

Vampire: The Eternal Struggle Card Reference

Automatically generated from White Wolf's CSV card lists.
2009 06 09

Included Sets:

- Jyhad
- Vampire: The Eternal Struggle
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- Ancient Hearts
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- Anarchs
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- Third Edition
- Sword of Caine
- Lords of the Night
- Blood Shadowed Court
- Twilight Rebellion
- Keepers of Tradition
- Ebony Kingdom

Aabbt Kindred

Clan: Follower of Set
 Group: 2
 Capacity: 4
 Disciplines: for pre ser

Independent: Aabbt Kindred cannot perform (D) actions unless Nefertiti is ready. Aabbt Kindred can prevent 1 damage each combat.
 Aabbt Kindred are not unique and do not contest.
FN:U2

Aaron Bathurst

Clan: Nosferatu antitribu
 Group: 4
 Capacity: 4
 Disciplines: for obf pot

Sabbat

Third:V

Aaron Duggan, Cameron's Toady

Clan: Lasombra
 Group: 2
 Capacity: 2
 Disciplines: obt

Sabbat

Sabbat:V, SW:U

Abd al-Rashid

Clan: Assamite
 Group: 2
 Capacity: 5
 Disciplines: obf CEL QUI

Independent: (Blood Cursed).

AH:V3, FN:PA

Abdelsobek

Clan: Follower of Set
 Group: 5
 Capacity: 5
 Disciplines: for nec obf pre ser

Independent: Abdelsobek can untap a vampire or mummy you control as a +1 stealth action.

LotN:U

Abebe

Clan: Samedi
 Group: 4
 Capacity: 4
 Disciplines: nec obf thn

Independent

LoB:U

Abiku

Clan: Osebo
 Group: 4
 Capacity: 6
 Disciplines: cel obt POT AUS

Laibon: Abiku gets +1 stealth when hunting.

EK:U

Abu Nuwasi

Clan: Ishtarri
 Group: 4
 Capacity: 3
 Disciplines: cel for

Laibon

EK:U

Accorri Giovanni

Clan: Giovanni
 Group: 5
 Capacity: 6
 Disciplines: ani nec DOM POT

Independent

LotN:U

Adana de Sforza

Clan: Brujah
 Group: 4
 Capacity: 11
 Disciplines: aus CEL OBF POT PRE PRO

Camarilla Brujah Inner Circle: Combat cards cost Adana 1 less blood. +2 bleed.

KoT:PB2

Adelaide Davis

Clan: Malkavian
Group: 3
Capacity: 4
Disciplines: aus dem obf

Camarilla

CE:V, BSC:X

Adhiambo

Clan: Tzimisce
Group: 4
Capacity: 6
Disciplines: pot ANI VIC

Laibon: Adhiambo gets +1 stealth when equipping with a weapon from your hand and +1 stealth on actions to enter combat with other minions.

LoB:U

Adonai

Clan: Salubri antitribu
Group: 2
Capacity: 7
Disciplines: for AUS VAL

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

BL:U1

Adrienne

Clan: Toreador
Group: 1
Capacity: 6
Disciplines: aus cel pot pre

Camarilla: +1 bleed.

Jyhad:V, VTES:V, Tenth:B

Aeron

Clan: Nosferatu antitribu
Group: 3
Capacity: 9
Disciplines: aus pro ANI OBF POT

Sabbat Archbishop of London: Minions opposing Aeron in combat take an additional point of damage during strike resolution if the range is close. Once each combat, Aeron may burn a blood for a press.

Gehenna:U

Afifa, The Herald

Clan: Caitiff
Group: 4
Capacity: 1
Disciplines: dom

Camarilla: When you put a Gehenna card in play, your prey burns 1 pool. If you do not put a Gehenna card in play during your discard phase, a ready vampire you control other than Afifa burns 1 blood, or you burn 1 pool.

Gehenna:U

Agaitas, The Scholar of Antiquities

Clan: Harbinger of Skulls
Group: 2
Capacity: 6
Disciplines: for AUS NEC

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

BL:U2

Agatha

Clan: Nosferatu antitribu
Group: 2
Capacity: 4
Disciplines: POT obf

Sabbat

Sabbat:V, SW:U

Agrippina

Clan: Nosferatu
 Group: 1
 Capacity: 4
 Disciplines: pot OBF

Camarilla

Jyhad:V, VTES:V, Tenth:A

Agru Kabera

Clan: Ishtarri
 Group: 4
 Capacity: 6
 Disciplines: cel nec pre FOR

Laibon: +1 bleed.

LoB:U

Ahmoose Chambers

Clan: Follower of Set
 Group: 5
 Capacity: 3
 Disciplines: obf ser

Independent

LotN:U

Aidan Lyle

Clan: Tremere
 Group: 5
 Capacity: 7
 Disciplines: dom AUS CHI THA

Camarilla: Aidan gets an optional press each combat.

KoT:V

Aimee Laroux

Clan: Daughter of Cacophony
 Group: 4
 Capacity: 2
 Disciplines: for pre

Independent: You may use four transfers and burn 1 pool to give Aimee an additional level of Melpominee. Aimee cannot play reaction cards.

LoB:U

Aisata Swanou

Clan: Akunanse
 Group: 5
 Capacity: 7
 Disciplines: abo ANI FOR VIC

Laibon: During your master phase, you may draw a card and move a card from your hand to either your ash heap or the top of your library.
EK:U

Aisha

Clan: Follower of Set
 Group: 2
 Capacity: 6
 Disciplines: ani aus ser PRE

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

AH:V3, FN:PS1

Aisling Sturbridge

Clan: Tremere
 Group: 2
 Capacity: 5
 Disciplines: dom AUS THA

Camarilla: Younger Tremere cannot block Aisling.

FN:U, CE:PTr

Aiyana, The Wolfcatcher

Clan: Ahrimane
 Group: 4
 Capacity: 3
 Disciplines: pre spi

Sabbat: Aiyana gets an optional press each combat when opposing a werewolf, and she can burn a blood each round to prevent all damage a werewolf inflicts on her that round.
 Sterile.

LoB:U

Akram

Clan: Brujah

Group: 2

Capacity: 8

Disciplines: pot pre CEL QUI

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

*AH:V3, CE:PB***Aksinya Daclau**

Clan: Gangrel antitribu

Group: 4

Capacity: 9

Disciplines: cel tha ANI FOR PRE PRO

Sabbat: Once each turn during a bleed against you, if Aksinya is ready and untapped, you may discard a master card from your hand to redirect the bleed to any other Methuselah.

*Third:V***Alan Sovereign**

Clan: Ventrue

Group: 3

Capacity: 6

Disciplines: for pre AUS DOM

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

*CE:V, BSC:X***Alan Sovereign**

Clan: Ventrue

Group: 3

Capacity: 6

Disciplines: for pre AUS DOM

Advanced, Camarilla: While Alan is ready, you may pay some or all of the pool cost of equipping from any investment cards you control.

Merged: During your master phase, if Alan is ready, you may move a counter from any investment card to your pool.

*Promo-20051001***Al-Ashrad, Amr of Alamut**

Clan: Assamite

Group: 2

Capacity: 9

Disciplines: aus obf CEL QUI THA

Independent: Al-Ashrad can burn a location that requires a Camarilla clan to bring into play as a (D) action that costs 2 blood. +1 *bleed*. (Blood Cursed).

*AH:V3, FN:PA***Aleister Crowley**

Clan: Malkavian

Group: 5

Capacity: 7

Disciplines: aus obf DEM PRE THA

Camarilla: Frenzy cards cannot be played on Aleister.

*KoT:PM2***Alejandro Aguirre**

Clan: Tremere antitribu

Group: 3

Capacity: 5

Disciplines: ani aus dom tha

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

*CE:V, Third:PT, BSC:X***Aleph**

Clan: Malkavian

Group: 1

Capacity: 4

Disciplines: dom AUS

Camarilla*Jyhad:V, VTES:V, Tenth:A*

Alessandro Garcia

Clan: Brujah antitribu
 Group: 4
 Capacity: 4
 Disciplines: pot pre pro

Sabbat: Alessandro gets +1 strength in combat with a Lasombra.

Third:PB

Alex Wilkins

Clan: Caitiff
 Group: 5
 Capacity: 1
 Disciplines: cel

Camarilla: If Alex successfully bleeds, the target Methuselah may burn an additional pool to take control of Alex.

KoT:V

Alexandra

Clan: Toreador
 Group: 2
 Capacity: 11
 Disciplines: dom ANI AUS CEL PRE

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

DS:V, CE:PTo

Alexis Sorokin

Clan: Ravnos
 Group: 4
 Capacity: 8
 Disciplines: for CEL CHI OBF PRO

Independent. Red List: Once each combat, Alexis may dodge as a strike. She may steal an equipment card as a (D) action. She gets +1 bleed when bleeding a Methuselah who controls a ready Toreador.

KMW:U/PAn

Alfred Benezri

Clan: Pander
 Group: 3
 Capacity: 6
 Disciplines: aus dom PRE THA

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

CE:V, BSC:X

Alfred Benezri

Clan: Pander
 Group: 3
 Capacity: 7
 Disciplines: aus dom PRE THA

Advanced, Sabbat bishop: If Alfred is ready, he may tap before range is determined to end combat between two other Sabbat vampires.

Merged: Archbishop of Montreal: Once each referendum, he may burn 1 blood to gain 1 vote.

Anarchs:U2

Ali Kar

Clan: Assamite
 Group: 3
 Capacity: 3
 Disciplines: obf qui

Independent: (Blood Cursed).

Anarchs:U2

Alicia Barrows

Clan: Malkavian antitribu
 Group: 4
 Capacity: 9
 Disciplines: AUS DEM OBF POT PRE

Sabbat Archbishop of Mexico City: If you control the Edge during your untap phase, you may look at the hand of another Methuselah and discard up to two Gehenna cards from it.

Gehenna:U

Allanyan Serata

Clan: Toreador

Group: 5

Capacity: 9

Disciplines: ani AUS CEL OBT PRE

Camarilla primogen: +1 strength.*KoT:V***Allison Maller**

Clan: Brujah

Group: 3

Capacity: 4

Disciplines: cel pot pre

Camarilla*CE:V/PB, BSC:X***Allonzo Montoya**

Clan: Abomination

Group: 3

Capacity: 6

Disciplines: ani aus OBF SER

Independent: Allonzo gets +1 stealth on actions that require Serpents. Allonzo cannot block undirected actions. Scarce. Sterile.*KMW:U***Almiro Suarez**

Clan: Tremere

Group: 3

Capacity: 2

Disciplines: aus

Camarilla*CE:V, BSC:X***Almodo Giovanni**

Clan: Giovanni

Group: 4

Capacity: 3

Disciplines: dom pot

Independent*KMW:U***Al-Muntaquim, The Avenger**

Clan: True Brujah

Group: 4

Capacity: 8

Disciplines: obf pre FOR POT TEM

Independent: During your untap phase, you may burn a Caitiff you control to give Al-Muntaquim +1 bleed for the remainder of the game. Al-Muntaquim untaps whenever a Gehenna card is played. He cannot use cards that require Celerity. Scarce.*LoB:U***Alonso Petrodon**

Clan: Nosferatu

Group: 5

Capacity: 10

Disciplines: for tha ANI DOM OBF POT

Camarilla Nosferatu Justicar: When Alonso bleeds successfully, each anarch controlled by the target takes 1 unpreventable damage. +1 bleed.*KoT:V***Alonzo Guillen**

Clan: Nosferatu

Group: 3

Capacity: 6

Disciplines: ani for pot OBF

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

Clan: Assamite

Group: 5

Capacity: 2

Disciplines: obf

Independent: Blood cursed.*LotN:U*

Alvaro, The Scion of Angelica

Clan: Lasombra
Group: 2
Capacity: 9
Disciplines: dom pre OBT POT

Sabbat Archbishop of Pittsburgh: If Alvaro abstains during a political action, he gains 2 blood at the end of that action. +1 bleed.

Sabbat:V, SW:PL

Amadeo

Clan: Nosferatu
Group: 2
Capacity: 8
Disciplines: ani aus pre OBF POT

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

DS:V, CE:PN

Amaravati

Clan: Assamite
Group: 4
Capacity: 8
Disciplines: ani chi DOM OBF QUI

Independent: During a political action, Amara-vati may burn 2 blood to give each ready Assamite you control an additional vote. (Blood Cursed)

KMW:U

Amavi

Clan: Akunanse
Group: 4
Capacity: 8
Disciplines: pre pro ABO ANI FOR

Laibon: +1 bleed.

LoB:PA2

Ambrogino Giovanni

Clan: Giovanni
Group: 2
Capacity: 9
Disciplines: aus DOM NEC POT THA

Independent: Ambrogino has 1 vote. +1 bleed.

FN:U2

Ambrogino Giovanni

Clan: Giovanni
Group: 2
Capacity: 9
Disciplines: aus DOM NEC POT THA

Advanced, Independent. Red List: During your untap phase, Ambrogino may remove seven cards in your ash heap from the game to gain 2 blood. +1 bleed.

Merged: +1 stealth.

KMW:U

Ambrosio Luis Monçada, Plenipotentiary

Clan: Lasombra
Group: 2
Capacity: 10
Disciplines: aus for DOM OBT POT PRE

Sabbat cardinal: Monçada cannot block. *Other Methuselahs' actions targeting* Monçada cost an additional pool. If Monçada is ready during your discard phase, he can untap another ready Lasombra.

SW:U

Amelia

Clan: Brujah antitribu
Group: 2
Capacity: 7
Disciplines: CEL POT PRE

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

SW:PB

Amelia, The Blood Red Tears

Clan: Nosferatu
Group: 3
Capacity: 5
Disciplines: ani obf POT

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

CE:V, BSC:X

Amenophobis

Clan: Follower of Set

Group: 4

Capacity: 7

Disciplines: dom pre OBF SER

Camarilla primogen: When an action requiring Serpentis is successful, you may draw a card from your library. Discard down to your hand size afterward. Amenophobis gets +1 bleed when bleeding the Methuselah who has the Edge.

*Gehenna:U***Amisa**

Clan: Follower of Set

Group: 2

Capacity: 8

Disciplines: pre pro OBF SER

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

*AH:V3, FN:PS***Ana Rita Montaña**

Clan: Tzimisce

Group: 3

Capacity: 5

Disciplines: aus dom obf VIC

Sabbat*BH:U2***Anarch Convert**

Clan: Caitiff

Group: *

Capacity: 1

Disciplines: -none-

Independent. Anarch: When the convert enters play, you may remove him from the game to make a non-titled vampire you control anarch and either gain 1 pool or draw a card from your crypt.

*TR:U***Anastasia Grey**

Clan: Gangrel

Group: 1

Capacity: 3

Disciplines: ani pro

Camarilla*Jyhad:V, VTES:V, Tenth:B***Anastasz di Zagreb**

Clan: Tremere

Group: 3

Capacity: 8

Disciplines: ani cel dom AUS THA

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

*CE:V, KMW:PAI, BSC:X***Anatole, Prophet of Gehenna**

Clan: Malkavian

Group: 2

Capacity: 8

Disciplines: dom for AUS DEM OBF

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

*FN:U, CE:PM***Andre LeRoux**

Clan: Toreador

Group: 5

Capacity: 3

Disciplines: aus

Camarilla: When a vampire you control successfully bleeds, you may reduce the bleed amount by 1 to give Andre +2 bleed this turn.

KoT:V

Andrea Giovanni

Clan: Giovanni

Group: 2

Capacity: 7

Disciplines: pot vic DOM NEC

Independent: Andrea gets +1 stealth when performing an action that requires Necromancy.*FN:U2***Andreas, The Bard of Crete**

Clan: Toreador

Group: 1

Capacity: 9

Disciplines: dom pro AUS CEL PRE

Camarilla primogen: Once each turn, Andreas may burn 1 blood to get +1 intercept for the current action.*Jyhad:V, VTES:V, Tenth:B***Andrei Puxon**

Clan: Ravnos

Group: 2

Capacity: 5

Disciplines: ani cel chi for

Independent*DS:V, Tenth:B***Andrew Emory**

Clan: Lasombra

Group: 4

Capacity: 5

Disciplines: aus dom pot OBT

Sabbat bishop*Third:V***Andrew Stuart**

Clan: Tremere

Group: 4

Capacity: 5

Disciplines: AUS DOM THA

Camarilla: When Andrew plays a card that requires Thaumaturgy, reveal the top card of your library (before drawing to replace). If it also requires Thaumaturgy, the card is canceled and Andrew burns 1 blood.*KoT:V***Andy**

Clan: Caitiff

Group: 4

Capacity: 1

Disciplines: for

Camarilla: An older vampire opposing Andy gets one optional press each combat.*TR:U***Angel**

Clan: Brujah

Group: 1

Capacity: 2

Disciplines: cel

Camarilla*Jyhad:V, VTES:V, Tenth:A***Angela Decker**

Clan: Pander

Group: 2

Capacity: 1

Disciplines: pre

Sabbat: If Angela is burned in combat, burn 2 pool.*Sabbat:V, SW:U*

Angela Preston

Clan: Daughter of Cacophony
 Group: 2
 Capacity: 5
 Disciplines: for PRE MEL

Camarilla: Angela must burn 1 blood to attempt to block an older vampire. You may tap Angela during your influence phase to untap any other vampire.
BL:U2

Angelica, The Canonicus

Clan: Lasombra
 Group: 2
 Capacity: 10
 Disciplines: cel obf DOM OBT POT

Sabbat cardinal: Once each *action that* Angelica attempts to block, you may burn X master cards from your hand to give her +X intercept.
Sabbat:V, SW:PL

Angelo

Clan: Blood Brother
 Group: 3
 Capacity: 7
 Disciplines: pot vic CEL FOR SAN

Independent. Red List: All Blood Brothers may play cards that require Sanguinus as if Angelo were a member of any circle. Angelo can burn a location as a (D) action. He cannot have or use retainers. Sterile.
Promo-20051026

Angus the Unruled

Clan: Gangrel
 Group: 1
 Capacity: 10
 Disciplines: cel for pot ANI PRO

Camarilla Gangrel Justicar: +1 strength.
Jyhad:V, VTES:V, Tenth:B

Anisa Marianna Lopez

Clan: Harbinger of Skulls
 Group: 2
 Capacity: 8
 Disciplines: aus FOR NEC QUI

Sabbat: Anisa can burn a vampire with a capacity less than 4 controlled by your predator or prey as a (D) action that costs 1 pool.
BL:U1

Anjalika Underwood

Clan: Ravnos
 Group: 5
 Capacity: 5
 Disciplines: aus chi for ANI

Independent

LotN:U

Anka, Priestess of Thorns

Clan: Ravnos
 Group: 2
 Capacity: 4
 Disciplines: ani chi pro

Sabbat: Anka can enter combat with a ready Lasombra controlled by another Methuselah as a (D) action.
FN:U2

Ankh-sen-Sutekh

Clan: Follower of Set
 Group: 4
 Capacity: 6
 Disciplines: obf PRE SER

Independent: +1 bleed.

KMW:U

Ankla Hotep

Clan: Ravnos
 Group: 2
 Capacity: 9
 Disciplines: pro FOR CHI PRE OBF

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

Ankou, The

Clan: Malkavian
 Group: 5
 Capacity: 10
 Disciplines: AUS DEM OBF

Camarilla: When any vampire successfully hunts while the Ankou is ready and untapped, the Ankou may burn that vampire as a (D) action that turn (even on another Methuselah's turn).

KoT:V

Anna "Dictatrix11" Suljic

Creed: Martyr
 Group: 4
 Life: 6
 Virtues: mar red vis

Anna may move 2 blood from the blood bank to any vampire as a +1 stealth action. During your untap phase, you may look at the top three cards of your library.

NoR:U

Annabelle Triabell

Clan: Toreador
 Group: 3
 Capacity: 9
 Disciplines: dom for AUS CEL PRE

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

CE:V, BSC:X

Anneke

Clan: Toreador
 Group: 1
 Capacity: 10
 Disciplines: dom AUS CEL PRE

Camarilla Toreador Justicar: Anneke may attempt to block a vampire controlled by another Methuselah, ignoring the normal prey, predator or target restrictions for blocking actions. +1 bleed.

Jyhad:V, VTES:V, Tenth:B

Anson

Clan: Toreador
 Group: 1
 Capacity: 8
 Disciplines: aus dom CEL PRE

Camarilla Prince of Seattle: If Anson is ready during your master phase, you get two master phase actions (instead of one).

Jyhad:V, VTES:V, Tenth:A

Antara

Clan: Assamite
 Group: 4
 Capacity: 8
 Disciplines: aus obf pre CEL FOR QUI

Independent: Antara gets +1 intercept when attempting to block a Sabbat vampire. He burns 1 blood when any Methuselah plays a Gehenna card. (Blood Cursed)

Gehenna:U, KMW:PA

Antoine, The Lost

Clan: Malkavian
 Group: 4
 Capacity: 5
 Disciplines: aus cel dem OBF

Camarilla

TR:U

Antoinette Dubois

Clan: Daughter of Cacophony
 Group: 4
 Capacity: 4
 Disciplines: for mel PRE

Independent: Toreador and Toreador antitribu cannot block Antoinette. -1 intercept.

LoB:U

Antoinette DuChamp

Clan: Caitiff
Group: 2
Capacity: 1
Disciplines: cel pre

Camarilla: Action cards and strike cards that require Celerity cost Antoinette an additional blood.

DS:V, Tenth:A

Antoinette, She Who Watches

Clan: Toreador
Group: 3
Capacity: 6
Disciplines: cel obf AUS PRE

Camarilla primogen

CE:V, BSC:X

Anton

Clan: Tzimisce
Group: 2
Capacity: 8
Disciplines: cel obf vic ANI AUS

Sabbat: +1 intercept.

Sabbat:V, SW:U/PT

Antón de Concepción

Clan: Lasombra
Group: 4
Capacity: 9
Disciplines: aus ANI DOM OBT POT

Sabbat Archbishop of Chicago: Antón gets an optional maneuver on the first round of combat.

Third:V

Antonino

Clan: Gangrel
Group: 3
Capacity: 6
Disciplines: ani pre pro FOR

Independent: Antonino gets +1 stealth on undirected actions.

Anarchs:PAB

Antonio Delgado

Clan: Lasombra
Group: 2
Capacity: 9
Disciplines: tha DOM OBT POT

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

Sabbat:V, SW:U/PL

Antonio d'Erlette

Clan: Tremere antitribu
Group: 4
Capacity: 5
Disciplines: dom for pot THA

Sabbat: While Antonio is ready, you may spend four transfers to search your hand or library (shuffle afterward) for a mage ally Antonio could play. Put that ally in play with life equal to his starting amount (pay cost as normal).

Third:V

Antonio Veradas

Clan: Brujah antitribu
Group: 3
Capacity: 8
Disciplines: obf CEL POT PRE

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

CE:V, BSC:X

Anvil

Clan: Brujah
Group: 1
Capacity: 6
Disciplines: dom pre tha CEL POT

Camarilla primogen

Jyhad:V, VTES:V, Tenth:A

Anwar

Clan: Assamite
 Group: 2
 Capacity: 4
 Disciplines: cel obf qui

Independent: (Blood Cursed).
FN:U2

Apache Jones

Clan: Malkavian antitribu
 Group: 4
 Capacity: 5
 Disciplines: aus for obf DEM

Sabbat

Third:PM2

Appius Claudius Corvus

Clan: Lasombra
 Group: 5
 Capacity: 10
 Disciplines: cel nec DOM OBT POT

Sabbat Black Hand Seraph: +1 stealth.
SoC:V

Appolonius

Clan: Brujah
 Group: 1
 Capacity: 10
 Disciplines: for pot CEL PRE

Camarilla primogen: Appolonius gets one optional press each combat. +1 bleed.
Jyhad:V, VTES:V, Tenth:A

Ardan Lane

Clan: Tremere
 Group: 3
 Capacity: 8
 Disciplines: dom obf pre AUS THA

Camarilla primogen: When stealing blood with a strike that requires Thaumaturgy, Ardan steals an additional blood.
Anarchs:U2, KMW:PB

Aredhel

Clan: Salubri antitribu
 Group: 4
 Capacity: 5
 Disciplines: aus FOR VAL

Sabbat Black Hand

LoB:U

Aren, Priest of Eshu

Clan: Guruhi
 Group: 4
 Capacity: 7
 Disciplines: ani obf POT PRE

Laibon: Aren gets +1 stealth on political actions. Any vampire voting against a referendum called by Aren burns 1 blood when the results are tallied.
LoB:PG2

Ariadne

Clan: Gangrel
 Group: 5
 Capacity: 8
 Disciplines: chi ANI FOR PRO

Camarilla: Blood hunts cannot be called on Ariadne. She gains an additional blood when she successfully hunts.
KoT:V

Arianne, The Conqueror

Clan: Toreador antitribu
 Group: 5
 Capacity: 7
 Disciplines: aus CEL DOM PRE

Sabbat: On any round after the first, Arianne may strike to end combat and inflict 1 damage on the opposing minion after combat ends.
SoC:V

Arika

Clan: Ventrue

Group: 2

Capacity: 11

Disciplines: aus cel DOM FOR OBF PRE

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

Aristotle de Laurent

Clan: Malkavian antitribu

Group: 3

Capacity: 9

Disciplines: pot AUS DEM OBF PRE

Sabbat: While Aristotle is ready, every Methuselah has +1 hand size. +1 stealth.
BH:U2/PM

Armin Brenner

Clan: Brujah antitribu

Group: 4

Capacity: 10

Disciplines: ani obf CEL FOR POT PRE

Sabbat Archbishop of Washington, D.C.: When a referendum Armin calls passes, you gain 1 pool *after resolving the referendum*.
Third:PB2

Arnold Simpson

Clan: Brujah

Group: 3

Capacity: 2

Disciplines: pot

Camarilla*CE:V, BSC:X***Arnulf Jormungandrsson**

Clan: Follower of Set

Group: 5

Capacity: 8

Disciplines: aus cel OBF PRE SER

Camarilla: If Arnulf attempts to block, the acting minion cannot play action modifiers that require Dementation, Dominate, Necromancy or Presence.
LotN:U

Arriette Sylla

Clan: Osebo

Group: 4

Capacity: 3

Disciplines: POT

Laibon: If Arriette has no Orun, she gets -1 bleed.
EK:U

Artemis

Clan: Malkavian antitribu

Group: 2

Capacity: 6

Disciplines: aus cel for DEM OBF

Sabbat*Sabbat:V, BH:PM***Arthur Denholm**

Clan: Malkavian

Group: 5

Capacity: 5

Disciplines: obf AUS DEM

Camarilla*KoT:V***Ash Harrison**

Clan: Tremere antitribu

Group: 5

Capacity: 7

Disciplines: cel dom AUS THA

Sabbat Black Hand: Once each round, if the range is long, Ash may strike for 1R aggravated damage.
SoC:V

Assad Salhoum

Clan: Malkavian
 Group: 4
 Capacity: 5
 Disciplines: aus dem dom obf

Camarilla: When Assad successfully blocks, he gains 1 blood from the blood bank (before combat begins, if any).

Gehenna:U

Astrid Thomas

Clan: Tremere
 Group: 1
 Capacity: 7
 Disciplines: aus pot DOM THA

Camarilla primogen: When votes are tallied during a referendum, any Tremere who are not abstaining vote with Astrid (*unless Astrid abstains*).

Jyhad:V, VTES:V, Tenth:A

Augustus Giovanni

Clan: Giovanni
 Group: 2
 Capacity: 11
 Disciplines: cel pre AUS DOM NEC POT

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

FN:R

Aurora Van Brande, Paladin

Clan: Lasombra
 Group: 2
 Capacity: 6
 Disciplines: dom for pot OBT

Sabbat: Aurora may strike for 1R damage.
Sabbat:V, SW:PL

Axel Von Anders

Clan: Brujah antitribu
 Group: 4
 Capacity: 5
 Disciplines: cel obf pot PRE

Sabbat

Third:V

Ayelea, The Manipulator

Clan: Tremere antitribu
 Group: 2
 Capacity: 10
 Disciplines: pre AUS DOM OBT THA

Sabbat cardinal: Ayelea may give you control of a Tremere antitribu until the end of your next turn as a (D) action.

Sabbat:V, BH:PT

Ayo Igoli

Clan: Ishtarri
 Group: 4
 Capacity: 10
 Disciplines: obf tha AUS CEL FOR PRE

Laibon: Ayo gets an additional vote for each ready titled vampire you control. You may use a discard phase action to move 2 blood from Ayo to a Laibon in your uncontrolled region.

LoB:U

Azaneal

Clan: Baali
 Group: 4
 Capacity: 7
 Disciplines: pre tha DAI OBF OBT

Independent: Actions to put vampires in play cost Azaneal 1 less blood or pool. Infernal.

KMW:U/PB

Aziz, Dammar of Istanbul

Clan: Assamite

Group: 2

Capacity: 10

Disciplines: ser CEL OBF PRE QUI

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

*FN:U2***Babalawo Alafin**

Clan: Harbinger of Skulls

Group: 4

Capacity: 7

Disciplines: ani AUS FOR NEC

Laibon: During your untap phase, if Alafin is ready, you may discard two cards (draw afterward). If the two cards are the same, each other Methuselah's hand size is one card smaller until his or her next untap phase.

*LoB:U***Badger**

Clan: Gangrel

Group: 1

Capacity: 6

Disciplines: ani pot FOR PRO

Camarilla*Jyhad:V, VTES:V, Tenth:B***Badr al-Budur**

Clan: Assamite

Group: 2

Capacity: 5

Disciplines: cel dom qui OBF

Independent: (Blood Cursed).

*FN:U2***Bajazet al-Nasir**

Clan: Assamite

Group: 2

Capacity: 8

Disciplines: cel for pre OBF QUI

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

*FN:U2***Bakr**

Clan: Assamite

Group: 5

Capacity: 8

Disciplines: dem pro CEL OBF QUI

Independent: Bakr may enter combat with a minion controlled by another Methuselah as a +1 stealth action that costs 1 blood. Blood cursed.

*LotN:U***Baldesar Rossellini**

Clan: Giovanni

Group: 4

Capacity: 8

Disciplines: aus for nec DOM POT

Independent: Once each turn, if Baldesar is ready, he can reduce the cost of a location or of an equipment by 1 pool or blood. +1 strength.

*Gehenna:U***Banjoko**

Clan: Lasombra

Group: 3

Capacity: 5

Disciplines: obt pot DOM

Sabbat Black Hand Seraph*BH:U2*

Barbaro Lucchese

Clan: Baali
Group: 3
Capacity: 5
Disciplines: dai obf pre tha

Independent: Barbaro may place a taint counter on a minion as a +1 stealth (D) action. If a minion has 2 taint counters, burn those counters to make the minion infernal. Barbaro may change his clan to Tremere antitribu as +1 stealth action. Infernal.

Promo-20041015

Baron Dieudonne

Clan: Nosferatu
Group: 4
Capacity: 9
Disciplines: ANI OBF POT PRO

Camarilla Prince of Brussels: Once during your minion phase when Dieudonne successfully resolves an action, he may burn 1 blood to untap.

KoT:V

Baron, The

Clan: Samedi
Group: 2
Capacity: 9
Disciplines: dom FOR NEC OBF THN

Independent: The Baron has 2 votes. During your untap phase, if The Baron is ready, you may look at the hand of each Methuselah who controls a ready Giovanni. +1 bleed.

Promo-20011201, BL:U1

Barry

Clan: Blood Brother
Group: 2
Capacity: 5
Disciplines: ani for pot san vic

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

BL:U1

Barth

Clan: Toreador
Group: 3
Capacity: 5
Disciplines: aus cel PRE

Camarilla: Vampires of capacity 3 or less controlled by your prey or predator get -1 stealth when Barth is ready and untapped.

CE:V/PTo, BSC:X

Bartholomew

Clan: Kiasyd
Group: 2
Capacity: 8
Disciplines: dom obt AUS MYT NEC

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

BL:U2

Basil

Clan: Pander
Group: 2
Capacity: 1
Disciplines: obf

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

Sabbat:V, SW:U

Basilia

Clan: Gangrel
Group: 1
Capacity: 10
Disciplines: obf pot ANI FOR PRO

Camarilla primogen: Damage from Basilia's hand strikes is aggravated.

Jyhad:V, VTES:V, Tenth:B

Basir

Clan: Assamite
 Group: 4
 Capacity: 1
 Disciplines: qui

Independent: Each time you use a master phase action to place a master: Discipline card on Basir, he gains 1 blood from the blood bank. Basir cannot block or play reaction cards.
 (Blood Cursed)
KMW:U

Batsheva

Clan: Guruhi
 Group: 4
 Capacity: 6
 Disciplines: obt pot ANI PRE

Laibon: Batsheva gets +1 strength in combat with a Tzimisce.
LoB:PG2

Batsheva

Clan: Guruhi
 Group: 4
 Capacity: 6
 Disciplines: obt pot ANI PRE

Laibon: Batsheva gets +1 strength in combat with a Malkavian.
Merged: +1 strength (in addition to her bonus against Malkavian and Tzimisce).
EK:U

Bear Paw

Clan: Gangrel
 Group: 1
 Capacity: 5
 Disciplines: for pre pro ANI

Camarilla

Jyhad:V, VTES:V, Tenth:B

Beast, The Leatherface of Detroit

Clan: Nosferatu antitribu
 Group: 2
 Capacity: 7
 Disciplines: ani cel OBF POT

Sabbat: Beast cannot play action cards. He cannot have or use equipment or retainers. Beast may enter combat with any ready minion controlled by another Methuselah as a (D) action. +1 strength.
Sabbat:V, SW:U, BH:PN

Béatrice "Oracle171" Tremblay

Creed: Innocent
 Group: 4
 Life: 3
 Virtues: inn ven

During your untap phase, another ready imbued you control takes 1 unpreventable damage. +1 bleed.
NoR:U

Béatrice L'Angou

Clan: Kiasyd
 Group: 2
 Capacity: 5
 Disciplines: aus dom nec MYT

Sabbat: Cold iron vulnerability.
BL:U2

Beauregard Krueller

Clan: Malkavian antitribu
 Group: 4
 Capacity: 4
 Disciplines: aus dem obf

Sabbat

Third:PM2

Beckett

Clan: Gangrel

Group: 3

Capacity: 7

Disciplines: cel ANI FOR PRO

Independent: Beckett can allow you to draw 3 cards from your library as a +1 stealth action.

Discard down to your hand size afterward.

*Anarchs:PG***Beckett**

Clan: Gangrel

Group: 3

Capacity: 8

Disciplines: cel tha ANI FOR PRO

Advanced, Independent: While Beckett is ready, you have +X hand size, where X is the number of Gehenna cards in play. If Beckett leaves the ready region, discard your hand.*Gehenna:U***Beetleman**

Clan: Nosferatu

Group: 4

Capacity: 4

Disciplines: obf ANI

Camarilla*KoT:V***Bela**

Clan: Malkavian

Group: 5

Capacity: 3

Disciplines: ani obf pro DEM

Independent: Bela cannot attempt political actions. -1 stealth.*KoT:V***Bela Kardoza**

Clan: Brujah antitribu

Group: 4

Capacity: 10

Disciplines: ani dom CEL POT PRE VIC

Sabbat: During a referendum, Bela may burn X blood to get X additional votes.*Third:V***Belle Equitone**

Clan: Follower of Set

Group: 4

Capacity: 2

Disciplines: ser

Independent*LotN:PS2***Benedict Giovanni, Agent**

Clan: Giovanni

Group: 4

Capacity: 6

Disciplines: cel dom nec FOR POT

Independent: During your untap phase, any Giovanni older than the oldest ready Giovanni you control can burn 1 blood to take control of Benedict. Benedict cannot block undirected actions.*KMW:PAI***Benjamin Rose**

Clan: Nosferatu

Group: 5

Capacity: 7

Disciplines: ani pot AUS OBF

Camarilla Prince of Washington, D.C.: Benjamin can call a referendum to give you +1 hand size for the remainder of the game as a +1 stealth political action.*KoT:V***Bernard, the Scourge**

Clan: Gangrel

Group: 4

Capacity: 5

Disciplines: ani for pre pro

Camarilla: Bernard can call a blood hunt on a vampire of capacity 4 or less as a +1 stealth political action.*KoT:V*

Bertrand d'Anjou

Clan: Assamite
 Group: 4
 Capacity: 4
 Disciplines: aus cel qui

Independent: Blood cursed.
LotN:PA2

Beth Malcolm

Clan: Ventrue
 Group: 5
 Capacity: 6
 Disciplines: ani FOR PRE

Camarilla: +1 bleed.
KoT:V

Bethany Ray

Clan: Toreador
 Group: 5
 Capacity: 4
 Disciplines: aus PRE

Camarilla: Toreador and Toreador antitribu get +1 bleed when bleeding you.
KoT:V

Bianca

Clan: Brujah
 Group: 1
 Capacity: 6
 Disciplines: pot pre CEL

Camarilla: +1 strength.
Jyhad:V, VTES:V, Tenth:B

Bill Butler

Clan: Gangrel antitribu
 Group: 4
 Capacity: 3
 Disciplines: pot pro

Sabbat

Third:V

Billy

Clan: Ventrue antitribu
 Group: 2
 Capacity: 5
 Disciplines: dom for AUS

Sabbat

Sabbat:V, SW:U

Bindusara, Historian of the Kindred

Clan: Ventrue
 Group: 2
 Capacity: 9
 Disciplines: tha AUS DOM FOR PRE

Camarilla: Bindusara can take an action to allow you to search your library for an Arcane Library, Elder Library or Fragment of the Book of Nod; put that card in play. (Pay cost as normal.) Shuffle your library afterward. +1 bleed.
AH:V3, CE:PV

Black Annis

Clan: Nosferatu antitribu
 Group: 4
 Capacity: 9
 Disciplines: ani pro OBF POT

Sabbat: Black Annis can enter combat with any minion controlled by your predator or prey as a (D) action. Other non-hunt actions cost her an additional blood. +1 strength. +1 stealth.
KMW:U

Black Cat

Clan: Brujah
 Group: 1
 Capacity: 5
 Disciplines: pot pre CEL

Camarilla: *Equipment costs* Black Cat 1 less pool (but never less than 0 pool).
Jyhad:V, VTES:V, Tenth:A

Black Lotus

Clan: Follower of Set
Group: 4
Capacity: 5
Disciplines: aus obf ser DOM

Sabbat

KMW:U

Black Wallace

Clan: Lasombra
Group: 4
Capacity: 6
Disciplines: obt tha DOM POT

Sabbat

KMW:U

Blackhorse Tanner

Clan: Ventrue antitribu
Group: 3
Capacity: 7
Disciplines: AUS DOM FOR

Sabbat Black Hand: Once each turn, when you draw a card from your library, you may place that card on the bottom of your library and draw a new card.

BH:U2

Blaise

Clan: Gangrel antitribu
Group: 2
Capacity: 7
Disciplines: obf vic ANI CEL

Sabbat: +1 strength.

Sabbat:V, SW:U

Blanche Hill

Clan: Salubri
Group: 2
Capacity: 6
Disciplines: aus FOR OBE

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

BL:R2

Blister

Clan: Nosferatu antitribu
Group: 4
Capacity: 3
Disciplines: obf pot

Sabbat

Third:V

Bloodfeud

Clan: Malkavian antitribu
Group: 4
Capacity: 2
Disciplines: obf

Sabbat

Third:PM

Bloody Mary

Clan: Malkavian
Group: 5
Capacity: 8
Disciplines: pre AUS DEM OBF

Camarilla primogen: +1 bleed.

KoT:V

Blythe Candeleria

Clan: Tremere
Group: 2
Capacity: 3
Disciplines: aus THA

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

DS:V, CE:PTr

Bobby Lemon

Clan: Gangrel
Group: 3
Capacity: 4
Disciplines: pro ANI

Independent

Anarchs:PAG

Boss Callihan

Clan: Ventrue
Group: 3
Capacity: 5
Disciplines: dom for pro PRE

Camarilla: Callihan cannot rescue other vampires from torpor.

Anarchs:U2

Bothwell

Clan: Gangrel
Group: 3
Capacity: 3
Disciplines: ani for

Independent

Anarchs:U2

Boy Toy

Clan: Malkavian antitribu
Group: 2
Capacity: 2
Disciplines: dem

Sabbat

Sabbat:V, BH:PM

Brachah

Clan: Brujah
Group: 2
Capacity: 5
Disciplines: for CEL PRE

Camarilla

AH:V3, CE:PB

Brazil

Clan: Malkavian
Group: 1
Capacity: 2
Disciplines: aus

Camarilla

Jyhad:V, VTES:V, Tenth:A

Brian Thompson

Clan: Ravnos
Group: 4
Capacity: 4
Disciplines: ani chi for

Independent

LotN:PR2

Bronwen

Clan: Brujah antitribu
Group: 2
Capacity: 10
Disciplines: dom obt CEL POT PRE

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

Sabbat:V, SW:PB

Brooke

Clan: Tremere antitribu
Group: 2
Capacity: 3
Disciplines: dom tha

Sabbat

Sabbat:V, BH:PT

Bruce de Guy

Clan: Ventrue antitribu
Group: 4
Capacity: 10
Disciplines: AUS DOM FOR OBT

Sabbat cardinal: Bruce may burn a blood when he announces a political action to prevent Camarilla vampires from casting votes in the resulting referendum. +1 bleed.

Gehenna:U

Brunhilde

Clan: Gangrel
Group: 3
Capacity: 8
Disciplines: pre ANI FOR PRO

Independent: Brunhilde gets +1 bleed when bleeding a Methuselah who controls a ready Ventrue. +1 strength.

Anarchs:U2

Bryan Van Duesen

Clan: Tremere antitribu

Group: 2

Capacity: 7

Disciplines: aus pre DOM THA

Sabbat: +1 bleed.*Sabbat:V, BH:PTR***Bulscu**

Clan: Ventrue

Group: 5

Capacity: 8

Disciplines: dom pot pre AUS FOR

Camarilla: If you control the Edge, Bulscu can steal a location or an equipment in play that costs 3 or less pool or blood as a (D) action.*KoT:V***Bupe Kuila**

Clan: Follower of Set

Group: 4

Capacity: 7

Disciplines: pre OBF POT SER

Laibon: +1 intercept.*LoB:U***Cagliostro, The Grand Copht**

Clan: Follower of Set

Group: 4

Capacity: 8

Disciplines: nec pot OBF PRE SER

Independent: If Cagliostro is ready during your discard phase, you get an additional discard phase action. If Cagliostro is blocked and combat occurs, he may place a corruption counter on the blocking minion when that combat ends.*KMW:U***Cailean**

Clan: Nosferatu antitribu

Group: 2

Capacity: 10

Disciplines: dom ANI OBF POT PRE

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

Clan: Gangrel antitribu

Group: 2

Capacity: 6

Disciplines: aus dom ANI PRO

Sabbat bishop*Sabbat:V, SW:U***Calebos**

Clan: Nosferatu antitribu

Group: 2

Capacity: 8

Disciplines: cel ANI OBF POT

Sabbat bishop: +1 strength.*Sabbat:V, SW:U, BH:PN***Calebros, The Martyr**

Clan: Nosferatu

Group: 2

Capacity: 5

Disciplines: obf pot ANI

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

Clan: Tzimisce

Group: 2

Capacity: 6

Disciplines: ANI AUS VIC

Sabbat*SW:C*

Callirus

Clan: Ravnos
 Group: 4
 Capacity: 5
 Disciplines: ani CHI FOR

Independent: During your untap phase, Callirus can burn 1 blood to burn one card on him.
KMW:U

Calvin Cleaver

Clan: Gangrel
 Group: 4
 Capacity: 3
 Disciplines: for pro

Camarilla: Calvin may add a blood to an anarch as a +1 stealth action. Once each turn, an anarch may add a blood to Calvin as a +1 stealth action.
TR:U

Cameron

Clan: Lasombra
 Group: 2
 Capacity: 3
 Disciplines: dom pot

Sabbat

Sabbat:V, SW:PL

Camille Devereux, The Raven

Clan: Gangrel
 Group: 1
 Capacity: 5
 Disciplines: ani FOR PRO

Camarilla

Jyhad:V, VTES:V, Tenth:A

Cardano

Clan: Tremere
 Group: 1
 Capacity: 9
 Disciplines: ani aus cel DOM FOR THA

Camarilla Prince of Boston

Jyhad:V, VTES:V, Tenth:B

Carlak

Clan: Brujah
 Group: 5
 Capacity: 8
 Disciplines: dom pot CEL PRE

Camarilla Prince of Prague: When votes are tallied during any referendum, Carlak gains 1 blood for each Methuselah casting no votes in favor and at least 1 vote against the referendum. He gets an optional press each combat.
KoT:V

Carlotta Giovanni

Clan: Giovanni
 Group: 2
 Capacity: 7
 Disciplines: dom obf NEC POT

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

Carmen

Clan: Tremere antitribu
 Group: 5
 Capacity: 5
 Disciplines: aus dom THA

Sabbat Black Hand: Non-Camarilla vampires you control get +1 stealth on equip actions.
SoC:V

Carmine Giovanni

Clan: Giovanni
 Group: 4
 Capacity: 10
 Disciplines: ani pre DOM NEC POT PRO

Independent: Carmine has 2 votes (titled). Whenever a wraith enters play, that wraith gains 1 additional life from the blood bank. Carmine may tap to give an acting ally +1 stealth.
KMW:U

Carna, The Princess Witch

Clan: Tremere

Group: 3

Capacity: 7

Disciplines: AUS DOM THA

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

CE:V, BSC:X

Caroline Bishops

Clan: Pander

Group: 4

Capacity: 3

Disciplines: cel for pot

Sabbat: Caroline cannot block non-Camarilla vampires.

Third:V

Carter

Clan: Toreador antitribu

Group: 2

Capacity: 2

Disciplines: cel

Sabbat

Sabbat:V, SW:U

Casino Reeds

Clan: Nosferatu

Group: 3

Capacity: 9

Disciplines: cel dem ANI OBF POT

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

CE:V, BSC:X

Cassandra Langely, The Waif

Clan: Malkavian

Group: 4

Capacity: 2

Disciplines: dem

Camarilla

KoT:PM2

Cassandra, Magus Prime

Clan: Tremere

Group: 1

Capacity: 10

Disciplines: cel pre AUS DOM THA

Camarilla primogen: If Cassandra is ready, your hand size is increased by one. +1 strength.

Jyhad:V, VTES:V, Tenth:B

Catherine du Bois

Clan: Ventrue

Group: 3

Capacity: 5

Disciplines: for obf pre DOM

Camarilla

CE:V, Anarchs:PAB, BSC:X

Cedric

Clan: Gargoyle

Group: 4

Capacity: 6

Disciplines: obf pot vis FOR

Camarilla Tremere slave: If Cedric successfully blocks a (D) action, he may burn 1 blood when the action ends (after combat, if any) to untap. Flight [FLIGHT].

LoB:U

Célèste Lamontagne

Clan: Gangrel antitribu

Group: 4

Capacity: 5

Disciplines: for ANI PRO

Sabbat: Célèste can strike to end combat against a werewolf opponent. She gets +1 intercept when attempting to block a Camarilla vampire whose controller has at least one Gehenna card in play.

