replace until a vampire commits diablerie. Requires at least one other Gehenna card in play. Cards that require any superior Disciplines cost an additional blood to play. Any vampire who commits diablerie is immune to this effect until the next Gehenna card is played.

It's only a question of time before the withering hits me, and hard.
Beckett, Gangrel

Illus. Andrew Trabbold

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Thirst



Gehenna

After a Methuselah has finished all of his or her minion phase actions, each ready vampire he or she controls with capacity less than the number of Gehenna cards in play who did not hunt in that minion phase burns 1 blood.

Night after night. Rising, hunting, killing, feeding. Nothing more than ambulatory corpses without the good sense to lie down and be still.
Felton, Tremere

Illus. Randy Asplund

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Torpid Blood



Gehenna. Do not replace until a vampire moves from torpor to the ready region.

Actions taken by vampires in torpor cost an additional blood. Rescuing an older vampire from torpor costs an additional blood.

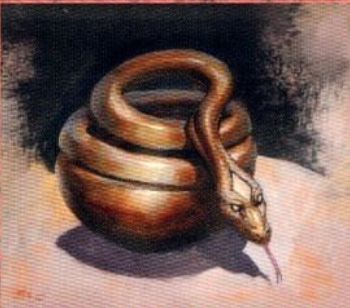
There is no after for us, and yet there is an after if kine survive.

Anonymous Malkavian, Das Buch von der Grabbrieg

Illus. matrix von z

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The Uncoiling



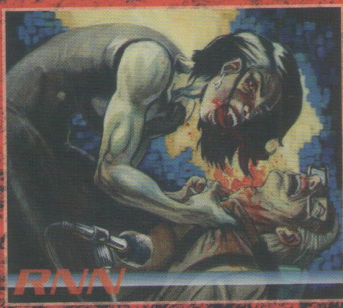
Event. Do not replace as long as this card is in play.

During your discard phase, burn one other event at random. Any other Methuselah may use a discard phase action and burn X pool to burn this card, where X is the number of other events in play.

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The Unmasking



Gehenna. Do not replace until your next discard phase.

Allies get +1 intercept against vampires.

Those in the grip of panic have an unfortunate habit of disregarding our traditions of Masquerade.
Hardestadt, Ventruue

Illus. Steve Ellis

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Urban Jungle



Inconnu.

Blood hunt referendums get an additional 2 votes against the referendum.

DRAFT: As above, and vampires get 2 additional votes in referendums they call.


*If you want it you're gonna bleed
But it's the price you pay.*
Guns N' Roses, "Welcome to the Jungle"

Illus. John Bridges

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Veil of Darkness



Gehenna. Do not replace as long as this card is in play.
Each turn, when a vampire plays his or her first card that turn that requires any Disciplines, that vampire's controller reveals the top card of his or her library (before drawing to replace). If it is a master card, the original card has no effect (no cost is paid), and in addition, if the original card required Obtenebration , the vampire burns 2 blood.

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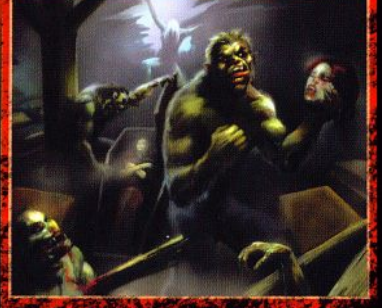
Waiting Game



Transient.
Put this card in play with 10 counters. Whenever a non-anarch vampire takes an action, burn a counter from this card. Burn this card when it has no counters.
During your untap phase, each anarch burns 1 blood or becomes Camarilla, and each ally burns 1 life.

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White Nights Massacre



Transient.
During your next discard phase, you must burn this card, and you may either burn a vampire in torpor or, by tapping a ready werewolf ally you control or discarding a White Nights Massacre from your hand, burn all vampires in torpor.

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Wormwood



Gehenna. Do not replace until your next discard phase.
Requires at least one other Gehenna card in play. Put 10 counters on this card. Burn 1 counter whenever another Gehenna card is put in play. A vampire whose capacity is greater than X is treated as if his or her capacity is X (minimum of 1), where X is the number of counters on this card.

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11-COMBO (9)


Blade Clot



Requires an anarch.
Only usable when this anarch diablerizes a vampire with capacity above 6. Put this card in play with 3 clot counters. When an anarch you control inflicts hand or melee weapon damage, you may move a clot counter from this card to the opposing minion. A minion with a clot counter goes to torpor or is burned during his or her untap phase. If an older vampire rescues the vampire, burn the clot counter.

Illus: Heather Reiser

Lay Low



Requires an anarch.
Only usable when a blood hunt referendum passes and would burn this anarch. Move this anarch to the uncontrolled region (breaking any temporary control effects). Any cards and counters on this vampire remain with him or her (but are out of play as long as the vampire remains uncontrolled).

Illus: Ehem Palacios

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.

Illus. Drew Tucker

High Orun



Requires a Laibon with three or more Orun.
For the remainder of this action, cards that require any Disciplines cost this Laibon 1 less blood to play, and your hand size is one card larger.
As nightfall does not come at once, neither does oppression... it is in such twilight that we all must be aware of change in the air—however slight—lest we become victims of the darkness.
William O. Douglas

Illus: Greg Boychuk

Knotted Cord



Requires an infernal vampire. Only usable during a referendum.
Choose a younger vampire. The chosen vampire abstains. This can cancel that vampire's votes.

Illus: Joel Biske

Mob Rule



This card can be played as an action modifier card or a reaction card. Only usable during a referendum.
Each vampire with a capacity above 4 can burn blood to gain votes. A vampire gains 1 vote for each blood he or she burns. A vampire with a capacity above 7 gains an additional vote for each blood he or she burns.