Gehenna:U

Céleste, The Voice of a Secret

Clan: Daughter of Cacophony

Group: 2

Capacity: 3

Disciplines: pre mel

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

BL:U2

Celine Chevalier

Clan: Follower of Set

Group: 2

Capacity: 3

Disciplines: obf ser

Independent

FN:U2

César Holfield

Clan: Caitiff

Group: 4

Capacity: 1

Disciplines: obf

Camarilla: At the end of your minion phase, if there are any Gehenna cards in play and César did not hunt, he burns 1 blood.

KoT:V

Cesewayo

Clan: Osebo

Group: 4

Capacity: 10

Disciplines: ani AUS CEL DOM POT THA

Laibon magaji: Once each action, Cesewayo may burn 1 blood to get +1 intercept.

LoB:PO2

Cesewayo

Clan: Osebo

Group: 4

Capacity: 10

Disciplines: ani AUS CEL DOM POT THA

Laibon magaji: During a (D) action against you, Cesewayo may tap an Aye on him to un-tap.

Merged: Cesewayo gets two additional votes.

EK:U

Chandler Hungerford

Clan: Gangrel

Group: 2

Capacity: 3

Disciplines: PRO

Camarilla: Chandler gets +1 intercept when attempting to block other Gangrel.

DS:V, Anarchs:PG

Charice Fontaine

Clan: Ventrue antitribu

Group: 3

Capacity: 6

Disciplines: for pot AUS DOM

Sabbat

BH:U2

Charlie Tyne

Clan: Gangrel antitribu

Group: 4

Capacity: 4

Disciplines: obf pro ser

Sabbat

Third:V

Chas Giovanni Tello

Clan: Giovanni
 Group: 2
 Capacity: 4
 Disciplines: DOM POT

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

FN:U2

Chavi Oraczko

Clan: Ravnos
 Group: 5
 Capacity: 7
 Disciplines: nec ANI CHI FOR

Independent. Red List: Once each action, Chavi may burn 1 blood to get +1 stealth. While she is ready, you get +1 hand size.

LotN:U

Chester DuBois

Clan: Nosferatu
 Group: 1
 Capacity: 7
 Disciplines: for obf ANI POT

Camarilla primogen

Jyhad:V, VTES:V, Tenth:A

Christianus Lionel, The Mad Chronicler

Clan: Nosferatu antitribu
 Group: 2
 Capacity: 6
 Disciplines: pot ANI OBF

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

FN:U2, BH:PN

Christine Boscacci

Clan: Pander
 Group: 2
 Capacity: 2
 Disciplines: dom vic

Sabbat: Christine gets -1 intercept when attempting to block a bleed action.

Sabbat:V, Tenth:B

Christopher Houghton

Clan: Toreador
 Group: 3
 Capacity: 10
 Disciplines: pot AUS CEL DOM PRE PRO

Camarilla: Once each combat, Christopher may burn 1 blood before range is determined to strike with first strike that round. During your untap, choose a ready minion. Until your next untap, he gets +2 intercept when attempting to block that minion.

Anarchs:U2

Cicatriz

Clan: Nosferatu antitribu
 Group: 2
 Capacity: 5
 Disciplines: ani obf pot

Sabbat bishop: If Cicatriz is ready during your discard phase, you get an additional discard phase action.

SW:C

Clarissa Steinburgen

Clan: Nosferatu
 Group: 3
 Capacity: 3
 Disciplines: ani obf

Camarilla

Anarchs:U2

Claus Wegener

Clan: Tremere
 Group: 5
 Capacity: 5
 Disciplines: aus for tha DOM

Camarilla

KoT:V

Claven

Clan: Malkavian antitribu
 Group: 2
 Capacity: 4
 Disciplines: aus dem obf

Sabbat

Sabbat:V, SW:U

Clea Auguste d'Holford

Clan: Follower of Set
 Group: 5
 Capacity: 6
 Disciplines: pre ser OBF POT

Independent

LotN:U

Clifton Derrik

Clan: Brujah
 Group: 4
 Capacity: 2
 Disciplines: cel

Camarilla

TR:U

Cock Robin

Clan: Nosferatu
 Group: 3
 Capacity: 10
 Disciplines: aus for ANI OBF POT

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

CE:V, BSC:X

Cohn Rose

Clan: Tremere
 Group: 3
 Capacity: 5
 Disciplines: aus dom pre THA

Camarilla

CE:V/PTr, KMW:PB, BSC:X

Colin Flynn

Clan: Toreador
 Group: 1
 Capacity: 3
 Disciplines: aus cel

Camarilla

Jyhad:V, VTES:V, Tenth:B

Colonel, The

Clan: Malkavian antitribu
 Group: 3
 Capacity: 5
 Disciplines: cel dem obf AUS

Sabbat Black Hand

BH:PM

Conrad Adoula

Clan: Lasombra
 Group: 4
 Capacity: 8
 Disciplines: ani cel DOM OBT POT

Sabbat: While Conrad is acting, reaction cards cost younger vampires an additional blood.

Third:V

Constanza Vinti

Clan: Brujah
 Group: 2
 Capacity: 8
 Disciplines: CEL DOM POT

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

DS:V, CE:PB

Corine Marcón

Clan: Tzimisce
 Group: 2
 Capacity: 6
 Disciplines: ani AUS VIC

Sabbat: +1 strength.
Sabbat:V, SW:PT

Cornelius Ottavio

Clan: Malkavian
 Group: 2
 Capacity: 8
 Disciplines: pre qui AUS OBF

Camarilla: +1 bleed. Cornelius gets an additional +1 bleed when bleeding a Methuselah who controls a ready non-Camarilla vampire.
AH:V3, CE:PM

Count Germaine

Clan: Brujah
 Group: 4
 Capacity: 8
 Disciplines: obf CEL FOR POT PRE

Camarilla: Minions opposing Germaine in combat cannot use weapons. Germaine can enter combat with any Toreador controlled by another Methuselah as a (D) action.
Gehenna:U, KMW:PA

Count Germaine

Clan: Brujah
 Group: 4
 Capacity: 8
 Disciplines: obf CEL FOR POT PRE

Advanced, Independent. Red List: Germaine gets +2 bleed when bleeding a Methuselah who controls a titled non-Independent vampire.

Merged: Anarch: Germaine gets an optional press each combat.
KMW:U/PA

Count Ormonde

Clan: Follower of Set
 Group: 2
 Capacity: 5
 Disciplines: dom pre ser OBF

Independent
FN:U2

Count Vladimir Rustovitch

Clan: Tzimisce
 Group: 4
 Capacity: 9
 Disciplines: dom pot pro ANI AUS VIC

Sabbat: When you draw to replace a combat card Vladimir plays, you may draw an additional card (discard afterward). He gets +1 strength in combat with a werewolf. Flight [FLIGHT].
Third:PTz

Count Zaroff

Clan: Caitiff
 Group: 5
 Capacity: 4
 Disciplines: cel obf

Camarilla: Once each turn, you may burn a pool to cancel a blood hunt called on Zaroff and return him to the uncontrolled region.
KoT:V

Courtland Leighton

Clan: Ventrue
 Group: 1
 Capacity: 4
 Disciplines: dom for pre

Camarilla

Jyhad:V, VTES:V, Tenth:A

Creamy Jade

Clan: Toreador antitribu
 Group: 3
 Capacity: 5
 Disciplines: aus cel vic PRE

Sabbat
CE:V, BSC:X

Cristobal Ghiberti

Clan: Giovanni
 Group: 4
 Capacity: 2
 Disciplines: nec

Independent

KMW:U

Cristofero Giovanni

Clan: Giovanni
 Group: 2
 Capacity: 3
 Disciplines: nec pot

Independent

DS:V2, Tenth:B

Cristos Mantigo

Clan: Toreador antitribu
 Group: 3
 Capacity: 5
 Disciplines: aus cel dom obf pre

Sabbat: Cristos can search your library for an equipment card and move it to your hand as a +1 stealth action. Discard down to your hand size and shuffle afterward.

Anarchs:U2

Crusher

Clan: Brujah
 Group: 1
 Capacity: 9
 Disciplines: for CEL POT PRE

Camarilla primogen: Once each combat, Crusher may dodge as a strike that costs 1 blood. +1 strength.

Jyhad:V, VTES:V, Tenth:B

Cybele

Clan: Baali
 Group: 4
 Capacity: 10
 Disciplines: ANI DAI OBF PRE SER THA

Independent: If Cybele is untapped during your master phase, you get an additional master phase action. Cybele may bleed at +2 bleed as (D) action that costs 1 blood. Infernal.

KMW:U/PB

Cynthia Ingold

Clan: Ahrimane
 Group: 2
 Capacity: 6
 Disciplines: ani for pre SPI

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

BL:U2

Cyscek

Clan: Tzimisce
 Group: 4
 Capacity: 10
 Disciplines: dem ANI AUS OBF VIC

Sabbat: When any Methuselah plays a Gehenna card while Cyscek is ready, that Methuselah burns 1 pool, and you get the Edge. +1 stealth.

Gehenna:U

Daliyah

Clan: Nosferatu
 Group: 2
 Capacity: 4
 Disciplines: obf PRO

Camarilla

DS:V, CE:PN

Damaskenos, Herald of Leandro

Clan: Malkavian
Group: 2
Capacity: 6
Disciplines: aus cel pot DOM

Camarilla: If Damaskenos becomes the Prince of Cairo, each ready Follower of Set burns 1 blood. If he becomes the Malkavian Justicar, each ready Follower of Set burns 2 blood.
AH:V3, CE:PM

Dame Hollerton

Clan: Kiasyd
Group: 4
Capacity: 5
Disciplines: myt DOM OBT

Sabbat: Cold iron vulnerability.
LoB:U

Dan Murdock

Clan: Caitiff
Group: 1
Capacity: 3
Disciplines: aus obf

Camarilla: Dan may take an action to allow you to go through your library, find Giant's Blood, and take it into your hand. Reshuffle afterwards and discard to your maximum hand size.
Promo-19960101

Dancin' Dana

Clan: Malkavian
Group: 1
Capacity: 6
Disciplines: cel obf AUS

Camarilla: +1 strength.
Jyhad:V, VTES:V, Tenth:B

Dani

Clan: Nosferatu antitribu
Group: 2
Capacity: 2
Disciplines: ani

Sabbat

Sabbat:V, BH:PN

Danielle Diron

Clan: Gangrel
Group: 3
Capacity: 7
Disciplines: chi for ANI PRO

Independent: Danielle has 1 vote. During your untap phase, if Danielle is ready and has no blood, move 2 blood from the blood bank to her.
Anarchs:U2

Danny Larkshill

Clan: Follower of Set
Group: 2
Capacity: 7
Disciplines: obf obt pot PRE SER

Independent: Danny gets +1 strength when in combat with a younger vampire.
FN:U2

Darius Styx

Clan: Ravnos
Group: 2
Capacity: 9
Disciplines: ani tha CHI FOR PRO

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

Darrell Boyce, Consul

Clan: Gangrel antitribu
Group: 2
Capacity: 6
Disciplines: CEL OBF PRO

Sabbat

SW:C

Darva Felispa

Clan: Nosferatu
 Group: 3
 Capacity: 3
 Disciplines: ani pot

Camarilla

CE:V, Anarchs:PAG, BSC:X

Darvag, The Butcher of Rus

Clan: Tzimisce
 Group: 4
 Capacity: 8
 Disciplines: aus pot pro ANI VIC

Sabbat Black Hand: Darvag may burn a location as a (D) action.

Third:V

David Morgan, The Scourge

Clan: Malkavian
 Group: 3
 Capacity: 3
 Disciplines: aus pot

Camarilla: David gets +1 intercept when attempting to block a vampire of capacity 2 or less.

CE:V, Anarchs:PAG, BSC:X

Dedefra

Clan: Follower of Set
 Group: 2
 Capacity: 5
 Disciplines: nec obf SER

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

AH:V3, FN:PS

Dela Eden

Clan: Salubri antitribu
 Group: 3
 Capacity: 8
 Disciplines: cel dom AUS FOR VAL

Laibon: +1 strength.

LoB:U

Delilah Easton

Clan: Toreador
 Group: 1
 Capacity: 2
 Disciplines: pre

Camarilla

Jyhad:V, VTES:V, Tenth:B

Delilah Monroe

Clan: Daughter of Cacophony
 Group: 2
 Capacity: 4
 Disciplines: for pre MEL

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

BL:U2

Demdemeh

Clan: Tzimisce
 Group: 4
 Capacity: 10
 Disciplines: aus pre ANI CEL FOR VIC

Laibon: If any Gehenna cards are in play during your untap phase, you may move an animal retainer on Demdemeh to your ready region as an animal ally with 1 strength and 1 bleed. While that animal has more than 2 life, he or she gets +1 strength.

LoB:U

Demetrius Slater

Clan: Toreador
 Group: 1
 Capacity: 4
 Disciplines: aus cel pre

Camarilla

Jyhad:V, VTES:V, Tenth:B

Democritus

Clan: Ventrue

Group: 1

Capacity: 10

Disciplines: aus cel for DOM PRE

Camarilla Ventrue Justicar: If Democritus is ready, any Methuselah contesting a card with you burns 1 extra pool to avoid yielding that card. +1 bleed.

Jyhad:V, VTES:V, Tenth:A

Denette Stensen

Clan: Gangrel antitribu

Group: 4

Capacity: 2

Disciplines: obf

Sabbat

KMW:PG

DeSalle

Clan: Brujah antitribu

Group: 4

Capacity: 7

Disciplines: CEL POT PRE

Sabbat: When DeSalle is acting, a Sabbat vampire may burn 1 blood to get +1 intercept once that action. +1 stealth.

Third:V

Devin Bisley

Clan: Tzimisce

Group: 2

Capacity: 5

Disciplines: vic ANI AUS

Sabbat

Sabbat:V, SW:U/PT

Devyn

Clan: Ravnos

Group: 4

Capacity: 4

Disciplines: ani chi pre

Sabbat

KMW:U

Diana Vick

Clan: Ventrue

Group: 3

Capacity: 3

Disciplines: dom pre

Camarilla

CE:V/PV, BSC:X

Didi Meyers

Clan: Malkavian

Group: 1

Capacity: 5

Disciplines: aus cel obf DOM

Camarilla

Jyhad:V, VTES:V, Tenth:A

Diego Giovanni

Clan: Giovanni

Group: 5

Capacity: 8

Disciplines: ani CHI DOM NEC POT

Independent: Diego may burn a location as a (D) action that costs 2 blood.

LotN:U

Dieter Kleist

Clan: Toreador

Group: 1

Capacity: 2

Disciplines: aus

Camarilla

Jyhad:V, VTES:V, Tenth:A

Dimple

Clan: Nosferatu

Group: 1

Capacity: 2

Disciplines: obf

Camarilla

Jyhad:V, VTES:V, Tenth:B

Dirk

Clan: Caitiff
Group: 4
Capacity: 1
Disciplines: pre

Camarilla: Titled vampires get +1 intercept when attempting to block Dirk.

TR:U

Djuhah, The Bronze Bow

Clan: Assamite
Group: 5
Capacity: 7
Disciplines: aus cel pre OBF QUI

Sabbat Black Hand Seraph: (The blood curse does not affect Djuhah.)

LotN:U

Dmitra Ilyanova

Clan: Brujah
Group: 5
Capacity: 9
Disciplines: obf CEL FOR POT PRE

Camarilla Brujah Justicar: Dmitra may call a referendum to distribute 4 blood from the blood bank among one or more ready vampires as a +1 stealth political action.

KoT:V

Dmitri Borodin

Clan: Assamite
Group: 4
Capacity: 10
Disciplines: obf AUS CEL NEC QUI

Independent: Once each combat, Dmitri may burn 1 blood to prevent all damage from the opposing minion's strike. Once each action, he may burn 1 blood to get +1 stealth. Blood cursed.

LotN:PA2

Doctor Streck

Clan: Brujah antitribu
Group: 3
Capacity: 8
Disciplines: aus pot CEL OBF PRE

Sabbat: When Streck bleeds successfully, the target Methuselah discards one card at random from his or her hand.

BH:U2

Dodd

Clan: Brujah antitribu
Group: 2
Capacity: 5
Disciplines: dom pre CEL

Sabbat

Sabbat:V, SW:PB

Dolie

Clan: Akunanse
Group: 4
Capacity: 3
Disciplines: abo ani

Laibon

LoB:PA2

Dollface

Clan: Malkavian
Group: 1
Capacity: 3
Disciplines: aus obf

Camarilla

Jyhad:V, VTES:V, Tenth:B

Dolphin Black

Clan: Malkavian antitribu
Group: 2
Capacity: 6
Disciplines: AUS DEM OBF

Sabbat

SW:C, BH:PM

Dominique

Clan: Ventrue antitribu

Group: 2

Capacity: 7

Disciplines: ani dom vic AUS FOR

Sabbat: As a (D) action, Dominique may put a vandal counter on a location. If a location has a number of vandal counters equal to its cost (or 1 vandal counter if it has no cost), burn it.

*Sabbat:V, SW:PV***Dominique**

Clan: Ventrue antitribu

Group: 2

Capacity: 7

Disciplines: ani dom vic AUS FOR

Advanced, Sabbat: During your untap phase, you may burn a location you control to gain X pool, where X is the cost of that location.

Merged: Independent Anarch Baron of Paris

*BH:U2***Dominique Santo Paulo**

Clan: Toreador antitribu

Group: 4

Capacity: 6

Disciplines: pot pre AUS CEL

Sabbat Black Hand: Dominique gets +1 strength in combat with Nosferatu or Nosferatu antitribu.

*Third:V***Don Caravelli**

Clan: Brujah

Group: 5

Capacity: 8

Disciplines: aus dom CEL POT PRE

Camarilla: Once each combat involving another vampire you control, Don Caravelli can burn a blood to give a press to the vampire you control in combat.

*KoT:V***Don Cerro**

Clan: Brujah

Group: 5

Capacity: 7

Disciplines: aus dom for pre pro CEL POT

Camarilla*KoT:V***Don Cruetz, The Idealist**

Clan: Brujah

Group: 1

Capacity: 10

Disciplines: ani dom pro CEL POT PRE

Camarilla Brujah Justicar: Once each combat, Don Cruetz may burn 1 blood to get one maneuver.

*Jyhad:V, VTES:V, Tenth:B***Don Michael Antonio Giovanni**

Clan: Giovanni

Group: 4

Capacity: 7

Disciplines: DOM NEC POT

Independent: Michael has 2 votes (titled). He cannot strike to end combat and cannot use presses to end combat. He gets +1 strength on any combat round after the first.

*KMW:U***Dónal O'Connor**

Clan: Brujah

Group: 2

Capacity: 8

Disciplines: CEL DOM POT

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

DS:V, CE:PB

Donald Cargill

Clan: Caitiff

Group: 5

Capacity: 1

Disciplines: aus

Camarilla: When a referendum called by your predator passes, Donald burns 1 blood.

KoT:V

Donatello Giovanni

Clan: Giovanni

Group: 4

Capacity: 5

Disciplines: aus pot pre DOM

Independent: During your prey's untap phase, choose a vampire controlled by a Methuselah other than your predator. If the chosen vampire attempts to bleed before your next untap phase, he or she moves 1 blood to Donatello.

Gehenna:U

Donatien

Clan: Toreador antitribu

Group: 2

Capacity: 9

Disciplines: cel pot AUS PRE

Sabbat cardinal: As a (D) action, Donatien may bleed any Methuselah who has attempted an unsuccessful bleeding action since your last turn. +1 bleed.

Sabbat:V, SW:U, BH:PTo

Dorian Strack

Clan: Toreador

Group: 1

Capacity: 4

Disciplines: cel AUS

Camarilla

Jyhad:V, VTES:V, Tenth:A

Doris McMillon

Clan: Salubri antitribu

Group: 2

Capacity: 2

Disciplines: val

Sabbat

BL:U2

Doyle Fincher

Clan: Gangrel antitribu

Group: 4

Capacity: 7

Disciplines: aus for obf ANI PRO

Sabbat: During your discard phase, if any of your prey's ready vampires are not at full capacity, move 1 blood from the blood bank to one of those vampires and 1 blood from the blood bank to Doyle. +1 bleed.

KMW:U

Dr. Allan Woodstock

Clan: Gangrel

Group: 3

Capacity: 5

Disciplines: ani aus for PRO

Independent

Anarchs:U/PAG

Dr. Douglas Netchurch

Clan: Malkavian

Group: 3

Capacity: 6

Disciplines: dem dom AUS OBF

Camarilla

CE:V/PM, BSC:X

Dr. Jest

Clan: Malkavian

Group: 1

Capacity: 8

Disciplines: aus dom for pre OBF

Camarilla primogen: If Dr. Jest is untapped at the start of your turn, then during your untap phase, you may make your prey discard one card at random from his or her hand (and draw back up to his or her hand size afterward).

*Jyhad:V, VTES:V, Tenth:B***Dr. John Casey**

Clan: Tremere

Group: 1

Capacity: 3

Disciplines: aus tha

Camarilla*Jyhad:V, VTES:V, Tenth:A***Dr. John Dee**

Clan: Tremere

Group: 4

Capacity: 9

Disciplines: chi ANI AUS DOM THA

Camarilla Prince of London: Ventrue in combat with John may not end combat as a strike. During a referendum, John may burn a card that requires Thaumaturgy from your hand to gain two additional votes.

*KoT:V***Dr. Julius Sutphen**

Clan: Lasombra

Group: 3

Capacity: 5

Disciplines: dom obt POT

Sabbat bishop: Younger vampires must burn 1 blood to attempt to block Julius.

*Gehenna:U***Dr. Julius Sutphen**

Clan: Lasombra

Group: 3

Capacity: 5

Disciplines: dom obt POT

Advanced, Sabbat: During a (D) action, Julius may burn 1 blood to get +1 stealth.

Merged: Archbishop of Atlanta: Julius gets +1 strength in combat with a Camarilla vampire.

*Third:V***Dr. Morrow, The Skindocor**

Clan: Tzimisce

Group: 5

Capacity: 5

Disciplines: for AUS VIC

Sabbat Black Hand: Morrow may put a graft counter on an ally as a (D) action. An ally with a graft counter has -1 stealth.

*SoC:V***Dr. Solomon Grey**

Clan: Caitiff

Group: 5

Capacity: 2

Disciplines: dom pre

Camarilla: Burn 1 pool when you move Solomon from your uncontrolled region to your ready region.

*KoT:V***Dragos**

Clan: Tzimisce

Group: 2

Capacity: 7

Disciplines: vic ANI AUS

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

Sabbat:V, SW:PT

Dre, Leader of the Cold Dawn

Clan: Brujah
Group: 1
Capacity: 3
Disciplines: cel pot

Camarilla

Jyhad:V, VTES:V, Tenth:A

Droescher One-Eye

Clan: Tzimisce
Group: 4
Capacity: 3
Disciplines: ani vic

Sabbat

Third:V

Drusilla Euphemia

Clan: Malkavian antitribu
Group: 4
Capacity: 6
Disciplines: dem vic AUS OBF

Sabbat: Drusilla may give you control of a ready Ventrue for the remainder of the turn as a (D) action that costs 2 blood.

Third:V

Duality

Clan: Tzimisce
Group: 4
Capacity: 6
Disciplines: ani AUS VIC

Sabbat: When Duality plays a card that requires Vicissitude, you may draw an additional card.

Promo-20060710, Third:PTz

Duck

Clan: Nosferatu
Group: 1
Capacity: 3
Disciplines: obf pot

Camarilla

Jyhad:V, VTES:V, Tenth:B

Durga Syn

Clan: Ravnos
Group: 4
Capacity: 9
Disciplines: ani aus dom for CHI OBF THA

Independent: Durga Syn may steal equipment with first strike as a strike that costs 1 blood. She does not tap when blocking allies or vampires with capacity less than 5.

LotN:PR2

Dylan

Clan: Ventrue antitribu
Group: 2
Capacity: 6
Disciplines: aus cel dom for pro

Sabbat: +1 bleed.

Sabbat:V, SW:PV

Dylan

Clan: Ventrue antitribu
Group: 2
Capacity: 6
Disciplines: aus cel dai dom pro FOR

Advanced, Sabbat. Red List: Dylan gets +1 stealth when bleeding. +1 strength. Infernal.

KMW:U

Earl

Clan: Ventrue
Group: 3
Capacity: 4
Disciplines: dom for pot

Camarilla

CE:V, Anarchs:PAG, BSC:X

Earl "Shaka74" Deams

Creed: Visionary
Group: 4
Life: 6
Virtues: jud mar vis

Earl gets +1 stealth on actions other than actions to enter combat. During your untap phase, if you control more than two ready imbued, Earl burns 1 conviction [1 CONVICTION].

NoR:U

Ebanezer Roush

Clan: Nosferatu
Group: 1
Capacity: 8
Disciplines: pro ANI OBF POT

Camarilla: Ebanezer may enter combat with a vampire of capacity below 4 controlled by your predator or prey as a +2 stealth (D) action.

Jyhad:V, VTES:V, Tenth:A

Echo

Clan: Nosferatu
Group: 4
Capacity: 7
Disciplines: aus dom CEL OBF POT

Camarilla: Echo gets +1 strength in combat with a Red List minion.

Promo-20050115, KMW:PAI

Eddie Gaines

Clan: Caitiff
Group: 3
Capacity: 1
Disciplines: dem pot

Camarilla: If Eddie successfully hunts, he does not untap as normal during his next untap phase.

Anarchs:PAG

Edith Blount

Clan: Toreador
Group: 3
Capacity: 5
Disciplines: aus cel pot vic

Camarilla: If Enid Blount is in your ready region, Edith gets an optional maneuver and an optional press each combat.

CE:V, BSC:X

Edward Neally

Clan: Ventrue antitribu
Group: 3
Capacity: 7
Disciplines: aus pre DOM FOR

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

CE:V, BSC:X

Edward Vignes

Clan: Ventrue
Group: 3
Capacity: 6
Disciplines: for DOM PRE

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

CE:V/PV, BSC:X

Effie Lowery

Clan: Ahrimane
Group: 4
Capacity: 5
Disciplines: obf ANI SPI

Sabbat: Sterile.

LoB:U

Egothha

Clan: Harbinger of Skulls

Group: 2

Capacity: 7

Disciplines: obf AUS FOR NEC

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

*BL:U2***Ehrich Weiss**

Clan: Tremere

Group: 3

Capacity: 3

Disciplines: dom tha

Camarilla*CE:V, BSC:X***Elena Gutierrez**

Clan: Ventrue

Group: 3

Capacity: 4

Disciplines: aus dom pre

Camarilla*CE:V/PV, BSC:X***Elena Mendoza Vasquez**

Clan: Tremere antitribu

Group: 3

Capacity: 6

Disciplines: dom obt AUS THA

Sabbat*Anarchs:U2***Elihu**

Clan: Baali

Group: 4

Capacity: 6

Disciplines: dai for POT PRE

Independent: Elihu inflicts +2 damage with melee weapons. His strikes with melee weapons cannot be dodged. Infernal.

*KMW:U***Elimelech the Twice-Damned**

Clan: Ventrue antitribu

Group: 5

Capacity: 11

Disciplines: pro AUS DEM DOM FOR OBF

Sabbat Black Hand Seraph: Elimelech strikes with first strike. +1 bleed. +1 strength.

*SoC:V***Elliott Sinclair, Virtuoso Thespian**

Clan: Toreador

Group: 1

Capacity: 7

Disciplines: aus cel PRE

Camarilla primogen: +1 strength.

*Jyhad:V, VTES:V, Tenth:B***Elisabetta Romano**

Clan: Tremere

Group: 2

Capacity: 6

Disciplines: dom pro qui tha

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

*AH:V3, CE:PTr***Elizabeth Conde**

Clan: Ishtarri

Group: 4

Capacity: 5

Disciplines: pre CEL FOR

Laibon*EK:U***Elizabeth Westcott**

Clan: Tzimisce

Group: 3

Capacity: 5

Disciplines: ani cel vic AUS

Sabbat*Anarchs:U2, Third:PTz*

Ellen Fence, the Tracker

Clan: Gangrel antitribu

Group: 2

Capacity: 8

Disciplines: aus CEL OBF PRO

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

SW:U

Ellison Humboldt

Clan: Nosferatu

Group: 3

Capacity: 9

Disciplines: pro ANI OBF POT PRE

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

CE:V/PN, BSC:X

Ember Wright

Clan: Tremere antitribu

Group: 3

Capacity: 3

Disciplines: aus dom

Sabbat

BH:PTr

Emerson Bridges

Clan: Ventrue

Group: 1

Capacity: 8

Disciplines: pot DOM FOR PRE

Camarilla Prince of Washington, DC

Jyhad:V, VTES:V, Tenth:B

Emerson Wilkeshire III

Clan: Toreador

Group: 3

Capacity: 2

Disciplines: pre

Camarilla

CE:V, BSC:X

Emily Carson

Clan: Ventrue

Group: 5

Capacity: 5

Disciplines: for pre DOM

Camarilla primogen: During your discard phase, you may burn the Edge to untap Emily.
KoT:V

Enid Blount

Clan: Toreador

Group: 3

Capacity: 5

Disciplines: aus dom pre vic

Camarilla: If Edith Blount is in your ready region, she may burn a blood to give Enid +1 stealth for the current action.

CE:V, BSC:X

Enkidu, The Noah

Clan: Gangrel antitribu

Group: 4

Capacity: 11

Disciplines: for ANI CEL OBF POT PRO

Sabbat. Red List: Enkidu can enter combat with any minion as a (D) action. If Enkidu successfully performs an action to employ a retainer, he untaps at the end of the turn. He cannot have or use equipment. +2 strength.

KMW:U/PG

Enzo Giovanni, Pentex Board of Directors

Clan: Giovanni

Group: 2

Capacity: 8

Disciplines: ani pot tha DOM NEC

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

DS:V, FN:PG

Epikasta Rigatos

Clan: Toreador

Group: 4

Capacity: 8

Disciplines: cel AUS DOM PRE

Camarilla Prince of New York: You may move an action card Epikasta plays from your ash heap to your library at the end of the action (shuffle afterward).

*KoT:PT2***Eric Kressida**

Clan: Tremere antitribu

Group: 4

Capacity: 8

Disciplines: cel AUS DOM PRO THA

Sabbat bishop: If Eric is in torpor during any other Methuselah's discard phase, you may burn the Edge to move him to your ready region.

*Third:V***Eric Milliner**

Clan: Giovanni

Group: 5

Capacity: 2

Disciplines: pot

Independent*LotN:U***Erichtho**

Clan: Tremere

Group: 3

Capacity: 8

Disciplines: cel obf AUS DOM THA

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

*CE:V, BSC:X***Erick "Shophet125" Franco**

Creed: Judge

Group: 4

Life: 4

Virtues: inn jud

If Erick successfully enters combat with a monster as an action, he may gain a conviction from your hand or ash heap (before combat begins).

*NoR:U***Erinyi**

Clan: Gargoyle

Group: 2

Capacity: 3

Disciplines: pot vis

Sabbat: Erinyi gets -1 strength in combat with a Gangrel antitribu. Flight [FLIGHT].

*BL:U1***Ermenegildo, The Rake**

Clan: Lasombra

Group: 4

Capacity: 5

Disciplines: pot DOM OBT

Sabbat Black Hand*Third:V***Esau**

Clan: Malkavian

Group: 3

Capacity: 10

Disciplines: AUS DEM DOM OBF PRE

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

*CE:V, BSC:X***Esoara**

Clan: Tremere antitribu

Group: 4

Capacity: 5

Disciplines: aus for pot DOM

Sabbat*Third:PTr2*

Ethan Locke

Clan: Tremere antitribu

Group: 2

Capacity: 9

Disciplines: aus cel pot DOM THA

Sabbat Archbishop of Toronto: As a (D) action, Ethan may steal a Discipline master card from another vampire (*moving the card to himself*) if he does not already possess the superior level of that Discipline.

*Sabbat:V, Tenth:A***Etienne Fauberge**

Clan: Ravnos

Group: 3

Capacity: 8

Disciplines: ANI CEL CHI FOR

Independent: *Other Methsulahs' actions targeting* Etienne cost 1 additional blood. When in combat with Baali or Followers of Set, Etienne's hand damage is aggravated.

*Anarchs:U2***Etrius**

Clan: Tremere

Group: 2

Capacity: 11

Disciplines: pro AUS DOM OBF THA

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

*DS:V, CE:PTr***Eugene**

Clan: Toreador

Group: 4

Capacity: 8

Disciplines: AUS CEL FOR PRE

Camarilla primogen: Once each combat, Eugene may dodge as a strike.

*KoT:PT2***Eugenio Estevez**

Clan: Tremere

Group: 3

Capacity: 6

Disciplines: dom for AUS THA

Camarilla*CE:V, Anarchs:PAG, BSC:X***Eurayle Gelasia Mylonas**

Clan: Salubri

Group: 4

Capacity: 6

Disciplines: for pre AUS OBE

Independent: Eurayle may untap any minion as an action. If you control the minion, this is a +2 stealth action. Scarce.

*LoB:U***Evan Klein**

Clan: Malkavian

Group: 3

Capacity: 5

Disciplines: aus dem pre OBF

Camarilla*CE:V, BSC:X***Evan Rogers**

Clan: Assamite

Group: 4

Capacity: 3

Disciplines: cel qui

Independent: Blood cursed.

*LotN:PA2***Evangeline**

Clan: Brujah antitribu

Group: 2

Capacity: 4

Disciplines: cel pot pre

Sabbat*SW:C*

Eze, The Demon Prince

Clan: Guruhi

Group: 3

Capacity: 11

Disciplines: aus ANI NEC POT PRE THA

Laibon magaji: Eze gets 1 additional vote. Once each turn when Eze successfully performs a non-hunt action, he untaps after resolving that action.

*LoB:U***Ezekiel, Lord of Montreal**

Clan: Follower of Set

Group: 3

Capacity: 6

Disciplines: obf pot PRE SER

Sabbat Black Hand*BH:U2***Ezmerelda**

Clan: Ravnos

Group: 2

Capacity: 11

Disciplines: dom tha ANI CHI FOR PRE

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

*FN:R***Ezra Hawthorne**

Clan: Tremere

Group: 4

Capacity: 2

Disciplines: tha

Camarilla*KoT:V***Fabrizia Contreraz**

Clan: Malkavian antitribu

Group: 4

Capacity: 4

Disciplines: dem pot

Sabbat Archbishop of Miami: If your prey controls no ready Camarilla vampires, Fabrizia gets two fewer votes in each referendum.

*Third:V***Fahd al-Zawba'a**

Clan: Toreador

Group: 4

Capacity: 4

Disciplines: cel for pre

Camarilla*Gehenna:U***Fairuza**

Clan: Brujah antitribu

Group: 5

Capacity: 4

Disciplines: pre CEL

Sabbat: Fairuza may burn 1 blood or life from a minion controlled by your prey as a (D) action. She gets -1 bleed when bleeding a Methuselah who controls a ready minion.

*SoC:V***Fakir al Sidi**

Clan: Gangrel

Group: 4

Capacity: 11

Disciplines: abo ANI FOR PRE PRO THA

Independent: Before votes are cast, Fakir may burn 3 blood to cause the referendum of a political action to fail. He gets an optional press each combat. +1 bleed. +1 strength.

KoT:V

Falhu Shibaba

Clan: Ishtarri
Group: 3
Capacity: 8
Disciplines: ani CEL CHI FOR PRE

Laibon magaji: Any Laibon may take a (D) action that costs 1 blood to tap Falhu and cause him not to untap as normal on his next untap phase.

LoB:U

Faruq

Clan: Gangrel
Group: 2
Capacity: 8
Disciplines: dom for pot ANI PRO

Camarilla: Faruq may enter combat with any Assamite controlled by another Methuselah as a (D) action. *In that combat*, Faruq gets +1 strength.

AH:V3, Anarchs:PG

Father Juan Carlos

Clan: Brujah antitribu
Group: 4
Capacity: 6
Disciplines: aus cel pot tha PRE

Sabbat: During a bleed action, Father Juan may burn a blood to get -1 bleed and +1 stealth.

Third:PB2

Fatima al-Faqadi

Clan: Assamite
Group: 2
Capacity: 8
Disciplines: aus for CEL OBF QUI

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

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Federico di Padua

Clan: Nosferatu
Group: 5
Capacity: 7
Disciplines: ani AUS OBF POT

Camarilla: Federico gets an optional maneuver in the first round of combat.

KoT:V

Felicia Mostrom

Clan: Toreador
Group: 1
Capacity: 5
Disciplines: pre AUS CEL

Camarilla

Jyhad:V, VTES:V, Tenth:A

Feo Ramos

Clan: Pander
Group: 3
Capacity: 1
Disciplines: aus

Sabbat: During your untap phase, any older Sabbat vampire controlled by another Methuselah can burn 1 blood to tap Feo.

Anarchs:U2

Fergus Alexander

Clan: Gangrel
Group: 5
Capacity: 3
Disciplines: pot pro

Camarilla: Fergus can enter combat with a tapped Sabbat vampire as a (D) action.

KoT:V

Ferox, The Rock Lord

Clan: Gargoyle

Group: 2

Capacity: 7

Disciplines: ani FOR POT VIS

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

BL:U1

Ferox, The Rock Lord

Clan: Gargoyle

Group: 2

Capacity: 7

Disciplines: ani FOR POT VIS

Advanced, Independent: Minions opposing Ferox in combat cannot play cards that require Necromancy or Thaumaturgy. He cannot commit diablerie. Flight [FLIGHT].

Merged: Ferox gets +1 intercept when attempting to block (D) actions.

Gehenna:U

Fida'i

Clan: Assamite

Group: 2

Capacity: 2

Disciplines: cel qui

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

FN:U2

Fidus, The Shrunken Beast

Clan: Gargoyle

Group: 2

Capacity: 4

Disciplines: for tha vis

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

BL:U2

Fish

Clan: Guruhi

Group: 4

Capacity: 5

Disciplines: pre ANI POT

Laibon

LoB:U

Fleurdumal

Clan: Toreador

Group: 3

Capacity: 8

Disciplines: cel tha AUS DEM PRE

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

CE:V, BSC:X

Florentina Lengauer

Clan: Malkavian

Group: 4

Capacity: 4

Disciplines: aus OBF

Camarilla

KoT:PM2

Fode Kourouma

Clan: Guruhi

Group: 4

Capacity: 5

Disciplines: ani aus pre POT

Laibon

EK:U

Foureyes

Clan: Nosferatu

Group: 4

Capacity: 3

Disciplines: obf pot

Camarilla

KoT:V

Francesca Giovanni

Clan: Giovanni
 Group: 2
 Capacity: 4
 Disciplines: dom nec pot

Independent

DS:V, FN:PG

Francis Milliner

Clan: Giovanni
 Group: 4
 Capacity: 6
 Disciplines: pre vic NEC POT

Independent: Francis gets +1 strength in combat with a Toreador or Toreador antitribu.

LotN:PG2

Francisco Domingo de Polonia

Clan: Lasombra
 Group: 2
 Capacity: 9
 Disciplines: pro DOM OBT POT PRE

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

SW:PL

Franciscus

Clan: Caitiff
 Group: 2
 Capacity: 1
 Disciplines: aus

Camarilla: Franciscus is burned (without going into torpor) if he takes more than 3 damage during a single combat.

DS:V, Tenth:B

François "Warden" Loehr

Creed: Judge
 Group: 4
 Life: 3
 Virtues: def jud

Other Methuselahs' actions that target François cost an additional blood or life.

NoR:U

François Villon

Clan: Toreador
 Group: 2
 Capacity: 10
 Disciplines: chi obf pot AUS CEL PRE

Camarilla Prince of Paris: François may steal up to 2 blood from a younger vampire as a +1 stealth (D) action. +1 bleed.

DS:V, CE:PTo

Frank Litzpar

Clan: Nosferatu antitribu
 Group: 4
 Capacity: 5
 Disciplines: ani for pot OBF

Sabbat

Third:V

Frank Weissshadel

Clan: Tremere
 Group: 4
 Capacity: 4
 Disciplines: dom pot tha

Camarilla

KoT:V

Freddy Gage

Clan: Caitiff
 Group: 5
 Capacity: 1
 Disciplines: pot

Camarilla: Titled vampires get +1 bleed when bleeding you.

KoT:V

Frederick the Weak

Clan: Brujah antitribu
 Group: 2
 Capacity: 2
 Disciplines: pre

Sabbat

Sabbat:V, SW:U/PB

Frère Marc

Clan: Gangrel antitribu
 Group: 4
 Capacity: 6
 Disciplines: aus for PRO THA

Sabbat

Third:V

Fron dator

Clan: Tremere antitribu
 Group: 4
 Capacity: 5
 Disciplines: dom tha AUS

Sabbat bishop: Rescuing a vampire from torpor costs Frondator 1 less blood.

Third:PTr

Gabriel de Cambrai

Clan: Toreador antitribu
 Group: 4
 Capacity: 5
 Disciplines: aus cel dem obf pre

Sabbat Black Hand

Third:V

Gabrielle di Righetti

Clan: Tremere
 Group: 5
 Capacity: 10
 Disciplines: obf pot ANI AUS DOM THA

Camarilla Tremere Justicar: Gabrielle may steal 2 blood (or life) from a ready minion as a +1 stealth (D) action.

KoT:V

Gabrin

Clan: Ravnos
 Group: 2
 Capacity: 8
 Disciplines: dom for ANI CHI

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

FN:U2

Gaël Pilet

Clan: Daughter of Cacophony
 Group: 2
 Capacity: 6
 Disciplines: chi pre FOR MEL

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

BL:U1

Ganesh

Clan: Ravnos
 Group: 5
 Capacity: 6
 Disciplines: CHI DEM FOR

Independent: Ganesh gets +1 bleed when bleeding a Methuselah who controls a ready Giovanni.

LotN:U

Ganhuru

Clan: Ishtarri
 Group: 4
 Capacity: 7
 Disciplines: cel pro FOR PRE

Laibon: Ganhuru can prevent 1 non-aggravated damage each combat. If Ubende is ready, you gain a pool whenever Ganhuru successfully bleeds your prey.

LoB:PI2

Garret

Clan: Brujah
 Group: 4
 Capacity: 3
 Disciplines: pot pre

Camarilla

KoT:PB2

Gaspere Giovanni

Clan: Giovanni
Group: 2
Capacity: 6
Disciplines: cel nec POT

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

DS:V, FN:PG

Gatjil Munyarryun

Clan: Brujah antitribu
Group: 5
Capacity: 5
Disciplines: cel obt pre POT

Sabbat Black Hand

SoC:V

Gem Ghastly

Clan: Malkavian
Group: 5
Capacity: 6
Disciplines: aus DEM OBF

Camarilla primogen: You and Gem may play cards that require Ventrue as if Gem were a Ventrue.

KoT:V

Gemini

Clan: Nosferatu
Group: 3
Capacity: 5
Disciplines: ani pot obt OBF

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

CE:V/PN, BSC:X

General Perfidio Díos

Clan: Malkavian antitribu
Group: 3
Capacity: 5
Disciplines: dem obf AUS

Sabbat bishop: Perfidio may burn 1 blood to untap and attempt to block a (D) action that targets a location you control.

Anarchs:U2, BH:PM, Third:PM

Genevieve

Clan: Gangrel antitribu
Group: 2
Capacity: 10
Disciplines: aus dom ANI FOR PRO

Sabbat priscus: Genevieve gets one additional vote (in the main referendum) during each political action.

Sabbat:V, Tenth:A

Gengis

Clan: Brujah
Group: 3
Capacity: 3
Disciplines: aus cel pot

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

CE:V, Anarchs:PAG, KMW:PAI, BSC:X

Genina, The Red Poet

Clan: Samedi
Group: 3
Capacity: 8
Disciplines: aus cel for CHI OBF THN

Independent. Red List: If a blood hunt is successfully called on Genina, she goes to torpor instead of being burned. Genina gets +1 stealth on diablerie actions and on undirected actions.

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Gentha Shale

Clan: Ahrimane
 Group: 4
 Capacity: 6
 Disciplines: pot spi ANI PRE

Sabbat: Gentha gets +1 bleed when bleeding a Methuselah who controls a ready Follower of Set. Sterile.
LoB:U

George Frederick

Clan: Samedi
 Group: 2
 Capacity: 6
 Disciplines: nec obf FOR THN

Camarilla

BL:U2

Gerald Windham

Clan: Tremere
 Group: 5
 Capacity: 9
 Disciplines: AUS DOM FOR THA

Camarilla: If Gerald has no title, he gets an additional vote for each ready titled vampire controlled by other Methuselchs. +1 stealth.
KoT:V

Gerard

Clan: Ventrue antitribu
 Group: 2
 Capacity: 5
 Disciplines: aus dom for obt

Sabbat

Sabbat:V, SW:PV

Gerard Rafin

Clan: Nosferatu
 Group: 3
 Capacity: 6
 Disciplines: ani for OBF POT

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

Gharston Roland

Clan: Ravnos
 Group: 4
 Capacity: 4
 Disciplines: ani pot CHI

Sabbat: Gharston cannot act if any minion has already attempted an action this turn.
Gehenna:U

Ghivran Dalaal, The Dead God

Clan: Ravnos
 Group: 2
 Capacity: 5
 Disciplines: ani aus chi FOR

Independent

FN:U2

Giangaleazzo, The Traitor

Clan: Lasombra
 Group: 4
 Capacity: 8
 Disciplines: dom OBT POT PRE

Camarilla Prince of Milan: Any Lasombra controlled by another Methuselah can enter combat with Giangaleazzo as a (D) action. During your discard phase, if there are any Gehenna cards in play, Giangaleazzo can burn a blood to untap .
Gehenna:U

Gianmaria Giovanni

Clan: Giovanni
 Group: 5
 Capacity: 5
 Disciplines: dom nec obt POT

Independent

LotN:U

Gideon Fontaine

Clan: Ventrue
 Group: 1
 Capacity: 3
 Disciplines: PRE

Camarilla

Jyhad:V, VTES:V, Tenth:B

Gilbert Duane

Clan: Malkavian
Group: 1
Capacity: 7
Disciplines: AUS DOM OBF

Camarilla Prince of Miami

Jyhad:V, VTES:V, Tenth:A

Gillespi Giovanni

Clan: Giovanni
Group: 2
Capacity: 7
Disciplines: aus DOM NEC POT

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

FN:U2

Gillian Krader

Clan: Pander
Group: 2
Capacity: 2
Disciplines: ani dem

Sabbat: Gillian cannot attempt political actions.

Sabbat:V, Tenth:A

Giotto Verducci

Clan: Baali
Group: 2
Capacity: 7
Disciplines: for pot pre DAI OBF

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

BL:U2

Giovanni del Georgio

Clan: Giovanni
Group: 5
Capacity: 8
Disciplines: DOM NEC POT PRO

Independent: Del Georgio may remove two copies of the same card in your prey's ash heap from the game to gain 3 blood as a +1 stealth hunt action.

LotN:U

Gisela Harden, The Winnower

Clan: Harbinger of Skulls
Group: 2
Capacity: 7
Disciplines: aus dem FOR NEC

Sabbat priscus: Gisela can burn *an uncontrolled minion* in your prey's uncontrolled region as a (D) action that costs X blood, where X is the amount of blood on that *card*; any blood on that *card* is returned to your prey's pool.

BL:U2

Gitane St. Claire

Clan: Gangrel
Group: 1
Capacity: 7
Disciplines: ANI FOR PRO

Camarilla primogen

Jyhad:V, VTES:V, Tenth:A

Giuliano Vincenzi

Clan: Gangrel
Group: 1
Capacity: 2
Disciplines: for

Camarilla

Jyhad:V, VTES:V, Tenth:A

Gloria Giovanni

Clan: Giovanni
Group: 2
Capacity: 4
Disciplines: nec DOM

Independent

DS:V, FN:PG

Goratrix

Clan: Tremere antitribu

Group: 2

Capacity: 10

Disciplines: vic ANI AUS DOM THA

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

Clan: Tremere

Group: 2

Capacity: 10

Disciplines: vic ANI AUS DOM THA

Advanced, Camarilla: Goratrix can burn a Tremere antitribu as a (D) action.**Merged:** Once each action, Goratrix may burn 1 blood to get an additional +1 bleed.*BH:U2***Gotsdam, The Tired Warrior**

Clan: Ventrue

Group: 4

Capacity: 9

Disciplines: ani AUS DOM FOR PRE

Camarilla: Gotsdam may end combat as a strike that costs 1 blood. He treats aggravated damage as normal damage in combat. He is immune to frenzy cards.*KoT:PV2***Gracetius**

Clan: Brujah

Group: 5

Capacity: 10

Disciplines: ANI CEL POT PRE QUI

Camarilla: While you have the Edge, Gracetius may play reaction cards and attempt to block as if untapped. +1 strength.*KoT:V***Gracis Nostinus**

Clan: Ventrue

Group: 3

Capacity: 7

Disciplines: aus for DOM PRE

Camarilla Primogen: If a younger vampire attempts to block Gracis and fails, tap that vampire at the end of the action.*CE:V, BSC:X***Graham Gottesman**

Clan: Ventrue

Group: 5

Capacity: 7

Disciplines: obf pre tha DOM FOR

Camarilla Prince of Miami*KoT:V***Gratiano**

Clan: Lasombra

Group: 2

Capacity: 8

Disciplines: obf pot DOM OBT

Sabbat priscus: Gratiano gets one additional vote during the prisci sub-referendum. +1 bleed.*Sabbat:V, SW:U/PL***Gravitnir**

Clan: Malkavian antitribu

Group: 4

Capacity: 10

Disciplines: AUS CEL DEM OBF VIC

Sabbat priscus: During a political action, if Gravitnir is ready, he may burn a blood to force the acting vampire to abstain (this can cancel that vampire's votes).*Third:V*

Greensleeves

Clan: Nosferatu antitribu

Group: 4

Capacity: 7

Disciplines: for pot ANI OBF

Sabbat priscus: If you also control Humo, Greensleeves may burn a blood to give Humo +1 bleed once each action.

Third:V

Greger Anderssen

Clan: Malkavian

Group: 2

Capacity: 7

Disciplines: dom pro AUS OBF

Camarilla Prince of Stockholm

DS:V, CE:PM

Grendel the Worm-Eaten

Clan: Nosferatu

Group: 1

Capacity: 5

Disciplines: ani pot OBF

Camarilla: While Grendel is ready, you may look at the top card of your crypt.

Jyhad:V, VTES:V, Tenth:B

Greta Kircher

Clan: Toreador antitribu

Group: 2

Capacity: 7

Disciplines: obf AUS CEL PRE

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

SW:C, BH:PTo

Gualtiero Ghiberti

Clan: Giovanni

Group: 4

Capacity: 7

Disciplines: cel pot tha DOM NEC

Independent: Once each turn when another Giovanni announces an action or strike that requires Necromancy, Gualtiero may burn a blood to increase the stealth of that action or the damage done or blood burned by that action or strike by 1 (even if stealth is not yet needed).

LoB:U

Guedado

Clan: Tzimisce

Group: 4

Capacity: 4

Disciplines: aus obf vic

Laibon

Third:V

Guido Lucciano

Clan: Lasombra

Group: 2

Capacity: 5

Disciplines: dom obf OBT

Sabbat

Sabbat:V, SW:U

Guillaume Giovanni

Clan: Giovanni

Group: 4

Capacity: 9

Disciplines: obt CEL DOM NEC POT

Independent: While Guillaume is ready, you get +1 hand size for each location you control. Guillaume gets +1 stealth on recruit and employ actions.

LotN:PG2

Guillermo Arsuaga

Clan: Toreador antitribu

Group: 4

Capacity: 6

Disciplines: aus for CEL PRE

Sabbat: A haven played on or by Guillermo costs 1 less blood or pool.*Gehenna:U***Gunnar**

Clan: Gangrel

Group: 4

Capacity: 4

Disciplines: for PRO

Independent*KoT:V***Gunther, Beast Lord**

Clan: Gangrel

Group: 1

Capacity: 7

Disciplines: aus for pro ANI

Camarilla: During your discard phase, Gunther may burn 1 blood to untap.*Jyhad:V, VTES:V, Tenth:B***Gustaphe Brunnelle**

Clan: Nosferatu

Group: 4

Capacity: 8

Disciplines: obf ANI DOM POT

Camarilla primogen: Gustaphe can enter combat with a minion controlled by your predator or prey as a (D) action.*KoT:V***Gustav Breidenstein**

Clan: Ventrue

Group: 4

Capacity: 10

Disciplines: aus cel pot DOM FOR PRE

Camarilla Prince of Berlin: Gustav may tap during a referendum to gain 5 additional votes. +1 bleed.*KoT:PV2***Gustav Mallenhous**

Clan: Ventrue antitribu

Group: 2

Capacity: 8

Disciplines: for obt AUS DOM

Sabbat priscus: Gustav can remove a bishop's or archbishop's title as a (D) action. +1 bleed.*FN:U2***Gustavo Morales**

Clan: Gangrel

Group: 3

Capacity: 4

Disciplines: ani cel for

Independent*Anarchs:U2***Gwen Brand**

Clan: Ravnos

Group: 5

Capacity: 3

Disciplines: aus chi

Independent: During your untap phase, if any other Methuselah controls a Gehenna card, put a founder counter on Gwen. If she has at least 4 founder counters, she has [ANI][AUS][CHI][FOR], +1 bleed, and she gains 1 capacity.*LotN:U***Gwendolyn**

Clan: Brujah

Group: 2

Capacity: 11

Disciplines: aus tha CEL FOR POT PRE

Camarilla Inner Circle: +2 bleed.*DS:V, CE:PB*

Gwyedd

Clan: Gangrel

Group: 4

Capacity: 10

Disciplines: tem ANI DEM FOR POT PRO

Camarilla primogen: When Gwyedd is performing an undirected action, any younger vampire who attempts to block and fails is tapped after resolution.

KoT:V

Haakon Mortensen

Clan: Gangrel antitribu

Group: 2

Capacity: 8

Disciplines: ANI FOR PRO

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

FN:U2

Hadrian Garrick

Clan: Follower of Set

Group: 2

Capacity: 4

Disciplines: obf pre

Independent: +1 strength.

AH:V3, FN:PS

Hafsa, The Watcher

Clan: Assamite

Group: 5

Capacity: 6

Disciplines: aus cel OBF QUI

Camarilla: Camarilla vampires must burn 1 blood to attempt to block Hafsa. Assamites get +1 bleed when bleeding you. Blood cursed.

LotN:U

Hagar Stone

Clan: Malkavian antitribu

Group: 5

Capacity: 6

Disciplines: obf AUS DEM

Sabbat Black Hand: While Hagar is ready, you have +1 hand size. While Hagar is untapped, do not replace cards you play on your turn until Hagar taps or your turn ends.

SoC:V

Halim Bey

Clan: Follower of Set

Group: 4

Capacity: 6

Disciplines: obf tha DOM SER

Independent: While Halim is ready, mummies you control get +1 stealth.

LotN:PS2

Hanna Redmonds

Clan: Caitiff

Group: 3

Capacity: 2

Disciplines: obf tha

Camarilla: An older vampire opposing Hanna gets one optional maneuver or press on the first round of combat.

Anarchs:U2

Hannibal

Clan: Malkavian antitribu

Group: 2

Capacity: 10

Disciplines: cel dom AUS DEM OBF

Sabbat cardinal: Hannibal may steal up to 2 blood from any Sabbat vampire as a (D) action.

Sabbat:V, SW:U, BH:U2/PM

Hannibal

Clan: Malkavian antitribu
Group: 2
Capacity: 10
Disciplines: cel dom AUS DEM OBF

Advanced, Sabbat cardinal: Once during each Methuselah's minion phase, Hannibal may burn 2 blood to untap.
Promo-20040409

Hannigan

Clan: Tremere antitribu
Group: 2
Capacity: 5
Disciplines: dom AUS THA

Sabbat

FN:U2

Hardestadt

Clan: Ventrue
Group: 4
Capacity: 11
Disciplines: cel pro DOM FOR POT PRE

Camarilla Ventrue Inner Circle: Any vampire contesting Hardestadt's title must yield during his or her untap phase. +1 bleed. +2 strength.
KoT:PV2

Harika Guljan

Clan: Assamite
Group: 2
Capacity: 3
Disciplines: QUI

Independent: (Blood Cursed).
AH:V3, FN:PA

Harold Tanner

Clan: Nosferatu
Group: 4
Capacity: 6
Disciplines: ani dom obf POT

Camarilla: When Harold is in combat, the controller of the opposing minion plays with an open hand.
KoT:V

Harold Zettler, Pentex Director

Clan: Malkavian antitribu
Group: 4
Capacity: 9
Disciplines: vic AUS DEM OBF POT

Sabbat: Giovanni get +1 bleed when bleeding you. +1 stealth.
Third:PM

Harrod

Clan: Nosferatu
Group: 2
Capacity: 11
Disciplines: aus pre ANI CEL OBF POT

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

Harry Reese

Clan: Gangrel antitribu
Group: 3
Capacity: 6
Disciplines: cel obf FOR PRO

Sabbat: Damage-dealing strikes Harry makes against non-mortal allies are at +1 damage.
Anarchs:U2, KMW:PG

Hartmut Stover

Clan: Gangrel antitribu
Group: 3
Capacity: 10
Disciplines: dom for CEL OBF PRO

Sabbat Archbishop of Berlin: Any vampire voting against a referendum called by Hartmut burns 1 blood when the results are tallied. You may burn the Edge during your discard phase to gain 1 pool.
Gehenna:U, KMW:PG

Hasani

Clan: Akunanse
 Group: 4
 Capacity: 4
 Disciplines: for ABO

Laibon

LoB:U

Hasina Kesi

Clan: Caitiff
 Group: 1
 Capacity: 1
 Disciplines: pot

Camarilla: Burn 1 pool each time Hasina goes into torpor.

Jyhad:V, VTES:V, Tenth:A

Hazimel

Clan: Ravnos
 Group: 4
 Capacity: 11
 Disciplines: dem ANI AUS CHI FOR POT

Independent: Hazimel has 2 votes (titled). *Other Methuselahs'* non-Ravnos vampires must burn 2 blood to attempt an action that targets Hazimel or a card or counter on him. +1 bleed.

Gehenna:U

Heather Florent, The Opportunist

Clan: Ventrue
 Group: 1
 Capacity: 6
 Disciplines: dom FOR PRE

Camarilla: If you gain pool from the Edge, you may move it to Heather (instead of putting it in your pool).

Jyhad:V, VTES:V, Tenth:B

Hector Sosa

Clan: Brujah
 Group: 1
 Capacity: 4
 Disciplines: pre POT

Camarilla

Jyhad:V, VTES:V, Tenth:B

Hector Trelane

Clan: Tremere
 Group: 4
 Capacity: 5
 Disciplines: dom nec AUS THA

Independent: Hector can play strikes that require Thaumaturgy that are not usable on the first round during the first round of combat. If Hector is sent to torpor or burned in combat, he is burned, and the controller of the opposing minion gains 4 pool.

Gehenna:U

Heinrick Schlempt

Clan: Tremere antitribu
 Group: 2
 Capacity: 2
 Disciplines: tha

Sabbat

Sabbat:V, BH:PT

Hektor

Clan: Brujah antitribu
 Group: 4
 Capacity: 9
 Disciplines: for CEL POT PRE QUI

Sabbat priscus: Damage from Hektor's hand strikes is aggravated. Baali get +1 bleed when bleeding you.

Third:PB2

Helena

Clan: Toreador
 Group: 3
 Capacity: 10
 Disciplines: obf pre tha AUS CEL DOM

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

CE:V, BSC:X

Helena

Clan: Toreador
Group: 3
Capacity: 10
Disciplines: dai obf pre tha AUS CEL DOM

Advanced, Independent: Helena pays no blood costs for reaction cards that require Auspex or Dominate. Infernal.

Merged: Helena is immune to damage from demons and gains 1 level of Daimoinon and Obtenebration.

Promo-20051001

Helena Casimir

Clan: Ventrue
Group: 1
Capacity: 9
Disciplines: cel for DOM POT PRE

Camarilla primogen: +1 bleed.

Jyhad:V, VTES:V, Tenth:A

Henri Lavenant

Clan: Lasombra
Group: 3
Capacity: 7
Disciplines: pot qui DOM OBT

Sabbat Black Hand: You have +1 hand size while Henri is in combat.

BH:U2

Henry Taylor

Clan: Brujah antitribu
Group: 3
Capacity: 6
Disciplines: cel pre pro POT

Sabbat: After an action, you may move a combat card Henry played during that action from your ash heap to the top of your library.

BH:U2

Herbert Westin

Clan: Brujah
Group: 4
Capacity: 5
Disciplines: pot OBF PRE

Camarilla: When Herbert successfully performs an equip action, you may draw an additional card (discard afterward).

KoT:PB2

Hermana Hambrienta Mayor

Clan: Blood Brother
Group: 4
Capacity: 4
Disciplines: for pot san

Sabbat. Mexico City Circle: Hermanas are not unique. When moved to the ready region in your influence phase, this vampire burns 2 blood or is burned.

LoB:C

Hermana Hambrienta Menor

Clan: Blood Brother
Group: 4
Capacity: 2
Disciplines: pot san

Sabbat. Mexico City Circle: Hermanas are not unique. When moved to the ready region in your influence phase, this vampire burns 2 blood or is burned.

LoB:C

Hesha Ruhadze

Clan: Follower of Set
Group: 2
Capacity: 6
Disciplines: ani obf pre SER

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

Promo-20010302, FN:PS

Hester Reed

Clan: Lasombra
 Group: 3
 Capacity: 3
 Disciplines: obt pot

Sabbat

BH:U2

Hezekiah Rutledge

Clan: Brujah
 Group: 4
 Capacity: 5
 Disciplines: ani cel pot PRE

Camarilla

Gehenna:U

High Priest Angra Mainyu

Clan: Baali
 Group: 2
 Capacity: 8
 Disciplines: dem ser OBF PRE DAI

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

BL:U2

Homa

Clan: Osebo
 Group: 4
 Capacity: 6
 Disciplines: AUS CEL POT

Laibon

LoB:U

Honest Abe

Clan: Brujah
 Group: 5
 Capacity: 2
 Disciplines: pre

Camarilla

KoT:V

Honorine Ateba

Clan: Ishtarri
 Group: 4
 Capacity: 6
 Disciplines: cel nec FOR PRE

Laibon

LoB:PI2

Horatio

Clan: Tzimisce
 Group: 2
 Capacity: 2
 Disciplines: vic

Sabbat

Sabbat:V, SW:U/PT

Horatio Ballard

Clan: Ventrue
 Group: 3
 Capacity: 7
 Disciplines: aus DOM FOR PRE

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

CE:V, BSC:X

Horrock

Clan: Gangrel
 Group: 3
 Capacity: 6
 Disciplines: vic ANI PRO

Independent: Protean cards cost Horrock 1 less blood to play.

Anarchs:U2

Howler

Clan: Ahrimane
 Group: 2
 Capacity: 8
 Disciplines: obf ANI PRE SPI

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

BL:U1

Hrothulf

Clan: Ventrue
Group: 3
Capacity: 8
Disciplines: dom pot pro CEL FOR PRE

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

CE:V, Anarchs:PAG, BSC:X

Huang, Blood Cultist

Clan: Pander
Group: 2
Capacity: 1
Disciplines: pro

Sabbat: Any Gangrel antitribu controlled by another Methuselah may enter combat with Huang as a (D) action.

Sabbat:V, SW:U

Hugo

Clan: Brujah antitribu
Group: 2
Capacity: 4
Disciplines: pre vic POT

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

Sabbat:V, SW:PB

Huitzilopochtli

Clan: Baali
Group: 2
Capacity: 10
Disciplines: AUS DAI DOM OBF PRE POT

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

BL:R2

Hukros

Clan: Gangrel antitribu
Group: 4
Capacity: 10
Disciplines: abo cel ANI OBF PRO VIC

Sabbat: During your untap phase, you may move a card from your hand to Hukros face down. You may look at the card at any time. Hukros may play that card as if from your hand.

Third:V

Humo

Clan: Nosferatu antitribu
Group: 4
Capacity: 6
Disciplines: obf obt ANI POT

Sabbat: If you also control Greensleeves and he is ready, Humo may burn a blood to give Greensleeves +1 stealth once each action.

Third:V

Husamettin

Clan: Assamite
Group: 2
Capacity: 8
Disciplines: pot pre CEL OBF QUI

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

AH:V3, FN:PA

Ian Forestal

Clan: Tremere antitribu
Group: 2
Capacity: 8
Disciplines: AUS DOM THA

Sabbat: Ian may play cards that require a Discipline as though he has the basic level of that Discipline. Each Master: Discipline card placed on him gives him the superior level of that Discipline.

Sabbat:V, BH:PT

Ian Wallingford

Clan: Toreador antitribu
 Group: 2
 Capacity: 6
 Disciplines: aus CEL PRE

Sabbat bishop

Sabbat:V, BH:PTo

Ibn Khaldun, Scholar

Clan: True Brujah
 Group: 4
 Capacity: 7
 Disciplines: for POT PRE TEM

Independent: During your discard phase, Ibn Khaldun may burn a blood to untap. He cannot use cards that require Celerity. Scarce.

LoB:U

Icarus, The Manchurian

Clan: Nosferatu antitribu
 Group: 4
 Capacity: 7
 Disciplines: ani for pro OBF POT

Sabbat: When Icarus bleeds a Methuselah successfully, you may look at that Methuselah's hand.

Third:V

Idalia, Prophet of Guadalajara

Clan: Malkavian antitribu
 Group: 2
 Capacity: 4
 Disciplines: dem AUS

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

Idrissa

Clan: Osebo
 Group: 4
 Capacity: 4
 Disciplines: aus CEL

Laibon

LoB:U

Ignacio, The Black Priest

Clan: Lasombra
 Group: 2
 Capacity: 4
 Disciplines: dom obt pot

Sabbat

Sabbat:V, SW:U/PL

Ignatius

Clan: Tremere
 Group: 1
 Capacity: 4
 Disciplines: aus dom tha

Camarilla

Jyhad:V, VTES:V, Tenth:A

Ignazio Giovanni

Clan: Giovanni
 Group: 3
 Capacity: 9
 Disciplines: obf DOM FOR NEC POT

Independent: Ignazio can enter combat with a vampire of capacity less than 7 controlled by your predator or prey as a (D) action. +1 strength.

BH:U2

Igo the Hungry

Clan: Caitiff
 Group: 1
 Capacity: 1
 Disciplines: pre pro

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

Jyhad:V, VTES:V, Tenth:B

Iliana

Clan: Gangrel
 Group: 2
 Capacity: 7
 Disciplines: tha DOM FOR PRO

Camarilla: Contracts cannot be placed on Iliana.

AH:V3, Anarchs:PG

Ilias cel Frumos

Clan: Tzimisce
 Group: 4
 Capacity: 3
 Disciplines: aus vic

Sabbat

Third:V

Ilse

Clan: Blood Brother
 Group: 2
 Capacity: 6
 Disciplines: for pro POT SAN

Sabbat. Torrance Circle: Sterile.

BL:U1

Ilyana Ravidovich

Clan: Ventrue
 Group: 3
 Capacity: 5
 Disciplines: aus dom for pre

Camarilla: You get 2 additional votes in any referendum to call a blood hunt on Ilyana. Once each action, Ilyana may burn 1 blood to get +1 intercept.

CE:V, Anarchs:PAB, BSC:X

Imogen

Clan: Malkavian antitribu
 Group: 2
 Capacity: 9
 Disciplines: obf pro vic AUS DEM

Sabbat Archbishop of Miami: Imogen may exchange a random card from the hand of your prey or predator with a *library* card from that Methuselah's ash heap as a +1 stealth (D) action.

Sabbat:V, BH:PM

Inez "Nurse216" Villagrande

Creed: Innocent
 Group: 4
 Life: 3
 Virtues: inn

When Inez enters play, you may search your library (shuffle afterward) or hand for a power that requires innocence and put it on her.

NoR:U

Ingram Frizer

Clan: Nosferatu antitribu
 Group: 3
 Capacity: 6
 Disciplines: ani pot AUS OBF

Sabbat Black Hand

BH:PN

Ingrid Rossler

Clan: Gangrel
 Group: 2
 Capacity: 9
 Disciplines: dom ANI FOR PRO

Camarilla Prince of Geneva: If Ingrid is ready, you get two additional transfers during your influence phase.

DS:V, Anarchs:PG

Ingrid Russo

Clan: Ventrue antitribu
 Group: 2
 Capacity: 4
 Disciplines: for DOM

Sabbat

Sabbat:V, SW:U/PV

Iniko, The Black Lion

Clan: Guruhi
 Group: 4
 Capacity: 9
 Disciplines: cel ANI OBT POT PRE

Laibon: +1 stealth.

LoB:U

Intisar

Clan: Follower of Set

Group: 2

Capacity: 8

Disciplines: cel pot OBF PRE SER

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

*FN:PS***Ira Rivers**

Clan: Toreador

Group: 3

Capacity: 7

Disciplines: ani pre AUS CEL

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

*CE:V, Anarchs:PAB, BSC:X***Iris Bennett**

Clan: Caitiff

Group: 5

Capacity: 1

Disciplines: pro

Camarilla: When an older vampire blocks Iris, his or her controller may look at your hand (before combat, if any).

*KoT:V***Isabel de Leon**

Clan: Toreador

Group: 2

Capacity: 3

Disciplines: AUS

Camarilla*AH:V3, CE:PTo***Isabel Giovanni**

Clan: Giovanni

Group: 2

Capacity: 5

Disciplines: pot DOM NEC

Independent*FN:PG***Ismitta**

Clan: Osebo

Group: 4

Capacity: 4

Disciplines: aus cel pot

Laibon*LoB:PO2***Isouda de Blaise**

Clan: Toreador antitribu

Group: 4

Capacity: 7

Disciplines: aus CEL OBF PRE

Sabbat: You may burn the Edge during your discard phase to untap Isouda.

*Third:V***Itzahk Levine**

Clan: Ventrue

Group: 2

Capacity: 3

Disciplines: cel pre

Camarilla*AH:V3, CE:PV***Ivan Krenyenko**

Clan: Ravnos

Group: 2

Capacity: 10

Disciplines: obf ANI CHI FOR POT

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

FN:U2

Izhim abd Azrael

Clan: Assamite
 Group: 5
 Capacity: 9
 Disciplines: pot CEL OBF QUI THA

Sabbat Black Hand Seraph: Cards that require Quietus cost Izhim 1 less blood. Weapons cost him 1 less pool or blood. (The blood curse does not affect Izhim.)
LotN:U

J. Oswald "Ozzy" Hyde-White

Clan: Malkavian
 Group: 3
 Capacity: 8
 Disciplines: dom pre AUS FOR OBF

Camarilla primogen: During your untap phase, roll a 6-sided die. On a 1 or 2, Ozzy gets +1 stealth; on a 5 or 6, Ozzy gets -1 bleed and +1 strength. This effect lasts until your next untap phase.
CE:V, BSC:X

Jack

Clan: Blood Brother
 Group: 2
 Capacity: 6
 Disciplines: cel for pot san

Sabbat. Torrance Circle: You may tap Jack when you play a Master: location (unique or not) to reduce the cost of that location by 1 pool. +1 strength. Sterile.
BL:U1

Jack "Hannibal137" Harmon

Creed: Defender
 Group: 4
 Life: 4
 Virtues: def jud

Jack gets an optional maneuver on the first round of combat.
NoR:U

Jack Dawson

Clan: Samedi
 Group: 2
 Capacity: 8
 Disciplines: cel nec qui thn FOR OBF

Independent: When you move Jack from your uncontrolled region to your ready region, you may equip him with a weapon card from your hand (pay the cost to equip as normal).
BL:U1

Jack Dawson

Clan: Samedi
 Group: 2
 Capacity: 8
 Disciplines: cel nec qui thn FOR OBF

Advanced, Independent: Once each round when Jack strikes with a weapon, he may burn a blood to get an additional strike only usable to strike with the same weapon. He gets first strike when in combat with a werewolf.
LoB:U

Jack Drake

Clan: Brujah
 Group: 4
 Capacity: 8
 Disciplines: pre tha CEL POT

Independent. Anarch: When you put a younger vampire in play from your uncontrolled region, that vampire may burn a blood to become anarch. +1 strength.
TR:U

Jack Tredegar

Clan: Ventrue
 Group: 5
 Capacity: 2
 Disciplines: pre

Camarilla

KoT:V

Jackie

Clan: Malkavian antitribu
 Group: 4
 Capacity: 3
 Disciplines: DEM

Sabbat

Third:V

Jacko

Clan: Brujah antitribu
 Group: 2
 Capacity: 8
 Disciplines: obt CEL POT PRE

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

Sabbat:V, SW:U

Jackson Asher

Clan: Ventrue
 Group: 4
 Capacity: 2
 Disciplines: dom

Camarilla

KoT:PV2

Jacob Bragg

Clan: Brujah antitribu
 Group: 2
 Capacity: 3
 Disciplines: cel pot

Sabbat

Sabbat:V, SW:PB

Jacob Fermor

Clan: Gangrel
 Group: 4
 Capacity: 5
 Disciplines: ani tha PRO

Independent: While Jacob is ready, werewolves you control get +1 bleed. Jacob gets an optional press each combat.

TR:U

Jacob, The Glitch

Clan: Tremere antitribu
 Group: 3
 Capacity: 2
 Disciplines: THA

Sabbat: Jacob's capacity is increased by 4 while he is controlled. Your predator can use a master phase action to discard a master card to force you to discard your hand. Draw back up to your hand size afterward.

Gehenna:U

Jacques Molay

Clan: Brujah antitribu
 Group: 4
 Capacity: 9
 Disciplines: obf val CEL POT PRE

Sabbat: Jacques may enter combat with an ally or younger vampire as a (D) action. +1 strength.

Third:V

Jaggedy Andy

Clan: Pander
 Group: 4
 Capacity: 1
 Disciplines: pot

Sabbat: Whenever Andy goes to torpor, you must discard two cards at random from your hand. (Draw up to your hand size afterward.)

Third:V

Jalal Sayad

Clan: Assamite
 Group: 2
 Capacity: 6
 Disciplines: pot CEL QUI

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

FN:U2

Jalan-Aajav

Clan: Gangrel antitribu

Group: 3

Capacity: 9

Disciplines: ani CEL FOR POT PRO

Sabbat Black Hand Seraph: Once each round, Jalan may burn 1 blood to treat aggravated damage as normal. He gets 1 optional press each combat.

*BH:U2***Jamal**

Clan: Assamite

Group: 5

Capacity: 10

Disciplines: pot CEL OBF PRE PRO QUI

Independent. Red List: Jamal has 2 votes (titled). He gets +1 strength in combat with allies and Camarilla vampires. +1 bleed. Blood cursed.

*LotN:U***Jan Pieterzoon**

Clan: Ventrue

Group: 2

Capacity: 7

Disciplines: pot pre DOM FOR

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

*FN:U, CE:PV***Jan Pieterzoon**

Clan: Ventrue

Group: 2

Capacity: 7

Disciplines: pot pre DOM FOR

Advanced, Independent: Jan may burn 3 blood to cancel a Gehenna card as it is played.

Merged: If Jan is Independent and there are any Gehenna cards in play, Jan gets 3 additional votes in each referendum.

*Gehenna:U***Jane Sims**

Clan: Tzimisce

Group: 4

Capacity: 4

Disciplines: ani aus pro VIC

Sabbat: Non-combat cards cost Jane an additional blood.

*KMW:U, Third:PTz***Janey Pickman**

Clan: Gangrel antitribu

Group: 4

Capacity: 6

Disciplines: for ANI PRO

Sabbat: Once each round, Janey can burn 1 blood to make the damage from her hand strikes aggravated for the current round.

*KMW:U***Janine**

Clan: Tremere antitribu

Group: 4

Capacity: 4

Disciplines: aus dom tha

Sabbat*Third:PTr***Jann Berger**

Clan: Brujah

Group: 4

Capacity: 10

Disciplines: dem for CEL POT PRE

Camarilla Prince of Monaco: Cards that require Potence cost Jann 1 less blood. +1 bleed.

KoT:PB2

Janni

Clan: Assamite
 Group: 4
 Capacity: 5
 Disciplines: cel for obf qui

Independent: Janni inflicts an additional damage when striking with a weapon. She may enter combat with a ready Follower of Set controlled by another Methuselah as (D) action.
 (Blood Cursed)
KMW:U

Jara Drory

Clan: Nosferatu
 Group: 3
 Capacity: 7
 Disciplines: aus pot ANI OBF

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

Jaroslav Pascek

Clan: Brujah
 Group: 3
 Capacity: 10
 Disciplines: for obf CEL POT PRE

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

Jason, The World's Voice

Clan: Malkavian
 Group: 3
 Capacity: 8
 Disciplines: for AUS DEM OBF

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

Javier Montoya

Clan: Tremere
 Group: 2
 Capacity: 9
 Disciplines: ani cel pre AUS THA

Camarilla Prince of Barcelona: Javier burns 1 less blood when rescuing a vampire in torpor. +1 bleed.
DS:V, CE:PT

Jayakumar

Clan: Ravnos
 Group: 5
 Capacity: 6
 Disciplines: chi tha ANI FOR

Independent: Jayakumar may steal an equipment from any minion as a (D) action that costs 2 blood.
LotN:U

Jayne Jonestown

Clan: Brujah antitribu
 Group: 4
 Capacity: 2
 Disciplines: PRE

Sabbat. Red List: Jayne gets an additional +1 stealth when hunting, but -1 stealth on any other actions. If Jayne is ready during your untap phase and the Society of Leopold is in play, you may move the Society to any ready vampire.
KMW:PA

Jazz Wentworth

Clan: Ventrue
 Group: 1
 Capacity: 5
 Disciplines: dom for PRE

Camarilla: If the Edge is not controlled, Jazz may give you control of it as a +1 stealth action.
Jyhad:V, VTES:V, Tenth:A

Jefferson Foster

Clan: Ventrue antitribu
 Group: 4
 Capacity: 6
 Disciplines: for tha AUS DOM

Sabbat

Third:V

Jeffrey Mullins

Clan: Gangrel antitribu
 Group: 4
 Capacity: 4
 Disciplines: cel OBF

Sabbat

KMW:PG2

Jennie "Cassie247" Orne

Creed: Visionary
 Group: 4
 Life: 5
 Virtues: inn jud vis

Any incapacitated imbued may move to the ready region *and gain a life (not to exceed his or her starting amount)* by burning 2 conviction [2 CONVICTION] during any Methuselah's un-tap phase.

NoR:U

Jennifer "Flame61" Vidisania

Creed: Avenger
 Group: 4
 Life: 4
 Virtues: ven vis

Weapons cost Jennifer 1 less pool or blood. +1 bleed. -1 stealth.

NoR:U

Jephta Hester

Clan: Ventrue antitribu
 Group: 4
 Capacity: 5
 Disciplines: aus DOM FOR

Sabbat

Third:V

Jeremiah Noble

Clan: Brujah antitribu
 Group: 3
 Capacity: 6
 Disciplines: obt pre CEL POT

Sabbat

Anarchs:U2

Jeremy "Wix" Wyzchovsky

Clan: Nosferatu
 Group: 4
 Capacity: 5
 Disciplines: ani obf pot

Camarilla: Jeremy may bleed at +1 bleed as a (D) action.

KoT:V

Jeremy MacNeil

Clan: Brujah
 Group: 3
 Capacity: 7
 Disciplines: cel chi AUS POT PRE

Camarilla

CE:V, Anarchs:PAB2, BSC:X

Jeremy MacNeil

Clan: Brujah
 Group: 3
 Capacity: 8
 Disciplines: cel chi AUS POT PRE

Advanced, Independent: Jeremy can enter combat with a younger vampire controlled by your predator or prey as a (D) action.

Merged: Anarch Baron of Los Angeles

Anarchs:U/PAB

Jeremy Talbot

Clan: Malkavian
 Group: 3
 Capacity: 4
 Disciplines: dem obf

Camarilla: During your untap phase, check your pool total. Jeremy gains 1 blood if your pool total is even and burns 1 blood if your pool total is odd.

Anarchs:U2

Jerry

Clan: Blood Brother
 Group: 2
 Capacity: 5
 Disciplines: cel for pot SAN

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

BL:U1

Jesse Menks

Clan: Ventrue antitribu
 Group: 3
 Capacity: 8
 Disciplines: ani AUS DOM FOR

Sabbat Archbishop of Amsterdam: If you play a Gehenna card and Jesse is ready, he untaps.

Gehenna:U

Jessica

Clan: Toreador antitribu
 Group: 2
 Capacity: 7
 Disciplines: AUS CEL OBT PRE

Sabbat bishop

Sabbat:V, BH:U2/PTo

Jessica

Clan: Toreador antitribu
 Group: 2
 Capacity: 8
 Disciplines: AUS CEL OBT PRE

Advanced, Sabbat bishop: Jessica gets +1 stealth on political actions.

Merged: Archbishop of Brussels

BH:PTo, Promo-20040409

Jesús Alcalá

Clan: Gangrel antitribu
 Group: 3
 Capacity: 2
 Disciplines: cel

Sabbat

BH:U2, KMW:PG

Jezebelle

Clan: Gangrel
 Group: 4
 Capacity: 4
 Disciplines: ani for pro

Camarilla: If you don't control a ready prince, Jezebelle gets an additional vote in any referendum to declare a prince called by another vampire.

Gehenna:U

Jibade el-Bahrawi

Clan: Ishtarri
 Group: 4
 Capacity: 9
 Disciplines: aus CEL DEM FOR PRE

Laibon: Jibade gets +1 stealth when recruiting, employing, or taking an action to put a vampire in play. Allies and retainers cost him 1 less blood or pool.

LoB:PI2

Jibade el-Bahrawi

Clan: Ishtarri
 Group: 4
 Capacity: 9
 Disciplines: aus CEL DEM FOR PRE

Laibon: If Jibade is ready, he may burn a blood and tap X Aye on him to prevent X damage to any ally or retainer in combat.

EK:U

Jimmy Dunn

Clan: Pander
 Group: 2
 Capacity: 4
 Disciplines: for CEL POT

Sabbat: Jimmy Dunn cannot be contested. If a second Jimmy comes into play, burn the first Jimmy in play instead of contesting him.

Sabbat:V, Tenth:B

Jing Wei

Clan: Tremere
 Group: 1
 Capacity: 3
 Disciplines: dom tha

Camarilla

Jyhad:V, VTES:V, Tenth:B

João Bilé

Clan: Ventrue
 Group: 4
 Capacity: 5
 Disciplines: pre DOM FOR

Camarilla: While João has no title, he cannot block titled vampires. He gets +1 stealth on actions to put vampires into play.

KoT:PV2

Joaquin Murietta

Clan: Toreador
 Group: 3
 Capacity: 9
 Disciplines: obf pre qui AUS CEL

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

CE:V, BSC:X

Joaquina Amaya

Clan: Ravnos
 Group: 2
 Capacity: 6
 Disciplines: ANI CHI FOR

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

DS:V, FN:PR

Joe "Boot" Hill

Clan: Assamite
 Group: 4
 Capacity: 7
 Disciplines: for obf CEL QUI

Sabbat Black Hand: Joe can enter combat with a werewolf ally controlled by another Methuselah as a +1 stealth (D) action. Joe gets an optional maneuver in that combat. +1 strength. (The Blood Curse does not affect Joe.)

KMW:U

Johan Wrede

Clan: Caitiff
 Group: 4
 Capacity: 1
 Disciplines: tha

Camarilla: While Johan is bleeding, any older vampire can burn 1 blood to reduce the bleed amount by 1.

KoT:V

Johann Matheson

Clan: Ravnos
 Group: 5
 Capacity: 4
 Disciplines: ani aus chi

Independent: Ecstasy, The Jones and XTC-Laced Blood cannot target Johann.

LotN:U

Johannes Castelein

Clan: Ventrue
 Group: 4
 Capacity: 9
 Disciplines: DEM DOM FOR PRE

Camarilla Prince of Amsterdam: If a political action card Johannes plays or a referendum he calls is canceled, the Methuselah canceling it burns 2 pool.

KoT:PV2

John "Cop90" O'Malley

Creed: Avenger

Group: 4

Life: 4

Virtues: jud ven

John may enter combat with a monster as a (D) action that costs 1 conviction [1 CONVICTION].

NoR:U

John Paleologus

Clan: Tzimisce

Group: 3

Capacity: 9

Disciplines: pot ANI AUS CEL VIC

Sabbat Archbishop of Istanbul: During your untap phase, if John is ready, he may burn 2 blood to cause your prey to burn 1 pool.

Gehenna:U

Jonathan Gursel

Clan: Toreador antitribu

Group: 4

Capacity: 3

Disciplines: aus pre

Sabbat

Third:V

Jorge De La Muerte, The Agent

Clan: Samedi

Group: 2

Capacity: 7

Disciplines: cel for nec OBF THN

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

BL:U2

Josef

Clan: Nosferatu antitribu

Group: 2

Capacity: 4

Disciplines: ani obf obt

Sabbat

Sabbat:V, BH:PN

Josef von Bauren

Clan: Nosferatu

Group: 4

Capacity: 11

Disciplines: cel ANI DEM OBF POT

Camarilla Nosferatu Inner Circle: You may use a discard phase action to discard a card at random from your predator or prey's hand. +1 bleed. +1 stealth.

KoT:V

Joseph Cambridge

Clan: Nosferatu antitribu

Group: 4

Capacity: 6

Disciplines: ani dom obf POT

Sabbat bishop: Joseph gets an additional +1 stealth on political actions.

Third:V

Joseph DiGiacomo

Clan: Ventrue

Group: 5

Capacity: 6

Disciplines: aus dom for PRE

Camarilla: Joseph untaps whenever any Methuselah puts a master: location in play.

KoT:V

Joseph O'Grady

Clan: Ventrue antitribu

Group: 3

Capacity: 7

Disciplines: aus cel DOM FOR

Sabbat: During a referendum, Joseph may burn 1 blood to gain 1 vote. +1 strength.

Anarchs:U2

Joshua Tarnopolski

Clan: Brujah

Group: 3

Capacity: 7

Disciplines: obf pot CEL PRE

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

Jost Werner

Clan: Toreador antitribu

Group: 2

Capacity: 6

Disciplines: ani AUS PRE

Sabbat: +1 stealth.
Sabbat:V, SW:U, BH:PTo

Juan Cali

Clan: Ventrue antitribu

Group: 2

Capacity: 3

Disciplines: aus for

Sabbat*Sabbat:V, SW:U/PV***Juanita Santiago**

Clan: Ahrimane

Group: 2

Capacity: 4

Disciplines: ani pre spi

Sabbat: Sterile.*BL:U2***Jubal**

Clan: Akunanse

Group: 4

Capacity: 6

Disciplines: for pot ABO ANI

Laibon: Jubal gets +1 intercept when attempting to block a Follower of Set.
LoB:U

Judah

Clan: Nosferatu

Group: 2

Capacity: 6

Disciplines: ani dom POT

Camarilla primogen*AH:V3, CE:PN***Juggler**

Clan: Brujah

Group: 3

Capacity: 7

Disciplines: obf pot CEL DOM

Camarilla: Once each combat, if the range is long, Juggler may burn 1 blood to strike: dodge and gain an additional strike. Once each combat, Juggler can burn 1 blood to get a maneuver.

*Anarchs:U2, KMW:PAI***Julia Prima**

Clan: Kiasyd

Group: 2

Capacity: 7

Disciplines: aus myt DOM OBT

Sabbat: Julia can bleed any Methuselah as a (D) action. Once each action, Julia can burn 1 blood to get +1 bleed. Cold iron vulnerability.
BL:U2

Julian Sanders

Clan: Brujah antitribu

Group: 2

Capacity: 6

Disciplines: pot CEL PRE

Sabbat: Julian gets one optional press each combat.
FN:U2

Julio Martinez

Clan: Nosferatu antitribu

Group: 3

Capacity: 9

Disciplines: nec ANI DOM OBF POT

Sabbat bishop: +1 strength. Julio may burn a blood to get +1 intercept when attempting to block a Camarilla vampire.*CE:V, BSC:X***Julius**

Clan: Caitiff

Group: 2

Capacity: 1

Disciplines: qui ser

Camarilla: If Julius goes into torpor, burn him.*AH:V3, Tenth:B***Juniper**

Clan: Ventrue

Group: 4

Capacity: 6

Disciplines: ani dom pre FOR

Camarilla: Juniper may steal an ally controlled by your predator or prey as a +1 stealth (D) action.*TR:U***Justine Chen, Innocent**

Clan: Toreador antitribu

Group: 4

Capacity: 2

Disciplines: pre

Sabbat*Third:V***Justine, Elder of Dallas**

Clan: Tremere

Group: 1

Capacity: 8

Disciplines: obf AUS DOM THA

Camarilla primogen: Justine does not tap when she successfully blocks a vampire with a capacity below 4.*Jyhad:V, VTES:V, Tenth:B***Kabede Maru**

Clan: Assamite

Group: 5

Capacity: 9

Disciplines: abo pot AUS CEL OBF QUI

Laibon magaji: Kabede gets +1 intercept against political actions. (The blood curse does not affect Kabede.)*LotN:U***Kahina the Sorceress**

Clan: Follower of Set

Group: 3

Capacity: 9

Disciplines: nec pre AUS DOM OBF SER

Independent: Kahina has 1 vote. She can call a referendum to inflict 1 damage on each minion who has one of your Corruption counters as a +1 stealth political action.*Anarchs:U2***Kai Simmons**

Clan: Pander

Group: 4

Capacity: 1

Disciplines: cel

Sabbat: Any other Methuselah's titled Sabbat vampire may call a referendum to steal Kai for him or her as a +1 stealth political action.*Third:V***Kalila**

Clan: Malkavian

Group: 5

Capacity: 3

Disciplines: aus obf

Camarilla: Kalila gets +1 stealth when performing a (D) action that targets a location.*KoT:V*

Kalinda

Clan: Assamite
 Group: 2
 Capacity: 6
 Disciplines: tha CEL OBF

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

(Blood Cursed).

AH:V3, FN:PA

Kallista, Master Sculptor

Clan: Toreador
 Group: 1
 Capacity: 6
 Disciplines: pre pro AUS CEL

Camarilla

Jyhad:V, VTES:V, Tenth:A

Kamaria

Clan: Osebo
 Group: 4
 Capacity: 3
 Disciplines: aus pot

Laibon

LoB:U

Kamau Jafari

Clan: Assamite
 Group: 4
 Capacity: 4
 Disciplines: obf QUI

Laibon: (The blood curse does not affect Kamau.)

LoB:U

Kamiri wa Itherero

Clan: Akunanse
 Group: 4
 Capacity: 10
 Disciplines: pot qui ABO ANI FOR OBF

Laibon: Younger vampires must burn 1 blood to attempt to block Kamiri. If an ally blocks Kamiri and combat occurs, burn the ally at the end of the action.

LoB:PA2

Kamiri wa Itherero

Clan: Akunanse
 Group: 4
 Capacity: 10
 Disciplines: pot qui ABO ANI FOR OBF

Laibon: Kamiri can inflict 2 unpreventable damage on a minion as a (D) action.

Merged: Once each action, Kamiri may burn 1 blood to give an acting Laibon +1 stealth.

EK:U

Kanimana Belghazi

Clan: Nagaraja
 Group: 2
 Capacity: 7
 Disciplines: pro AUS DOM NEC

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

BL:R2

Kanya Akhtar

Clan: Assamite
 Group: 2
 Capacity: 2
 Disciplines: cel

Independent: (Blood Cursed).

AH:V3, FN:PA

Karen Suadela

Clan: Brujah
 Group: 5
 Capacity: 7
 Disciplines: obf pre CEL POT

Camarilla Prince of Houston: Gehenna cards do not affect Karen while she is a prince. She gets +1 stealth on undirected actions.

KoT:V

Karl

Clan: Blood Brother
 Group: 2
 Capacity: 6
 Disciplines: pre san FOR POT

Sabbat. Torrance Circle: Sterile.
BL:U1

Karsh

Clan: Gangrel
 Group: 3
 Capacity: 10
 Disciplines: ANI CEL FOR POT PRO

Camarilla: Karsh may enter combat with a tapped non-Camarilla vampire controlled by another Methuselah as a (D) action. Once each round, he can burn 1 blood to treat aggravated damage as normal damage for the current round.
Anarchs:U2

Kashan

Clan: Assamite
 Group: 4
 Capacity: 7
 Disciplines: obt pre CEL OBF QUI

Independent: Kashan has 1 vote (titled). Blood cursed.
LotN:PA2

Kassiyim Malikhair

Clan: Kiasyd
 Group: 2
 Capacity: 6
 Disciplines: dom for OBT MYT

Sabbat: During your untap phase, you can move 1 blood from Kassiyim to any ready Pander. Cold iron vulnerability.
BL:U2

Katarina

Clan: Gangrel
 Group: 2
 Capacity: 9
 Disciplines: pot pro ANI FOR

Camarilla Prince of Glasgow: Katarina gets +1 bleed when bleeding a Methuselah who controls a ready Ravnos.
DS:V, Anarchs:PG

Katarina Kornfeld

Clan: Ventrue
 Group: 3
 Capacity: 8
 Disciplines: ani DOM FOR PRE

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

Kateline Nadasdy

Clan: Toreador
 Group: 4
 Capacity: 7
 Disciplines: AUS CEL PRE

Camarilla: During a political action, Kateline may burn 1 blood to force a non-acting vampire to abstain.
KoT:PT2

Katherine Stoddard

Clan: Ventrue antitribu
 Group: 3
 Capacity: 4
 Disciplines: dom for

Sabbat Black Hand: Once during your turn, if Katherine is ready, you may discard a card that requires Auspex from your hand. Draw back up to your hand size afterward.
BH:U2

Kay Polerno

Clan: Giovanni
 Group: 5
 Capacity: 4
 Disciplines: dom nec pro

Independent

LotN:U

Kazimir Savostin

Clan: Tzimisce
 Group: 3
 Capacity: 7
 Disciplines: ani pot AUS VIC

Sabbat Black Hand Seraph: If Kazimir blocks an action, he gets an optional press in the resulting combat.

BH:U2

Keith Moody

Clan: Tremere antitribu
 Group: 4
 Capacity: 3
 Disciplines: DOM

Sabbat: During your untap phase, if your prey has the Edge, he or she may burn it to cause Keith to burn 1 blood.