Illus. Brian LeBlanc

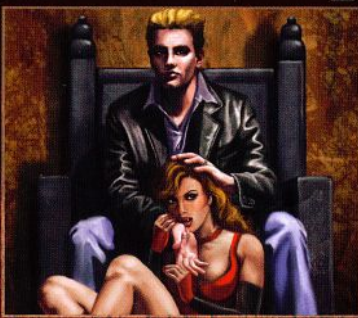
Unholy Radiance



Requires a Laibon with three or more Orun.
Only usable during a referendum. Usable by a tapped Laibon. Gain 4 votes.
DRAFT: As above, but requires only two Orun.
Eze terrified both mortal and Laibon alike, for his unholy strength and overwhelming force of will.

Illus: Michael Gaydos

The Oath



Play when a vampire gains blood from a Taste of Vitae or steals blood from this vampire. Put an oath counter on that vampire. This vampire may put another oath counter on that vampire as a **Ⓢ** action. A vampire with 2 oath counters from this vampire cannot block or enter combat with this vampire. A vampire can play only one Oath each round.

Illus: Sandra Chang

Supernatural Resistance



Requires a Laibon with three or more Orun.
Tap an Orun on this Laibon to cancel an action card targeting this Laibon or a strike card as it is played. Not usable to cancel a card that doesn't require a Discipline or that requires Celerity **⚡** or Potence **⚡**.
DRAFT: As above, but requires only two Orun.

Illus: Brian LeBlanc



12- CONVICTION (3)

React with Conviction



When an effect that would change control of this imbued is played or announced, you may burn this card to cancel that effect. Burn this card to cancel either a ① action against this imbued that requires **Chimerstry** ③, **Dementation** ③, **Dominate** ③, **Presence** ③, or **Serpentis** ③ or a strike card that requires any of those Disciplines played by a minion opposing this imbued as it is paid. No cost is paid.

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Second Sight



An imbued may burn only one Second Sight for the following effects each action.
 Burn when a monster is acting to give this imbued +1 intercept for that action.
 Burn when this imbued declares an action to give monsters -1 intercept for this action.

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Strike with Conviction



Burn to make a hand or weapon strike against a monster at +1 damage. Burn to bleed at +1 bleed as a ① action.

BREAK ITS STRANGLEHOLD

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13- POWER (14)

Abjure

Tap this imbued before range is determined to end a combat between a monster and a mortal. If the mortal is a minion other than this imbued, you may move this conviction to this imbued from your hand or ash heap.

Champion

Only usable when a monster controlled by another Methuselah is taking a **Ⓛ** action against you or against an imbued controlled by any player. The action fails and the acting monster enters combat with this imbued instead.

Discern

+1 intercept. Only usable when a monster is acting.

The monsters have been dragged into the light and they have to play by the same rules as the rest of us. This isn't just our reckoning. It's theirs.
Steve "Soldier91" Williams, Avenger

Donate

Only usable by a ready imbued other than the acting mortal. Burn this card to give the acting mortal you control +1 bleed.

Burn this card to give another mortal you control +1 intercept.

Only usable by a ready imbued other than a mortal combatant you control. Burn this card to give that combatant +1 strength for the remainder of the action.

Foresee

Only usable before range is determined on the first round of combat resulting from a block. Look at the opposing minion's controller's hand. You may then choose to cancel combat. If you do, and this imbued was blocking, the action continues as if unblocked.

Hide

Not usable by an imbued with Illuminate.

Only usable as the action is announced. Monsters get -1 intercept against this action.

Only usable during a monster's **Ⓛ** action targeting this imbued. The action fails.

The surgical strike is better. Do damage. Disappear. Repeat.
Joshua "God45" Matthews, Wayward

Illuminate

All imbued get +1 intercept when blocking monsters (not cumulative with any other Illuminate in play, nor with The Unmasking). Any monster may enter combat with this imbued as a **Ⓛ** action. Burn this card during your next untap phase or if this imbued leaves the ready region.

Inspire

+1 stealth action.

Add a counter to an imbued in your uncontrolled region or move the conviction you paid for this action from your ash heap to any imbued in play.

There's faith and there's blind faith, son. Never get 'em mixed up.
Father St. George, Judge

Project

Only usable as the action is announced.

Vampires with capacity less than 7 and monster allies who cost less than 4 pool cannot block this action.

YOUR CONVICTION WILL WALK BEFORE YOU.

Rejuvenate



During your untap phase, if this imbued has fewer life than his or her starting amount, he or she gains 1 life.

☉ ☀ +1 stealth action. Add 1 blood to a vampire or 1 life to any other ally, not to exceed starting life.

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Respire



☉ ☉ Inflict 1 damage on a vampire with capacity less than 6. If this action is successful, you may move 1 conviction from your hand or ash heap to this imbued.

☉ ☀ +1 stealth action. Add 1 blood to a vampire or 1 life to any other ally, not to exceed starting life.

Manipulation is a double-edged sword.
William "Violin99" Hannon, Hermit

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Shame



☉ ☀ Only usable before strikes are chosen.

Burn this card. The opposing monster takes an amount of damage equal to his or her strength, then combat ends. Not usable on an infernal minion, a vampire with capacity above 7, nor a vampire who has Memories of Mortality or Humanitas.

All honor's wounds are self-inflicted.
Andrew Carnegie

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Surge



☉ ☉ ☀ Put three surge counters on this imbued. This imbued may burn any number of surge counters to prevent that amount of non-aggravated damage. Burn all surge counters on this imbued at the end of the action.

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Vigilance



☉ Only usable at the end of a successful action (after resolving the action). Untap this imbued.

☉ ☀ Untap this imbued.

The clearest eye is still blind when shut.
François "Warden" Loehr, Judge

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