Third:V

Keller Thiel

Clan: Malkavian
 Group: 5
 Capacity: 4
 Disciplines: aus dem

Camarilla: While Keller is ready and untapped, any minion who successfully bleeds you burns 1 blood or life.

KoT:V

Kemintiri

Clan: Follower of Set
 Group: 2
 Capacity: 10
 Disciplines: aus dom OBF PRE SER THA

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

AH:V3, FN:PS

Kemintiri

Clan: Follower of Set
 Group: 2
 Capacity: 10
 Disciplines: aus dom OBF PRE SER THA

Advanced, Independent. Red List: +1 stealth.

Merged: Kemintiri has 3 votes (titled). She can play *minion* cards that require Camarilla, Ventrue, and/or a justicar title *as if she met that/those requirement(s)*.

KMW:U

Kendrick

Clan: Nosferatu antitribu
 Group: 2
 Capacity: 7
 Disciplines: aus obf ANI POT

Sabbat priscus: If Kendrick is ready during your master phase, you may look at a card at random from your prey's hand. If it is a political action card, your prey discards it.

Sabbat:V, BH:PN

Kenyatta

Clan: Ishtarri
 Group: 4
 Capacity: 4
 Disciplines: cel for pre

Laibon

LoB:PI2

Kephamos, High Priest of Marrakech

Clan: Follower of Set

Group: 2

Capacity: 8

Disciplines: dom obf pre SER

Independent: Kephamos has 2 votes. +1 bleed.

AH:V3, FN:PS

Kervos, The Lieutenant

Clan: Salubri antitribu

Group: 2

Capacity: 3

Disciplines: aus val

Sabbat

BL:U2

Kestrelle Hayes

Clan: Ventrue antitribu

Group: 5

Capacity: 6

Disciplines: dom for obt AUS

Sabbat Black Hand: Kestrelle gets +1 stealth on (D) actions directed at a Methuselah who doesn't control a ready Sabbat vampire.

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Khalid

Clan: Nosferatu

Group: 3

Capacity: 9

Disciplines: tha ANI AUS OBF POT

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

CE:V/PN, BSC:X

Khalil Anvari

Clan: Follower of Set

Group: 2

Capacity: 3

Disciplines: pre ser

Independent

AH:V3, FN:PS

Khalil Ravana

Clan: Ravnos

Group: 2

Capacity: 5

Disciplines: ani CHI for pre

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

FN:PR

Khalu

Clan: Osebo

Group: 3

Capacity: 7

Disciplines: ani pro AUS CEL POT

Laibon: Khalu may burn 5 blood to cancel a minion card played by your predator or prey as it is played (no cost is paid).

LoB:PO2

Khay'tall, Snake of Eden

Clan: Follower of Set

Group: 2

Capacity: 9

Disciplines: aus DOM PRE OBF SER

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

FN:U2

Kij Dansky

Clan: Tremere antitribu

Group: 2

Capacity: 8

Disciplines: obt AUS DOM THA

Sabbat priscus

Sabbat:V, BH:PTr

Kikiyaon, The

Clan: Akunanse
 Group: 4
 Capacity: 5
 Disciplines: abo ani FOR

Laibon: Once each combat, The Kikiyaon may burn a blood to get a maneuver. Flight [FLIGHT].

LoB:U

Kiradin

Clan: Ravnos
 Group: 4
 Capacity: 8
 Disciplines: ani pot CHI DEM FOR

Independent: Once each round, Kiradin may burn a blood to get an additional strike.

LotN:PR2

Kisha Bhimji

Clan: Osebo
 Group: 3
 Capacity: 5
 Disciplines: cel obf pot AUS

Laibon magaji: Kisha gets -1 stealth on non-hunt actions.

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Kite

Clan: Malkavian antitribu
 Group: 2
 Capacity: 7
 Disciplines: obf pre AUS DEM

Sabbat bishop: +1 intercept.

SW:C, BH:PM

Klaus Konrecht

Clan: Toreador antitribu
 Group: 4
 Capacity: 8
 Disciplines: for pot AUS CEL PRE

Sabbat cardinal

Third:V

Klaus van der Veken

Clan: Toreador
 Group: 2
 Capacity: 9
 Disciplines: aus obf tha CEL PRE

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

DS:V, CE:PTo

KoKo

Clan: Nosferatu
 Group: 1
 Capacity: 2
 Disciplines: pot

Camarilla

Jyhad:V, VTES:V, Tenth:A

Konrad Fleischer

Clan: Ventrue antitribu
 Group: 4
 Capacity: 9
 Disciplines: tha ANI AUS DOM FOR

Sabbat: Once each round, Konrad may treat 1 aggravated damage as normal. He gets an optional press each combat.

Third:V

Korah

Clan: Malkavian antitribu
 Group: 2
 Capacity: 7
 Disciplines: ani AUS DEM OBF

Sabbat priscus

Sabbat:V, SW:U, BH:PM

Kostantin, Baro of the Caravan

Clan: Ravnos
 Group: 2
 Capacity: 9
 Disciplines: cel dom ANI CHI FOR

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

DS:V, FN:PR

Krassimir

Clan: True Brujah

Group: 2

Capacity: 7

Disciplines: dom nec pre POT TEM

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

*BL:R2***Krid**

Clan: Nosferatu

Group: 3

Capacity: 2

Disciplines: obf

Camarilla*CE:V, BSC:X***Kurt Densch**

Clan: Nosferatu

Group: 3

Capacity: 8

Disciplines: ani aus cel OBF POT

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

*CE:V, Anarchs:PAB, BSC:X***Kurt Strauss**

Clan: Tremere antitribu

Group: 2

Capacity: 5

Disciplines: aus tha DOM

Sabbat*Sabbat:V, BH:PTr***Kyle Strathcona, Cardinal of Canada**

Clan: Ventrue antitribu

Group: 2

Capacity: 9

Disciplines: for AUS DOM POT PRE

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

*SW:PV***Kyoko Shinsegawa**

Clan: Tremere

Group: 3

Capacity: 5

Disciplines: aus cel dom for

Camarilla: Kyoko cannot hunt as normal. She may hunt by stealing a blood from another ready vampire as a +1 stealth (D) action.

*CE:V, BSC:X***Lachlan, Noddist**

Clan: Toreador antitribu

Group: 2

Capacity: 8

Disciplines: dom AUS CEL PRE

Sabbat Archbishop of Chicago*Sabbat:V, BH:PTo***Ladislav Toth, The Torch**

Clan: Tremere antitribu

Group: 3

Capacity: 7

Disciplines: for AUS DOM THA

Sabbat Archbishop of Frankfurt*Gehenna:U, Third:PTr*

Lady Constancia

Clan: Giovanni

Group: 4

Capacity: 10

Disciplines: AUS DOM FOR NEC POT

Independent: Constancia has 2 votes (titled). You may burn the Edge and spend a discard phase action to discard a card at random and draw its replacement from the other cards in your ash heap.

LotN:PG2

Lady Zara Slatikov

Clan: Tzimisce

Group: 4

Capacity: 8

Disciplines: ANI AUS OBF VIC

Sabbat bishop: Zara gets an optional press each combat. She may enter combat with a ready Baali as a (D) action.

Third:PTz2

Laecanus

Clan: Toreador

Group: 4

Capacity: 5

Disciplines: obt pre CEL

Camarilla: Once each combat, Laecanus may press to end combat. He is immune to frenzy cards.

TR:U

Laika

Clan: Tzimisce

Group: 4

Capacity: 7

Disciplines: chi obf vic ANI AUS

Sabbat: Laika may burn 1 blood to strike for 2R damage.

Third:PTz2

Lalitha

Clan: Follower of Set

Group: 2

Capacity: 2

Disciplines: ser

Independent

AH:V3, FN:PS

Lambach

Clan: Tzimisce

Group: 2

Capacity: 10

Disciplines: pre ANI AUS DOM VIC

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

Sabbat:V, SW:U/PT

Lambach

Clan: Tzimisce

Group: 2

Capacity: 10

Disciplines: pre ANI AUS DOM VIC

Advanced, Independent: Lambach has 2 votes. He can equip with an Eye of Hazimel at no cost from your library as a +1 stealth action (shuffle afterward).

Merged: He untaps when he successfully performs an action to put a vampire in play.

Promo-20030901

Lana Butcher

Clan: Ventrue

Group: 3

Capacity: 3

Disciplines: dom for

Camarilla

CE:V, BSC:X

Langa

Clan: Salubri antitribu
 Group: 4
 Capacity: 5
 Disciplines: for VAL

Laibon: Langa may enter combat with a vampire controlled by another Methuselah as a (D) action.

LoB:U

Larry

Clan: Blood Brother
 Group: 2
 Capacity: 5
 Disciplines: dem for pot SAN

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

BL:U1

Laszlo Mirac

Clan: Ventrue antitribu
 Group: 4
 Capacity: 10
 Disciplines: cel obf vic AUS DOM FOR

Sabbat bishop: When Laszlo calls a referendum, he may choose a younger vampire. That vampire cannot cast votes in that referendum. +1 bleed.

Third:V

Laurent de Valois

Clan: Nosferatu
 Group: 2
 Capacity: 4
 Disciplines: ani dom obf

Camarilla

AH:V3, CE:PN

Layla bint-Nadr

Clan: Assamite
 Group: 4
 Capacity: 5
 Disciplines: qui CEL OBF

Independent: Blood cursed.

LotN:PA2

Lázár Dobrescu

Clan: Ravnos
 Group: 2
 Capacity: 3
 Disciplines: for

Independent: Lázár may move one blood from *an uncontrolled minion* in your prey's uncontrolled region to a vampire in your uncontrolled region as a (D) action.

AH:V3, FN:PR

Lazarus

Clan: Tremere
 Group: 1
 Capacity: 9
 Disciplines: cel pot AUS DOM THA

Camarilla primogen: Lazarus may inflict 1R damage as a strike.

Jyhad:V, VTES:V, Tenth:A

Lazarus

Clan: Tremere
 Group: 1
 Capacity: 9
 Disciplines: cel pot AUS DOM THA

Advanced, Camarilla primogen: Lazarus gets one optional maneuver each combat.

Merged: Once each combat, Lazarus may burn 1 blood to get one press, only usable to continue combat.

Anarchs:U2

Lazarus James

Clan: Malkavian
 Group: 4
 Capacity: 8
 Disciplines: obf tha AUS DEM PRE

Camarilla: +1 bleed.

Gehenna:U

Lazverinus, Thrall of Lambach

Clan: Ventrue antitribu

Group: 2

Capacity: 10

Disciplines: pro AUS DOM FOR POT

Sabbat Archbishop of Houston: +2 strength.*Sabbat:V, SW:U/PV***Le Dinh Tho**

Clan: Nagaraja

Group: 2

Capacity: 5

Disciplines: aus dom NEC

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

*BL:R2***Leaf "Potter116" Pankowski**

Creed: Redeemer

Group: 4

Life: 4

Virtues: inn red vis

During your discard phase, Leaf may tap to gain a conviction from your library (shuffle afterward), hand or ash heap.

*NoR:U***Leandro**

Clan: Malkavian

Group: 2

Capacity: 11

Disciplines: cel dom AUS OBF PRE

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

*DS:V, CE:PM***Lectora**

Clan: Tremere antitribu

Group: 4

Capacity: 3

Disciplines: aus tha

Sabbat*Third:V***Leila Monroe**

Clan: Lasombra

Group: 4

Capacity: 4

Disciplines: dom obt pre

Sabbat: Leila may change the sect of an an-arch vampire with no blood to Sabbat as a +1 stealth (D) action.

*Third:V***Lena Rowe**

Clan: Pander

Group: 2

Capacity: 3

Disciplines: aus obf pre

Sabbat: Lena cannot attempt actions that would give her a title and cannot be chosen as the recipient of a title.

*Sabbat:V, Tenth:A***Leo Washington**

Clan: Gangrel antitribu

Group: 4

Capacity: 2

Disciplines: cel pro

Sabbat: An older vampire opposing Leo gets an optional maneuver on the first round of combat.

*Third:V***Leon**

Clan: Gangrel antitribu

Group: 2

Capacity: 3

Disciplines: ani for

Sabbat: Gangrel antitribu get -1 intercept when attempting to block Leon.

Sabbat:V, Tenth:A

L'Epuisette

Clan: Toreador antitribu
Group: 4
Capacity: 4
Disciplines: aus cel pro

Sabbat: L'Epuisette gets +1 bleed when bleeding a Methuselah who controls a ready Toreador.

KMW:U

Lernean

Clan: Tremere antitribu
Group: 4
Capacity: 10
Disciplines: for pro AUS CEL DOM THA

Sabbat cardinal: Once each round, Lernean may burn 1 blood to get an additional strike.

Third:V

Lia Milliner

Clan: Giovanni
Group: 3
Capacity: 3
Disciplines: dom nec

Independent

Anarchs:U2

Lille Haake

Clan: Tremere
Group: 3
Capacity: 9
Disciplines: nec pre AUS DOM THA

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

CE:V, BSC:X

Lillian

Clan: Gangrel
Group: 5
Capacity: 3
Disciplines: ani pro

Independent

KoT:V

Lin Jun

Clan: Toreador
Group: 4
Capacity: 4
Disciplines: aus cel pre tha

Camarilla: If Jun is in torpor, vampires with Thaumaturgy controlled by your predator get +1 bleed.

TR:U

Lindsay Yates

Clan: Toreador
Group: 5
Capacity: 5
Disciplines: aus for pre CEL

Camarilla

KoT:V

Lisa Noble

Clan: Caitiff
Group: 3
Capacity: 1
Disciplines: ani

Camarilla: Lisa gets -1 strength on the first round of combat.

Anarchs:U2

Lisé

Clan: Gangrel
Group: 5
Capacity: 6
Disciplines: pot pro ANI FOR

Independent

KoT:V

Lisette Vizquel

Clan: Lasombra
Group: 2
Capacity: 6
Disciplines: pro DOM POT

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

Sabbat:V, SW:PL

Lithrac

Clan: Samedi
 Group: 2
 Capacity: 5
 Disciplines: for thn OBF

Camarilla: *You get 2 additional votes in referendums to call blood hunts against Lithrac.*
 Lithrac gets +1 stealth when taking an action to enter combat with another minion.
BL:U2

Little Tailor of Prague

Clan: Tzimisce
 Group: 2
 Capacity: 8
 Disciplines: dem ANI AUS VIC

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

Little Willie

Clan: Ventrue antitribu
 Group: 4
 Capacity: 4
 Disciplines: for obf pro

Sabbat

Third:V

Liz "Ticket312" Thornton

Creed: Innocent
 Group: 4
 Life: 2
 Virtues: inn red

Liz doesn't gain a conviction as normal when entering play.
NoR:U

Lizette

Clan: Ravnos
 Group: 4
 Capacity: 10
 Disciplines: pot ANI CEL CHI FOR PRO

Independent: Lizette may prevent 1 damage each combat. Once each action, she can burn 1 blood to get +1 bleed.
LotN:PR2

Lodin (Olaf Holte)

Clan: Ventrue
 Group: 5
 Capacity: 8
 Disciplines: aus pro DOM FOR PRE

Camarilla Prince of Chicago: Lodin can prevent 1 damage from the opposing minion's strike once each combat.
KoT:V

Lolita

Clan: Toreador antitribu
 Group: 2
 Capacity: 3
 Disciplines: for pre

Sabbat

Sabbat:V, BH:PTo

Lolita Houston

Clan: Tzimisce
 Group: 2
 Capacity: 4
 Disciplines: aus VIC

Sabbat

Sabbat:V, SW:PT

Loonar

Clan: Toreador antitribu
 Group: 4
 Capacity: 4
 Disciplines: cel PRE

Sabbat

Third:V

Lord Aaron Wesley Wilkshire

Clan: Brujah antitribu

Group: 4

Capacity: 8

Disciplines: ani obf CEL POT PRE

Sabbat Black Hand: Frenzy cards played on Aaron cost an additional blood or pool.*Third:V***Lord Ashton**

Clan: Gangrel

Group: 3

Capacity: 5

Disciplines: for pro ANI

Independent: Any other Gangrel can search his or her controller's library for an Animalism, Fortitude or Protean Master: Discipline card and move it to himself or herself as a +1 stealth action*Anarchs:PG***Lord Ephraim Wainwright**

Clan: Tremere

Group: 5

Capacity: 6

Disciplines: for pre AUS THA

Camarilla: When Ephraim plays an action card, you may search your library for another copy of that card and move it to your ash heap. If the action succeeds, move the card to your hand.*KoT:V***Lord Fianna**

Clan: Malkavian

Group: 5

Capacity: 8

Disciplines: cel pro AUS DEM OBF

Camarilla. Red List: Allies cannot block Lord Fianna. +1 stealth.*KoT:V***Lord Vauxhall**

Clan: Lasombra

Group: 4

Capacity: 7

Disciplines: DOM OBT POT THA

Sabbat*Third:V***Lorenzo Detuono**

Clan: Giovanni

Group: 5

Capacity: 9

Disciplines: aus dem DOM NEC POT

Independent. Red List: If Lorenzo is ready at the end of combat and the opposing minion is not, Lorenzo may burn 5 blood to move the opposing minion to your ready region (with 1 life for an ally with no life) instead.*LotN:U***Lorrie Dunsirn**

Clan: Abomination

Group: 4

Capacity: 4

Disciplines: for nec POT

Independent: Lorrie cannot play reaction cards, have equipment or retainers, maneuver to long, or press to end. She gets an additional strike each round and a press each combat. Non-hunt actions cost her an additional pool. +1 strength. Scarce. Sterile.*KMW:U***Louhi**

Clan: Malkavian antitribu

Group: 4

Capacity: 10

Disciplines: pro ANI AUS DEM OBF THA

Sabbat cardinal: Once each turn, if Louhi is ready, she may burn 1 blood to cancel an action card played by a vampire controlled by your predator as it is played (the acting minion doesn't tap).*KMW:U*

Louis de Maisonneuve

Clan: Ventrue antitribu
 Group: 4
 Capacity: 5
 Disciplines: aus dom obf FOR

Sabbat

Third:V

Louis Fortier

Clan: Ventrue
 Group: 4
 Capacity: 5
 Disciplines: aus dom for obf pre

Camarilla

TR:U

Luanda Magere

Clan: Ishtarri
 Group: 4
 Capacity: 8
 Disciplines: for CEL PRE PRO

Laibon: Luanda gets +1 strength for each Orun he has.

EK:U

Lubomira Hradok

Clan: Nosferatu antitribu
 Group: 5
 Capacity: 3
 Disciplines: OBF

Sabbat Black Hand: If Lubomira successfully bleeds a Methuselah who controls a ready titled vampire, she does not untap as normal during her next untap phase.

SoC:V

Luc

Clan: Malkavian antitribu
 Group: 4
 Capacity: 5
 Disciplines: dem vic OBF

Sabbat: Luc gets +1 stealth on diablerie actions. He may give you +3 hand size until your next untap phase as a +1 stealth action.

Third:V

Luca Italicus

Clan: Lasombra
 Group: 4
 Capacity: 10
 Disciplines: tha DOM FOR NEC OBT POT

Sabbat Archbishop of Philadelphia: Once each round after the first, Luca can strike for 2R damage.

Third:V

Lucas Halton

Clan: Tremere
 Group: 3
 Capacity: 10
 Disciplines: qui AUS CEL DOM THA

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

CE:V/PTr, KMW:PAI, BSC:X

Luccia Paciola

Clan: Ventrue
 Group: 1
 Capacity: 6
 Disciplines: for pre DOM

Camarilla: +1 strength.

Jyhad:V, VTES:V, Tenth:A

Lucian

Clan: Malkavian
 Group: 1
 Capacity: 10
 Disciplines: cel tha AUS DOM OBF

Camarilla Malkavian Justicar: Lucian may steal equipment as a strike.

Jyhad:V, VTES:V, Tenth:A

Lucian, the Perfect

Clan: Guruhi
Group: 4
Capacity: 11
Disciplines: ANI AUS DOM OBF POT PRE

Laibon: Strikes against Lucian cost an additional blood or life. A minion opposing Lucian may choose not to strike. +3 bleed.

EK:U

Lucina

Clan: Toreador
Group: 3
Capacity: 7
Disciplines: cel pro AUS PRE

Camarilla primogen: Lucina gets +1 strength in combat with a vampire whose capacity is 4 or less. During your untap phase, if you control the Edge, Lucina gains 1 blood.

CE:V, BSC:X

Lucinde, Alastor

Clan: Ventrue
Group: 3
Capacity: 10
Disciplines: pot obf tha DOM FOR PRE

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

CE:V, KMW:PAI, BSC:X

Lucita

Clan: Lasombra
Group: 2
Capacity: 8
Disciplines: cel pot DOM FOR OBT

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

Promo-20020811, SW:PL

Lucita

Clan: Lasombra
Group: 2
Capacity: 8
Disciplines: cel pot DOM FOR OBT

Advanced, Sabbat: Once each action Lucita performs, she may burn 2 blood to cancel a reaction card played by a vampire with capacity less than 6 as it is played (no cost is paid).

Merged: Archbishop of Aragon

Anarchs:U2

Lucretia, Cess Queen

Clan: Nosferatu
Group: 1
Capacity: 10
Disciplines: aus cel for pot ANI OBF

Camarilla primogen: +1 stealth.

Jyhad:V, VTES:V, Tenth:A

Lucubratio

Clan: Tremere antitribu
Group: 4
Capacity: 10
Disciplines: AUS DOM POT PRE THA

Sabbat Archbishop of Brussels: Once each turn, when Lucubratio blocks, he may discard a card that requires Auspex from your hand instead of tapping for the block.

Third:PTR2

Lucy Markowitz

Clan: Lasombra
Group: 4
Capacity: 3
Disciplines: dom obt

Sabbat

Third:V

Lukas

Clan: Nosferatu antitribu
Group: 4
Capacity: 8
Disciplines: pre ser ANI OBF POT

Sabbat Archbishop of Toronto

Third:V

Luke Fellows

Clan: Gangrel antitribu
 Group: 4
 Capacity: 7
 Disciplines: CEL OBF PRO

Sabbat: If Luke bleeds successfully, he untaps at the end of the action.

Third:V

Lula Burch

Clan: Gangrel antitribu
 Group: 4
 Capacity: 3
 Disciplines: for pro

Sabbat

Third:V

Luma, Stone Beauty

Clan: Gargoyle
 Group: 2
 Capacity: 5
 Disciplines: aus pot vis FOR

Camarilla Tremere Slave: Flight [FLIGHT].

BL:U1

Lumumba

Clan: Guruhi
 Group: 4
 Capacity: 4
 Disciplines: ani PRE

Laibon

LoB:PG2

Luna Giovanni

Clan: Giovanni
 Group: 5
 Capacity: 10
 Disciplines: cel DOM NEC OBF OBT POT

Independent: Luna has 1 vote (titled). During a referendum, Luna may remove X political action [POLITICAL ACTION] cards in any ash heaps from the game to gain X votes.

LotN:U

Lupe "Cabbie22" Droin

Creed: Defender
 Group: 4
 Life: 4
 Virtues: def ven

If Lupe has a vehicle, once each action she may burn a conviction [1 CONVICTION] to get +1 stealth or +1 intercept.

NoR:U

Lupo

Clan: Brujah
 Group: 1
 Capacity: 2
 Disciplines: pot

Camarilla

Jyhad:V, VTES:V, Tenth:B

Luther

Clan: Gangrel antitribu
 Group: 2
 Capacity: 6
 Disciplines: for obt pro ANI

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

Sabbat:V, SW:U

Lutz von Hohenzollern

Clan: Malkavian
 Group: 4
 Capacity: 11
 Disciplines: pot AUS DEM OBF PRE

Camarilla Malkavian Inner Circle: While Lutz is ready, your prey burns a pool each time the referendum of a political action passes. +2 bleed.

KoT:PM2

Lydia Van Cuelen

Clan: Tremere
 Group: 1
 Capacity: 6
 Disciplines: aus dom pre tha

Camarilla: +1 bleed.

Jyhad:V, VTES:V, Tenth:B

Lynn Thompson

Clan: Brujah
 Group: 5
 Capacity: 3
 Disciplines: cel pot

Camarilla: Lynn cannot have a haven. Any haven that she would receive is burned instead.

KoT:V

MacAlister Marshall

Clan: Tremere
 Group: 5
 Capacity: 6
 Disciplines: aus dom obf pre THA

Camarilla: Other Tremere get +1 intercept when attempting to block a (D) action directed at MacAlister.

KoT:V

Macoute

Clan: Samedi
 Group: 4
 Capacity: 6
 Disciplines: obf thn FOR NEC

Independent

LoB:U

Madame Guil

Clan: Toreador
 Group: 3
 Capacity: 10
 Disciplines: for pot ser AUS CEL PRE

Camarilla Toreador Justicar: +1 bleed.

CE:V, KMW:PAI, BSC:X

Magdalena Schaefer

Clan: Caitiff
 Group: 2
 Capacity: 2
 Disciplines: THA

Camarilla: Strike cards that require Thaumaturgy cost Magdalena an additional blood.

DS:V, Tenth:A

Makarios, The Seducer

Clan: Toreador
 Group: 2
 Capacity: 8
 Disciplines: dom AUS PRE SER

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

AH:V3, CE:PTo

Malabranca

Clan: Toreador antitribu
 Group: 4
 Capacity: 9
 Disciplines: obf AUS CEL PRE PRO

Sabbat Archbishop of Rome: If your prey has more pool than you, Malabranca may move 1 counter from your prey's pool to yours as a +1 stealth (D) action.

Third:V

Maldavis

Clan: Caitiff
 Group: 3
 Capacity: 4
 Disciplines: for pre AUS

Camarilla: Any ready primogen can burn 1 blood from Maldavis as a +1 stealth (D) action. Maldavis gets -1 bleed when bleeding a Methuselah who controls a ready primogen.

Anarchs:U2

Malgorzata

Clan: Tremere antitribu
 Group: 4
 Capacity: 9
 Disciplines: pre AUS DOM THA VIC

Sabbat priscus: Malgorzata may remove a vampire in your uncontrolled region from the game to add 4 blood from the blood bank to another vampire in your uncontrolled region as a +1 stealth action.

Third:V

Mamadou Keita

Clan: Osebo

Group: 4

Capacity: 7

Disciplines: aus pot pre vic CEL

Laibon magaji: Mamadou may call a referendum to do 1 unpreventable damage to a ready minion as a +1 stealth political action.

*EK:U***Maman Boumba**

Creed: Martyr

Group: 4

Life: 4

Virtues: inn mar

During a referendum, Maman may burn a conviction [1 CONVICTION] to get 3 votes against the referendum. You may tap Maman before range is determined in a combat between two monsters to end that combat.

*NoR:U***Marcel de Breau**

Clan: Brujah antitribu

Group: 3

Capacity: 9

Disciplines: ani pro CEL POT PRE

Sabbat Archbishop of Paris: If you have the Edge, you gain a pool when any Methuselah plays a Gehenna card. +1 bleed.

*Gehenna:U, Third:PB***Marcellus**

Clan: Toreador

Group: 2

Capacity: 8

Disciplines: pro AUS CEL

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

*AH:V3, CE:PTo***March Halcyon**

Clan: Pander

Group: 2

Capacity: 1

Disciplines: for

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

*Sabbat:V, SW:PV***Marcia Felicia Licinia**

Clan: Ravnos

Group: 5

Capacity: 9

Disciplines: dom ANI CHI FOR THA

Independent: Marcia has 2 votes (titled). Once each combat, Marcia may burn 1 blood to dodge as a strike.

*LotN:U***Marciana Giovanni, Investigator**

Clan: Giovanni

Group: 2

Capacity: 2

Disciplines: dom

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

*FN:U2***Marconius**

Clan: Kiasyd

Group: 2

Capacity: 9

Disciplines: pot DOM MYT OBT

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

BL:U1

Marcus Vitel

Clan: Ventrue
 Group: 3
 Capacity: 10
 Disciplines: DOM FOR OBF OBT PRE

Camarilla Prince of Washington, D.C.: Marcus can burn a retainer as a +1 stealth (D) action. While Marcus is ready and a prince, Sabbat vampires you control get +1 bleed when bleeding a Methuselah who controls a ready Camarilla vampire.

Promo-20020704, CE:V, KMW:PA, BSC:X

Marcus Vitel

Clan: Lasombra
 Group: 3
 Capacity: 10
 Disciplines: DOM FOR OBF OBT POT PRE

Advanced, Sabbat: Any Brujah may enter combat with Marcus as a (D) action.

Merged: While he is ready and Sabbat, your Sabbat vampires get +1 bleed against a Methuselah who controls a ready Camarilla vampire.

Anarchs:U2, KMW:PA

Margaret Milliner

Clan: Giovanni
 Group: 4
 Capacity: 5
 Disciplines: dom for nec pot pre

Independent: Margaret gets +1 bleed if Francis Milliner is ready. Cards that require Fortitude cost her an additional blood.

LotN:PG2

Margarite

Clan: Pander
 Group: 4
 Capacity: 1
 Disciplines: obt

Sabbat: Any Tzimisce controlled by another Methuselah may enter combat with Margarite as a (D) action.

Third:V

Marge Khan

Clan: Malkavian antitribu
 Group: 5
 Capacity: 7
 Disciplines: aus for DEM OBF POT

Sabbat Black Hand

SoC:V

Marguerite Foccart

Clan: Brujah
 Group: 4
 Capacity: 6
 Disciplines: aus pot CEL PRE

Camarilla: Marguerite gets +1 intercept vs. political actions.

TR:U

Maria Stone

Clan: Gangrel antitribu
 Group: 3
 Capacity: 5
 Disciplines: cel obf pro FOR

Sabbat

BH:U2, KMW:PA

Maria Stone

Clan: Ahrimane
 Group: 3
 Capacity: 5
 Disciplines: cel obf pre pro spi FOR

Advanced, Sabbat: -1 strength. Sterile.

Merged: Maria doesn't suffer -1 strength from her special text, and she has superior Spiritus [SPI].

LoB:U

Mariana Gilbert

Clan: Toreador
 Group: 1
 Capacity: 4
 Disciplines: cel PRE

Camarilla

Promo-19960101

Marianna

Clan: Giovanni

Group: 2

Capacity: 8

Disciplines: aus nec DOM POT THA

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

*FN:U2***Mariano Pomposo**

Clan: Brujah antitribu

Group: 3

Capacity: 4

Disciplines: aus cel pot

Sabbat Black Hand*BH:U2***Marie Faucigny**

Clan: Malkavian antitribu

Group: 3

Capacity: 7

Disciplines: dem tha AUS OBF

Sabbat Archbishop of Geneva: Once each combat, Marie can burn 1 blood to dodge as a strike. Non-weapon equipment cards cost her 1 less blood or pool to equip.

*Gehenna:U***Mariel St. John**

Clan: Ventrue antitribu

Group: 4

Capacity: 6

Disciplines: dom pro AUS FOR

Sabbat*Third:V***Mariel, Lady Thunder**

Clan: Malkavian

Group: 1

Capacity: 7

Disciplines: aus tha DOM OBF

Camarilla: Before range is chosen in a combat that does not involve Mariel, she may tap to end that combat and inflict 1 unpreventable damage on each combatant and any retainers they have after combat ends.

*Jyhad:V, VTES:V, Tenth:B***Marino Reymundo Vásquez**

Clan: Tremere antitribu

Group: 3

Capacity: 9

Disciplines: ani AUS DOM NEC THA

Sabbat Archbishop of Barcelona: +1 bleed.*BH:U2***Mario Giovanni**

Clan: Giovanni

Group: 2

Capacity: 3

Disciplines: nec pot

Independent*AH:V3, FN:PG***Marion "Teacher193" Perks**

Creed: Redeemer

Group: 4

Life: 4

Virtues: red jud

Marion gets an optional press each combat.

*NoR:U***Marion French**

Clan: Ravnos

Group: 4

Capacity: 3

Disciplines: ani chi

Independent*KMW:U*

Maris Streck

Clan: Malkavian
 Group: 3
 Capacity: 9
 Disciplines: ani dem dom AUS OBF

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

Mark

Clan: Blood Brother
 Group: 2
 Capacity: 6
 Disciplines: for obf pot SAN

Sabbat bishop. Torrance Circle: Mark gets +1 intercept when attempting to block a bleed action. Sterile.
BL:U1

Marla Kenyon

Clan: Follower of Set
 Group: 4
 Capacity: 4
 Disciplines: ser PRE

Independent

LotN:PS2

Marlena

Clan: Brujah
 Group: 3
 Capacity: 5
 Disciplines: cel pre POT

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

Marlene, The Infernalist

Clan: Ventrue antitribu
 Group: 2
 Capacity: 6
 Disciplines: dem for tha AUS DOM

Sabbat

Sabbat:V, SW:PV

Marta

Clan: Malkavian antitribu
 Group: 4
 Capacity: 3
 Disciplines: aus dem

Sabbat: When Marta diablerizes an older vampire, she gains a blood (after receiving a master: Discipline card, if any).
Third:V

Marthe Dizier

Clan: Toreador antitribu
 Group: 3
 Capacity: 10
 Disciplines: pro AUS CEL OBF PRE

Sabbat Black Hand: When a combat involving Marthe ends, she can burn a blood to move a card she played during that combat *from your ash heap* to your hand. +1 bleed.
Gehenna:U

Martin Franckel

Clan: Tremere
 Group: 3
 Capacity: 3
 Disciplines: tha AUS

Camarilla: Martin gets -1 bleed when bleeding a Methuselah who controls neither a ready Tremere nor a ready Tremere antitribu.
Anarchs:U2

Marty Lechtansi

Clan: Nosferatu

Group: 1

Capacity: 9

Disciplines: ani for DOM OBF POT

Camarilla primogen: Once each combat, Marty may burn 1 blood to get one press.*Jyhad:V, VTES:V, Tenth:B***Mary Anne Blaire**

Clan: Ventrue

Group: 5

Capacity: 10

Disciplines: ani pot AUS DOM FOR PRE

Camarilla Ventrue Justicar: Mary Anne can move 2 blood from the bank to a vampire in your uncontrolled region as a +1 stealth action. Inner Circle members get -2 bleed while she is ready.*KoT:V***Mary Johnson**

Clan: Pander

Group: 4

Capacity: 2

Disciplines: for pre

Sabbat: Any older vampire with Presence can steal Mary for his or her controller as a (D) action.*Third:V***Mary the Black**

Clan: Baali

Group: 2

Capacity: 7

Disciplines: cel obf pot DAI PRE

Independent: Once each round, Mary may burn a blood to make the damage from her hand strikes aggravated for the current round. Infernal.*BL:U2***Masdela**

Clan: Toreador

Group: 5

Capacity: 5

Disciplines: aus cel pre POT

Camarilla*KoT:V***Masika**

Clan: Toreador

Group: 1

Capacity: 10

Disciplines: AUS CEL PRE

Camarilla primogen: During any Methuselah's discard phase, Masika may untap. +1 bleed.*Jyhad:V, VTES:V, Tenth:A***Masika St. John**

Clan: Tremere

Group: 3

Capacity: 3

Disciplines: THA

Camarilla*CE:V, BSC:X***Maskini**

Clan: Guruhi

Group: 4

Capacity: 7

Disciplines: abo ANI POT PRE SER

Laibon: If Maskini attempts an unsuccessful action, or attempts to block but is not successful, he burns 1 blood at the end of that action.*LoB:U***Massassi**

Clan: Osebo

Group: 4

Capacity: 9

Disciplines: obf AUS CEL POT QUI

Laibon: Massassi can enter combat with a ready vampire as a (D) action. If that action is successful, she gets an optional maneuver in the first round of the resulting combat.*LoB:U*

Mata Hari

Clan: Ravnos

Group: 4

Capacity: 7

Disciplines: aus for qui CHI OBF

Independent. Red List: Mata Hari has 2 votes (titled). You and she may play cards that require a sect and/or clan as if she were of that required sect and/or clan.

*KMW:U/PAn***Matata**

Clan: Akunanse

Group: 3

Capacity: 9

Disciplines: aus cel obf ABO ANI FOR

Laibon: Matata gets an optional press each combat. +1 strength.

*LoB:U***Mateusz Gryzbowsky**

Clan: Nosferatu antitribu

Group: 3

Capacity: 8

Disciplines: ANI OBF POT

Sabbat: At long range, Mateusz's strikes inflict 1 less damage. +2 strength.

*BH:U2***Matteus, Flesh Sculptor**

Clan: Toreador antitribu

Group: 2

Capacity: 10

Disciplines: AUS CEL PRE VIC

Sabbat priscus: Matteus may burn 1 additional blood to play an action card that requires an archbishop or cardinal. He may burn 1 blood to get +1 intercept against an archbishop, cardinal *or regent* attempting a political action.

*Sabbat:V, BH:PTo***Matthew Romans**

Clan: Pander

Group: 4

Capacity: 7

Disciplines: pot AUS OBF OBT

Sabbat: During your untap phase, Matthew can burn a blood to tap a younger non-Independent vampire controlled by your prey.

*Gehenna:U***Matthias**

Clan: Salubri

Group: 2

Capacity: 7

Disciplines: nec AUS FOR OBE

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

*BL:R2***Maureen, Dark Priestess**

Clan: Baali

Group: 4

Capacity: 6

Disciplines: dom obf DAI PRE

Independent: Maureen has 1 vote (titled). Once each turn, when Maureen successfully performs an action requiring Baali or Daimoinon, you gain 1 pool. Infernal.

*KMW:PB2***Max Lowell**

Clan: Gangrel antitribu

Group: 2

Capacity: 3

Disciplines: cel obf

Sabbat*FN:U2*

Maxwell

Clan: Brujah

Group: 3

Capacity: 9

Disciplines: CEL FOR POT PRE PRO

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

*CE:V, BSC:X***Mazz**

Clan: Brujah

Group: 3

Capacity: 3

Disciplines: cel pre

Camarilla*CE:V, BSC:X***Melek**

Clan: Assamite

Group: 2

Capacity: 7

Disciplines: cel pre OBF QUI

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

*AH:V3, FN:PA***Melinda Galbraith**

Clan: Lasombra

Group: 4

Capacity: 10

Disciplines: obt AUS CEL DOM POT PRE

Sabbat cardinal*Third:V***Melinda Galbraith**

Clan: Toreador antitribu

Group: 4

Capacity: 10

Disciplines: obt AUS CEL DOM POT PRE

Advanced, Sabbat bishop: During your untap phase, Melinda can tap a Sabbat vampire with capacity less than 7.

Merged: Sabbat: regent: +2 bleed.*Third:V***Melisande**

Clan: Toreador antitribu

Group: 2

Capacity: 9

Disciplines: tha AUS CEL DOM PRE

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

*FN:U2***Melissa Barton**

Clan: Ventrue

Group: 1

Capacity: 5

Disciplines: cel dom for pre

Camarilla: If any Methuselah burns the Edge for a vote, Melissa gains 1 blood.

*Jyhad:V, VTES:V, Tenth:B***Menele**

Clan: Brujah

Group: 3

Capacity: 10

Disciplines: aus dom CEL POT PRE THA

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

*CE:V/PB, KMW:PAI, BSC:X***Meno Ngari**

Clan: Akunanse

Group: 4

Capacity: 2

Disciplines: abo

Laibon*LoB:PA2*

Mercy, Knight Inquisitor

Clan: Toreador antitribu

Group: 2

Capacity: 5

Disciplines: cel dom pre AUS

Sabbat*SW:C***Merrill Molitor**

Clan: Tremere

Group: 1

Capacity: 5

Disciplines: aus dom THA

Camarilla: Once each combat, Merrill may change 1 aggravated damage inflicted on him to normal damage.

*Jyhad:V, VTES:V, Tenth:A***Meshenka**

Clan: Tzimisce

Group: 2

Capacity: 8

Disciplines: ANI AUS VIC

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

*Sabbat:V, SW:PT***Michael diCarlo**

Clan: Assamite

Group: 4

Capacity: 5

Disciplines: obf qui CEL

Sabbat: If Michael successfully performs an action to enter combat with another minion, he may set the range in the first round of the resulting combat to long (skip the determine range step). The Blood Curse does not affect Michael.

*KMW:U/PG***Michael Luther**

Clan: Toreador

Group: 3

Capacity: 4

Disciplines: aus pre

Camarilla: You may tap Michael during a referendum to change the votes of a Camarilla vampire to votes of your choice. When Michael enters combat, you may draw 1 card. Discard down to your hand size afterward.

*Anarchs:U/PAB***Mictlantecuhtli**

Clan: Gangrel

Group: 5

Capacity: 10

Disciplines: pre pro ANI FOR POT THA

Independent: Mictlantecuhtli is immune to damage from weapons. When he commits diablerie, each of your other ready vampires gains 1 blood from the blood bank. +1 strength.

*KoT:V***Midget**

Clan: Malkavian antitribu

Group: 3

Capacity: 3

Disciplines: obf pre DEM

Sabbat: Infernal. Animal retainers lose their abilities while Midget is acting or is in combat.

*BH:U2***Miguel Cordovera**

Clan: Tremere

Group: 5

Capacity: 6

Disciplines: AUS DOM POT THA

Camarilla: During your predator's minion phase, your predator may burn a pool to untap and take control of Miguel until the end of the minion phase. +1 bleed.

KoT:V

Miguel Santo Domingo

Clan: Brujah antitribu
 Group: 3
 Capacity: 7
 Disciplines: cel for POT PRE

Sabbat: Once each action, Miguel can burn 1 blood to give any other Sabbat vampire you control +1 bleed for the current action.

BH:U2

Miller Delmardigan, Teacher of Bahari

Clan: Toreador antitribu
 Group: 2
 Capacity: 8
 Disciplines: aus pro CEL PRE

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

SW:C, BH:PTo

Milo, The Invisible Horror

Clan: Malkavian
 Group: 3
 Capacity: 3
 Disciplines: aus obf

Camarilla

CE:V, BSC:X

Mina Grotius

Clan: Harbinger of Skulls
 Group: 3
 Capacity: 6
 Disciplines: cel FOR NEC

Laibon: Whenever a vampire controlled by your predator or prey is burned, Mina gains 3 blood. Once each action, she can burn 1 blood to get +1 bleed.

LoB:U

Miranda Sanova

Clan: Brujah
 Group: 1
 Capacity: 8
 Disciplines: aus obf pot CEL PRE

Camarilla primogen: Other Brujah get -1 intercept when attempting to block Miranda.

Jyhad:V, VTES:V, Tenth:B

Mirembe Kabbada

Clan: Gangrel
 Group: 2
 Capacity: 5
 Disciplines: ani PRO SER

Camarilla

AH:V3, Anarchs:PG

Miriam Benyona

Clan: Salubri
 Group: 2
 Capacity: 5
 Disciplines: for obe AUS

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

BL:R2

Misrak

Clan: Osebo
 Group: 4
 Capacity: 2
 Disciplines: pot

Laibon

LoB:PO2

Mistress Fanchon

Clan: Tremere
 Group: 4
 Capacity: 11
 Disciplines: AUS CEL DOM OBF THA VIC

Camarilla Tremere Inner Circle: Mistress Fanchon may search your library (shuffle afterward) for any minion card and move that card to your hand as a +1 stealth action. +2 bleed.

KoT:V

Mitchell, The Headhunter

Clan: Pander
 Group: 2
 Capacity: 2
 Disciplines: obt pot

Sabbat: Rescuing Mitchell from torpor costs an additional blood.

Sabbat:V, SW:PL

Mitru the Hunter

Clan: Gangrel antitribu

Group: 4

Capacity: 8

Disciplines: ani for CEL OBF PRO

Sabbat: Cards that require Celerity cost Mitru 1 less blood to play.*KMW:U/PG***Monique**

Clan: Gangrel antitribu

Group: 2

Capacity: 5

Disciplines: ani aus for pro

Sabbat*Sabbat:V, Tenth:B***Monique Kim**

Clan: Toreador antitribu

Group: 4

Capacity: 3

Disciplines: aus cel

Sabbat*Third:V***Montecalme**

Clan: Toreador

Group: 5

Capacity: 10

Disciplines: obt AUS CEL DOM PRE

Camarilla Toreador Justicar: Montecalme may call a referendum to burn any location as a +1 stealth political action.*KoT:V***Monty Coven**

Clan: Assamite

Group: 5

Capacity: 8

Disciplines: dom for pre CEL OBF QUI

Sabbat: If Monty burns a titled vampire, he may become a bishop. If the burned vampire's title was worth more than two votes, he can become a priscus instead. (The blood curse does not affect Monty.)*LotN:U***Morel**

Clan: Malkavian

Group: 4

Capacity: 6

Disciplines: AUS DEM OBF

Camarilla*KoT:PM2***Morrow the Sage**

Clan: Gangrel antitribu

Group: 4

Capacity: 6

Disciplines: cel vic OBF PRO

Sabbat: Once each action, Morrow may burn 2 blood to get +1 stealth.*Third:V***Mosfair**

Clan: Tremere antitribu

Group: 4

Capacity: 4

Disciplines: cel dom tha

Sabbat Black Hand*Third:V***Mouse**

Clan: Nosferatu

Group: 3

Capacity: 2

Disciplines: ani

Camarilla*CE:V, BSC:X***Mowgli**

Clan: Gangrel antitribu

Group: 4

Capacity: 5

Disciplines: ani cel FOR PRO

Sabbat: Mowgli cannot use maneuvers to maneuver to long range and cannot use presses to end combat.*Third:V*

Mr. Noir

Clan: Salubri
 Group: 4
 Capacity: 3
 Disciplines: for obe

Independent: If Mr. Noir is burned in combat, you gain 2 pool. Scarce.

LoB:U

Muaziz, Archon of Ulugh Beg

Clan: Tremere
 Group: 2
 Capacity: 7
 Disciplines: aus dom for THA

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

AH:V3, CE:PT

Mugur Sabau

Clan: Gangrel antitribu
 Group: 4
 Capacity: 9
 Disciplines: vic CEL NEC OBF PRO

Sabbat Archbishop of Pittsburgh: Each time Mugur commits diablerie, he gets an additional +1 bleed.

Third:V

Muhandis

Clan: Toreador
 Group: 4
 Capacity: 8
 Disciplines: for qui AUS CEL PRE

Camarilla: Muhandis must burn 1 blood to attempt to block a vampire. +1 bleed.

Gehenna:U

Muhsin Samir

Clan: Tremere
 Group: 4
 Capacity: 6
 Disciplines: aus pot DOM THA

Camarilla

Gehenna:U, KMW:PAI

Mukhtar Bey

Clan: Caitiff
 Group: 4
 Capacity: 7
 Disciplines: obf pot FOR PRE QUI

Camarilla Prince of Cairo: Mukhtar cannot use presses to continue combat. If there are five Gehenna cards in play during your untap phase, burn Mukhtar.

Gehenna:U

Murat

Clan: Nosferatu
 Group: 2
 Capacity: 7
 Disciplines: ser OBF POT

Camarilla Prince of Istanbul: Combat cards requiring *Serpentis cost Followers of Set an additional blood* when in combat with Murat.

AH:V3, CE:PN

Muricia

Clan: Ahrimane
 Group: 4
 Capacity: 7
 Disciplines: ANI PRE SPI

Sabbat: During your untap phase, a Gangrel antitribu you control may burn 1 blood to become a sterile Ahrimane and gain 1 level of Spiritus. +1 strength. Sterile.

LoB:U

Muriel Foucade

Clan: Malkavian antitribu
 Group: 2
 Capacity: 5
 Disciplines: aus DEM

Sabbat: +1 strength.

Sabbat:V, SW:U

Muse

Clan: Daughter of Cacophony
 Group: 2
 Capacity: 3
 Disciplines: ani for mel

Sabbat: -1 intercept.
BL:U2

Mustafa Rahman

Clan: Tremere
 Group: 2
 Capacity: 2
 Disciplines: dom

Camarilla

AH:V3, CE:PT

Mustafa, The Heir

Clan: Ventrue
 Group: 4
 Capacity: 6
 Disciplines: cel dom FOR PRE

Camarilla Prince of Istanbul: Once each political action, any older Toreador controlled by another Methuselah can move 1 blood to Mustafa to force him to cast his votes as that Toreador's controller chooses.
Gehenna:U

Nadima

Clan: Gangrel
 Group: 3
 Capacity: 8
 Disciplines: ani aus FOR PRO SER

Independent: +1 intercept.
Anarchs:U2

Nahir

Clan: Lasombra
 Group: 3
 Capacity: 10
 Disciplines: tha ANI DOM OBT POT

Sabbat: If Nahir is ready, you may use a master phase action to burn 1 pool to put a research counter on *her*. Your hand size is +X, where X is the number of research counters *she* has. +1 bleed.
BH:U2

Nails

Clan: Nosferatu antitribu
 Group: 4
 Capacity: 5
 Disciplines: ani obf pro POT

Sabbat Black Hand

SoC:V

Nakhthorheb

Clan: Follower of Set
 Group: 4
 Capacity: 10
 Disciplines: OBF PRE SER

Independent: Nakhthorheb may untap once during each of your minion phases. Minions with your corruption counters cannot block him. +1 strength.
LotN:PS2

Nakova, Advocate of Golconda

Clan: Ventrue
 Group: 2
 Capacity: 6
 Disciplines: pot FOR

Camarilla primogen: If Nakova is burned in combat, the opposing minion takes 4 damage (damage not preventable).
AH:V3, CE:PV

Nana Buruku

Clan: Guruhi
Group: 4
Capacity: 8
Disciplines: ANI POT PRE

Laibon: While Nana is ready, you get two master phase actions (instead of one) each master phase and +1 hand size.

EK:U

Nangila Were

Clan: Guruhi
Group: 4
Capacity: 9
Disciplines: obf ser ANI POT PRE

Laibon: Nangila may enter combat with a minion controlled by another Methuselah as a (D) action. While Nangila is ready, your hand size is one card larger.

LoB:PG2

Natalia

Clan: Ravnos
Group: 2
Capacity: 7
Disciplines: chi dom for ANI

Independent: +1 bleed.

DS:V, FN:PR

Natasha Volfchek

Clan: Ventrue
Group: 1
Capacity: 9
Disciplines: cel dom pot FOR PRE

Camarilla primogen: Natasha gets +1 stealth on political actions. +1 bleed.

Jyhad:V, VTES:V, Tenth:B

Navar McClaren

Clan: Caitiff
Group: 1
Capacity: 1
Disciplines: ani

Camarilla: Navar cannot block older vampires.

Jyhad:V, VTES:V, Tenth:B

Nedal, The Careless

Clan: Caitiff
Group: 3
Capacity: 1
Disciplines: cel nec

Camarilla: Combat cards Nedal plays are not replaced until your next untap phase.

Anarchs:U2

Neel Ramanathan

Clan: Ravnos
Group: 4
Capacity: 3
Disciplines: ani for

Independent

LotN:PR2

Nefertiti

Clan: Follower of Set
Group: 2
Capacity: 10
Disciplines: cel pot DOM OBF PRE SER

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

FN:U2

Neferu

Clan: Follower of Set
Group: 4
Capacity: 9
Disciplines: dom nec OBF PRE SER THA

Independent: Neferu has 2 votes (titled). Once each referendum, she may burn a blood to change the votes of a vampire with any of your corruption counters to votes of your choice.

KMW:U

Nehemiah

Clan: True Brujah
 Group: 4
 Capacity: 9
 Disciplines: obt POT PRE SER TEM

Independent: Nehemiah has 2 votes (titled). During your untap phase, you may move up to two cards from your hand to the bottom of your library (draw afterward). Nehemiah cannot use cards that require Celerity. Scarce.
LoB:U

Nehsi

Clan: Follower of Set
 Group: 2
 Capacity: 10
 Disciplines: aus for OBF PRE PRO SER

Independent: Nehsi has 2 votes. Nehsi gets an optional maneuver each combat.
FN:U2

Neighbor John

Clan: Ventrue antitribu
 Group: 4
 Capacity: 5
 Disciplines: dom for AUS

Sabbat: +1 intercept.
Third:V

Nepata

Clan: Follower of Set
 Group: 2
 Capacity: 4
 Disciplines: obf pre ser

Independent

AH:V3, FN:PS

Nergal

Clan: Baali
 Group: 5
 Capacity: 10
 Disciplines: AUS DAI FOR OBF PRE THA

Independent: Once each turn, Nergal may reduce the cost of a card he plays by one blood. +2 bleed. Infernal.
Promo-20051001

Nergal

Clan: Baali
 Group: 5
 Capacity: 10
 Disciplines: AUS DAI FOR OBF PRE THA

Independent: Reaction cards cost an additional blood when Nergal is acting. Once each action, Nergal may burn 1 blood to get +1 stealth. Infernal.
Promo-20080203

Nestor Kaba

Clan: Akunanse
 Group: 4
 Capacity: 4
 Disciplines: abo ani for

Laibon

EK:U

Nettie Hale

Clan: Ahrimane
 Group: 2
 Capacity: 5
 Disciplines: ani cel pre spi pro

Sabbat: Nettie gets +1 stealth when employing retainers and recruiting allies. Sterile.
BL:U2

Ngozi Ekwensu

Clan: Guruhi
 Group: 5
 Capacity: 9
 Disciplines: cel ANI POT PRE VIC

Laibon magaji: Once each combat, Ngozi may tap an Orun on her to make damage from her hand strikes aggravated for the current round.
EK:U

Nichodemus

Clan: Nosferatu
 Group: 5
 Capacity: 2
 Disciplines: pot

Camarilla

KoT:V

Nicholas Chang

Clan: Toreador antitribu
 Group: 3
 Capacity: 2
 Disciplines: aus

Sabbat

BH:U2

Nickolai, The Survivor

Clan: Tremere antitribu
 Group: 4
 Capacity: 6
 Disciplines: aus dom pot pre tha vic

Sabbat: Nickolai may gain 1 level of any Discipline another of your ready vampires has at superior as a +1 stealth action that costs 1 blood.

Third:V

Nigel the Shunned

Clan: Nosferatu antitribu
 Group: 2
 Capacity: 5
 Disciplines: obf ANI POT

Sabbat

Sabbat:V, SW:U

Nik

Clan: Caitiff
 Group: 1
 Capacity: 1
 Disciplines: cel

Camarilla: Brujah get +1 intercept when attempting to block Nik.

Jyhad:V, VTES:V, Tenth:A

Nikolaus Vermeulen

Clan: Nosferatu
 Group: 2
 Capacity: 7
 Disciplines: ani for obf POT

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

DS:V, CE:PN

Nizzam al-Latif

Clan: Assamite
 Group: 5
 Capacity: 9
 Disciplines: dem ANI CEL OBF QUI

Sabbat Black Hand: Damage from Nizzam's hand strikes is aggravated. (The Blood Curse does not affect Nizzam.)

SoC:V

Nkechi

Clan: Salubri antitribu
 Group: 4
 Capacity: 4
 Disciplines: aus for val

Laibon: When Nkechi is in combat, she may burn a blood before range is determined on the first round to allow you to look at the opposing minion's controller's hand.

LoB:U

Nkule Galadima

Clan: Akunanse
 Group: 4
 Capacity: 8
 Disciplines: ani aus pre ABO FOR

Laibon magaji: Lasombra cannot cast votes in referendums called by Nkule (including in the prisci sub-referendum). While he is ready, if you burn the Edge for a vote, you gain an additional 2 votes.

LoB:U

Normal

Clan: Malkavian
 Group: 1
 Capacity: 2
 Disciplines: obf

Camarilla

Jyhad:V, VTES:V, Tenth:B

Nostoket

Clan: Gangrel antitribu

Group: 4

Capacity: 8

Disciplines: for obt ANI DEM PRO

Sabbat Black Hand: Nostoket may inflict 2 damage on a ready minion controlled by your predator or prey as a (D) action.*Third:V***Nu, The Pillar**

Clan: True Brujah

Group: 2

Capacity: 9

Disciplines: ani aus pro POT PRE TEM

Independent: Once during your minion phase, Nu can burn a blood to untap. Nu cannot use cards that require Celerity. Scarce.*BL:R2***Nunzio Giovanni**

Clan: Giovanni

Group: 4

Capacity: 3

Disciplines: nec pot

Independent*LotN:PG2***Obsidian**

Clan: Gargoyle

Group: 2

Capacity: 5

Disciplines: for pot VIS

Independent: Flight [FLIGHT].*BL:U1***Ogwon**

Clan: Follower of Set

Group: 5

Capacity: 7

Disciplines: for OBF PRE SER

Independent: If an ally or younger vampire attempts to block Ogwon and fails, that minion burns 1 blood or life when the action resolves (before resolving the action).*LotN:U***Ohanna**

Clan: Malkavian

Group: 2

Capacity: 2

Disciplines: dom

Camarilla*AH:V3, CE:PM***Old Neddacka**

Clan: Nosferatu antitribu

Group: 4

Capacity: 2

Disciplines: obf

Sabbat*Third:V***Olga Triminov**

Clan: Pander

Group: 3

Capacity: 1

Disciplines: vic

Sabbat: Any Black Hand vampire can steal Olga for his or her controller as a (D) action that costs 1 pool.*BH:U2***Oliver Thrace**

Clan: Tremere

Group: 3

Capacity: 9

Disciplines: nec obf pot AUS DOM THA

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

Clan: Nosferatu antitribu

Group: 2

Capacity: 5

Disciplines: vic OBF POT

Sabbat bishop*Sabbat:V, BH:PN*

Olugbenga

Clan: Assamite

Group: 4

Capacity: 7

Disciplines: ani cel OBF QUI

Laibon magaji: When contesting a vampire, you may use the blood on that vampire or on Olugbenga as pool to pay for the contest. Olugbenga gets +1 intercept against bleed actions. (The blood curse does not affect Olugbenga.)

LoB:U

Omayya

Clan: Gangrel antitribu

Group: 2

Capacity: 7

Disciplines: pro ANI AUS FOR

Sabbat: Omayya may prevent one damage each combat.

SW:C

Omme Enberbenight

Clan: Kiasyd

Group: 4

Capacity: 7

Disciplines: cel dom MYT OBT

Sabbat priscus: Cards that require Mytherceria cost Omme 1 less blood to play. Cold iron vulnerability.

LoB:U

Onaedo

Clan: Lasombra

Group: 4

Capacity: 6

Disciplines: aus pot DOM OBT

Laibon: If Otieno is ready, Onaedo gets +1 stealth when attempting a diablerie action.

LoB:U

Ondine "Boudicca" Sinclair

Clan: Toreador antitribu

Group: 5

Capacity: 9

Disciplines: obt AUS CEL PRE PRO

Sabbat Black Hand: While you have the Edge, Ondine gets +1 stealth when bleeding. +1 strength.

SoC:V

Orlando Oriundus

Clan: Tremere antitribu

Group: 4

Capacity: 9

Disciplines: obf AUS DOM THA

Sabbat bishop: During a referendum, if Orlando is ready, your vampires' votes are doubled when votes are tallied, and other multipliers may not be played on your vampires. +1 bleed.

Third:V

Otieno

Clan: Lasombra

Group: 4

Capacity: 6

Disciplines: ani dom OBT POT

Laibon: Otieno gets +1 bleed when bleeding a Methuselah who controls a ready Guruhi.

LoB:U

Owain Evans, The Wanderer

Clan: Ventrue antitribu

Group: 3

Capacity: 8

Disciplines: cel pre AUS DOM FOR

Sabbat: During any Methuselah's untap phase, if Owain is ready, you may move a blood from the blood bank to a vampire that Methuselah controls.

BH:U2

Ox, Viceroy of the Hollows

Clan: Nosferatu antitribu
Group: 2
Capacity: 6
Disciplines: ANI OBF POT

Sabbat

SW:C

Ozmo

Clan: Malkavian
Group: 1
Capacity: 6
Disciplines: dom obf AUS

Camarilla: +1 bleed.

Jyhad:V, VTES:V, Tenth:B

Panagos Levidis

Clan: Gangrel
Group: 2
Capacity: 3
Disciplines: ani obf

Camarilla

AH:V3, Anarchs:PG

Panya, The Wicked

Clan: Ishtarri
Group: 4
Capacity: 3
Disciplines: cel pre

Laibon

LoB:U

Paolo Sardenzo

Clan: Giovanni
Group: 5
Capacity: 7
Disciplines: dom pro NEC POT THA

Independent: Whenever a wraith enters play, Paolo gains 1 blood. Giovanni get +1 intercept when attempting to block Paolo.

LotN:U

Papa Legba

Clan: Ravnos
Group: 5
Capacity: 5
Disciplines: ani chi for obt

Independent: Once each action, Legba can burn 1 blood to get +1 bleed.

LotN:U

Pariah

Clan: Abomination
Group: 2
Capacity: 6
Disciplines: pot pre OBF PRO

Independent: During your master phase, discard a master card or tap Pariah. Pariah cannot take undirected actions other than hunting. He can enter combat with any minion as a (D) action. +1 strength. Scarce. Sterile.

KMW:U

Parmenides

Clan: Assamite
Group: 2
Capacity: 4
Disciplines: qui CEL

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

FN:PA

Parnassus

Clan: Assamite
Group: 2
Capacity: 7
Disciplines: aus tha CEL QUI

Independent: +1 strength. (Blood Cursed).

AH:V3, FN:PA

Patrick

Clan: Brujah antitribu
 Group: 4
 Capacity: 4
 Disciplines: pre POT

Sabbat

Third:V

Patrizia Giovanni, Collector of Secrets

Clan: Giovanni
 Group: 2
 Capacity: 5
 Disciplines: nec qui tha

Independent: Patrizia can employ a retainer from your ash heap as an action. The cost of that action is increased by 1 blood.

AH:V3, Tenth:A

Paul "Sixofswords29" Moreton

Creed: Visionary
 Group: 4
 Life: 4
 Virtues: def vis

During your influence phase, you may move a counter from your pool to an imbued in your uncontrolled region.

NoR:U

Paul Calderone

Clan: Brujah
 Group: 5
 Capacity: 4
 Disciplines: cel pot pre

Camarilla

KoT:V

Paul Cordwood

Clan: Tremere antitribu
 Group: 4
 Capacity: 8
 Disciplines: obf pre AUS DOM THA

Sabbat bishop: Once each action, Paul can remove the top card of your crypt from the game to get +1 intercept or +1 stealth.

Third:PTr2

Paul DiCarlo, The Alpha

Clan: Giovanni
 Group: 2
 Capacity: 2
 Disciplines: pot

Independent

FN:U2

Paul Forrest, False Prophet

Clan: Ravnos
 Group: 4
 Capacity: 5
 Disciplines: chi for pre

Independent: Once each action, Paul can burn a blood to give an acting Ravnos you control +1 bleed.

KMW:U

Paulo de Castille

Clan: Lasombra
 Group: 4
 Capacity: 4
 Disciplines: ani dom pot

Sabbat: When Paulo is put into play during your influence phase, you may move 1 blood from him to any Lasombra in your uncontrolled region.

Third:V

Pedrag Hasek

Clan: Ventrue
 Group: 5
 Capacity: 7
 Disciplines: aus val DOM FOR PRE

Camarilla: Pedrag cannot commit diablerie.

KoT:V

Pedro Cortez

Creed: Avenger
 Group: 4
 Life: 4
 Virtues: mar ven

+1 strength. Pedro cannot maneuver to long range, press to end combat, or end combat as a strike.

NoR:U

Pentweret

Clan: Follower of Set

Group: 5

Capacity: 9

Disciplines: aus for obe OBF PRE SER

Independent: When in combat at close range with an ally that costs less than 4 blood or pool or a vampire with capacity less than 4, Pentweret may give you control of that minion as a strike that costs 2 blood.

LotN:U

Persephone Tar-Anis

Clan: Malkavian antitribu

Group: 4

Capacity: 8

Disciplines: cel pot AUS DEM OBF

Sabbat: +1 bleed.

Third:PM2

Persia, The Beautiful Statue

Clan: Malkavian

Group: 3

Capacity: 5

Disciplines: aus obf DEM

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

CE:V, BSC:X

Petaniqua

Clan: Malkavian

Group: 4

Capacity: 9

Disciplines: chi AUS DAI DEM OBF THA

Camarilla. Red List: During any round of combat after the first, a minion opposing Petaniqua takes 2 points of damage before range is determined. Recruiting allies and employing retainers costs Petaniqua 1 less blood or pool. +1 bleed. Infernal.

KMW:U/PB

Petaniqua

Clan: Baali

Group: 4

Capacity: 9

Disciplines: chi AUS DAI DEM OBF THA

Advanced, Independent. Red List: Once each combat, Petaniqua may burn a blood to gain a press. Petaniqua may recruit a werewolf ally as if she meets the requirements of playing that card. +1 strength. Infernal.

KMW:U/PB

Peter "Outback295" Rophail

Creed: Redeemer

Group: 4

Life: 4

Virtues: red ven

While Peter is in combat with a monster, he may burn a conviction [1 CONVICTION] to get a maneuver.

NoR:U

Peter Blaine

Clan: Ventrue antitribu

Group: 2

Capacity: 4

Disciplines: aus dom for

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

SW:C

Petra

Clan: Nosferatu

Group: 4

Capacity: 5

Disciplines: aus ANI OBF

Camarilla: Damage Petra inflicts on Baali is aggravated. A vampire burns an additional blood whenever he or she uses a press to continue combat with Petra.

Gehenna:U

Petru Sipos

Clan: Ravnos

Group: 2

Capacity: 7

Disciplines: ani for CHI SER

Independent: Petru can steal 1 blood from a vampire in torpor as a (D) action.

AH:V3, Tenth:A

Phaedyme

Clan: Ravnos

Group: 5

Capacity: 10

Disciplines: pre tha ANI CHI DEM FOR

Independent: Phaedyme gets +1 stealth when bleeding a Methuselah who controls a ready Camarilla vampire. +1 strength.

LotN:U

Phagian

Clan: Harbinger of Skulls

Group: 4

Capacity: 8

Disciplines: dom for AUS NEC THA

Sabbat: Any vampire you control may play cards that require Necromancy at the basic level, with the cost increased by 1 blood.

LoB:U

Pherydima

Clan: Kiasyd

Group: 4

Capacity: 8

Disciplines: obt pot DOM MYT NEC

Sabbat bishop: During your discard phase, you may burn a pool to untap Pherydima. Cold iron vulnerability.

LoB:U

Philippe de Marseilles

Clan: Toreador

Group: 5

Capacity: 7

Disciplines: dem pre AUS CEL

Camarilla primogen: During your untap phase, if there are any Gehenna cards in play, you may remove Philippe from the game to gain 6 pool.

KoT:V

Phillipe Rigaud

Clan: Gangrel antitribu

Group: 4

Capacity: 7

Disciplines: ani aus obt DOM OBF PRO

Sabbat Black Hand: Phillipe cannot block undirected actions. When any older vampires are in torpor that Phillipe may diablerize, he must attempt a diablerie action (unless he must hunt).

KMW:U/PG

Pieter

Clan: Gangrel antitribu

Group: 2

Capacity: 6

Disciplines: for tha OBF PRO

Sabbat

Sabbat:V, Tenth:A

Pieter van Dorn

Clan: Tremere

Group: 3

Capacity: 4

Disciplines: dom pre tha

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

CE:V/PT, BSC:X

Piotr Andreikov

Clan: Tzimisce
Group: 3
Capacity: 2
Disciplines: aus

Sabbat Black Hand

BH:U2

Pochtli

Clan: Giovanni
Group: 2
Capacity: 8
Disciplines: cel dom NEC OBF POT

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

FN:U2

Polly Kay Fisher

Clan: Ventrue antitribu
Group: 4
Capacity: 8
Disciplines: for pot AUS DOM THA

Sabbat Archbishop of New York

Third:V

Porphyron

Clan: Follower of Set
Group: 5
Capacity: 9
Disciplines: for CHI OBF PRE SER

Independent: When Porphyron enters play, you may search your library for a Treaty of Laibach and move it to your hand (shuffle and discard afterward). +1 stealth.

LotN:U

Portia

Clan: Ventrue
Group: 5
Capacity: 4
Disciplines: for pre pro

Camarilla: Portia gets +1 stealth when hunting. If her hunt is blocked, she takes 1 damage before range is determined on the first round of the resulting combat.

KoT:V

Prejudice

Clan: Nagaraja
Group: 4
Capacity: 4
Disciplines: aus dom nec

Independent: Once each action, Prejudice may remove an ally or retainer in your prey's ash heap from the game to get +2 bleed for the current action. Scarce.

LoB:U

Preston Varrick

Clan: Tremere
Group: 4
Capacity: 7
Disciplines: aus nec DOM OBF THA

Camarilla: Preston gets +1 bleed when bleeding a Methuselah who controls a ready ally.

TR:U

Primo Giovanni

Clan: Giovanni
Group: 4
Capacity: 4
Disciplines: dom nec pot

Independent

LotN:PG2

Pug Jackson

Clan: Brujah
Group: 3
Capacity: 6
Disciplines: for pre CEL POT

Camarilla primogen

CE:V/PB, Anarchs:PAG, BSC:X

Pugfar

Clan: Gargoyle

Group: 2

Capacity: 5

Disciplines: aus for vis POT

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

BL:U2

Qadir ul-Ghani

Clan: Assamite

Group: 2

Capacity: 9

Disciplines: tha nec CEL OBF QUI

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

FN:U2

Queen Anne

Clan: Ventrue

Group: 2

Capacity: 10

Disciplines: aus obf DOM FOR PRE

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

DS:V, CE:PV

Quentin

Clan: Ventrue antitribu

Group: 2

Capacity: 9

Disciplines: cel obt AUS DOM FOR

Sabbat bishop: Once each political action, Quentin may burn 1 blood to *force a vampire to abstain (this can cancel that vampire's votes)*.

Sabbat:V, SW:U/PV

Quentin King III

Clan: Malkavian

Group: 3

Capacity: 7

Disciplines: obf pre AUS DEM

Camarilla Prince of Boston

CE:V, BSC:X

Quentin King III

Clan: Malkavian

Group: 3

Capacity: 7

Disciplines: cel pre AUS DEM OBF

Advanced, Camarilla

Merged: If Quentin is ready during your untap phase, you may move 1 blood from the blood bank to a ready older vampire. Once each action, Quentin can burn 1 blood to get +1 bleed.

Anarchs:U2

Qufur am-Heru

Clan: Follower of Set

Group: 2

Capacity: 7

Disciplines: cel tha OBF PRE SER

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

FN:U2

Quincy, The Trapper

Clan: Kiasyd

Group: 3

Capacity: 4

Disciplines: dom myt obt

Sabbat: Quincy may burn an ally controlled by your predator or prey with two +1 stealth (D) actions. Cold iron vulnerability.

LoB:U

Quinton McDonnell

Clan: Gangrel

Group: 1

Capacity: 8

Disciplines: ani cel pro FOR

Camarilla primogen: +1 strength.

Jyhad:V, VTES:V, Tenth:A

Quira, The Bitch Queen

Clan: Malkavian antitribu

Group: 2

Capacity: 6

Disciplines: obt tha AUS OBF

Sabbat: +1 bleed.

Sabbat:V, Tenth:B

Rabbat, The Sewer Goddess

Clan: Nosferatu

Group: 4

Capacity: 7

Disciplines: pot ANI FOR OBF

Independent. Red List: Rabbat may send a vampire to torpor or burn an ally as a strike. If she hunts, you may move 1 of the blood she gains to your pool. She cannot take (D) actions or block actions that aren't directed at her or at a card on her.

KMW:PA

Rachel Brandywine

Clan: Malkavian

Group: 3

Capacity: 10

Disciplines: ani AUS DEM OBF PRO

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

CE:V/PM, BSC:X

Radeyah

Clan: Toreador

Group: 2

Capacity: 6

Disciplines: pot pre CEL

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

AH:V3, CE:PTo

Radu Bistri

Clan: Tzimisce

Group: 4

Capacity: 8

Disciplines: ani pre vic AUS DOM

Sabbat cardinal: During your untap phase, Radu gains 1 blood if the Purchase Pact is in play.

Third:PTz2

Rafael de Corazon

Clan: Toreador

Group: 4

Capacity: 11

Disciplines: AUS CEL DOM OBF PRE

Camarilla Toreador Inner Circle: Any vampire contesting Rafael's title must yield during his or her untap phase. +2 bleed.

KoT:PT2

Rafaele Giovanni

Clan: Giovanni

Group: 2

Capacity: 6

Disciplines: cel obf NEC

Independent: Raphael may bleed your predator as a (D) action. +1 bleed.

AH:V3, Tenth:B

Raful al-Zarqa

Clan: Nagaraja

Group: 2

Capacity: 6

Disciplines: dom nec obf AUS

Independent: Once each action, Raful can burn a blood to get +1 stealth. Scarce.*BL:R2***Rain**

Clan: Toreador antitribu

Group: 4

Capacity: 7

Disciplines: cel chi dem pot pre AUS

Sabbat: Rain gets +1 stealth on actions directed at a Methuselah who controls no ready titled vampires.*Third:V***Rake**

Clan: Brujah

Group: 1

Capacity: 6

Disciplines: aus cel pot PRE

Camarilla Prince of Atlanta: Rake gets +1 strength in combat with Ventrue.*Jyhad:V, VTES:V, Tenth:A***Ramiel DuPre**

Clan: Toreador

Group: 1

Capacity: 5

Disciplines: aus cel dom PRE

Camarilla*Jyhad:V, VTES:V, Tenth:A***Ramiro**

Clan: Lasombra

Group: 2

Capacity: 4

Disciplines: dom obt vic

Sabbat*Sabbat:V, SW:PL***Ramona**

Clan: Gangrel

Group: 2

Capacity: 4

Disciplines: for pro

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

Clan: Gangrel

Group: 2

Capacity: 4

Disciplines: for pro

Advanced, Camarilla: During your untap phase, you may move 1 blood from Ramona to any ready Gangrel you control.**Merged:** During your master phase, you may move 1 blood from Ramona to your pool.*Anarchs:U2***Randall**

Clan: Gangrel

Group: 4

Capacity: 8

Disciplines: ANI AUS FOR PRO

Independent: Randall has 1 vote (titled). Once each minion phase, he may burn 1 blood to prevent 1 non-aggravated damage done to any other minion in combat.*KoT:V***Randel, The Coward**

Clan: Ventrue antitribu

Group: 4

Capacity: 4

Disciplines: dom for obt

Sabbat*Third:V*

Ranjan Rishi, Camarilla Scholar

Clan: Ventrue
Group: 2
Capacity: 5
Disciplines: for DOM PRE

Camarilla: Ranjan gets +1 bleed when bleeding a Methuselah who controls a ready Brujah.
DS:V, CE:PV

Ransom, The Old Man

Clan: Toreador
Group: 4
Capacity: 6
Disciplines: aus dom CEL PRE

Camarilla: Ransom gets +1 strength in combat with a Tremere.
KMW:U

Raphael Catarari

Clan: Nosferatu antitribu
Group: 4
Capacity: 5
Disciplines: aus pot tha OBF PRE

Sabbat: If Raphael's blood total is odd, he does not untap as normal. You may use a master phase action to add a blood to him from your pool or to burn a blood from him. +1 bleed.
Third:V

Raphaela Giovanni

Clan: Giovanni
Group: 4
Capacity: 6
Disciplines: pot pre DOM NEC

Independent

KMW:U

Rashid Stockton

Clan: Gangrel antitribu
Group: 5
Capacity: 4
Disciplines: cel obf vic

Sabbat Black Hand

SoC:V

Rashiel

Clan: Salubri antitribu
Group: 4
Capacity: 3
Disciplines: for val

Sabbat

LoB:U

Rathmere

Clan: Gangrel
Group: 5
Capacity: 5
Disciplines: ani pro FOR

Independent: Rathmere gets +1 strength in combat with a Sabbat vampire.
KoT:V

Raziya Samater

Clan: Brujah
Group: 2
Capacity: 3
Disciplines: ani pot

Camarilla

AH:V3, CE:PB

Rebekka, Chantry Elder of Munich

Clan: Tremere
Group: 2
Capacity: 8
Disciplines: pot AUS PRE THA

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

Redbone McCray

Clan: Toreador antitribu
Group: 4
Capacity: 6
Disciplines: cel pro AUS PRE

Sabbat: Redbone may enter combat with a younger Camarilla vampire as a (D) action.
Third:V

Reg Driscoll

Clan: Samedi

Group: 2

Capacity: 8

Disciplines: aus pre for OBF THN

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

*BL:U1***Regilio, The Seeker of Akhenaten**

Clan: Nosferatu

Group: 2

Capacity: 3

Disciplines: aus obf

Camarilla*AH:V3, CE:PN***Regina Giovanni, The Right Hand of Augustus**

Clan: Giovanni

Group: 2

Capacity: 10

Disciplines: aus for DOM NEC POT

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

*DS:V, FN:PG***Reginald Moore**

Clan: Brujah

Group: 4

Capacity: 4

Disciplines: PRE

Camarilla primogen: Reginald gets +1 strength in combat with Tremere and Tremere antitribu. He cannot block vampires of those clans or attempt actions to enter combat with them.

*KoT:PB2***Reiner Stoschka**

Clan: Malkavian

Group: 5

Capacity: 7

Disciplines: obf AUS DEM THA

Camarilla: While Reiner is ready, master: Discipline cards may be played as trifles.

*KoT:V***Remilliard, Devout Crusader**

Clan: Toreador antitribu

Group: 2

Capacity: 4

Disciplines: pre AUS

Sabbat*Sabbat:V, SW:U***Renenet**

Clan: Follower of Set

Group: 4

Capacity: 5

Disciplines: ser OBF PRE

Independent*LotN:PS2***Reverend Adams**

Clan: Caitiff

Group: 4

Capacity: 3

Disciplines: aus PRE

Independent: Reverend Adams gets -1 stealth on political actions. Older vampires do not tap for successfully blocking Reverend Adams.

*Promo-20061101***Reverend Adams**

Clan: Ventrue

Group: 4

Capacity: 4

Disciplines: aus PRE

Advanced, Camarilla: During your master phase, you may look at the top X cards of your library, where X is the number of Gehenna cards in play. Older vampires do not tap for successfully blocking Adams.

TR:U

Reverend Blackwood

Clan: Tremere antitribu
 Group: 2
 Capacity: 6
 Disciplines: obf DOM THA

Sabbat bishop: Damaging strikes made by Reverend Blackwood that require Thaumaturgy inflict +1 damage.
Sabbat:V, BH:PT

Reverend Djoser Jones

Clan: Follower of Set
 Group: 4
 Capacity: 3
 Disciplines: pre ser

Independent

KMW:U

Rex, The Necronomist

Clan: Pander
 Group: 2
 Capacity: 3
 Disciplines: pot pro vic

Sabbat: Combat cards cost Rex an additional blood.
Sabbat:V, Tenth:B

Reza Fatir, The Dark Angel

Clan: Assamite
 Group: 4
 Capacity: 6
 Disciplines: obf pro CEL QUI

Sabbat Black Hand: The Blood Curse does not affect Reza.
Gehenna:U

Richard Tauber, Ayelea's Puppet

Clan: Tremere antitribu
 Group: 2
 Capacity: 4
 Disciplines: tha AUS

Sabbat: Richard gets -1 intercept when attempting to block Lasombra and Tzimisce.
Sabbat:V, Tenth:B

Richter, The Templar of Du Mont

Clan: Brujah antitribu
 Group: 2
 Capacity: 7
 Disciplines: for pre CEL POT

Sabbat: +1 strength.
Sabbat:V, SW:U/PB

Ricki Van Demsi

Clan: Gangrel
 Group: 1
 Capacity: 3
 Disciplines: for pro

Camarilla

Jyhad:V, VTES:V, Tenth:B

Rico Loco

Clan: Ventrue antitribu
 Group: 4
 Capacity: 2
 Disciplines: FOR

Sabbat Black Hand: If Rico is ready during your master phase, move a Bomb from your hand or ash heap to him (no cost) or he takes 1 damage. During your untap phase, if Rico is ready and has a Bomb, burn the Bomb and another ready minion you control takes 2 damage.
Third:V

Rigby, Crusade Vanguard

Clan: Brujah antitribu
 Group: 2
 Capacity: 5
 Disciplines: aus pot CEL PRE

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

Robert Price

Clan: Gangrel
Group: 4
Capacity: 2
Disciplines: pro

Independent

KoT:V

Robin Withers

Clan: Ventrue
Group: 4
Capacity: 4
Disciplines: dom obf pre

Camarilla

Gehenna:U

Rocia

Clan: Gargoyle
Group: 4
Capacity: 8
Disciplines: obf FOR POT VIS

Camarilla: Rocia gets +1 intercept when attempting to block Tremere or Tremere antitribu. She gets an optional press each combat. Flight [FLIGHT].

LoB:U

Roderick Phillips March

Clan: Kiasyd
Group: 4
Capacity: 7
Disciplines: cel obt tha DOM MYT

Sabbat: While Roderick is ready, minions you control get an additional +1 stealth on equip actions. Cold iron vulnerability.

LoB:U

Rodolfo

Clan: Malkavian antitribu
Group: 3
Capacity: 8
Disciplines: pro AUS DEM OBF

Sabbat bishop: +1 bleed.

BH:U2, Third:PM

Rodrigo

Clan: Brujah antitribu
Group: 4
Capacity: 5
Disciplines: pot pre qui CEL

Sabbat

Third:V

Roger Farnsworth

Clan: Malkavian antitribu
Group: 3
Capacity: 4
Disciplines: aus OBF

Sabbat Black Hand

BH:PM

Roland Bishop

Clan: Malkavian
Group: 1
Capacity: 4
Disciplines: aus dom obf

Camarilla

Jyhad:V, VTES:V, Tenth:A

Roland Loussarian

Clan: Ventrue
Group: 1
Capacity: 3
Disciplines: for pre

Camarilla

Jyhad:V, VTES:V, Tenth:B

Roman Alexander

Clan: Gangrel
Group: 1
Capacity: 4
Disciplines: ani for pro

Camarilla

Jyhad:V, VTES:V, Tenth:A

Roreca Quaid

Clan: Tremere
Group: 1
Capacity: 2
Disciplines: tha

Camarilla

Jyhad:V, VTES:V, Tenth:A

Rosa Martínez

Clan: Toreador antitribu
Group: 3
Capacity: 9
Disciplines: AUS CEL FOR PRE

Sabbat bishop: During your untap phase, if another ready vampire you control is a Regent, Rosa gains 1 blood. +1 bleed.

BH:U2

Rose, The

Clan: Tzimisce
Group: 3
Capacity: 5
Disciplines: aus PRE VIC

Sabbat

CE:V, BSC:X

Rosemarie

Clan: Daughter of Cacophony
Group: 4
Capacity: 3
Disciplines: mel FOR

Camarilla: Combat cards that do not require Fortitude cost Rosemarie an additional blood.

LoB:U

Roxanne, Rectrix of the 13th Floor

Clan: Malkavian
Group: 1
Capacity: 9
Disciplines: pot AUS DOM FOR OBF

Camarilla primogen: Roxanne may enter combat with a vampire of capacity below 4 controlled by your predator or prey as a +1 stealth (D) action.

Jyhad:V, VTES:V, Tenth:A

Royce

Clan: Pander
Group: 2
Capacity: 1
Disciplines: dom

Sabbat: Royce gets -1 stealth when bleeding.

Sabbat:V, Tenth:A

Rudolfo Giovanni

Clan: Giovanni
Group: 2
Capacity: 3
Disciplines: NEC

Independent

DS:V2, FN:PG

Rufina Soledad

Clan: Ventrue
Group: 1
Capacity: 2
Disciplines: for

Camarilla

Jyhad:V, VTES:V, Tenth:A

Ruth McGinley

Clan: Malkavian
Group: 3
Capacity: 6
Disciplines: aus cel obf DEM

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

CE:V, Anarchs:PAG, BSC:X

Rutor

Clan: Tremere
Group: 5
Capacity: 7
Disciplines: pro vic AUS DOM THA

Camarilla: Tzimisce get -1 intercept when attempting to block Rutor.

KoT:V

Ruxandra

Clan: Nosferatu
 Group: 5
 Capacity: 5
 Disciplines: ani aus OBF

Camarilla: Ventrue get -1 intercept when Ruxandra is acting. As a discard phase action, you may tap Ruxandra to discard any number of cards from your hand.

KoT:V

Ryder

Clan: Gangrel
 Group: 4
 Capacity: 7
 Disciplines: ani pot FOR PRO

Independent: When Ryder is in combat, before range is chosen on the first round, you may look at the opposing minion's controller's hand. Ryder gets +1 intercept when blocking (D) actions.

Gehenna:U

Ryszard

Clan: Gangrel antitribu
 Group: 4
 Capacity: 6
 Disciplines: pre pro CEL OBF

Sabbat bishop: Ryszard cannot block titled vampires.

Third:V

Sabine Lafitte

Clan: Tremere
 Group: 1
 Capacity: 5
 Disciplines: aus dom pot tha

Camarilla: During your untap phase, you may move 1 blood from Sabine to any controlled Tremere.

Jyhad:V, VTES:V, Tenth:B

Sabrina

Clan: Toreador antitribu
 Group: 3
 Capacity: 4
 Disciplines: aus cel pre

Sabbat

BH:PTo

Sadie

Clan: Gangrel antitribu
 Group: 2
 Capacity: 2
 Disciplines: pro

Sabbat

Sabbat:V, SW:U

Sahira Siraj

Clan: Follower of Set
 Group: 4
 Capacity: 4
 Disciplines: obf ser tha

Independent

KMW:PB

Saiz

Clan: Tremere antitribu
 Group: 3
 Capacity: 3
 Disciplines: aus dom

Sabbat

Anarchs:U2

Sajid al Misbah

Clan: Assamite
 Group: 5
 Capacity: 4
 Disciplines: QUI

Independent: Cards that require Quietus cost Sajid 1 less blood. Sajid cannot block older vampires. Blood cursed.

LotN:U

Salvatore Bokkengro

Clan: Ravnos
Group: 2
Capacity: 4
Disciplines: for pro CHI

Independent

DS:V, FN:PR

Salinger

Clan: Brujah antitribu
Group: 2
Capacity: 9
Disciplines: tha CEL POT PRE

Sabbat Archbishop of Philadelphia: As a (D) action, Salinger may enter combat with any ready Lasombra or Tzimisce controlled by another Methuselah. +1 bleed.

Sabbat:V, SW:U/PB

Samantha

Clan: Gangrel antitribu
Group: 2
Capacity: 10
Disciplines: ani tha CEL OBF PRO

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

Sabbat:V, SW:U

Samat Ramal-Ra, Archon

Clan: Follower of Set
Group: 2
Capacity: 6
Disciplines: pre ser tha OBF

Camarilla: Blood hunts cannot be called on Samat.

FN:U2

Sammy

Clan: Nosferatu
Group: 1
Capacity: 4
Disciplines: ani obf pot

Camarilla

Jyhad:V, VTES:V, Tenth:B

Samson

Clan: Ventrue antitribu
Group: 2
Capacity: 2
Disciplines: dom

Sabbat

Sabbat:V, Tenth:A

Sandra White

Clan: Caitiff
Group: 3
Capacity: 1
Disciplines: -none-

Camarilla: If Sandra diablerizes an older vampire, the controller of that vampire burns 1 pool.
Anarchs:U2

Sanjo

Clan: Akunanse
Group: 3
Capacity: 6
Disciplines: abo chi ANI FOR

Laibon

LoB:PA2

Santaleous

Clan: Malkavian
Group: 5
Capacity: 9
Disciplines: AUS CEL DEM OBF

Camarilla: Santaleous gets +1 bleed for each unique hunting ground in play. He may burn 3 blood to cancel a master card as it is played.
KoT:V

Saqqaf, Keeper of the Grand Temple of Set

Clan: Follower of Set
Group: 2
Capacity: 9
Disciplines: cel for OBF PRE SER

Independent: If Saqqaf successfully performs an action requiring Serpentinis, you gain 1 pool. You may only gain 1 pool this way each turn.
AH:V3, FN:PS

Sarah Brando

Clan: Brujah antitribu
 Group: 2
 Capacity: 3
 Disciplines: CEL

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

Sarah Cobbler

Clan: Tremere
 Group: 1
 Capacity: 4
 Disciplines: dom THA

Camarilla

Jyhad:V, VTES:V, Tenth:B

Sarah Raines

Clan: Gangrel
 Group: 3
 Capacity: 2
 Disciplines: for

Independent: Sarah gets an optional maneuver and an optional press when in combat with a mage ally.
Anarchs:U2

Sargon

Clan: Baali
 Group: 2
 Capacity: 5
 Disciplines: cel dai obf pre

Independent: Whenever Sargon successfully performs an action, you get the Edge. +1 strength. Infernal.
BL:U2

Sarisha Veliku

Clan: Ravnos
 Group: 2
 Capacity: 6
 Disciplines: chi dom ANI FOR

Independent

AH:V3, FN:PR

Sarrasine

Clan: Follower of Set
 Group: 2
 Capacity: 7
 Disciplines: aus nec ser OBF PRE

Independent: During your master phase, if Sarrasine is ready, you may burn the Edge to gain an additional master phase action.
FN:U2

Sascha Vykos, The Angel of Caine

Clan: Tzimisce
 Group: 2
 Capacity: 8
 Disciplines: ani dom AUS THA VIC

Sabbat priscus: When a vampire opposing Sascha in combat goes to torpor, you may choose to increase your hand size by 2 for the remainder of the turn. This ability can be used only once per turn.
Promo-20010302, SW:PT

Sascha Vykos, The Angel of Caine

Clan: Tzimisce
 Group: 2
 Capacity: 8
 Disciplines: ani dom AUS THA VIC

Advanced, Sabbat Archbishop of Washington, D.C.: If Sascha is ready, you may draw a card from your library whenever another Methuselah plays a master card.

Merged: Sabbat cardinal

Gehenna:U

Sasha Miklos

Clan: Ravnos
 Group: 2
 Capacity: 2
 Disciplines: chi

Independent

DS:V2, FN:PR

Saul Meira

Clan: Lasombra
 Group: 5
 Capacity: 8
 Disciplines: CHI DOM OBT POT

Sabbat Black Hand: Saul may burn a blood during your discard phase to untap another ready Black Hand vampire.
SoC:V

Saulot, The Wanderer

Clan: Salubri
 Group: 4
 Capacity: 11
 Disciplines: dai AUS FOR OBE THA VAL

Independent: Damage Baali inflict on Saulot is reduced to 0. During your untap phase, you may move 2 blood from Saulot to any vampire in your uncontrolled region or in play. +1 bleed. +1 strength. Scarce.
LoB:U

Saxum, Master of Slaves

Clan: Gargoyle
 Group: 2
 Capacity: 6
 Disciplines: pot pre FOR VIS

Camarilla Tremere Slave: Flight [FLIGHT].
BL:U1

Sayshila

Clan: Daughter of Cacophony
 Group: 4
 Capacity: 7
 Disciplines: dem FOR MEL PRE

Independent: During a referendum, if Sayshila is ready, you may tap her to give another titled vampire you control 2 additional votes. Opposing minions cannot use presses to continue against her.
LoB:U

Scarlet Carson O'Toole

Clan: Gangrel antitribu
 Group: 3
 Capacity: 4
 Disciplines: pro CEL

Sabbat

Anarchs:U2, KMW:PG

Schuyler

Clan: Pander
 Group: 4
 Capacity: 1
 Disciplines: tha

Sabbat: When Schuyler is blocked, your prey may move a library card from his or her ash heap to the top of his or her library.
Third:V

Sean Andrews

Clan: Toreador
 Group: 4
 Capacity: 2
 Disciplines: cel

Camarilla

KoT:PT2

Sean Rycek

Clan: Malkavian
 Group: 4
 Capacity: 4
 Disciplines: aus dem

Camarilla: Once each referendum, Sean may tap or burn a blood to gain 2 votes. He may burn a boon as a +1 stealth (D) action.
TR:U

Sébastien Goulet

Clan: Gangrel antitribu
 Group: 3
 Capacity: 8
 Disciplines: cel pre pro DOM OBF

Sabbat: Allies and retainers cost Sébastien 1 less blood or pool to employ or recruit. Once each action, he can burn 1 blood to get +1 bleed.
CE:V, BSC:X

Sébastien Goulet

Clan: Gangrel antitribu

Group: 3

Capacity: 8

Disciplines: cel pre pro DOM OBF

Advanced, Sabbat: Sébastian gets +1 stealth when employing a retainer or recruiting an ally.

Merged: He can steal a retainer or an ally as a +1 stealth (D) action.

BH:U2

Sebastian Marley

Clan: Nosferatu

Group: 1

Capacity: 7

Disciplines: aus obf pot ANI

Camarilla: +1 strength.

Jyhad:V, VTES:V, Tenth:B

Sela

Clan: Brujah antitribu

Group: 2

Capacity: 6

Disciplines: cel obt POT PRE

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

Sabbat:V, SW:PB

Sela

Clan: Brujah antitribu

Group: 2

Capacity: 7

Disciplines: cel obt POT PRE

Advanced, Sabbat Archbishop of Rome:

Sela gets +1 stealth on (D) actions directed at a Methuselah who controls a ready bishop.

BH:U2

Selena

Clan: Tremere antitribu

Group: 3

Capacity: 6

Disciplines: AUS DOM THA

Sabbat Black Hand: Damage inflicted on Selena by a werewolf is aggravated.

Promo-20031105, BH:U2/PTr

Selma the Repugnant

Clan: Nosferatu

Group: 1

Capacity: 8

Disciplines: ani for OBF POT

Camarilla Prince of Cleveland: Selma gets +1 intercept when attempting to block a Nosferatu vampire.

Jyhad:V, VTES:V, Tenth:A

Sennadurek

Clan: Nagaraja

Group: 4

Capacity: 6

Disciplines: dom AUS NEC

Sabbat Black Hand: Whenever a Methuselah loses the Edge when it is not your turn, Sennadurek untaps, and you may look at that Methuselah's hand. Scarce.

LoB:U

Sennuwy, The Promoter

Clan: Ravnos

Group: 2

Capacity: 4

Disciplines: ani chi for

Independent

FN:U2

Seren Sukardi

Clan: Follower of Set

Group: 4

Capacity: 7

Disciplines: pre OBF SER THA

Independent: At close range, Seren may send the opposing vampire to torpor as a strike if the range in the previous round was long. Not usable if any damage was successfully inflicted on Seren in the previous round.

*Gehenna:U, KMW:PB***Sergei Voshkov, The Eye**

Clan: Nosferatu

Group: 5

Capacity: 10

Disciplines: dom pro ANI AUS OBF POT

Camarilla: When Sergei blocks an action, you may look at the acting Methuselah's hand, and Sergei may burn 1 blood to discard an action card from it (before combat, if any). +1 intercept.

*KoT:V***Servius Marius Pustula**

Clan: Nosferatu antitribu

Group: 4

Capacity: 10

Disciplines: obf ANI CHI DOM OBT POT

Sabbat: Each Methuselah gets +X hand size, where X is the number of ready vampires with capacity above 7 he or she controls.

*Third:V***Seterpenre**

Clan: Follower of Set

Group: 5

Capacity: 10

Disciplines: AUS NEC OBF PRE SER

Independent: When Seterpenre enters play, put up to four master: Discipline cards on him from your hand, ash heap and/or library (shuffle afterward). Discipline cards do not affect his capacity.

*LotN:U***Sha-Ennu**

Clan: Tzimisce

Group: 4

Capacity: 11

Disciplines: obf tha ANI AUS CHI VIC

Sabbat regent Vampires with capacity less than 4 cannot block Sha-Ennu. +2 bleed.

*Third:V***Shaggydog**

Clan: Gangrel antitribu

Group: 5

Capacity: 7

Disciplines: ani obf qui FOR PRO

Sabbat Black Hand: Shaggydog gets an optional press on the first round of combat.

*SoC:V***Shahid**

Clan: Nosferatu

Group: 4

Capacity: 7

Disciplines: ani for pro OBF POT

Camarilla: You may tap Shahid during any other Methuselah's untap phase to increase your hand size by X for the remainder of the turn, where X is the number of ready minions that Methuselah controls.

*Gehenna:U***Shane Grimald**

Clan: Gangrel antitribu

Group: 2

Capacity: 4

Disciplines: ani dom pot

Sabbat*Sabbat:V, Tenth:B***Shannon Price, the Whisperer**

Clan: Nosferatu antitribu

Group: 2

Capacity: 3

Disciplines: ani obf

Sabbat*SW:C*

Shasa Abu Badr

Clan: Ishtarri
 Group: 4
 Capacity: 5
 Disciplines: cel for PRE

Laibon: Shasa gets +1 bleed when bleeding with an action card that requires Presence.
LoB:PI2

Shawnda Dorrit

Clan: Brujah antitribu
 Group: 4
 Capacity: 6
 Disciplines: obt pot pre CEL

Sabbat priscus

Gehenna:U, Third:PB

Sheila Mezarin

Clan: Toreador antitribu
 Group: 2
 Capacity: 6
 Disciplines: cel for AUS PRE

Sabbat: +1 bleed.
Sabbat:V, SW:U

Sheldon, Lord of the Clog

Clan: Nosferatu
 Group: 1
 Capacity: 9
 Disciplines: for ANI AUS OBF POT

Camarilla Nosferatu Justicar

Jyhad:V, VTES:V, Tenth:A

Shemti

Clan: Follower of Set
 Group: 5
 Capacity: 9
 Disciplines: vic OBF POT PRE SER

Independent: Shemti has 1 vote (titled). While he is ready and untapped, any minion successfully performing a (D) action against you takes 1 damage (after resolving the action).
LotN:U

Sheva Carr

Clan: Toreador
 Group: 5
 Capacity: 4
 Disciplines: aus cel dom

Camarilla: Sheva gets +1 strength in combat with a Lasombra.
KoT:V

Shiloh Marie, Vengeance

Clan: Gangrel
 Group: 5
 Capacity: 6
 Disciplines: ANI FOR PRO

Independent: Shiloh can enter combat with a younger vampire as a (D) action. During your untap phase, if Shiloh is ready, another ready vampire you control takes 1 unpreventable damage.
KoT:V

Siamese, The

Clan: Ahrimane
 Group: 2
 Capacity: 7
 Disciplines: ani pro PRE SPI

Sabbat: +1 bleed. Sterile.
BL:U2

Sigrid Bekker

Clan: Toreador
 Group: 2
 Capacity: 6
 Disciplines: cel pot pre AUS

Camarilla: Sigrid gets +1 bleed when bleeding a Methuselah who controls a ready Nosferatu.
DS:V, CE:PTo

Silvia Giovanni

Clan: Giovanni
 Group: 2
 Capacity: 10
 Disciplines: for vic ANI DOM NEC POT

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

Sir Henry Johnson

Clan: Toreador
Group: 3
Capacity: 4
Disciplines: aus pot pre

Camarilla

CE:V/PTo, BSC:X

Sir Marriot D'Urban

Clan: Follower of Set
Group: 2
Capacity: 5
Disciplines: aus obf ser PRE

Independent

FN:U2

Sir Ralph Hamilton

Clan: Brujah
Group: 3
Capacity: 6
Disciplines: cel ser POT PRE

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

CE:V, BSC:X

Sir Walter Nash

Clan: Ventrue
Group: 1
Capacity: 7
Disciplines: DOM FOR PRE

Camarilla Prince of Chicago

Jyhad:V, VTES:V, Tenth:B

Sisocharis

Clan: Follower of Set
Group: 5
Capacity: 4
Disciplines: cel obf pre

Independent

LotN:U

Sister Evelyn

Clan: Ventrue antitribu
Group: 3
Capacity: 3
Disciplines: aus dom

Sabbat

BH:U2

Skidmark

Clan: Nosferatu antitribu
Group: 4
Capacity: 5
Disciplines: aus pot FOR OBF

Sabbat: When Skidmark is acting, you do not replace any cards you play until the end of the action.

Gehenna:U, KMW:PA

Skryta Zyleta

Clan: Gangrel antitribu
Group: 3
Capacity: 5
Disciplines: obf pot pro CEL

Sabbat Black Hand

BH:U2, KMW:PG

Slag

Clan: Nosferatu
Group: 5
Capacity: 4
Disciplines: ani obf pot

Camarilla: While Slag is ready, any Methuselah playing or discarding a card during a referendum must show you the card drawn to replace it.

KoT:V

Smallpox Griet

Clan: Nosferatu antitribu

Group: 3

Capacity: 9

Disciplines: thn ANI CEL OBF POT

Sabbat: If Smallpox successfully inflicts hand damage in consecutive rounds of a combat, the opponent gets a pox counter. A minion with any pox counters takes 1 damage during his or her untap phase. Burn all pox counters when Smallpox leaves the ready region.

Anarchs:U2

Smash

Clan: Brujah antitribu

Group: 4

Capacity: 3

Disciplines: pot pre

Sabbat

Third:PB

Smudge the Ignored

Clan: Caitiff

Group: 1

Capacity: 1

Disciplines: -none-

Camarilla: After Smudge diablerizes an older vampire for the first time, he gets +1 strength.

Jyhad:V, VTES:V, Tenth:A

Sobayifa

Clan: Guruhi

Group: 3

Capacity: 8

Disciplines: aus pot pro spi ANI PRE

Laibon magaji

LoB:PG2

Socrate Cidibe

Clan: Akunanse

Group: 4

Capacity: 5

Disciplines: ani ABO FOR

Laibon

EK:U

Soldat

Clan: Gangrel antitribu

Group: 3

Capacity: 7

Disciplines: cel dom obf POT PRO

Sabbat Black Hand: You may burn the Edge to give any Black Hand vampire an optional maneuver.

BH:U2

Solomon Batanea

Clan: Harbinger of Skulls

Group: 4

Capacity: 5

Disciplines: nec AUS FOR

Laibon: If Solomon is ready, you may spend transfers to move blood from your prey's uncontrolled vampires to your prey's pool at a cost of two transfers for each blood moved.

LoB:U

Sonja Blue

Clan: Ventrue

Group: 4

Capacity: 5

Disciplines: dom pot CEL FOR PRE

Independent: Gain 4 pool when Sonja is moved to the ready region in your influence phase. Sonja may remove a vampire's title as a (D) action. She may block as an ally (but remains a vampire in combat). During your prey's discard phase, your predator may burn 1 pool to move Sonja to his or her ready region. If Sonja leaves play, remove her from the game.

KMW:U

Sophia Watson

Clan: Gangrel

Group: 3

Capacity: 6

Disciplines: obf pro ANI FOR

Independent

Anarchs:U2

Spider

Clan: Gangrel antitribu

Group: 4

Capacity: 6

Disciplines: ani for CEL PRO

Sabbat: Spider can steal a weapon as a strike. If Spider is blocked and the blocking minion is still ready at the end of the action, Spider burns 1 blood.

Gehenna:U

Spider-Killer

Clan: Ravnos

Group: 2

Capacity: 10

Disciplines: aus cel ANI CHI FOR OBF

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

FN:U2

Spiridonas

Clan: Tremere

Group: 2

Capacity: 9

Disciplines: pot pre DOM THA

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

AH:V3, CE:PT

Spleen, Georgio Gutterpunk

Clan: Ravnos

Group: 2

Capacity: 2

Disciplines: ani chi

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

FN:U2

Stanislava

Clan: Gangrel

Group: 2

Capacity: 11

Disciplines: ANI CEL DOM FOR PRO

Camarilla Inner Circle: Retainers employed by a minion opposing Stanislava lose their abilities until the end of combat; allies cannot block Stanislava. +2 bleed.

DS:V, Anarchs:PG

Stavros

Clan: Malkavian antitribu

Group: 4

Capacity: 7

Disciplines: dem AUS OBF PRE

Sabbat priscus

Third:V

Stefano Giovanni

Clan: Giovanni

Group: 2

Capacity: 6

Disciplines: nec pot pre DOM

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

DS:V, FN:PG

Stephen Bateson

Clan: Tzimisce

Group: 5

Capacity: 6

Disciplines: ani aus tha vic

Sabbat: Stephen gets +1 bleed when bleeding a Methuselah who controls a ready Tremere. +1 stealth.

SoC:V

Stephen Milliner

Clan: Giovanni

Group: 5

Capacity: 3

Disciplines: nec pre

Independent

LotN:U

Steve Booth

Clan: Brujah
 Group: 3
 Capacity: 5
 Disciplines: pot pre pro CEL

Camarilla

CE:V, Anarchs:PAB, KMW:PAI, BSC:X

Stick

Clan: Nosferatu antitribu
 Group: 4
 Capacity: 3
 Disciplines: ANI

Sabbat

Third:V

Stravinsky

Clan: Tzimisce
 Group: 2
 Capacity: 9
 Disciplines: pot ANI AUS VIC

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

Sabbat:V, SW:PT

Suhailah

Clan: Ventrue
 Group: 2
 Capacity: 9
 Disciplines: pot ser FOR OBF

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

AH:V3, CE:PV

Sukainah

Clan: Assamite
 Group: 5
 Capacity: 3
 Disciplines: aus qui

Independent: Blood cursed.

LotN:U

Sundervere, The Devil Brahmin

Clan: Follower of Set
 Group: 4
 Capacity: 8
 Disciplines: obf AUS PRE SER THA

Independent. Red List: If Sundervere is burned, you burn 1 pool. Once each action, he may burn 1 blood to get an additional +1 bleed. +1 bleed.

LotN:PS2

Sundown

Clan: Nosferatu
 Group: 3
 Capacity: 6
 Disciplines: obf pre ANI POT

Camarilla: During a referendum, Sundown can burn 1 blood to gain 1 vote.

Anarchs:PAB

Sutekh, The Dark God

Clan: Follower of Set
 Group: 2
 Capacity: 11
 Disciplines: cel pot NEC OBF PRE SER

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

FN:R

Suzanne Kadim

Clan: Toreador
 Group: 3
 Capacity: 7
 Disciplines: aus dom obf CEL PRE

Camarilla: +1 bleed.

CE:V, Anarchs:PAB, BSC:X

Sylvester Simms

Clan: Malkavian
Group: 1
Capacity: 8
Disciplines: ani dom pre AUS OBF

Camarilla primogen: If Sylvester goes into torpor, each Methuselah burns 1 pool.

Jyhad:V, VTES:V, Tenth:B

Synesios

Clan: True Brujah
Group: 2
Capacity: 8
Disciplines: obf ser POT PRE TEM

Independent: Synesios has 2 votes. You may pay a pool when you play a Master: Out-of-Turn card to gain an extra master phase action in your next master phase. Synesios cannot use cards that require Celerity. Scarce.

BL:R2

Szechenyi Jolán, Mother of Horrors

Clan: Tzimisce
Group: 3
Capacity: 9
Disciplines: cel for pro ANI AUS VIC

Sabbat bishop: When Jolán successfully performs an employ retainer or recruit ally action, she untaps at the end of the turn.

BH:U2

T.J.

Clan: Gangrel
Group: 4
Capacity: 3
Disciplines: cel for

Independent: T.J. may tap and burn 2 blood to cancel a referendum called by a titled Camarilla vampire.

TR:U

Tabitha Fisk

Clan: Lasombra
Group: 3
Capacity: 4
Disciplines: obt pot pro

Sabbat: During your untap phase, an archbishop you control may move 1 blood to Tabitha.

BH:U2

Talbot

Clan: Gangrel
Group: 5
Capacity: 7
Disciplines: for ANI NEC PRO

Independent: Talbot may burn a master card from your hand to attempt to enter combat with any minion as a +1 stealth (D) action.

KoT:V

Talley, the Hound

Clan: Lasombra
Group: 2
Capacity: 6
Disciplines: aus dom OBT POT

Sabbat: Talley gets +1 intercept when attempting to block *any action that targets* one of your other minions.

SW:C

Tammy Walenski

Clan: Nosferatu
Group: 3
Capacity: 8
Disciplines: nec tha ANI OBF POT

Camarilla: Tammy gets 1 optional maneuver each combat.

CE:V, BSC:X

Tanginé

Clan: Samedi

Group: 4

Capacity: 7

Disciplines: ani nec pot OBF THN

Independent: Tanginé cannot strike except to dodge or end combat when in combat with a Salubri. She may inflict 1 damage on any non-Salubri minion or retainer as a (D) action.

*LoB:U***Tansu Bekir**

Clan: Assamite

Group: 2

Capacity: 4

Disciplines: cel OBF

Independent: (Blood Cursed).

*AH:V3, FN:PA***Tara**

Clan: Brujah

Group: 5

Capacity: 6

Disciplines: cel POT PRE

Camarilla Prince of San Diego*KoT:V***Tarautas**

Clan: Tremere

Group: 4

Capacity: 4

Disciplines: aus nec tha

Camarilla: While Tarautas is ready, Blood Doll and Minion Tap cards cost an additional pool.

*TR:U***Tarbaby Jack**

Clan: Nosferatu antitribu

Group: 3

Capacity: 8

Disciplines: dom ser ANI OBF POT

Sabbat Black Hand: If Tarbaby is ready, you get one extra transfer during your influence phase.

*BH:U2***Tariq, The Silent**

Clan: Assamite

Group: 2

Capacity: 7

Disciplines: cel AUS FOR OBF QUI

Independent: Tariq's capacity is reduced by 4 while he is controlled. Tariq can enter combat with a vampire controlled by another Methuselah as a (D) action. Blood hunts *cannot* be called on Tariq. The Blood Curse doesn't affect Tariq.

*FN:U2***Tariq, The Silent**

Clan: Assamite

Group: 2

Capacity: 7

Disciplines: cel AUS FOR OBF QUI

Advanced, Sabbat Black Hand. Red List:

Tariq's capacity is reduced by 4 while he is controlled. He may steal 1 blood as a ranged strike. The Blood Curse does not affect Tariq.

Merged: Independent: Tariq's capacity is not reduced by his card text.

*KMW:U***Tarrence Moore**

Clan: Tremere

Group: 5

Capacity: 4

Disciplines: aus dom tha

Camarilla*KoT:V***Tatiana Romanov**

Clan: Toreador

Group: 1

Capacity: 7

Disciplines: cel pre AUS

Camarilla Prince of Houston: +1 bleed.

Jyhad:V, VTES:V, Tenth:B

Tatiana Stepanova, Alastor

Clan: Ravnos

Group: 4

Capacity: 7

Disciplines: ani for obf CHI PRE

Camarilla: You and Tatiana may play cards that require Brujah or Gangrel as if Tatiana were a member of the required clan.

*KMW:U***Tatu Sawosa**

Clan: Osebo

Group: 4

Capacity: 8

Disciplines: ani cel AUS OBF POT

Laibon: +1 strength.

*LoB:PO2***Tayshawn Kearns**

Clan: Brujah

Group: 3

Capacity: 4

Disciplines: cel obf pot

Camarilla*CE:V, BSC:X***Tears, The Dark Pierrot**

Clan: Toreador antitribu

Group: 4

Capacity: 6

Disciplines: cel AUS DEM PRE

Sabbat: If Tears is blocked when attempting a bleed or political action, he burns 1 blood (before combat begins, if any).

*Third:V***Tegyrius, Vizier**

Clan: Assamite

Group: 2

Capacity: 9

Disciplines: pre AUS CEL FOR QUI

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

*FN:U2***Tegyrius, Vizier**

Clan: Assamite

Group: 2

Capacity: 9

Disciplines: AUS CEL FOR PRE QUI

Advanced, Camarilla: While Tegyrius is ready, each Camarilla Assamite may burn 1 blood to gain 1 vote once each referendum. (Blood Cursed).

Merged: Assamite Justicar*Anarchs:U2***Teresita, The Godmother**

Clan: Nosferatu antitribu

Group: 3

Capacity: 7

Disciplines: for ANI OBF POT

Sabbat Black Hand Seraph: Teresita gets +1 intercept against Camarilla vampires.

*BH:U2/PN***Tereza Rostas**

Clan: Ravnos

Group: 2

Capacity: 8

Disciplines: ani aus pot CHI FOR

Independent: Tereza may steal the Edge from another Methuselah as a (D) action that costs 2 blood.

DS:V2, Tenth:B

Terrell Harding

Clan: Tremere antitribu

Group: 3

Capacity: 7

Disciplines: cel dom obf AUS THA

Sabbat: Terrell can steal 1 blood from a younger vampire as a +1 stealth (D) action.

BH:PTr

Terrence

Clan: Tzimisce

Group: 2

Capacity: 4

Disciplines: ani aus vic

Sabbat

SW:PT

Terrifisto

Clan: Tzimisce

Group: 4

Capacity: 10

Disciplines: cel obt ANI AUS FOR VIC

Sabbat Archbishop of Detroit: During a referendum called by Terrifisto, he may burn a blood when the votes are tallied to inflict 2 damage on a ready vampire who voted against the referendum.

Third:V

Terry

Clan: Blood Brother

Group: 2

Capacity: 5

Disciplines: aus dom san POT

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

BL:U1

Thelonius

Clan: Tremere antitribu

Group: 2

Capacity: 4

Disciplines: aus dom tha

Sabbat

Sabbat:V, BH:PTr

Themistocles

Clan: Brujah

Group: 5

Capacity: 8

Disciplines: pre AUS CEL FOR POT

Camarilla: Themistocles may burn a location as a (D) action that costs 1 blood.

KoT:V

Theo Bell

Clan: Brujah

Group: 2

Capacity: 7

Disciplines: cel dom pre POT

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

FN:U, CE:PB

Theo Bell

Clan: Brujah

Group: 2

Capacity: 7

Disciplines: aus dom CEL POT PRE

Advanced, Independent: +1 strength. If there are any Gehenna cards in play, any justicar or Inner Circle member can call a referendum to burn Theo as a +1 stealth political action. If that referendum is canceled or fails, the acting vampire goes to torpor.

Gehenna:U

Theron

Clan: Malkavian antitribu

Group: 2

Capacity: 8

Disciplines: for obt AUS DEM OBF

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

FN:U2

Thetmes, Caliph of Alamut

Clan: Assamite

Group: 2

Capacity: 10

Disciplines: dom pot CEL OBF QUI

Independent: Thetmes has 2 votes. Damage from Thetmes's hand strikes is aggravated.

(Blood Cursed).

AH:V3, FN:PA

Thomas De Lutrius

Clan: Toreador

Group: 4

Capacity: 4

Disciplines: aus cel pre

Camarilla primogen: If Thomas goes to torpor, burn 1 pool.

KoT:PT2

Thomas Steed, The Angry

Clan: Salubri antitribu

Group: 2

Capacity: 4

Disciplines: ani aus val

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

BL:U2

Thomas Thorne

Clan: Tremere

Group: 1

Capacity: 6

Disciplines: ani aus cel tha DOM

Camarilla

Jyhad:V, VTES:V, Tenth:A

Thomasso Ghiberti

Clan: Giovanni

Group: 4

Capacity: 4

Disciplines: pot NEC

Independent: During your untap phase, you may move 1 blood from any Laibon you control to Thomasso.

LoB:U

Thucimia

Clan: Assamite

Group: 4

Capacity: 10

Disciplines: for pro CEL DEM OBF QUI

Independent: Thucimia has 1 vote (titled).

Once each time she bleeds, she may reduce your hand size by 2 until your next untap phase to get +1 bleed. +1 hand size. Blood cursed.

LotN:PA2

Tiberius, The Scandalmonger

Clan: Nosferatu

Group: 1

Capacity: 5

Disciplines: ani cel obf pot

Camarilla: If Tiberius is ready during your untap phase, you may look at the top card in your prey's library.

Jyhad:V, VTES:V, Tenth:B

Timothy Crowley

Clan: Ventrue

Group: 1

Capacity: 7

Disciplines: ani dom FOR PRE

Camarilla Prince of Dallas

Jyhad:V, VTES:V, Tenth:A

Titi Camara

Clan: Osebo

Group: 5

Capacity: 5

Disciplines: pot AUS CEL

Laibon

EK:U

Titus Camille

Clan: Ventrue antitribu

Group: 4

Capacity: 8

Disciplines: for AUS DOM OBF

Sabbat: Titus can steal equipment from a minion controlled by your predator or prey as a (D) action. +1 strength.

*Third:V***Tobias Smith**

Clan: Lasombra

Group: 3

Capacity: 7

Disciplines: pot DOM OBT PRE

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

*CE:V, BSC:X***Toby**

Clan: Nosferatu

Group: 4

Capacity: 5

Disciplines: ani obf pre

Camarilla: Once each action, Toby can burn a blood to give an acting anarch +1 bleed.

*TR:U***Tock**

Clan: Nosferatu antitribu

Group: 3

Capacity: 4

Disciplines: obf pot pre

Sabbat*BH:PN***Tom**

Clan: Blood Brother

Group: 2

Capacity: 3

Disciplines: for pot san

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

*BL:U1***Tomaine**

Clan: Brujah

Group: 4

Capacity: 6

Disciplines: CEL POT PRE

Camarilla primogen: If your prey controls a ready Sabbat vampire, he or she gets +1 hand size while Tomaine is ready.

*KoT:PB2***Tommy**

Clan: Nosferatu antitribu

Group: 2

Capacity: 3

Disciplines: ani pot

Sabbat*Sabbat:V, SW:U***Tony**

Clan: Malkavian

Group: 3

Capacity: 6

Disciplines: dom obf AUS DEM

Camarilla*CE:V, BSC:X***Topaz**

Clan: Nosferatu

Group: 4

Capacity: 7

Disciplines: ani for qui OBF POT

Camarilla: When Topaz successfully equips from your hand, you may look at your prey's hand, and Topaz may take an equipment from it instead (discard the original equipment card).

*TR:U***Torvus Bloodbeard**

Clan: Gangrel

Group: 3

Capacity: 9

Disciplines: pot ANI FOR OBF PRO

Independent: During any Methuselah's minion phase, you may burn the Edge to untap Torvus. +1 strength.

Anarchs:U2

Travis "Traveler72" Miller

Creed: Martyr

Group: 4

Life: 5

Virtues: mar def

Travis may move 2 blood from the blood bank to an imbued in your uncontrolled region as a +1 stealth action that costs 1 conviction [1 CONVICTION].

NoR:U

Troglodytia

Clan: Samedi

Group: 4

Capacity: 10

Disciplines: obf pot AUS FOR NEC THN

Independent: When any Methuselah plays a master card, you may look at that Methuselah's hand (after the replacement card is drawn). +1 strength.

LoB:U

Troius

Clan: Tremere

Group: 4

Capacity: 8

Disciplines: cel AUS DOM THA

Camarilla Prince of Geneva: Troius cannot vote against a blood hunt referendum. +1 strength.

KoT:V

Truman

Clan: Blood Brother

Group: 2

Capacity: 6

Disciplines: dom pot FOR SAN

Sabbat. Torrance Circle: Sterile.

BL:U1

Tryphosa

Clan: Malkavian

Group: 4

Capacity: 10

Disciplines: AUS DEM DOM OBF POT

Camarilla Prince of Rome: While Tryphosa is ready, any Malkavian's bleed action costs an additional blood and gets +1 stealth.

KoT:PM2

Tsigane

Clan: Ravnos

Group: 2

Capacity: 3

Disciplines: aus chi

Independent

DS:V, FN:PR

Tsunda

Clan: Ravnos

Group: 4

Capacity: 6

Disciplines: abo ani dem CHI

Laibon magaji

LoB:U

Tupdog

Clan: Gargoyle

Group: 3

Capacity: 1

Disciplines: POT VIS

Sabbat Tremere antitribu slave: Visceratika cards cost Tupdog 1 less blood to play. Tupdog may enter combat with any minion as a (D) action. Tupdogs are not unique. At the end of your minion phase, burn Tupdog and move the top card from your crypt to your uncontrolled region. Flight [FLIGHT].

LoB:C

Tura Vaughn

Clan: Brujah

Group: 1

Capacity: 8

Disciplines: dom CEL POT PRE

Camarilla primogen: Tura gets +1 intercept when attempting to block other Brujah.*Jyhad:V, VTES:V, Tenth:A***Tusk, The Talebearer**

Clan: Nosferatu

Group: 1

Capacity: 6

Disciplines: ani pot OBF

Camarilla: While Tusk is ready, you may look at the top card in your library.*Jyhad:V, VTES:V, Tenth:A***Tusk, The Talebearer**

Clan: Nosferatu

Group: 1

Capacity: 6

Disciplines: ani pot OBF

Advanced, Camarilla: *During the declaration of Tusk's action, you may burn the top card of your library. If the burned card requires Obfuscate, Tusk gets +1 stealth for the current action. Otherwise, Tusk burns 1 blood.**Anarchs:U2***Tyler**

Clan: Brujah

Group: 3

Capacity: 9

Disciplines: dom for obt CEL POT PRE

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

Clan: Toreador

Group: 5

Capacity: 4

Disciplines: pre AUS

Camarilla: Tyler gets an additional vote when any Methuselah burns the Edge for a vote. He cannot block Nosferatu.*KoT:V***Ubende**

Clan: Ishtarri

Group: 4

Capacity: 7

Disciplines: for obf qui CEL PRE

Laibon magaji*LoB:PI2***Ublo-Satha**

Clan: Gargoyle

Group: 2

Capacity: 7

Disciplines: cel FOR POT VIS

Camarilla Tremere Slave: Ublo-Satha may prevent 1 damage each combat. Brujah get +1 bleed when bleeding Ublo-Satha's controller. Flight [FLIGHT].*BL:U1***Uchenna**

Clan: Akunanse

Group: 4

Capacity: 7

Disciplines: ABO ANI FOR

Laibon magaji: During your master phase, Uchenna may burn a blood to burn a card from your hand. Draw up to your hand size afterward.*LoB:PA2*

Ugadja

Clan: Guruhi

Group: 4

Capacity: 10

Disciplines: dom for ABO ANI POT PRE

Laibon magaji: Ugadja may move up to 2 blood from himself to a younger Laibon in your uncontrolled region as a +1 stealth action.

LoB:PG2

Ulrike Rothbart

Clan: Ventrue antitribu

Group: 4

Capacity: 3

Disciplines: dom for

Sabbat

Third:V

Ulugh Beg, The Watcher

Clan: Tremere

Group: 1

Capacity: 10

Disciplines: cel for pot AUS DOM THA

Camarilla Tremere Justicar: If Ulugh is ready during your discard phase, you get an additional discard phase action.

Jyhad:V, VTES:V, Tenth:A

Uma Hatch

Clan: Brujah

Group: 1

Capacity: 3

Disciplines: cel pre

Camarilla

Jyhad:V, VTES:V, Tenth:B

Umdava

Clan: Akunanse

Group: 4

Capacity: 9

Disciplines: vic ABO ANI FOR PRE

Laibon magaji: You may use a master phase action to search your library or ash heap for an Aye or Orun to place on a ready Laibon.

EK:U

Una

Clan: Gangrel antitribu

Group: 3

Capacity: 9

Disciplines: dem ANI FOR PRE PRO

Sabbat Archbishop of Dublin: Cards that require Fortitude cost Una 1 less blood to play.

Gehenna:U

Uncle George

Clan: Malkavian antitribu

Group: 3

Capacity: 5

Disciplines: aus dom obf DEM

Sabbat

CE:V, Third:PM, BSC:X

Undele

Clan: Ishtarri

Group: 5

Capacity: 9

Disciplines: obf pre ser CEL FOR

Laibon magaji: Undele may call a referendum to move two minion cards from your ash heap to your hand as a +1 stealth political action (discard afterward).

EK:U

Unmada

Clan: Malkavian

Group: 5

Capacity: 10

Disciplines: cel for AUS DEM OBF VIC

Camarilla Malkavian Justicar: While Unmada is ready, you get an additional discard phase action during your discard phase and +1 hand size.

KoT:V

Unre, Keeper of Golgotha

Clan: Harbinger of Skulls

Group: 2

Capacity: 9

Disciplines: dom ser thn AUS FOR NEC

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

BL:U1

Urenna Bunu

Clan: Guruhi

Group: 4

Capacity: 4

Disciplines: ani pot pre

Laibon

LoB:U

Uriah Winter

Clan: Caitiff

Group: 1

Capacity: 1

Disciplines: for pot

Camarilla: If your prey has more pool than you do at the beginning of your untap phase, he or she takes control of Uriah during your untap phase.

Jyhad:V, VTES:V, Tenth:B

Urraca

Clan: Brujah antitribu

Group: 4

Capacity: 7

Disciplines: pre ANI CEL POT

Sabbat bishop: While you control the Edge, Urraca gets +1 bleed.

Third:PB2

Ur-Shulgi, The Shepherd

Clan: Assamite

Group: 2

Capacity: 11

Disciplines: aus CEL DOM OBF QUI THA

Independent: Ur-Shulgi has 2 votes. If ur-Shulgi is ready during your untap phase, you may search your library and put Tajdid in your hand. Discard down to your hand size and shuffle your library afterward. +1 bleed. (Blood Cursed).

FN:R

Uta Kovacs

Clan: Tremere antitribu

Group: 4

Capacity: 8

Disciplines: ser AUS DOM THA

Sabbat: Uta can enter combat with a minion controlled by another Methuselah as a (D) action. Cards that require Thaumaturgy cost her 1 less blood to play.

Third:PTR2

Uzoma

Clan: Osebo

Group: 4

Capacity: 5

Disciplines: aus cel vic POT

Laibon

LoB:U/PO2

Vaclav Petalengro

Clan: Ravnos

Group: 2

Capacity: 6

Disciplines: for pot ANI CHI

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

DS:V, FN:PR

Valerius Maior, Hell's Fool

Clan: Tremere

Group: 4

Capacity: 7

Disciplines: nec pre AUS DAI DOM THA

Camarilla. Red List: If Valerius strikes with a strike that requires Thaumaturgy, he gains an optional additional strike, only usable to strike with a strike that requires Thaumaturgy. Infernal.

KMW:U/PB

Valerius Maior, Hell's Fool

Clan: Tremere antitribu

Group: 4

Capacity: 7

Disciplines: nec pre AUS DAI DOM THA

Advanced, Sabbat. Red List: If Valerius attempts to block, the acting minion cannot play action modifier or combat cards that require Chimerstry or Obfuscate. Infernal.

Merged: Independent: Valerius becomes non-infernal and non-Red List as he merges. While merged, his capacity is reduced by 2.

KMW:U/PB

Valois Sang, The Watcher

Clan: Tremere

Group: 3

Capacity: 6

Disciplines: nec tha AUS DOM

Camarilla

CE:V, BSC:X

Vanessa

Clan: Ventrue antitribu

Group: 2

Capacity: 6

Disciplines: aus pre DOM FOR

Sabbat

Sabbat:V, SW:PV

Vardar Vardarian

Clan: Assamite

Group: 4

Capacity: 6

Disciplines: cel pre OBF QUI

Independent: Followers of Set get -1 strength in combat with Vardar. (Blood Cursed)

KMW:U

Vasantasena

Clan: Malkavian antitribu

Group: 2

Capacity: 9

Disciplines: dom pot AUS DEM OBF

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

Sabbat:V, SW:U

Vasilis, The Traitor of Don Cruetz

Clan: Brujah

Group: 2

Capacity: 2

Disciplines: pre

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

AH:V3, CE:PB

Vasiliy Vasilevich

Clan: Ravnos

Group: 5

Capacity: 8

Disciplines: for pro ANI CHI

Independent: When Vasiliy successfully bleeds your prey, he untaps at the end of the action. +1 bleed.

LotN:U

Vasily

Clan: Toreador

Group: 5

Capacity: 6

Disciplines: aus pre ser CEL

Camarilla Prince of Prague: Contesting a title costs Vasily an additional blood unless you control the Edge.

*KoT:V***Vassily Taltos**

Clan: Ravnos

Group: 4

Capacity: 6

Disciplines: aus cel chi dom for obf

Independent: Vassily may burn a hunting ground or a Blood Doll card as a (D) action.

*LotN:PR2***Vedel Esbreno**

Clan: Ravnos

Group: 2

Capacity: 3

Disciplines: chi for

Independent*FN:U2***Velya, The Flayer**

Clan: Tzimisce

Group: 3

Capacity: 9

Disciplines: for ANI AUS PRE VIC

Sabbat cardinal: Once each combat, you may discard a card that requires Auspex to give Velya a press.

*Anarchs:U2***Venere Carboni**

Clan: Toreador antitribu

Group: 3

Capacity: 8

Disciplines: ani AUS CEL PRE

Sabbat priscus: If Venere is in torpor during your untap phase, he may burn 1 blood to move to your ready region.

*BH:PTo***Victor Donaldson**

Clan: Ventrue

Group: 5

Capacity: 6

Disciplines: for pre DOM

Camarilla Prince of Atlanta: If a Golconda you play is canceled, you may move that card from your ash heap to your library (shuffle afterward).

*KoT:V***Victor Pelletier**

Clan: Ventrue

Group: 4

Capacity: 5

Disciplines: cel dom for PRE

Camarilla: When Victor enters play, you may pay 1 pool to make him a primogen, 2 pool to make him Prince of Paris, or 3 pool to make him Ventrue Justicar. If Victor's title would be contested, he immediately yields instead of contesting.

*Promo-20060417***Victor Revell, Loyalist**

Clan: Toreador antitribu

Group: 2

Capacity: 5

Disciplines: aus dem pre CEL

Sabbat*Sabbat:V, SW:U***Victor Tolliver**

Clan: Brujah antitribu

Group: 2

Capacity: 4

Disciplines: pot CEL

Sabbat*SW:PB*

Victoria

Clan: Malkavian
 Group: 2
 Capacity: 5
 Disciplines: cel obf AUS

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

Victoria Ash

Clan: Toreador
 Group: 2
 Capacity: 6
 Disciplines: aus cel dom PRE

Camarilla primogen: Victoria can tap a younger ready vampire as a +1 stealth (D) action.
FN:U, CE:PTo

Victorine Lafourcade

Clan: Ventrue
 Group: 3
 Capacity: 8
 Disciplines: tha DOM FOR PRE

Camarilla Prince of Atlanta: When a vampire of capacity 4 or less is bleeding you, you may burn the Edge to cause the action to fail. Victorine gets an optional press each combat.
CE:V, BSC:X

Vidal Jarbeaux

Clan: Toreador
 Group: 5
 Capacity: 8
 Disciplines: aus cel obf pot PRE

Camarilla: Vidal can meet the clan, sect, or non-infernal vampire trait (e.g., anarch) requirement to play any card. He can meet a given requirement only once each game. +1 bleed.
KoT:V

Viktor, The Night General

Clan: Gangrel
 Group: 5
 Capacity: 9
 Disciplines: obf ANI CEL PRE PRO

Independent: +1 stealth.
KoT:V

Vincent Day, Paladin and Paragon

Clan: Ventrue antitribu
 Group: 2
 Capacity: 5
 Disciplines: aus dom for pot tha

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

Violet Tremain

Clan: Tzimisce
 Group: 2
 Capacity: 6
 Disciplines: dom pre tha vic

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

Violette Prentiss

Clan: Ventrue
 Group: 1
 Capacity: 4
 Disciplines: dom PRE

Camarilla

Jyhad:V, VTES:V, Tenth:B

Virgil

Clan: Malkavian antitribu

Group: 2

Capacity: 8

Disciplines: cel AUS DEM OBF

Sabbat bishop: Virgil may steal a retainer from any minion as a (D) action. He may steal all of the life from a retainer he has as a +1 stealth action.

Sabbat:V, BH:PM

Virginie, Prodigy

Clan: Lasombra

Group: 4

Capacity: 6

Disciplines: obt DOM POT

Sabbat bishop: Once each action, Virginie may burn 1 blood to get +1 bleed.

Third:V

Virstania, The Great Mother

Clan: Tremere

Group: 3

Capacity: 7

Disciplines: dom pre vic AUS THA

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

CE:V, BSC:X

Vittorio Giovanni

Clan: Giovanni

Group: 2

Capacity: 5

Disciplines: dom for nec pot

Independent

DS:V, FN:PG

Vliam Andor

Clan: Gangrel

Group: 1

Capacity: 2

Disciplines: ani

Camarilla

Jyhad:V, VTES:V, Tenth:A

Volker, The Puppet Prince

Clan: Brujah

Group: 2

Capacity: 5

Disciplines: pot CEL

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

DS:V, CE:PB

Wah Chun-Yuen

Clan: Brujah antitribu

Group: 3

Capacity: 5

Disciplines: cel dom pre POT

Sabbat Black Hand

BH:U2

Walker Grimes

Clan: Caitiff

Group: 5

Capacity: 1

Disciplines: ani

Camarilla: Master cards that target Walker cost you an additional pool.

KoT:V

Wamukota

Clan: Ravnos

Group: 4

Capacity: 9

Disciplines: aus ANI CHI FOR PRE

Laibon: If one of your other Laibon is blocked while attempting to equip, employ, or recruit, you may tap Wamukota to cancel the combat (if any) and have that Laibon continue the action as if unblocked. +1 bleed.

LoB:U

Watenda

Clan: Malkavian
 Group: 2
 Capacity: 3
 Disciplines: obf

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

AH:V3, CE:PM

Wendy Wade

Clan: Tzimisce
 Group: 2
 Capacity: 3
 Disciplines: ani aus

Sabbat

Sabbat:V, SW:U

White Lily

Clan: Malkavian antitribu
 Group: 4
 Capacity: 8
 Disciplines: cel dom for DEM OBF

Sabbat Black Hand: Once per combat, before range is determined, White Lily may equip with a weapon from your hand. (Pay cost as normal.)

Promo-20060710, Third:PM

Wilhelm Waldburg

Clan: Ventrue
 Group: 2
 Capacity: 9
 Disciplines: aus cel DOM FOR PRE

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

DS:V, CE:PV

William Biltmore

Clan: Malkavian
 Group: 3
 Capacity: 9
 Disciplines: dom AUS DEM OBF THA

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

CE:V/PM, BSC:X

William Thorbecke

Clan: Tremere
 Group: 5
 Capacity: 10
 Disciplines: AUS DOM PRE PRO THA

Camarilla primogen: During your discard phase, William may burn 2 blood to untap a minion you control.

KoT:V

Wolf Valentine

Clan: Salubri antitribu
 Group: 2
 Capacity: 4
 Disciplines: for VAL

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

BL:U1

Wolfgang

Clan: Nosferatu
 Group: 3
 Capacity: 4
 Disciplines: for obf pot

Camarilla

CE:V, KMW:PA_n, BSC:X

Wren

Clan: Gangrel antitribu
 Group: 2
 Capacity: 4
 Disciplines: cel obf pro

Sabbat

SW:C

Wynn

Clan: Gangrel

Group: 1

Capacity: 10

Disciplines: obf pot ANI FOR PRO

Camarilla primogen: Wynn may enter combat with a vampire controlled by your predator or prey as a +1 stealth (D) action.

Jyhad:V, VTES:V, Tenth:A

Xaviar

Clan: Gangrel

Group: 3

Capacity: 10

Disciplines: aus cel pot ANI FOR PRO

Independent: Xaviar has 2 votes. He can prevent 1 damage each combat. Once each combat, before range is determined, he may burn 2 blood to get +2 strength for the remainder of combat.

Promo-20030307, Anarchs:U/PG

Xendil Charmer

Clan: Gangrel antitribu

Group: 4

Capacity: 7

Disciplines: obf CEL PRO SER

Sabbat priscus

Third:V

Xian "DziDzat155" Quan

Creed: Defender

Group: 4

Life: 4

Virtues: def inn

If Xian successfully blocks a monster and is still ready at the end of the action, he may gain a conviction from your hand or ash heap.

NoR:U

Yasmin the Black

Clan: Tremere antitribu

Group: 3

Capacity: 6

Disciplines: dom pre AUS THA

Sabbat Black Hand

BH:U2

Yavu Matebo

Clan: Nagaraja

Group: 4

Capacity: 8

Disciplines: abo AUS DOM NEC

Independent: While ready, Yavu may burn 2 blood to cause an ally or younger vampire's action to fail as it is announced. If he does so, Yavu moves to the uncontrolled region (after breaking any temporary control effects on him). Scarce.

LoB:U

Yazid Tamari

Clan: Assamite

Group: 3

Capacity: 8

Disciplines: ani dom obf CEL QUI

Sabbat Black Hand Seraph: +1 bleed. The blood curse does not affect Yazid.

BH:U2

Yitzak

Clan: Toreador antitribu

Group: 3

Capacity: 7

Disciplines: pre AUS CEL THA

Sabbat: Yitzak may tap a younger vampire as a (D) action. If successful, that vampire does not untap as normal during his or her next untap phase.

BH:U2

Yong-Sun, Harmonist

Clan: Nosferatu antitribu

Group: 2

Capacity: 10

Disciplines: aus ANI OBF POT THA

Sabbat cardinal: Yong-Sun may burn the top card of your prey's crypt as a (D) action.*Sabbat:V, Promo-20040409***Yong-Sun, Harmonist**

Clan: Nosferatu antitribu

Group: 2

Capacity: 10

Disciplines: aus ANI OBF POT THA

Advanced, Sabbat cardinal: Yong-Sun gets +X bleed, where X is the number of vampires in the target Methuselah's ash heap.*BH:U2/PN***Yorik**

Clan: Malkavian antitribu

Group: 2

Capacity: 3

Disciplines: dem obf

Sabbat*Sabbat:V, SW:U***Ysador the Foul**

Clan: Nosferatu antitribu

Group: 4

Capacity: 10

Disciplines: obt ANI DEM FOR OBF POT

Sabbat cardinal: Non-infernal, non-demon minions opposing Ysador in combat cannot use maneuvers to maneuver to close range.*Third:V***Yseult**

Clan: Daughter of Cacophony

Group: 3

Capacity: 6

Disciplines: FOR MEL PRE

Sabbat: When Yseult plays a card that requires Melpominee, you may draw an additional card. Discard afterward. Yseult cannot block vampires with capacity above 4.*LoB:U***Yuri Kerezenski**

Clan: Tzimisce

Group: 4

Capacity: 5

Disciplines: aus for vic ANI

Sabbat bishop*Third:PTz2***Yuri, The Talon**

Clan: Brujah

Group: 1

Capacity: 4

Disciplines: cel pot pre

Camarilla*Jyhad:V, VTES:V, Tenth:A***Yusuf, Scribe of Alamut**

Clan: Assamite

Group: 2

Capacity: 5

Disciplines: aus obf qui CEL

Independent: If Yusuf successfully performs an action to equip with an equipment that requires an Assamite, untap him at the end of the turn. (Blood Cursed).*FN:U2***Yvette, The Hopeless**

Clan: Toreador

Group: 3

Capacity: 3

Disciplines: aus cel

Camarilla*CE:V/PTo, BSC:X*

Zachary

Clan: Gangrel antitribu

Group: 2

Capacity: 7

Disciplines: for pre CEL OBF PRO

Sabbat*Sabbat:V, SW:U***Zack North**

Clan: Gangrel

Group: 1

Capacity: 6

Disciplines: ani for pot pro

Camarilla: +1 strength.*Jyhad:V, VTES:V, Tenth:A***Zahir, Hand of the Silsila**

Clan: Assamite

Group: 2

Capacity: 6

Disciplines: qui tha CEL OBF

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

*FN:U2***Zane**

Clan: Tremere

Group: 5

Capacity: 5

Disciplines: aus dom THA

Camarilla primogen: If Zane is not a prince, he can call a referendum to receive (and contest) the title held by a prince in play as a +1 stealth political action.

*KoT:V***Zayyat, The Sandstorm**

Clan: Gangrel

Group: 3

Capacity: 10

Disciplines: aus qui tha ANI FOR PRO

Independent: Zayyat has 2 votes. Zayyat can move up to 3 blood from himself to a younger vampire in your uncontrolled region as a +1 stealth action. Once each turn, he can burn 2 blood to get +2 stealth for the current action.

*Anarchs:U2***Zebulon**

Clan: Malkavian

Group: 1

Capacity: 5

Disciplines: aus dom pro OBF

Camarilla*Jyhad:V, VTES:V, Tenth:B***Zelios**

Clan: Nosferatu

Group: 5

Capacity: 8

Disciplines: pro ANI OBF POT

Camarilla primogen: If Zelios is ready, you may tap him to pay the pool cost of a location with his blood instead. +1 strength.

*KoT:V***Zhara**

Clan: Ishtarri

Group: 3

Capacity: 4

Disciplines: ani for pre

Laibon: The leave torpor action costs Zhara 1 less blood.

LoB:U

Zhenga

Clan: Follower of Set
Group: 4
Capacity: 5
Disciplines: obf pre SER

Laibon: When Zhenga announces a recruit action or employ action, she may burn X blood. If the action succeeds, she may recruit and employ up to X additional allies and retainers from your hand (pay cost as normal).

LoB:U

Zip

Clan: Ravnos
Group: 3
Capacity: 2
Disciplines: ani

Sabbat

BH:U2

Zöe

Clan: Malkavian
Group: 2
Capacity: 3
Disciplines: cel obf AUS

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

DS:V, CE:PM

Zubeida

Clan: Abomination
Group: 5
Capacity: 8
Disciplines: for ser OBF PRE PRO

Sabbat Black Hand: Zubeida gets +1 bleed when bleeding a Methuselah who controls no ready vampires with capacity above 6. Scarce.

Sterile.

SoC:V

Zygodat

Clan: Harbinger of Skulls
Group: 4
Capacity: 6
Disciplines: pot AUS NEC

Sabbat: When Zygodat successfully bleeds a Methuselah, she may burn the top two cards of that Methuselah's library.

LoB:U

.44 Magnum

Type: Equipment
Pool Cost: 2

Weapon, gun.

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

Jyhad:C, VTES:C, Sabbat:C, SW:PB, CE:PT03, LoB:PO3

419 Operation

Type: Action
Required Clan: Osebo

+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.

EK:C

Aaron's Feeding Razor

Type: Equipment
Pool Cost: 1

Unique equipment.

When this vampire successfully hunts, he or she gains 1 additional blood.

Jyhad:R, VTES:R, CE:R, KoT:R

Abactor

Type: Action

+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).

Promo-20090401

Abandoning the Flesh

Type: Reaction/Combat

Discipline: Dementation

Only usable by a vampire being burned. Usable by a vampire in torpor.

[dem] 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.

CE:R, Third:R

Abbot

Type: Action

+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 (D) actions directed at his or her controller. A vampire may have only one Abbot.

Third:U

Abjure

Type: Power

Virtue: Redemption

[COMBAT] 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.

NoR:R

Ablative Skin

Type: Action

Discipline: Fortitude

+1 stealth action.

[for] Put this card on the acting vampire and put 3 ablative counters on this card. While in combat, this vampire may remove any number of ablative counters from this card to prevent that amount of non-aggravated damage. Burn this card when it has no more ablative counters.

[FOR] As above, but this vampire may also prevent aggravated damage in combat in this way.

Sabbat:R, SW:R, Third:R

Abombwe

Type: Master

Master: Discipline. Trifle.

Put this card on a Laibon or on a vampire with Protean [pro]. This vampire gains one level of Abombwe [abo]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Abombwe.

LoB:C/PA

Abomination

Type: Action

Pool Cost: 1

+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 [PRO] 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 (D) action.

FN:R, KoT:R

Absimiliard's Army

Type: Event

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 *nameless, textless* ghoul 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.

Gehenna:R

Absolution of the Diabolist

Type: Master

Pool Cost: 1

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.

AH:U5, CE:U

Absorb the Mind

Type: Combat

Discipline: Mytherceria/Dominate

[dom] Strike: dodge.

[myt] Strike: ranged. Steal 1 blood.

[MYT] Strike: ranged. Steal 1 blood and steal 1 master: Discipline card from the opposing vampire (put it on this striking vampire).

BL:C2, LoB:C

Abyssal Hunter

Type: Ally

Required Clan: Lasombra

Pool Cost: 2

Demon with 4 life. 3 strength, 0 bleed.

Hunter can inflict 1 damage on any minion as a (D) 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.

BH:R2

Academic Hunting Ground

Type: Master

Required Clan: Tremere

Pool Cost: 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.

Jyhad:U, VTES:U, CE:U/PT, KoT:U

Aching Beauty

Type: Master

Required Clan: Toreador

Pool Cost: 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).

Jyhad:U, VTES:U, CE:U, KoT:U

Acquired Ventrue Assets

Type: Master

Required Clan: Giovanni

Master.

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

DS:U, FN:PG

Acrobatics

Type: Combat
Discipline: Celerity
Blood Cost: 1

[cel] Additional strike.

[CEL] Strike: dodge, with an additional strike.

Jyhad:C, VTES:C, SW:PB, CE:C/PB2, BH:PTo4, KMW:PAI2/PG3, Third:C/PB3

Adaptability

Type: Combat
Discipline: Protean
Blood Cost: 1

[pro] Change all aggravated damage from the opposing minion's strike to normal damage.

[PRO] Prevent all aggravated damage from the opposing minion's strike.

Sabbat:R, SW:R

Admonitions, The

Type: Master

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).

BH:U, Third:U

Agate Talisman

Type: Equipment

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.

KoT:C

Agent of Power

Type: Master

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.

LotN:C

Aggressive Tactics

Type: Master
Pool Cost: 2

Master.

Put this card in play and choose a Methuselah. While this card is in play, the chosen Methuselah's *hand size is reduced by one*. Any vampire may burn this card as a (D) action.

Sabbat:R, SW:R

Ahrimane Protectorate

Type: Action
Required Clan: Ahrimane

+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 (D) action directed at an ally or location you control to fail. You may burn this card during a (D) action against you to give an Ahrimane you control +1 intercept.

LoB:C

Ahriman's Demesne

Type: Combat
Discipline: Obtenebration
Blood Cost: 2

Not usable the first round of combat. Only usable at long range.

[obt] Strike: 1R aggravated damage.

[OBT] 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.

Gehenna:C

Aid from Bats

Type: Combat
Discipline: Animalism

[ani] Strike: 1R damage, with an optional maneuver.

[ANI] As above, with an optional press.

Jyhad:C, VTES:C, CE:C/PN3, Anarchs:PG2, Third:C, KoT:C

Aire of Elation

Type: Action Modifier
Discipline: Presence
Blood Cost: 1

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

[pre] +1 bleed; +2 bleed if the acting vampire is Toreador.

[PRE] +2 bleed; +3 bleed if the acting vampire is Toreador.

DS:C3, FN:PS3, CE:C/PTO3, Anarchs:PAB, KMW:PA2

AK-47

Type: Equipment
Pool Cost: 5

Weapon. Gun.

2R damage each strike, with an optional maneuver *each combat*. When bearer strikes with this gun, he or she gets an optional additional strike this round, only usable to strike with this gun.

LotN:R

Akhenaten, The Sun Pharaoh (Mummy)

Type: Ally
Pool Cost: 4

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

Akhenaten may play cards requiring basic Necromancy [nec] 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 (D) action.

AH:R2, FN:PG

Akunanse Kholo

Type: Action Modifier/Reaction
Required Clan: Akunanse

Only usable during a referendum. 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).

LoB:PA

Alacrity

Type: Action Modifier
Discipline: Celerity
Blood Cost: 2

[cel] +1 stealth.

[CEL] As above, and if this action is blocked, this acting vampire gets an optional maneuver during the first round of the resulting combat.

AH:C2, CE:U, Anarchs:PAB, LoB:PI3, Third:PB2

Alamut

Type: Master
Required Clan: Assamite
Pool Cost: 1

Master: unique location.

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

AH:R2, FN:PA

Alastor

Type: Political Action

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 (D) action. This vampire cannot commit diablerie. A vampire may have only one Alastor.

Gehenna:R, KMW:PAI, KoT:R

Alia, God's Messenger

Type: Ally

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 [aus] or Obeah [obe] as a vampire. She may move a vampire in your torpor region to your ready region as a +1 stealth action. (D) actions directed at her cost an additional pool.

Gehenna:R

Alpha Glint

Type: Combat
Discipline: Animalism & Fortitude
Blood Cost: 1

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

[ani][for] Strike: combat ends.

[ANI][FOR] Only usable before range is determined. Combat ends.

BH:C

Al's Army Apparatus

Type: Master
Required Clan: Brujah

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).

Jyhad:R2, VTES:R, CE:R, KoT:R

Amam the Devourer (Bane Mummy)

Type: Ally
Required Clan: Follower of Set
Pool Cost: 2

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

Amam may enter combat with any ready minion controlled by another Methuselah as a (D) action. Amam may burn a vampire in torpor to gain 1 life as a (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.

FN:R2

Amaranth

Type: Combat

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.

Jyhad:U, VTES:U, CE:U, Anarchs:PAG, BH:PTo2, Third:PTz, KoT:U

Ambrosius, The Ferryman (Wraith)

Type: Ally

Required Clan: Giovanni

Pool Cost: 3

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.

AH:R2, FN:PG

Ambulance

Type: Equipment

Pool Cost: 1

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 (D) action. A minion may have only one vehicle.

LotN:R

Ambush

Type: Action

(D) Enter combat with a ready tapped minion controlled by another Methuselah. The acting minion gets an optional maneuver during this combat.

Sabbat:C, SW:C/PB5/PL, FN:PA3, Anarchs:PAG2, BH:PN5, KMW:PG3

Amria

Type: Combat

Discipline: Chimerstry

[chi] Maneuver, only usable to go to long range.

[CHI] Strike: dodge, with an optional press, only usable to end combat.

FN:C2/PR, LotN:PR2

Amusement Park Hunting Ground

Type: Master

Required Clan: Brujah antitribu

Pool Cost: 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.

Sabbat:U, SW:U/PB, Third:PB

Anachronism

Type: Master

Pool Cost: 1

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.)

AH:C2, Tenth:B

Ananasi Vampirephile

Type: Ally

Required Clan: Guruhi

Pool Cost: 4

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 [ani] as a vampire.

LoB:R

Anarch Free Press, The

Type: Master

Pool Cost: 1

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.

Anarchs:C

Anarch Manifesto, An

Type: Equipment

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.

TR:C

Anarch Railroad

Type: Master

Pool Cost: 2

Master: unique location.

Tap to give an anarch +1 stealth for the current action.

Anarchs:R2

Anarch Revolt

Type: Master

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.

Jyhad:U, VTES:U, CE:U, Anarchs:PAB2, KMW:PA_n, Third:U

Anarch Salon

Type: Political Action

Requires an anarch.

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.

Anarchs:C2/PAB2

Anarch Secession

Type: Action

+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, *put this card on him or her as a title card to represent the title of baron of the same city*. Minions without titles cannot block this action. Burn the anarch counter if this vampire changes sects.

KMW:R

Anarch Troublemaker

Type: Master

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.

Jyhad:R, VTES:R, CE:R, Anarchs:PAB, KoT:R

Anarchist Uprising

Type: Political Action

Successful referendum means each Methuselah burns 1 pool for each minion he or she controls.

Sabbat:C, SW:C/PV, Anarchs:PAB3, Third:C

Anathema

Type: Political Action

Requires a prince or justicar.

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.

DS:U2, CE:U/PB, KMW:PAI2

Ancestor Spirit

Type: Master

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.

LoB:R

Ancestor's Insight

Type: Action Modifier/Reaction

Discipline: Auspex

Requires a ready Laibon.

[aus] [REACTION] Reduce a bleed against you by 1.

[AUS] [ACTION MODIFIER] +1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action.

LoB:C/PO4

Ancestor's Talisman, The

Type: Equipment

Required Clan: Assamite

Unique equipment.

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

AH:C2, FN:PA

Ancient Influence

Type: Political Action

Successful referendum means each Methuselah may choose a ready vampire he or she controls. Each Methuselah gains an amount of pool from the blood bank equal to his or her chosen vampire's capacity. Each Methuselah then burns 5 pool. Only one Ancient Influence can be played in a game.

Jyhad:C, VTES:C, SW:PT/PV, CE:C, LoB:PG

Ancilla Empowerment

Type: Political Action

Successful referendum means each Methuselah burns 1 pool for each minion he or she controls.

Jyhad:C, VTES:C, CE:C/PTo2, LoB:PG2

Anesthetic Touch

Type: Combat

Discipline: Obeah/Auspex

Only usable at close range.

[aus] Strike: dodge.

[obe] Strike: hand strike. Combat ends immediately after the resolution of this strike.

[OBE] As [obe] above, with first strike.

BL:C1, LoB:C

Angel of Berlin

Type: Master

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.

NoR:C

Anima Gathering

Type: Action

Discipline: Auspex

+1 stealth action.

[aus] 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.

[AUS] As above, and the chosen minion also gets +1 bleed.

KMW:C, KoT:C

Animal Magnetism

Type: Action Modifier

Discipline: Animalism & Obfuscate

Only usable during a referendum.

[ani][obf] This vampire gains 1 vote.

[ANI][OBF] This vampire gains 3 votes.

BH:C

Animalism

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Animalism [ani]. Capacity increases by 1: the vampire is one generation older. Cannot be *placed* on a vampire with superior Animalism.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PT, FN:PR, CE:C

Ankara Citadel, Turkey, The

Type: Equipment

Required Clan: Tremere

Blood Cost: 2

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

The vampire with this location pays only half of the blood cost for any cards he or she plays (round down).

AH:U5, CE:U, KoT:U

Anonymous Freight

Type: Action

+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).

TR:C

Antediluvian Awakening

Type: Master

Unique Master.

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

DS:U2, SW:PV

Anthelios, The Red Star

Type: Event

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.

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Antithesis

Type: Action

Virtue: Judgment

+3 stealth action.

(D) 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.

NoR:C

Apparition

Type: Combat

Discipline: Chimerstry

Blood Cost: 1

Do not replace until after combat.

[chi] This vampire may prevent 1 damage each round this combat.

[CHI] This vampire may prevent 2 damage each round this combat.

DS:C2, FN:PR3, LotN:PR4

Apportation

Type: Combat

Discipline: Thaumaturgy

[tha] Press, only usable to continue combat.

[THA] Maneuver.

Sabbat:C, CE:C/PTr5, BH:PTr4, KMW:PB, Third:C/PTr5

Approximation of Loyalty

Type: Action Modifier

Discipline: Presence

Blood Cost: 1

Requires a vampire with capacity 7 or more.

[pre] Only usable as the action is announced.

Choose a vampire with capacity 6 or less or an ally. That minion cannot block this action.

[PRE] 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.

Gehenna:C, KMW:PA2, LotN:PS3, KoT:C/PT4

Aranthebes, The Immortal

Type: Action

Pool Cost: 1

+1 stealth action. Unique.

Put this card into play. You may tap Aranthebes to give a minion controlled by your predator -1 stealth for the current action. While Aranthebes is untapped, vampires with a capacity less than 5 get -1 bleed when bleeding you. Any vampire with a capacity above 4 can move Aranthebes to your library as a (D) action. Shuffle afterward.

Anarchs:R, Third:PB

Arcane Appraiser

Type: Ally

Required Clan: Toreador

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

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

KoT:R

Arcane Library

Type: Master

Required Clan: Tremere

Pool Cost: 2

Master: unique location.

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

Jyhad:R, VTES:R, CE:R, KoT:R

Arcanum Chapterhouse, Alexandria

Type: Master

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 (D) action.

AH:U5, FN:PS, CE:PT

Arcanum Investigator

Type: Ally

Pool Cost: 2

Mortal with 2 life. 1 strength, 0 bleed.

As a (D) action, Arcanum Investigator can burn an equipment card possessed by a minion controlled by your predator or prey.

AH:C2

Archon

Type: Political Action

Requires a prince or justicar.

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 (D) 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.

Jyhad:V, VTES:V, CE:U, KMW:PAI3

Archon Investigation

Type: Master

Pool Cost: 3

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.)

VTES:U, CE:U, KMW:PG, Third:U, KoT:U

Argent Baton

Type: Equipment

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.

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Armor of Caine's Fury

Type: Combat

Discipline: Valeren/Presence

Blood Cost: 1

[pre] Prevent 1 damage.

[val] 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.

[VAL] As [val] above, but this vampire may prevent 2 damage from the opposing minion's strikes each round.

LoB:C

Armor of Terra

Type: Action

Discipline: Visceratika/Thaumaturgy

Blood Cost: 1

+1 stealth action.

[tha] 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.

[vis] As [tha] above, but put this card on this acting Gargoyle.

[VIS] As [vis] above, and the Gargoyle with this card may prevent 1 damage each combat.

BL:R1, LoB:R

Armor of Vitality

Type: Combat

Discipline: Fortitude

Blood Cost: 1

[for] Prevent 3 damage.

[FOR] As above, and if any of the damage was from the opposing minion's melee weapon, that weapon is destroyed.

LotN:C/PR2, KoT:C/PV4

Arms Dealer

Type: Ally

Required Clan: Brujah

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.

Jyhad:U, VTES:U, CE:U, KoT:U

Arms of the Abyss

Type: Combat

Discipline: Obtenebration

[obt] Strike: dodge.

[OBT] Strike: dodge, with an additional strike.

Sabbat:C, SW:C/PL3

Army of Apparitions

Type: Reaction

Discipline: Chimerstry

Usable by a tapped vampire.

[chi] Only usable during a referendum. Gain 3 votes.

[CHI] Only usable when an ally or younger vampire is taking a (D) action directed at a minion you control. This vampire burns 2 blood to cause the action to end (unsuccessfully).

LotN:C/PR

Army of Rats

Type: Action

Discipline: Animalism

+1 stealth action.

[ani] Put this card in play. During your untap phase, your prey burns 1 pool. You may only burn 1 pool each turn with Army of Rats cards. Any minion can burn the Army of Rats as a (D) action.

Jyhad:C, VTES:C, SW:PT, FN:PR, CE:C/PN, Anarchs:PAG/PG, LoB:PA2

Arson

Type: Action

Do not replace until the end of this action.

(D) Burn a location.

Jyhad:C, VTES:C, Sabbat:C, SW:PT, FN:PS, CE:PM/PN

Art Museum

Type: Master

Required Clan: Toreador

Pool Cost: 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.

Jyhad:R, VTES:R, CE:R, KoT:R

Art of Love, The

Type: Master

Required Clan: Toreador antitribu

Master.

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

Sabbat:U, Third:U

Art of Memory, The

Type: Action Modifier

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.

BH:U2

Art of Pain, The

Type: Master

Required Clan: Toreador antitribu

Pool Cost: 2

Unique master.

Put this card on a ready Toreador antitribu.

This vampire gets +2 strength.

Sabbat:R, SW:R, Third:R

Art Scam

Type: Action

Required Clan: Toreador antitribu

+1 stealth action.

Gain 2 pool.

Sabbat:R, SW:R, BH:PTO, Third:R

Artistically Inept

Type: Master

Required Clan: Brujah

Pool Cost: 1

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 (D) action.

DS:U

Art's Traumatic Essence

Type: Action

Discipline: Melpominee/Auspex

+1 stealth action.

[aus] (D) Tap any untapped minion.

[mel] (D) Tap any untapped minion, and that minion burns 1 blood or life.

[MEL] (D) 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.

BL:R1, LoB:R

Asanbonsam Ghoul

Type: Ally

Required Clan: Tzimisce

Blood Cost: 2

Ghoul with 3 life. 2 strength, 0 bleed.

Asanbonsam gets +1 intercept when blocking a (D) action. If he successfully blocks a (D) action, range in the first round of the resulting combat is automatically close (skip the determine range step that round).

LoB:R

Ascendance

Type: Master

Master.

Gain 1 pool.

Jyhad:C, VTES:C, Sabbat:C, CE:PM2

Ashes to Ashes

Type: Combat

Discipline: Thanatosis/Fortitude

[for] Only usable by a vampire being burned; he or she is sent into torpor instead.

[thn] Prevent all damage. This vampire untaps and goes to torpor (ending combat).

[THN] As [thn] above, and this vampire gains 2 blood from the blood bank.

BL:R2, LoB:R

Ashur Tablets

Type: Master

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.

KoT:C

Assault Rifle

Type: Equipment

Pool Cost: 5

Weapon: gun.

Strike: 4R damage, with an optional maneuver each combat.

Jyhad:U, VTES:U, CE:U, Third:U, KoT:U

Asylum Hunting Ground

Type: Master

Required Clan: Malkavian

Pool Cost: 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.

Jyhad:U, VTES:U, CE:U/PM, KoT:U

Atonement

Type: Action

Blood Cost: 2

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 (D) action; Followers of Set get -1 stealth when attempting that action.

AH:C2, FN:PA/PG

Augur

Type: Action

Virtue: Vision

Conviction Cost: 1

+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.
NoR:C

Aura Absorption

Type: Reaction/Action Modifier

Discipline: Mytherceria/Auspex

[aus] [REACTION] This vampire burns 1 blood to get +1 intercept.

[myt] [REACTION] +1 intercept.

[MYT] [ACTION MODIFIER] +1 stealth.

BL:C2, LoB:C

Aura of Invincibility

Type: Action Modifier

Blood Cost: 1

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 torpor. A vampire can have only one Aura of Invincibility.
Gehenna:C, Third:PB, KoT:C/PV3

Aura Reading

Type: Combat

Discipline: Auspex

Only usable before range is chosen.

[aus] The opposing minion's controller plays with an open hand for the remainder of combat.

[AUS] You get +2 hand size for the remainder of this combat. A vampire can play only one Aura Reading at superior each combat.

Jyhad:U2, VTES:U, CE:C/PT2, BH:PT2, Third:PTz, KoT:U

Auspex

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Auspex [aus]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Auspex.
Jyhad:C, VTES:C, Sabbat:C, SW:C/PT/PV, CE:C, Third:PTz, KoT:PM/PT

Autarkis Persecution

Type: Political Action

Successful referendum means each Methusalem gains 1 pool for each minion he or she controls.

Jyhad:C, VTES:C, SW:PB, CE:C

Auto-da-fé

Type: Political Action

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.

Third:U

Autonomic Mastery

Type: Combat

Discipline: Dominate

Only usable at close range.

[dom] Strike: burn the opposing non-wraith ally or a non-wraith retainer on the opposing minion.

[DOM] 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.

LotN:U

Aversion

Type: Reaction
Discipline: Valeren/Celerity
Blood Cost: 1

[cel] Reduce a bleed against you by 1.
[val] Burn X pool to reduce a bleed against you by 2X+1.

[VAL] 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 (D) action.

LoB:C

Awe

Type: Action Modifier
Discipline: Presence
Blood Cost: X

Only usable during a referendum.

[pre] This vampire gets X+1 votes.
[PRE] As above, but this vampire gets 2X+1 votes.

Sabbat:R, SW:R, CE:PTo, LoB:PG, Third:R

Aye

Type: Master

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.

LoB:C, EK:C½

Baal's Bloody Talons

Type: Combat
Discipline: Quietus
Blood Cost: 1

Only usable before resolution of a melee weapon's strike.

[qui] The damage from this weapon's strikes is aggravated. Burn this weapon at the end of this round.

[QUI] As above, and this weapon inflicts an additional aggravated damage each strike.

KMW:R, LotN:PA

Babble

Type: Reaction
Discipline: Dementation

[dem] Give another ready minion +1 intercept.

[DEM] Tap this vampire to untap another ready minion. Not usable by a blocking minion.

BH:C/PM

Backflip

Type: Combat

Only usable at long range.

Strike: dodge, with an optional press.

KMW:C

Backstab

Type: Combat
Discipline: Celerity
Blood Cost: 2

Only usable by a blocking vampire. Only usable on the first round of combat.

[cel] This vampire gets first strike on his or her initial strike this round.

[CEL] As above, with an additional strike.

AH:U5, FN:PA, Third:U

Backstep

Type: Combat

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.

KMW:C, KoT:C

Backways

Type: Master

Required Clan: Gangrel

Pool Cost: 2

Master: unique location.

Tap to give a Gangrel you control +1 stealth for the current action.

Jyhad:U, VTES:U, Anarchs:PG, KoT:U

Baleful Doll

Type: Equipment

Discipline: Necromancy

Blood Cost: 1

Unique equipment.

[nec] 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.

[NEC] As above, but choose a vampire controlled by any Methuselah.

FN:C2

Baltimore Purge

Type: Action

Requires a ready vampire.

If this vampire is Ravnos, 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, you choose the vampires instead. This vampire and the chosen vampires go to torpor.

CE:U

Bamba

Type: Action

Blood Cost: 1

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.

EK:C

Bang Nakh -- Tiger's Claws

Type: Equipment

Pool Cost: 2

Melee weapon.

Strike: strength +2 damage.

AH:C2, FN:PR, CE:C, KMW:PAI5, Third:C, LotN:PG3, KoT:C/PB4

Banishment

Type: Political Action

Choose a younger ready vampire. Successful referendum means that the chosen vampire is moved to the uncontrolled region (breaking any temporary control effects). The vampire is uncontrolled. Any cards and counters on that vampire stay with him or her (but they are out of play as long as the vampire remains uncontrolled).

DS:U2, FN:PS, CE:PTo/PV, KMW:PA2, LoB:PG

Banner of Neutrality

Type: Reaction

Requires a ready Independent vampire.

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

FN:C2

Banshee Ironwail

Type: Equipment

Pool Cost: 2

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).

Anarchs:R, Third:R

Barrens, The

Type: Master

Master: unique location.

Tap to discard a card from your hand.

Jyhad:C, VTES:C, Sabbat:C, SW:PB/PL, CE:PV, LoB:PA/PI

Base Hunting Ground

Type: Master

Required Clan: Osebo

Pool Cost: 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.

LoB:PO

Baseball Bat

Type: Equipment

Pool Cost: 1

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.

TR:C

Basilisk's Touch

Type: Combat

Discipline: Mytherceria/Potence

Blood Cost: 2

Only usable in combat with an ally or younger vampire. Only usable before range is determined.

[pot] This vampire gets +1 strength for the remainder of combat.

[myt] 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.

[MYT] As [myt] above, and the opposing vampire burns 1 blood if any damage is successfully inflicted.

BL:R2, LoB:R

Bastard Sword

Type: Equipment

Pool Cost: 1

Melee weapon.

Strength+1 damage each strike.

Jyhad:U2, VTES:U

Bastille Opera House

Type: Master

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.

BL:R1, LoB:R

Battle Frenzy

Type: Master

Required Clan: Osebo

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.

LoB:C

Bauble

Type: Action

Discipline: Vicissitude

Blood Cost: 2

+1 stealth action.

[vic] 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.

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

Sabbat:R, SW:R, Third:R

Bay and Howl

Type: Master

Required Clan: Gangrel antitribu

Master.

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

KMW:R/PG

Bear-Baiting

Type: Action Modifier

Blood Cost: 1

Requires a ready anarch. Only usable when an older non-anarch vampire successfully blocks.

Compare the *costs* of the top *cards* 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.

Anarchs:R

Beast Meld

Type: Action Modifier

Discipline: Animalism & Protean

Blood Cost: 2

[ani][pro] +1 stealth. If this action is blocked, this vampire may prevent 1 damage during the resulting combat.

[ANI][PRO] Only usable when the acting vampire's action is announced. Not usable on a bleed action. Vampires cannot block this action.

BL:R2

Becoming of Ennoia

Type: Event

Gehenna. Do not replace until your next discard phase.

Requires at least two other Gehenna cards controlled by other Methuselaha in play. During each Methuselaha's untap phase, he or she chooses a ready vampire he or she controls. The chosen vampire takes 1 unpreventable damage. Earth Meld cards cost 2 additional blood.

Gehenna:R

Becoming, The

Type: Action

Blood Cost: 2

+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. Move up to 1 blood from the acting vampire and up to 3 Discipline cards from your hand to this vampire. This vampire cannot act this turn. If this vampire has no capacity-increasing Discipline cards, burn him or her.

KoT:U

Behind You!

Type: Combat
Discipline: Obfuscate

Only usable on the first round of combat.

[obf] Maneuver.

[OBF] Strike: dodge.

Jyhad:R2, VTES:R, CE:U/PN, BH:PN2, KMW:PG2, Third:PM, KoT:U

Belonging Grants Protection

Type: Action

+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.

LoB:C

Beretta 9mm

Type: Equipment
Pool Cost: 1

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).

KMW:C, KoT:C/PT5

Bestial Vengeance

Type: Combat
Discipline: Animalism

Requires a Laibon.

[ani] 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.

[ANI] As above, but for 2 damage.

EK:R

Bestial Visage

Type: Master

Master.

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

Sabbat:R, SW:R

Bestow Vigor

Type: Action
Discipline: Fortitude
Blood Cost: 1

+1 stealth action.

[for] 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.

[FOR] As above, but play on an ally you control.

LotN:R

Betrayer

Type: Master

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.

Jyhad:R, VTES:R, Tenth:A

Bewitching Oration

Type: Action Modifier
Discipline: Presence

Only usable during a referendum.

[pre] This acting vampire gains 2 votes.

[PRE] This acting vampire gains 4 votes.

Jyhad:C, VTES:C, Sabbat:C, SW:C, CE:C/PTo4/PV4, Anarchs:PAB4, BH:PTo3, LoB:PG4, Third:PB5

Beyond Reproach

Type: Political Action

Requires a prince.

If this *referendum* is successful, put this card in play. Primogen cannot attempt political actions and *get one less* vote during political actions. This card may be burned by a *referendum* called by any vampire as a +1 stealth *political* action.

AH:R2

Big Game

Type: Action

Do not replace until the end of this action.

(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.

KMW:C/PAI3

Bima

Type: Ally

Required Clan: Follower of Set

Blood Cost: 1

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.

LoB:U

Bind the Night-Walker

Type: Reaction

Requires a minion with a Kerrie. Usable by a tapped minion.

Play during a (D) action directed at this minion or a card on this minion. Only usable when a vampire without Auspex [aus] is acting. The action ends (unsuccessfully), and no cost is paid. A minion may play only one Bind the Night-Walker each turn.

LoB:R

Biothaumaturgic Experiment

Type: Action

Discipline: Thaumaturgy

Pool Cost: 1

+1 stealth action.

[tha] *This minion employs* an animal retainer from your hand (ignore requirements; pay cost as normal).

[THA] Put this card on a minion you control. The minion with this card gets an optional maneuver each combat and +1 strength.

SoC:C

Black Forest Base

Type: Master

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 (D) action.

Third:R

Black Gloves

Type: Equipment

Pool Cost: 3

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.

BH:R, Third:R

Black Hand Emissary

Type: Action

Pool Cost: 1

+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 (D) action, directed at the controller of this card.

SoC:R

Black Hand Ritual

Type: Action

+1 stealth action. Requires a ready Black Hand vampire.

Untap a younger Black Hand vampire or (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).

Gehenna:C

Black Metamorphosis

Type: Action

Discipline: Obtenebration

Blood Cost: 2

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

[OBT] As above, and this vampire gets an optional press each combat.

SW:R, Third:R

Black Spiral Buddy

Type: Ally

Required Clan: Gangrel antitribu

Pool Cost: 4

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.

Sabbat:U, KMW:PG, Third:U

Black Sunrise

Type: Reaction

Discipline: Quietus

Only usable by a tapped vampire.

[qui] Only usable during a (D) action directed at you or something you control. This vampire untaps and attempts to block.

[QUI] As above, but usable on any action.

KMW:C, LotN:PA3

Black Throne, The

Type: Master

Required Clan: Assamite

Pool Cost: 1

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.

LotN:R

Blackmail

Type: Action

Discipline: Obfuscate

[obf] (D) Tap a ready vampire.

[OBF] (D) 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.

FN:C2/PS

Blade Clot

Type: Action Modifier/Combat

Requires an anarch.

Only usable when this anarch diablerizes a vampire with capacity 7 or more. 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.

TR:R

Blade of Enoch

Type: Equipment

Pool Cost: 1

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.

Third:R, KoT:R

Blanket of Night

Type: Action Modifier

Discipline: Obtenebration

Blood Cost: 1

[obt] +1 stealth.

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

SW:R

Bleeding the Vine

Type: Master

Pool Cost: 1

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.

Anarchs:R, KoT:PM

Blessed Audience

Type: Action

Discipline: Melpominee/Auspex

Blood Cost: X

[aus] (D) Tap X-1 allies or younger vampires controlled by your predator or prey.

[mel] As [aus] above, at +1 stealth.

[MEL] As [mel] 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).

LoB:R

Blessing of Chaos

Type: Action

Discipline: Dementation

Blood Cost: 1

+1 stealth action.

[dem] Put this card on the acting vampire. If this vampire attempts to block, the acting vampire cannot play action modifiers requiring Dementation, Chimerstry [chi], Dominate [dom] or Presence [pre]. Vampires opposing this vampire in combat cannot play cards that require those Disciplines.

[DEM] As above, and actions requiring those Disciplines cannot be directed at this vampire.

Sabbat:R, CE:PM, Third:PM

Blessing of Durga Syn

Type: Combat

Discipline: Chimerstry

Blood Cost: 2

[chi] Strike: steal equipment.

[CHI] Strike: steal equipment with First Strike.

DS:C2, FN:PR

Blessing of the Name

Type: Action

Required Clan: Salubri antitribu

Blood Cost: 1

+1 stealth action.

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

BL:R2, LoB:R

Blind Spot

Type: Master

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.

SoC:C

Blissful Agony

Type: Combat

Discipline: Valeren/Animalism

Blood Cost: 1

[ani] Strike: hand strike at +1 damage.

[val] 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 [val] each combat.

[VAL] 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.

BL:R1, LoB:R

Blithe Acceptance

Type: Action

Discipline: Obfuscate

Blood Cost: 1

[obf] 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.

[OBF] As above, but this vampire can burn 1 blood when he enters combat instead of burning this card.

LotN:C/PS2

Blood Agony

Type: Combat

Discipline: Quietus

Blood Cost: 1

[qui] Damage from this vampire's next hand or melee weapon strike is aggravated. Not usable during the first round of combat.

[QUI] 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.

AH:R2, FN:PA

Blood Awakening

Type: Action Modifier/Reaction

Discipline: Quietus

Blood Cost: 1

[qui] [REACTION] +1 intercept.

[QUI] [ACTION MODIFIER] 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.

LotN:C/PA3

Blood Bond

Type: Action

Blood Cost: 2

+1 stealth action.

(D) Put this card on any vampire. The vampire with this card cannot block this acting vampire.

Jyhad:U, VTES:U, Tenth:B

Blood Brother Ambush

Type: Action Modifier

Required Clan: Brujah antitribu

Blood Cost: 2

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.

Sabbat:R, SW:R/PB

Blood Clots

Type: Action

Discipline: Quietus

Blood Cost: 1

+1 stealth action.

[qui] (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.

[QUI] As above, and the minion with this card burns 1 blood or life when this card is burned.

FN:C2

Blood Cult Awareness Network

Type: Event

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.

NoR:R

Blood Doll

Type: Master

Master.

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

Jyhad:C, VTES:C, Sabbat:C, SW:PB/PL/PT/PV, FN:PA/PG/PR/PS, CE:PB/PM/PN2/PTo2/PTr2/PV, Anarchs:PAG3/PG2, BH:PM2/PN2/PTr2, KMW:PB3/PG3/PAn2, LoB:PA3/PI2/PO2, Third:PB2/PM2/PTr2/PTz2

Blood Feast

Type: Action

Blood Cost: 1

+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.

Each ready Sabbat vampire you control gains 1 blood from the blood bank.

Sabbat:U, SW:PL2/PT, BH:PN, Third:PTz

Blood Fury

Type: Combat

Discipline: Thaumaturgy

Blood Cost: 1

Only usable at close range.

[tha] Strike: hand strike at +1 damage. This damage cannot be prevented by cards that require Fortitude [for]. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.

[THA] As above, but for strength+2 damage.

Jyhad:C, VTES:C, CE:PTr4, BH:PTr2, KMW:PB3

Blood Hunt

Type: Action

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

(D) 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 (D) action.

Jyhad:U, VTES:U, CE:U/PB, KoT:U

Blood of Acid

Type: Combat

Discipline: Vicissitude

Blood Cost: 2

[vic] 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.

[VIC] As above, but the damage is aggravated.

Sabbat:U, SW:PT

Blood of Sandman

Type: Action

Discipline: Thaumaturgy

Blood Cost: 2

[tha] +1 stealth action. (D) Burn an ally.

[THA] +6 stealth action. (D) Put this card on a ready younger tapped vampire. Reaction cards this vampire plays while tapped are canceled as they are played. Burn this card if this vampire goes to torpor.

KoT:U

Blood of the Cobra

Type: Combat

Discipline: Quietus

[qui] Strike: 1R damage.

[QUI] Strike: ranged. Play a non-ranged strike that requires Quietus from your hand and use that strike as if it were ranged (if the chosen strike is a hand strike, the hand strike's damage is not ranged and this strike is not a hand strike).

FN:R2

Blood of the Sabbat

Type: Action

Blood Cost: 1

+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.

Put this card on a Sabbat vampire other than the acting vampire. The vampire with this card gains 1 blood after each successful (D) action he or she performs. A vampire may have only one Blood of the Sabbat.

SW:R, Third:R

Blood Puppy

Type: Master

Pool Cost: 2

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 (D) action.

Jyhad:R, VTES:R, CE:R

Blood Rage

Type: Combat

Discipline: Thaumaturgy

Only usable at close range.

[tha] Strike: hand strike. This damage cannot be prevented by cards that require Fortitude [for]. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.

[THA] As above, but for strength+1 damage.

Jyhad:C, VTES:C, CE:C, Third:PTr3

Blood Shield

Type: Equipment

Required Clan: Osebo

Pool Cost: 2

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.

EK:R

Blood Siege

Type: Political Action

Requires a archbishop, priscus, cardinal or regent. Title.

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 *or her* title; *put this card on the Sabbat vampire to represent the unique Sabbat title of Archbishop of that city.* Any ready vampire can gain votes during this referendum by burning one blood per vote gained.

SW:R

Blood Sweat

Type: Combat

Discipline: Quietus

Blood Cost: 1

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

[QUI] Strike: 3R damage; only usable at long range. Damage cannot be prevented.

AH:C2, FN:PA5

Blood Tears of Kephran

Type: Equipment

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).

AH:C2, FN:PR, LoB:PG2

Blood to Water

Type: Combat

Discipline: Thaumaturgy

Blood Cost: 2

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

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

[THA] Opposing vampire burns 5 blood.

AH:C2, CE:C/PTr

Blood Trade

Type: Event

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.

Gehenna:R

Blood Turnip

Type: Master

Unique master. Requires a ready anarch.

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 anarch, that anarch can move this card onto any minion instead (but it must move).

TR:R

Blood Weakens

Type: Event

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.

Gehenna:R, KoT:R

Bloodbath

Type: Action

Blood Cost: 1

+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.

Sabbat:R, SW:R, Third:R

Bloodform

Type: Combat

Discipline: Vicissitude

[vic] Strike: combat ends, only usable when in combat with an ally.

[VIC] 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.

SW:R

Blooding

Type: Action

+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 Blooding.

BH:C/PM2/PN2

Blooding by the Code

Type: Master

Required Clan: Salubri antitribu

Pool Cost: 1

Master.

Put this card on a Salubri antitribu you control. This Salubri antitribu gains one level of Valeren [val] and gets +1 strength. Capacity increases by 1: the Salubri antitribu is one generation older. A vampire can have only one Blooding by the Code.

LoB:C

Bloodlust

Type: Action

Discipline: Presence

Blood Cost: X

+1 stealth action. Frenzy.

[pre] 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 (D) action. Burn this card at the end of the turn.

[PRE] As above, but choose X+1 minions.

LotN:R

Bloodstone

Type: Equipment

Equipment.

Put this equipment on any minion (this is a +1 stealth (D) action if the minion is controlled by another Methuselah). This acting vampire gets +2 intercept when attempting to block the bearer of this equipment.

KMW:C

Bloodstorm of Chorazin

Type: Reaction
Required Clan: Baali
Burn Option

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.

KMW:C/PB2

Bloodwork

Type: Action

Requires a ready Black Hand vampire.

(D) 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.

BH:C

Blow Torch

Type: Equipment
Pool Cost: 2

Weapon.

1 aggravated damage each strike.

Anarchs:C, Third:C

Blur

Type: Combat
Discipline: Celerity
Blood Cost: 1

[cel] Additional strike.

[CEL] Two additional strikes.

Jyhad:C, VTES:C, Sabbat:C, SW:PB3, CE:C/PB4, BH:PT04, KMW:PAI5, Third:C

Body Arsenal

Type: Combat
Discipline: Vicissitude
Blood Cost: 2

[vic] For the remainder of this round, damage from this vampire's hand strikes is aggravated.

[VIC] As above, and this vampire gets +1 strength for the remainder of this combat.

Sabbat:C, SW:PT2, Third:PTz4

Body Bag

Type: Equipment

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.

Anarchs:C

Body Flare

Type: Combat
Discipline: Protean
Blood Cost: 2

[pro] Strike: 2 aggravated damage.

[PRO] Strike: 2R aggravated damage.

Sabbat:R, SW:R, Third:R

Body of Sun

Type: Combat
Discipline: Protean
Blood Cost: 4

[pro] Strike: 3 aggravated damage if at close range or 1R aggravated damage if at long range. *The same amount of aggravated damage is inflicted on this striking minion and on all retainers employed by either combatant.*

[PRO] As above, but this striking minion takes no damage from this card, although his or her retainers still do.

Jyhad:R, VTES:R

Bomb

Type: Equipment
Pool Cost: 1

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.

Jyhad:U, VTES:U, CE:PN, Third:U, KoT:U

Bond

Type: Action

Virtue: Innocence

+1 stealth action.

Move an incapacitated imbued to his or her controller's ready region. *That imbued gains a life (not to exceed his or her starting amount).*

NoR:C

Bond with the Mountain

Type: Combat

Discipline: Visceratika/Thaumaturgy

Blood Cost: 1

[tha] Strike: dodge, with an optional press.

[vis] Strike: combat ends. Untap both combatants.

[VIS] Strike: combat ends. Untap this vampire.

BL:R2

Bonding

Type: Action Modifier

Discipline: Dominate

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

[dom] +1 bleed.

[DOM] +1 stealth and +1 bleed.

Jyhad:C, VTES:C, Sabbat:C, SW:PL/PV3,

CE:C/PV2, BH:PTR4, Third:PTR4

Bone Spur

Type: Combat

Discipline: Protean

Blood Cost: 1

[pro] For the remainder of this round, this vampire's hand damage is aggravated.

[PRO] As above, but for the remainder of this combat.

Sabbat:C, Anarchs:C/PG3

Bonecraft

Type: Combat

Discipline: Vicissitude

Blood Cost: 1

[vic] 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.

[VIC] As above, but the minion with this card has -2 strength.

Sabbat:C, SW:C/PT, Third:PTz3

Book of Going Forth by Night, The

Type: Equipment

Pool Cost: 1

Unique equipment.

The vampire with this equipment has superior Serpentis [SER]. 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).

KMW:PB

Border Skirmish

Type: Action

+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.

Anarchs:C2/PAG3

Botched Move

Type: Combat

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.

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Bounty

Type: Master

Pool Cost: X

Master.

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

CE:U, KoT:U

Bowl of Convergence

Type: Equipment

Unique equipment.

If the bearer is a vampire who has Auspex [aus], the bearer gets +1 intercept. If the bearer has superior Auspex [AUS], he or she can burn 1 blood once during each action to get an additional +1 intercept for the current action.

Tenth:A/B, KoT:R/PT

Boxed In

Type: Combat

Do not replace until after combat.

Press.

Jyhad:C, VTES:C, Sabbat:C, SW:PL/PV, CE:C/PN3, Anarchs:PAG, Third:C

Brainwash

Type: Master

Master.

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

Jyhad:C, VTES:C, CE:U

Brass Knuckles

Type: Equipment

Melee weapon.

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

Sabbat:C, SW:C/PT/PV, CE:C, LoB:PG, Third:C

Bravo

Type: Master

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.

Gehenna:C

Break the Code

Type: Event

Gehenna.

Imbued get -1 intercept when attempting to block monsters. A ready monster can enter combat with an imbued as a (D) action.

NoR:R

Breath of Thanatos

Type: Action Modifier/Combat

Discipline: Necromancy

Blood Cost: 1

[nec] +2 stealth. Only usable on an action to employ or to recruit a wraith.

[NEC] Strike: 1 aggravated damage.

KMW:C

Breath of the Dragon

Type: Combat

Discipline: Vicissitude

Blood Cost: 1

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

[VIC] As above, but for 2R aggravated damage.

Sabbat:R, SW:PT, Third:PTz

Bribes

Type: Action Modifier

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.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PV2, CE:PTo2/PV2, Anarchs:PAB4, KMW:PA3/PAI, Third:PB3

Brick Laying

Type: Action

Discipline: Potence

[pot] (D) Burn a haven on an ally or younger vampire, or tap an ally or younger vampire.

[POT] As above, and inflict 1 damage on that minion.

BH:C/PN, LoB:PO2, KoT:C

Brigitte Gebauer (Wraith)

Type: Ally

Required Clan: Giovanni

Pool Cost: 3

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.

FN:R2

Brinksmanship

Type: Political Action

Pool Cost: 1

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.

Anarchs:R

Brother in Arms

Type: Action

Required Clan: Salubri antitribu

Pool Cost: 1

+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 [val]. 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.

LoB:C

Brother's Blood

Type: Combat

Discipline: Sanguinus

Requires a ready Blood Brother of the same circle as another one in combat.

[san] 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.

[SAN] 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.

BL:C2, LoB:C

Brothers Grimm

Type: Master

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.

CE:R

Bruisers, The

Type: Ally

Required Clan: Brujah antitribu

Pool Cost: 3

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

The Bruisers may take a (D) action to burn a location controlled by your prey.

Sabbat:U

Brujah Debate

Type: Master

Required Clan: Brujah

Pool Cost: 1

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 may burn this card as a (D) action.

DS:U, Tenth:A

Brujah Frenzy

Type: Master

Required Clan: -none-

Master: out-of-turn. Frenzy.

Only usable when a *ready* Brujah controlled by another Methuselah takes an action that remains unblocked. The Brujah's action is *unsuccessful*. Choose a *ready* untapped minion in play; the minion and the Brujah cannot have the same controller. *The Brujah enters combat with that minion, tapping him or her.*

Jyhad:U, VTES:U

Brujah Justicar

Type: Political Action

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.

Jyhad:R, VTES:R, CE:R, KoT:R

Brutal Influence

Type: Action

Discipline: Potence

Blood Cost: 1

[pot] (D) 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.

[POT] +1 stealth action. Tap X Orun on this vampire to move X blood from the bank to a younger Laibon in your uncontrolled region.

EK:C

Brute Force

Type: Combat

Discipline: Potence

Do not replace until after combat.

[pot] Strike: hand strike at +1 damage or use a melee weapon strike at +2 damage.

[POT] Strike: hand strike at +2 damage or use a melee weapon strike at +3 damage.

LotN:C/PG3, KoT:C/PB6

Bujo

Type: Action

Required Clan: Ravnos

+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.

KMW:R

Bum's Rush

Type: Action

Do not replace until the end of this action.

(D) Enter combat with a *ready* minion controlled by another Methuselah. The acting minion gets an optional maneuver during this combat.

Jyhad:C, VTES:C, SW:PB2, FN:PA3/PG3, CE:C/PB7/PN5, Anarchs:PG4, KMW:PG4/PA13, LoB:PA4

Bundi

Type: Equipment

Pool Cost: 2

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.

LotN:C/PG3, KoT:C/PB2

Burden the Mind

Type: Master

Pool Cost: 1

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 (D) action.

LotN:C

Bureaucratic Overload

Type: Master

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.

DS:U2, CE:PM

Burning Touch

Type: Action Modifier/Combat

Discipline: Valeren/Thaumaturgy

[tha] [COMBAT] Strike: 1 damage. This damage cannot be prevented by cards that require Fortitude [for].

[val] [ACTION MODIFIER] 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.

[VAL] [ACTION MODIFIER] +1 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

BL:C2, LoB:C

Burning Wrath

Type: Combat

Discipline: Potence

Blood Cost: 3

[pot] Strike: hand strike at +1 damage, aggravated.

[POT] Strike: hand strike at +2 damage, aggravated.

DS:C2, SW:PB, FN:PG, CE:PB, LoB:PG2, Third:U/PB

Burnt Offerings

Type: Reaction

Discipline: Auspex

Blood Cost: 1

[aus] This reacting vampire gets +1 intercept.

[AUS] Only usable if a minion controlled by your predator successfully bleeds you. Your predator burns 1 pool.

AH:U5

Burst of Sunlight

Type: Combat

Discipline: Thaumaturgy

[tha] Strike: 1R aggravated damage. This striking vampire also takes 1 aggravated damage.

[THA] Strike: 2R aggravated damage. This striking vampire also takes 2 aggravated damage.

Jyhad:R2, VTES:R, CE:U, BH:PTR2, KMW:PB3, Third:U, KoT:U

Business Pressure

Type: Action Modifier

Discipline: Presence

Only usable during a referendum.

[pre] 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.

[PRE] As above, but you gain 3 votes for each pool you burn.

Jyhad:R2, VTES:R, Tenth:B

Cadet

Type: Master

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.

SoC:C

Caiaphas Smith

Type: Ally

Pool Cost: 1

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.

Tenth:A/B

Cairo Int'l Airport

Type: Master

Pool Cost: 2

Master: unique location.

Any minion you control may burn 1 blood on an *uncontrolled minion* in your prey's uncontrolled region as a (D) action.

AH:R2, CE:PB

Call of the Hungry Dead

Type: Action Modifier

Discipline: Necromancy

Only usable when a minion is attempting to block.

[nec] The blocking minion gets -1 intercept.

[NEC] This acting vampire burns 1 blood to cause the block to fail. The blocking minion cannot attempt to block this action again.

FN:C2, LotN:PG3

Call the Great Beast

Type: Action

Required Clan: Baali

Blood Cost: 1

+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 (D) action and can prevent 1 damage each combat.

BL:R1, KMW:PB

Call the Lamprey

Type: Combat

Discipline: Obtenebration

[obt] Strike: steal 1 blood from the opposing ally. Only usable during combat with an ally.

[OBT] Strike: steal 1 blood from the opposing minion.

Sabbat:U

Call the Wild Hunt

Type: Combat

Discipline: Animalism & Protean

Only usable before range is determined.

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

[ANI][PRO] 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.

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Call, The

Type: Action

Discipline: Auspex & Dementation

+1 stealth action.

[aus][dem] Move 2 blood from the blood bank to a younger vampire with Dementation in your uncontrolled region.

[AUS][DEM] As above, but move 3 blood.

BL:R2, Third:PM

Camarilla Exemplary

Type: Political Action

Requires a Camarilla vampire.

Choose a Camarilla vampire. Successful referendum means that for the remainder of the game, any vampire attempting to block that vampire burns 1 blood.

Jyhad:C, VTES:C, CE:C/PV2

Camarilla Threat

Type: Political Action

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.

Sabbat:R, SW:R, BH:PTo

Camarilla Vitae Slave

Type: Retainer

Required Clan: Lasombra

Blood Cost: 2

Retainer with 1 life.

The vampire with this retainer increases his or her capacity by 1. During each of his or her controller's master phases, he or she may choose a basic level Discipline he or she possesses. He or she then has the chosen Discipline at the superior level until his or her controller's next master phase.

Sabbat:R

Camera Phone

Type: Equipment

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.

LotN:C/PG2, KoT:C

Campground Hunting Ground

Type: Master

Required Clan: Gangrel antitribu

Pool Cost: 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.

Sabbat:U, SW:U, KMW:PG

Canine Horde

Type: Combat

Discipline: Animalism

[ani] Strike: 1R damage.

[ANI] Strike: ranged; destroy equipment with first strike.

Jyhad:C, VTES:C, Sabbat:C, SW:PT, CE:C/PN, Anarchs:PG2, LoB:PA, Third:PTz

Canopic Jar

Type: Equipment

Discipline: Serpents

[ser] 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.

[SER] As above, and the chosen minion burns 1 blood when this equipment is burned.

FN:C2

Can't Take it with You

Type: Political Action

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.

LotN:C, KoT:C/PV3

Capitalist

Type: Master

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 blood bank. A vampire can have only one archetype.

BH:C

Car Bomb

Type: Reaction

Requires a ready anarch.

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.

Anarchs:C

Cardinal Benediction

Type: Political Action

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.

Sabbat:U, SW:U, Third:U

Cardinal Sin: Failure of Mission

Type: Reaction

Blood Cost: 2

Requires a ready archbishop, cardinal or regent.

Only usable when this vampire has blocked a Sabbat vampire without a title, before combat begins. Put this card on that vampire. You still control this card. Any Sabbat vampire controlled by another Methuselah may enter combat with the vampire with this card as a (D) action. Any Sabbat vampire can burn this card as a (D) action.

Sabbat:R, SW:R/PT

Cardinal Sin: Insubordination

Type: Reaction

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.

Sabbat:U, SW:U, BH:PM, Third:U

Carlton Van Wyk (Hunter)

Type: Ally

Pool Cost: 2

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

Carlton can strike for 1R damage, and he may dodge as a strike once each combat. Carlton has +1 intercept when blocking vampires. During your discard phase, you may burn Carlton to burn a vampire who has committed diablerie since your last turn.

Tenth:A/B

Carnivale

Type: Master

Unique master.

Put this card on a ready Toreador. You may burn this card to give this Toreador +1 stealth for the current action.

Anarchs:R

Carrion Coffin

Type: Action

Discipline: Protean

[pro] Put this card on the acting vampire. *The* 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 (D) action.

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

Sabbat:R

Carrion Crows

Type: Combat

Discipline: Animalism

Only usable before range is chosen.

[ani] The opposing minion takes 1R damage each round of combat during strike resolution. A vampire can play only one Carrion Crows each combat.

[ANI] As above, but for 2R damage.

Sabbat:C, SW:C/PT2, CE:PN2, Anarchs:PG2, BH:PN3, LoB:PA2, Third:C, LotN:PR3, KoT:C

Carthage Remembered

Type: Master

Required Clan: Brujah

Pool Cost: 1

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 (D) action; Ventrue and Malkavians get -1 stealth on that action.

AH:R2, CE:R

Carver's Meat Packing and Storage

Type: Master

Pool Cost: 1

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.

Gehenna:R

Caseless Rounds

Type: Combat

Pool Cost: 1

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.

Gehenna:C, KoT:U

Cat Burglary

Type: Action

Discipline: Celerity

+1 stealth action.

[cel] (D) Bleed. If more than 1 pool is bled with this action, ignore the excess.

[CEL] (D) Bleed any Methuselah. If more than 1 pool is bled with this action, ignore the excess.

Jyhad:R, VTES:R, CE:R

Catacombs

Type: Equipment

Blood Cost: 1

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.

AH:C2, FN:PS, Third:PM

Catatonic Fear

Type: Combat

Discipline: Presence

Blood Cost: 1

[pre] Strike: combat ends.

[PRE] As above, and inflict 1 damage to the opposing minion once combat ends if the range is close.

Sabbat:U, SW:U, FN:PS, CE:PT0, LoB:PI2, Third:U

Cats' Guidance

Type: Reaction

Discipline: Animalism

[ani] Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.

[ANI] +1 intercept.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PT3, FN:PR4, CE:C/PN3, Anarchs:PG3, BH:PN3, LoB:PG3

Cauldron of Blood

Type: Combat

Discipline: Thaumaturgy

Blood Cost: 1

Not usable on the first round of combat.

[tha] Strike: *hand strike* at +2 damage.

[THA] Strike: *hand strike* at +4 damage.

Jyhad:C, VTES:C, Sabbat:C, CE:PTr2

Cave of Apples

Type: Master

Required Clan: Follower of Set

Pool Cost: 3

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 (D) 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.

LotN:R

Celerity

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains one level of Celerity [cel]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Celerity.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PB, FN:PA, CE:C, Anarchs:PAG, KMW:PAI, LoB:PI/PO, Third:PB, KoT:PB/PT

Celestial Harmony

Type: Action

Discipline: Auspex

+1 stealth action.

[aus] (D) Choose a Methuselah. That Methuselah selects all but one of the cards in his or her hand and shows them to you.

[AUS] As above, but all Methuselaha are chosen.

BH:R

Census Taker

Type: Master

Pool Cost: 1

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.

SoC:R

Centralized Background Check

Type: Master

Master: unique location.

Weapons cost an additional pool.

Gehenna:R

Chain of Command

Type: Action

Discipline: Dominate

Blood Cost: X

+1 stealth action.

[dom] 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.

[DOM] As above, but move X+1 younger vampires.

Gehenna:C, KoT:C

Chainsaw

Type: Equipment

Pool Cost: 2

Weapon.

3 damage as a *strike*, usable only once each combat.

Jyhad:U2

Chair of Hades

Type: Action

Discipline: Necromancy

+1 stealth action.

[nec] (D) Remove a mortal or ghoul (retainer or ally) from the game.

[NEC] (D) Remove any non-wraith ally or retainer or vampire with capacity less than 3 from the game.

LotN:R

Chalice of Kinship

Type: Equipment

Pool Cost: 1

Unique equipment. Requires a ready priscus, cardinal or regent.

The priscus, cardinal or regent with this equipment can give each other ready Sabbat vampire you control 1 blood from the blood bank as a +1 stealth action.

BH:R

Chameleon

Type: Action

Blood Cost: X

+1 stealth action. Requires a baron.

(D) Take control of a younger vampire with capacity of X who entered play since your last minion phase. That vampire becomes anarch (and independent).

TR:R

Chameleon's Colors

Type: Combat

Discipline: Spiritus/Animalism

Blood Cost: 1

[ani] Maneuver.

[spi] Press, or maneuver with an optional press.

[SPI] 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.

BL:C2, LoB:C

Champion

Type: Power
Virtue: Defense

[REACTION] [2 CONVICTION] Only usable when a monster controlled by another Methuselah is taking a (D) action against you or against an imbued controlled by any player. The action fails and the acting monster enters combat with this imbued instead.
NoR:R

Change of Target

Type: Action Modifier

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

Jyhad:U, VTES:U, CE:U, Anarchs:PAB2, LoB:PG2/PI2, KoT:U/PM3

Changeling

Type: Action Modifier
Discipline: Vicissitude

[vic] +1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action.

[VIC] +1 stealth.

Sabbat:C, SW:C/PT2, Third:C/PTz3

Changeling Skin Mask

Type: Equipment
Pool Cost: 1

Unique equipment.

The vampire with this equipment *has* superior Obfuscate [OBF]. The vampire with this equipment may burn it to get +2 intercept for the current action.

Sabbat:R, SW:R

Chanjelin Ward

Type: Master
Required Clan: Kiasyd
Burn Option

Master.

Put this card on a vampire you control. *Other Methsuelahs' actions targeting* this vampire cost an additional blood. This vampire can burn this card to cause an action *targeting* him or her to fail. A vampire may have only one Chanjelin Ward.

BL:R2, LoB:R

Channel 10

Type: Master
Pool Cost: 2

Master: unique location.

Tap to give a minion you control +2 intercept for the current action. Not usable on the first action in a minion phase.

Tenth:A/B

Channeling the Beast

Type: Combat
Blood Cost: 1

Strike: hand strike or *use a melee weapon strike*. *This strike is at +1 damage.*

Sabbat:C

Chantry

Type: Master
Required Clan: Tremere

Master: unique location.

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

Jyhad:U, VTES:U, CE:U

Charigger, The Axe

Type: Retainer

Required Clan: Giovanni

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.

LotN:R

Charisma

Type: Master

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).

FN:R2, KoT:R

Charismatic Aura

Type: Combat

Discipline: Auspex & Presence

[aus][pre] Burn 1 blood to cancel the opposing minion's strike card or grapple card as it is played (no cost is paid). A vampire may play only one Charismatic Aura at inferior each round.

[AUS][PRE] Strike: combat ends.

KoT:U

Charming Lobby

Type: Action

Discipline: Presence

+1 stealth political action.

[pre] 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.

[PRE] As above, and this vampire gains 2 votes in that first referendum.

Jyhad:U, VTES:U, CE:U/PTo, LoB:PG, KoT:U

Charnas the Imp

Type: Retainer

Required Clan: Tremere

Blood Cost: 1

Unique demon with 1 life.

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

Jyhad:R, VTES:R, CE:R, KoT:R

Cheval de Bataille

Type: Action Modifier

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.

Third:U

Childling Muse

Type: Retainer

Required Clan: Malkavian

Pool Cost: 1

Changeling with 1 life.

This Malkavian gets +1 bleed.

KoT:U

Children of Osiris

Type: Master

Pool Cost: 2

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.

AH:R2

Chill of Oblivion

Type: Action

Discipline: Necromancy

+1 stealth action.

[nec] 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.

[NEC] As above, and this acting vampire untaps during your next discard phase.

BH:R, LotN:PG

Chimerstry

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Chimerstry [chi]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Chimerstry.

DS:C2, FN:PR2, LotN:PR2

Chiram's Hold

Type: Combat

Blood Cost: 1

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 vampires 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.

Anarchs:R2

Chiropteran Marauder

Type: Combat

Discipline: Vicissitude

[vic] Maneuver.

[VIC] This vampire burns 1 blood to make the damage from his or her hand strikes aggravated for the current round.

SW:C/PT3, Third:C

Choir

Type: Action

Discipline: Melpominee

+1 stealth action.

[mel] Put this card into play. Burn this card during your influence phase.

[MEL] (D) Your prey burns 2 pool for each Choir card you control (not counting this one). Burn all Choir cards you control.

BL:C2, LoB:C

Chronicle of the Lost Tribe

Type: Action

+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 (D) action.

BH:R

Church of the Order of St. Blaise

Type: Master

Master: unique location. Requires a ready Sabbath vampire.

Tap this card to add one counter to a location you control that uses counters.

Gehenna:R

Church of Vindicated Faith, The

Type: Master

Pool Cost: 1

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.

NoR:R

Circle

Type: Combat

Discipline: Flight

Requires a ready minion with flight.

Press. If another round of combat occurs, this minion gets an optional maneuver during that round.

BL:C2, LoB:C

Circumspect Revelation

Type: Action Modifier

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.

BH:C/PM

City Gangrel Connections

Type: Master

Required Clan: Gangrel antitribu

Master: unique location.

You get 1 additional vote during each political action.

Sabbat:U, KMW:PG

Claiming the Body

Type: Action Modifier

Discipline: Sanguinus

Blood Cost: 1

Requires a ready untapped Blood Brother of the same circle as another one who has just been blocked.

[san] Cancel the combat and end the action.

(Do not untap the blocking minion.)

[SAN] As above, and untap the acting Blood Brother.

LoB:C

Clan Impersonation

Type: Action

Blood Cost: 2

+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.

AH:C2, CE:C

Clan Loyalty

Type: Action Modifier

Blood Cost: 1

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.

DS:C2, FN:PG

Clandestine Contract

Type: Action

Required Clan: Assamite

Pool Cost: 1

+1 stealth action. Requires an Assamite with a capacity above 4. Contract.

(D) 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 (D) action.

FN:C2, LotN:PA4

Claws of the Dead

Type: Combat

Discipline: Protean

Blood Cost: 1

[pro] For the remainder of this round, damage from this vampire's hand strikes is aggravated.

[PRO] Maneuver.

Jyhad:C, VTES:C, Anarchs:C/PG3, KMW:PG5, Third:C, KoT:C

Cleansing Ritual

Type: Action

Discipline: Obeah/Dominate

Blood Cost: 1

+1 stealth action.

[dom] Add 1 blood to a vampire you control.

[obe] Burn a card on an ally or younger vampire in your ready region.

[OBE] As [obe] above, and untap that minion at the end of the turn.

LoB:R

Cleave

Type: Combat

Virtue: Vengeance

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 *this action*. 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.

NoR:C

Clio's Kiss

Type: Action

Discipline: Temporis/Dominate

Blood Cost: 1

+1 stealth action.

[dom] (D) Burn 1 pool from a Methuselah who is contesting a card with you.

[tem] Exchange any card in your hand for any non-master, non-unique library card in your ash heap.

[TEM] (D) Choose a vampire card another Methuselah is contesting with you. That Methuselah yields that copy. If there are no other Methuselaha s contesting the vampire, place your copy of the vampire face up in your controlled region, untapped.

BL:C2, LoB:R

Cloak of Blood

Type: Action

Requires a vampire with capacity above 5 who can commit diablerie.

(D) 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.

SoC:R

Cloak of the Abalone

Type: Equipment

Unique equipment.

Toreador and Toreador antitribu cannot block this minion.

Promo-20080203

Cloak the Gathering

Type: Action Modifier

Discipline: Obfuscate

[obf] +1 stealth.

[OBF] Only usable by a ready vampire other than the acting minion you control. The action gets +1 stealth.

Jyhad:C, VTES:C, Sabbat:C, SW:C, FN:PS3, CE:C/PM4, BH:PM4, Third:PM6, LotN:PS2, KoT:C

Closed Session

Type: Action Modifier

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.

DS:C2, CE:U, KMW:PAI

Clotho's Gift

Type: Action

Discipline: Temporis/Obfuscate

Blood Cost: 1

+1 stealth action.

[obf] Move the top *card* from your crypt to your uncontrolled region.

[tem] Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.

[TEM] 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.

BL:C1, LoB:C

Club Illusion

Type: Master

Pool Cost: 1

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).

TR:R

Club Zombie

Type: Master

Pool Cost: 4

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.

FN:R2, Third:PTz

Coagulate Blood

Type: Combat

Discipline: Quietus

[qui] Strike: 1R damage, 2R damage to an ally.

[QUI] Strike: 2R damage, 3R damage to an ally.

AH:C2, FN:PA2

Coagulated Entity

Type: Action

Discipline: Sanguinus

Choose X other ready Blood Brothers you control who belong to the same circle as this acting vampire.

[san] (D) Enter combat with a ready minion controlled by another Methuselah. This acting vampire has +X strength and +X capacity. Before the combat begins, each chosen vampire must move 1 blood to the acting vampire or this action is canceled.

[SAN] As [san] above, and this vampire may prevent up to X damage this combat.

BL:R1, LoB:R

Cobra Fangs

Type: Combat
Discipline: Serpentic
Blood Cost: 1

[ser] Strike: 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.

[SER] As above, and if any damage from this strike is successfully inflicted on an opposing vampire, that vampire goes to torpor during his or her next untap phase.

LotN:R

Code of Milan Suspended

Type: Political Action

Requires a Sabbat vampire.

Select the Methuselah with the Edge. If this referendum is successful, that Methuselah burns 1 pool.

Sabbat:R, SW:R

Codex of the Damned

Type: Equipment

Unique equipment.

While the bearer has Thaumaturgy [tha], 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).

Third:R

Cold Amber's Hold

Type: Action
Blood Cost: 2

(D) 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.

Anarchs:R2

Cold Aura

Type: Combat
Discipline: Necromancy
Blood Cost: 1

[nec] Only usable before range is determined. Set the range for this round to long.

[NEC] As above, with an optional press, only usable to end combat.

LotN:C

Collapse the Arches

Type: Combat
Discipline: Visceratika/Thaumaturgy

Requires a ready vampire who has blocked a (D) action. Only usable in the resulting combat. Only usable at long range.

[tha] Strike: 2R damage, with an optional press.

[vis] Strike: 4R damage. This strike cannot be dodged.

[VIS] As [vis] above, with first strike.

BL:C2, LoB:C

Coma

Type: Combat
Discipline: Dementation
Blood Cost: 3

[dem] Strike: opposing vampire goes into torpor.

[DEM] As above, and that vampire does not untap as normal during his or her controller's next untap phase.

Sabbat:U, SW:U, CE:U, BH:PM3, Third:U

Combat Shotgun

Type: Equipment
Pool Cost: 3

Weapon, Gun.

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

Sabbat:C, SW:C, Third:C

Command

Type: Action Modifier

Discipline: Dominate

[dom] Only usable when an ally attempts to block. The attempt fails and tap that ally. That ally cannot attempt to block this action again.

[DOM] 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.

AH:U5, Third:U

Command of the Beast

Type: Action Modifier

Discipline: Dominate

[dom] +1 bleed; after playing this card, you cannot play another action modifier to further increase the bleed for this action.

[DOM] +1 bleed.

Sabbat:U, SW:U, FN:PG, Third:U

Command of the Harpies

Type: Political Action

Requires a Camarilla vampire.

Choose a ready prince. Successful referendum means the prince loses his or her title.

DS:U2, CE:PM/PTo

Command the Legion

Type: Action

Discipline: Dominate

Blood Cost: X

[dom] Tap X-1 allies or younger vampires.

[DOM] As above, but one of the minions may be the same age or older.

LotN:R

Communal Haven: Cathedral

Type: Master

Pool Cost: 1

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.

BH:U2, Third:U

Communal Haven: Temple

Type: Master

Pool Cost: 1

Master: location.

Each Sabbat vampire you control gets +1 intercept when attempting to block (D) actions directed against Sabbat vampires you control. A Methuselah may have only one Communal Haven: Temple in play.

Sabbat:U, SW:PL, BH:PM

Community Justice

Type: Action

+1 stealth action. Requires an independent vampire.

(D) Burn a vampire who has diablerized a vampire of the same clan as this acting vampire since your last turn.

LotN:R

Compel the Spirit

Type: Action

Discipline: Necromancy

Blood Cost: 1

+1 stealth action.

[nec] Move an ally or retainer that was burned from play since your last turn from your ash heap to your hand.

[NEC] 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, place it on the acting minion.

DS:U2, FN:PG, LotN:PG

Compress

Type: Combat

Discipline: Thanatosis/Potence

Blood Cost: 2

[pot] Strike: hand strike at +2 damage.

[thn] Strike: 2 aggravated damage.

[THN] Strike: 3 aggravated damage.

BL:C2, LoB:C

Computer Hacking

Type: Action

(D) Bleed with +1 bleed.

Jyhad:C, VTES:C, Sabbat:C, SW:PT, CE:PN4, LoB:PA3

Conceal

Type: Action

Discipline: Obfuscate

[obf] (D) Burn an equipment card.

[OBF] (D) Burn a location.

LotN:R

Concealed Weapon

Type: Combat

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.

Jyhad:C, CE:C/PB/PTo, BH:PTo4, KMW:PAI3, LotN:PG2, KoT:C/PT2

Concert Tour

Type: Action

Required Clan: Daughter of Cacophony

Blood Cost: 1

Burn Option

+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.

BL:C1, LoB:R

Concoction of Vitality

Type: Equipment

Pool Cost: 1

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.

Sabbat:U, SW:PV, Third:PTr

Concordance

Type: Action

Discipline: Daimoinon/Serpentis

Blood Cost: 1

+1 stealth action.

[ser] (D) Bleed. If more than 1 pool is bled with this action, ignore the excess.

[dai] 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.

[DAI] As [dai] above, and this vampire has flight [FLIGHT]. During your influence phase, this vampire may burn 1 blood to untap.

BL:C1, KMW:PB2

Condemn the Sins of the Father

Type: Action

Discipline: Quietus

Blood Cost: 1

+1 stealth action.

[qui] 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).

[QUI] As above, and each younger vampire of the chosen clan burns 1 blood.

LotN:R

Condemnation: Betrayed

Type: Action

Discipline: Daimoinon/Serpentis

+1 stealth action. Condemnation.

[ser] (D) Tap a younger vampire.

[dai] Requires an Infernal vampire. (D) 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.

[DAI] As [dai] above, and the minion's controller burns the top card from his or her library during each of his or her untap phases.

BL:R1

Condemnation: Doomed

Type: Action

Discipline: Daimoinon/Obfuscate

+1 stealth action. Condemnation.

[obf] (D) Tap a younger vampire.

[dai] Requires an Infernal vampire. (D) Put this card on a ready minion. The minion with this card has -1 stealth. Burn all other Condemnations on this minion.

[DAI] As [dai] above, and the minion's controller burns 1 pool each time the minion is successfully blocked.

BL:R1

Condemnation: Languid

Type: Action

Discipline: Daimoinon/Presence

+1 stealth action. Condemnation.

[pre] (D) Tap a younger vampire.

[dai] Requires an Infernal vampire. (D) Put this card on a ready minion. The minion with this card has -1 strength. Burn all other Condemnations on this minion.

[DAI] As [dai] above, and the minion cannot use presses in combat.

BL:R1

Condemnation: Mute

Type: Action

Discipline: Daimoinon/Chimerstry

+1 stealth action. Condemnation.

[chi] (D) Tap a younger vampire.

[dai] Requires an infernal vampire. (D) Put this card on a ready vampire. The vampire with this card has -3 votes. Burn all other Condemnations on this minion.

[DAI] As above, and this vampire burns 1 blood each time a referendum passes.

KMW:R

Conditioning

Type: Action Modifier

Discipline: Dominate

Blood Cost: 1

You cannot play another action modifier to increase this bleed amount.

[dom] +2 bleed

[DOM] +3 bleed.

Jyhad:C, VTES:C, SW:PL2, FN:PG3, CE:C/PTr4, LotN:PG3, KoT:C/PV5

Conductor

Type: Master

Required Clan: Daughter of Cacophony

Pool Cost: 1

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.

LoB:R

Conflagration

Type: Combat

Discipline: Daimoinon/Potence

Blood Cost: 1

[pot] Strike: 2R damage.

[dai] Strike: 1R aggravated damage.

[DAI] Strike: 2R aggravated damage.

BL:C2, KMW:PB3

Conflict of Interests

Type: Reaction

Only usable during a referendum.

Cancel the votes of a vampire who belongs to the same clan as this reacting minion.

DS:C2

Confusion

Type: Action Modifier
Discipline: Dementation

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

[dem] +1 bleed.

[DEM] +1 stealth and +1 bleed.

Sabbat:C, CE:C/PM4, Third:C/PM4

Confusion of the Eye

Type: Reaction
Discipline: Obfuscate

[obf] Reduce a younger vampire's or an ally's bleed against you by 1.

[OBF] 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.

KMW:C/PG3, LotN:PS3

Conniver

Type: Master

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.

Gehenna:C

Conquer the Beast

Type: Combat
Discipline: Animalism

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

[ani] *This vampire* gets one press each round, only usable to continue combat. *He or she* is obliged to use this press and cannot use equipment. This continues until 3 rounds pass with no cards played.

[ANI] As above, but the presses are optional.

Jyhad:R, VTES:R

Conquest of Humanity

Type: Event

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.

Gehenna:R

Consanguineous Boon

Type: Political Action

Boon.

Choose a clan. Successful referendum means each Methuselah gains 1 pool for each member of that clan he or she controls.

Jyhad:C, VTES:C, Sabbat:C, SW:PL/PV3, FN:PG/PS, CE:PT03/PV2, BH:PT04, LoB:PG2, Third:C/PB

Consanguineous Condemnation

Type: Political Action

Choose a clan. Successful *referendum* taps all vampires of that clan.

Jyhad:C, VTES:C

Conscripted Statue

Type: Action Modifier
Discipline: Visceratika

Only usable when an action is blocked.

[vis] The opposing minion takes 1 damage during strike resolution each round of the resulting combat when the range is close.

[VIS] 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 after combat or if the combat is canceled.

BL:R2, LoB:R

Consecration Rites

Type: Action

Requires a ready archbishop, priscus, cardinal or regent. +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.

Sabbat:U, Tenth:A

Conservative Agitation

Type: Political Action

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

Jyhad:C, VTES:C, SW:C/PV4, FN:PG/PS, CE:PT04/PV4, Anarchs:PAB2, LoB:PG5, Third:C

Consignment to Duat

Type: Action

Discipline: Serpentis

Blood Cost: 1

[ser] (D) Steal 1 blood or life from a ready minion.

[SER] (D) 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 minion enters combat or leaves the ready region. A minion can have only one Consignment to Duat.

BH:C, KMW:PB2

Constant Revolution

Type: Action

+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 Methuselaha'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 (D) action that costs 1 pool.

TR:R

Consume the Dead

Type: Action/Reaction

Required Clan: Nagaraja

Burn Option

[ACTION] +1 stealth action. (D) Enter combat with a wraith ally or burn a wraith retainer.

[REACTION] 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.

LoB:R

Contagion

Type: Action

Discipline: Daimoinon

+1 stealth action. Requires an Infernal vampire. Unique.

[dai] Put this card on the acting vampire. During each other Methuselaha's untap phase, he or she burns 1 pool if this vampire is ready.

[DAI] As [dai] 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).

BL:R1

Contingency Planning

Type: Master

Pool Cost: 1

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.

FN:C2, KoT:PT2

Contract

Type: Master

Master: contract.

Put this card on any ready minion and choose an Assamite in play. That Assamite may enter combat with that minion as a +1 stealth (D) action unless they are controlled by the same Methuselah.

AH:C2, FN:PA4

Convergence

Type: Master

Required Clan: Pander

Master.

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

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Cooler

Type: Equipment

Pool Cost: 1

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.

Anarchs:C, KoT:C/PM3

Coordinate Attacks

Type: Combat

Discipline: Sanguinus

Requires a ready untapped Blood Brother of the same circle as another one you control in combat.

[san] 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.

[SAN] As [san] above, and this Blood Brother gets an optional maneuver on the first round of combat.

BL:C2, LoB:C

Coroner's Contact

Type: Master

Pool Cost: 1

Master.

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

BL:U2, LoB:R

Corporal Reservoir

Type: Master

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.

BH:C

Corporate Hunting Ground

Type: Master

Required Clan: Ventrue antitribu

Pool Cost: 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.*

Sabbat:U, SW:U/PV

Corpse Balloon

Type: Retainer

Discipline: Vicissitude

Ghoul with 1 life.

[vic] If the minion with this retainer blocks a (D) action, he or she gets an optional maneuver on the first round of the resulting combat.

[VIC] As above, and this minion gets +1 intercept against (D) actions.

BH:C

Corpse Minion

Type: Retainer

Required Clan: Tremere

Pool Cost: 1

Ghoul with 1 life.

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

DS:C2, CE:PT

Corrupt Construction

Type: Ally

Discipline: Vicissitude

Pool Cost: 1

Ghoul with 1 life. 0 strength, 0 bleed.

[vic] 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.

[VIC] As above, and the Construction has an additional life.

Third:C

Corruption

Type: Action

Required Clan: Follower of Set

+1 stealth action.

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

AH:C2, FN:PS4

Corruption's Purge

Type: Political Action

Requires a prince, justicar, or Inner Circle member.

If this *referendum* is successful, each Follower of Set burns 2 blood. Each Follower of Set with zero blood then goes into torpor.

AH:V3

Coterie Tactics

Type: Reaction

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).

KoT:U

Council of Seraphim

Type: Action Modifier

Burn Option

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.

BH:R

Courier

Type: Ally

Required Clan: Nosferatu antitribu

Blood Cost: 2

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.

SW:U, BH:PN, Third:U

Coven, The

Type: Master

Unique master. Trifle.

Put this card into play. Tap to move 2 blood from the blood bank to a ready vampire you control. During your discard phase, your predator takes control of The Coven.

SW:R, Anarchs:PAG, KoT:PM

Covenant of Blood

Type: Action
Blood Cost: 1

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 (D) action. Any vampire may burn this card as a (D) action. Camarilla vampires get -1 stealth when attempting that action.

AH:C2, Tenth:B

Covincraft

Type: Reaction
Required Clan: Kiasyd

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

LoB:C

Cracking the Wall

Type: Master
Required Clan: Malkavian antitribu
Pool Cost: 1

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.

Third:R2

Crawling Chamber

Type: Combat
Discipline: Visceratika/Thaumaturgy

[tha] Maneuver, only usable to go to long range.

[vis] Maneuver or press.

[VIS] 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.

LoB:C

Create Gargoyle

Type: Action
Required Clan: Tremere/Tremere antitribu
Pool Cost: 2

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

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

BL:U2, LoB:R

Creation Rites

Type: Action
Blood Cost: 1

+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.

Sabbat:R, SW:R, Third:U

Creep Show

Type: Master

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.

BH:C/PN

Creeping Infection

Type: Combat

Discipline: Thanatosis

Blood Cost: 1

[thn] Strike: 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.

[THN] As [thn] above, and this striking vampire gets +1 bleed when bleeding this minion's controller.

LoB:C

Creepshow Casino

Type: Master

Pool Cost: 2

Master: unique location.

Tap when a vampire you control announces an undirected action to give that acting vampire +1 stealth; usable even though the stealth is not yet needed.

FN:R2, Third:PB

Crematorium

Type: Master

Required Clan: Harbinger of Skulls

Pool Cost: 1

Master: unique location.

Tap during your untap phase to burn a vampire in torpor with no blood.

Promo-20061026

CrimethInc.

Type: Action Modifier

Discipline: Protean/Quietus/Thaumaturgy

Requires an anarch. Play after resolving a successful action that requires an anarch or makes this vampire an anarch.

[pro] Untap this anarch.

[qui] Untap another ready anarch.

[tha] Put this card in play. During your minion phase, you may burn a pool to untap a ready anarch you control.

TR:C

Crimson Fury

Type: Reaction/Combat

Discipline: Animalism

Blood Cost: 1

Only usable when this vampire is being diablerized. Usable by a tapped vampire. Usable by a vampire in torpor.

[ani] The diablerie is canceled and the diablerist burns 1 blood.

[ANI] Burn both the diablerist and this vampire. (The diablerie is still considered successful.)

FN:R2

Crimson Sentinel, The

Type: Equipment

Pool Cost: 2

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.

Sabbat:R, SW:R

Crocodile Temple, The

Type: Master

Required Clan: Follower of Set

Master: unique location.

You may tap this card at the end of a successful (D) action against you to inflict 1 damage on the acting minion (after resolving the action).

KMW:R, LotN:PS

Crocodile's Tongue

Type: Action Modifier

Discipline: Auspex

[aus] Only usable when an ally or a younger vampire attempts to block. That block is canceled (the minion is not tapped). The blocking minion's controller cannot attempt to block this action again. The blocking minion can cancel this card by burning a blood or life.

[AUS] As above, but canceling this card requires an additional blood or life.

Gehenna:C, LoB:PO3, KoT:C/PT4

Crusade: Amsterdam

Type: Political Action

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 Amsterdam. This could lead to a contested title. If this vampire is Ventrue antitribu, he or she untaps during your next discard phase.

Gehenna:R

Crusade: Atlanta

Type: Political Action

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 Atlanta. This could lead to a contested title.

Sabbat:R, SW:R

Crusade: Barcelona

Type: Political Action

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 Barcelona. This could lead to a contested title. If this vampire is Tremere antitribu, he or she untaps during your next discard phase.

BH:R

Crusade: Berlin

Type: Political Action

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 Berlin. This could lead to a contested title. If this vampire is Lasombra, he or she untaps during your next discard phase.

Gehenna:R

Crusade: Brussels

Type: Political Action

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 Brussels. This could lead to a contested title. If this vampire is Toreador antitribu, he or she untaps during your next discard phase.

BH:R

Crusade: Chicago

Type: Political Action

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 Chicago. This could lead to a contested title.

Sabbat:R, BH:PM

Crusade: Detroit

Type: Political Action

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.

Sabbat:R, SW:R, Third:PB

Crusade: Dublin

Type: Political Action

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 Dublin. This could lead to a contested title. If this vampire is Gangrel antitribu, he or she untaps during your next discard phase.

Gehenna:R

Crusade: Frankfurt

Type: Political Action

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 Frankfurt. This could lead to a contested title.

Gehenna:R

Crusade: Geneva

Type: Political Action

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 Geneva. This could lead to a contested title. If this vampire is Malkavian antitribu, he or she untaps during your next discard phase.

Gehenna:R

Crusade: Houston

Type: Political Action

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 Houston. This could lead to a contested title.

Sabbat:R, SW:R

Crusade: Istanbul

Type: Political Action

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 Istanbul. This could lead to a contested title. If this vampire is Tzimisce, he or she untaps during your next discard phase.

Gehenna:R

Crusade: London

Type: Political Action

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 London. This could lead to a contested title. If this vampire is Nosferatu antitribu, he or she untaps during your next discard phase.

Gehenna:R

Crusade: Mexico City

Type: Political Action

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 Mexico City. This could lead to a contested title.

Sabbat:R, SW:PV

Crusade: Miami

Type: Political Action

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 Miami. This could lead to a contested title.

Sabbat:R, BH:PTo

Crusade: New York

Type: Political Action

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.

*SW:R, Third:PM***Crusade: Paris**

Type: Political Action

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 Paris. This could lead to a contested title.

*Gehenna:R***Crusade: Philadelphia**

Type: Political Action

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.

*Sabbat:R, SW:R, Third:PTr***Crusade: Pittsburgh**

Type: Political Action

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.

*Sabbat:R, SW:PT, Third:PTz***Crusade: Rome**

Type: Political Action

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.

*BH:R, Third:PB***Crusade: Toronto**

Type: Political Action

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.

*Sabbat:R, Third:PM***Crusade: Washington, D.C.**

Type: Political Action

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 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.

*Gehenna:R***Crusader Sword, The**

Type: Equipment

Pool Cost: 1

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.

*NoR:R***Cry Wolf**

Type: Ally

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 (D) 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.

Anarchs:R2

Cryptic Mission

Type: Action

Discipline: Thaumaturgy

+1 stealth action.

[tha] (D) Burn 1 blood on a vampire, or do 1 unpreventable damage to any ally or retainer.

[THA] As above, and the acting vampire gains 1 blood from the blood bank.

Jyhad:C, VTES:C, Sabbat:C, CE:C, BH:PT5

Cryptic Rider

Type: Action Modifier

Blood Cost: 1

Only usable on a successful referendum.

The next referendum a vampire you control calls this turn passes automatically.

Jyhad:U, VTES:U, Sabbat:U, CE:U, Third:U

Crypt's Sons

Type: Retainer

Pool Cost: 1

Unique mortal with 3 life. Requires an an-arch.

Whenever this an-arch 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 1R damage each round of combat during normal strike resolution.

TR:R

Cull the Herd

Type: Action

Blood Cost: 1

+1 stealth action.

(D) 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.

Sabbat:R, SW:R, Third:R

Cultivated Blood Shortage

Type: Master

Master.

Put this card in play. Each Ventrue burns 1 blood during his or her controller's untap phase, *and each Ventrue who cannot burn a blood is tapped instead.* Any vampire can burn this card as a +1 stealth (D) action.

Jyhad:U, VTES:U

Cunctator Motion

Type: Political Action

Only usable if playing for ante. Choose how you would rearrange the remaining ante cards among the surviving Methuselaha. Successful *referendum* means you then rearrange the remaining ante cards. *Added to the V:EKN banned list in 1995.*

Jyhad:R2, VTES:R

Curmudgeon

Type: Master

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.

Gehenna:C

Curse of Nitocris

Type: Master

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.

Jyhad:R, VTES:R, Tenth:A

Daemonic Possession

Type: Action
Discipline: Necromancy
Blood Cost: 2

[nec] Only usable when a minion controlled by another Methuselah has been burned since your last turn. Move that minion from his 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.

[NEC] As above, but the minion is untapped.

FN:C2

Dagon's Call

Type: Combat
Discipline: Quietus
Blood Cost: 1

[qui] Strike: hand strike, 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.

[QUI] As above, and this hand strike is at +1 damage.

FN:C2/PA2

Damned, The

Type: Master
Pool Cost: 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 (*after resolving the action*).

AH:C2, FN:PS, Third:U

Danse Macabre

Type: Master

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.

Third:C

Daring the Dawn

Type: Action Modifier
Discipline: Fortitude

[for] Vampires cannot block this action. The acting vampire takes 2 unpreventable aggravated damage after the action resolves.

[FOR] As above, but the acting vampire takes 1 unpreventable aggravated damage.

Sabbat:R, SW:R/PV, FN:PR, LoB:PI, Third:R

Dark Influences

Type: Master
Pool Cost: 2

Master: out-of-turn.

Cancel a minion card as it is played. No cost is paid. That card cannot be played again for the remainder of the turn. Put this card in play. The next card played that would cancel another Methuselah's minion card as it is played is canceled (no cost) and this card is burned instead.

KoT:U

Dark Mirror of the Mind

Type: Action

Requires a vampire of capacity 8 or more. +1 stealth action.

Gain 2 pool.

KoT:U

Darkling Trickery

Type: Combat
Discipline: Mytherceria/Obtenebration

[obt] Press, only usable to end combat.

[myt] Maneuver or press.

[MYT] 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.

BL:R1, LoB:R

Darkness Within

Type: Combat

Discipline: Obtenebration

Blood Cost: 1

[obt] 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.

[OBT] As above, with an optional maneuver.

SW:U, Third:U

Darksight

Type: Reaction

Discipline: Obtenebration

Blood Cost: 1

[obt] +1 intercept.

[OBT] 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.

SW:C/PL2, Third:C

Dartmoor, England

Type: Equipment

Blood Cost: 2

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

The vampire with this location gets +1 stealth on any action requiring Animalism or Protean.

DS:C2

Dauntain Black Magician (Changeling)

Type: Ally

Required Clan: Malkavian antitribu

Pool Cost: 3

Changeling with 4 life. 3 strength, 0 bleed.

Dauntain Black Magician can steal a master: Discipline card from a vampire and put it on a vampire you control as a (D) action. The Black Magician may burn a Tremere antitribu controlled by your predator as a (D) action; burn the Black Magician if that action is successful.

Sabbat:R, Third:R

Dawn Operation

Type: Action Modifier

Discipline: Fortitude

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

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

Jyhad:U, VTES:U, CE:U, Anarchs:PG2,

LoB:PA2, KoT:U

Day Operation

Type: Action Modifier

Discipline: Fortitude

Blood Cost: 1

[for] Only usable as the action is announced. Vampires cannot block this action. The acting vampire goes to torpor after resolving the action.

[FOR] As above, but usable if a minion is attempting to block.

Jyhad:R, VTES:R, CE:R, KoT:R

Dead Hand

Type: Combat

Discipline: Necromancy

[nec] Strike: hand strike at +1 damage.

[NEC] As above, and the damage from this strike cannot be prevented by cards that require Fortitude [for].

KMW:C

Dead-End Alley

Type: Combat

Press, only usable to continue combat.

Jyhad:C, VTES:C, SW:PT, FN:PR, CE:C, Anarchs:PAG2

Deadliest Sin, The

Type: Reaction

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 *strength* until the end of combat.

AH:U5

Deal with the Devil

Type: Master

Master.

Discard your hand and draw a new one. Do not replace this card until after you discard your hand.

Jyhad:C, VTES:C, Tenth:B

Death of My Conscience, The

Type: Combat

Discipline: Potence

Blood Cost: 3

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

[pot] 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.

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

AH:U5, FN:PG, LoB:PG

Death of the Drum

Type: Combat

Discipline: Melpominee/Celerity

Blood Cost: 1

Only usable at long range.

[cel]: Strike: 1R damage.

[mel]: Strike: 2R damage, only preventable by cards that require Fortitude [for] or Visceratika [vis].

[MEL]: As [mel] above, and the damage is aggravated.

LoB:C

Death Pact

Type: Action

Discipline: Necromancy

Blood Cost: 1

This card is an action card that becomes a retainer card. +1 stealth action.

[nec] (D) 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 *wraith* retainer with 2 life. Once each combat, the vampire with this retainer may change one damage from aggravated to normal.

[NEC] As above, but the retainer has 3 life.

AH:V3

Decapitate

Type: Combat

Discipline: Potence

Blood Cost: 2

[pot] Strike: hand strike or *use a melee weapon* strike. *This strike is at +2 damage.*

[POT] 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.

Sabbat:U, SW:PB, Third:U

Deed the Heart's Desire

Type: Action Modifier

Discipline: Quietus

Blood Cost: 1

Only usable as the action is announced.

[qui] Choose a younger vampire. He or she cannot block this action.

[QUI] As above, and the chosen vampire cannot play reaction cards during this action.

BH:C, LotN:PA2

Deep Cover Agent

Type: Action

Burn Option

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

(D) 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 (D) action.

BH:R

Deep Song

Type: Action

Discipline: Animalism

[ani] (D) Bleed at +1 bleed.

[ANI] Frenzy. (D) Enter combat with and tap a ready vampire controlled by another Methuselah. In that combat, that vampire is considered the acting minion.

KoT:C

Deer Rifle

Type: Equipment

Pool Cost: 2

Weapon: gun.

1R damage each strike, with two optional maneuvers each combat.

Jyhad:C, VTES:C, CE:U, Third:PM

Defender of the Haven

Type: Action

Required Clan: Tremere/Tremere antitribu

Blood Cost: 1

+1 stealth action.

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

BL:R1, LoB:R

Deflection

Type: Reaction

Discipline: Dominate

Blood Cost: 1

[dom] Only usable when a minion is bleeding you *after blocks are declined*. Tap this reacting vampire. Choose another Methuselah other than the controller of the acting minion. The acting minion is now bleeding that Methuselah.

[DOM] As above, but do not tap this vampire.

Jyhad:C, VTES:C, SW:PV2, FN:PG2, CE:C/PTr3, BH:PTr4

Delaying Tactics

Type: Reaction

Blood Cost: 1

Only usable during a referendum.

Cancel the referendum. Untap the acting vampire. The political action card (if any) played to call this referendum is returned to its owner's hand (discard afterward), and the acting Methuselah's minions cannot attempt the same political action again this turn.

Jyhad:U, VTES:U, CE:U/PN, Third:U, KoT:U

Delivery Truck

Type: Equipment

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.

Anarchs:R, KoT:R

Dementation

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Dementation [dem]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Dementation.

Sabbat:C, SW:C, CE:C/PM2, Third:PM, KoT:PM

Demonstration

Type: Master

Required Clan: Ventrue antitribu

Pool Cost: 1

Unique master.

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

Sabbat:U, SW:PV, Third:U

Denial of Aphrodite's Favor

Type: Combat/Reaction

Discipline: Dominate & Fortitude

[dom][for] *Cancel* an action card a younger vampire plays that requires Presence [pre] as it is played. *No cost is paid. Do not tap* the acting vampire; that vampire cannot attempt the same action again this turn.

[DOM][FOR] *Cancel* an action modifier or combat card a younger vampire plays that requires Presence [pre] as it is played. No cost is paid.

BL:R1

Deny

Type: Action Modifier/Combat

Discipline: Dementation

[dem] [COMBAT] Press.

[DEM] [ACTION MODIFIER] +1 stealth.

FN:R2, BH:PM, Third:PM, KoT:PM2

Deploy the Hand

Type: Political Action

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.

BH:C/PTo, Third:C

Depravity

Type: Master

Pool Cost: 1

Unique master.

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

AH:V3, FN:PG, KMW:PAI, Third:U

Derange

Type: Action

Required Clan: Malkavian/Malkavian antitribu

This is a +1 stealth action.

(D) 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 (D) action. This card cannot be placed on a Malkavian or Malkavian antitribu.

Sabbat:R, CE:R, Third:R

Descent into Darkness

Type: Action

Discipline: Obtenebration

Blood Cost: 1

+1 stealth action.

[obt] 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.

[OBT] As above, but the vampire is untapped when he or she returns to play.

Gehenna:C

Desert Eagle

Type: Equipment

Pool Cost: 1

Weapon, gun.

Strike: 2R damage.

Gehenna:C, KoT:C/PT3

Despiral

Type: Action

Required Clan: Ishtarri

Blood Cost: 1

+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.

EK:C

Destructive Secrets

Type: Action

Required Clan: Nosferatu

Blood Cost: 1

+1 stealth action.

(D) Choose any minion; *the chosen* minion cannot block Nosferatu until the end of the turn.

DS:C2

Detect Authority

Type: Reaction

Discipline: Animalism/Serpentis/Thaumaturgy

Requires an anarchy.

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

[ser] +1 intercept.

[tha] Reduce a bleed against you by 2.

TR:C

Detection

Type: Master

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 (D) action.

Sabbat:U, SW:R/PT

Determine

Type: Reaction

Virtue: Vision

Conviction Cost: 1

Play when a monster controlled by your predator is bleeding you, *after blocks are declined*.

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.

NoR:C

Deviki Prasanta

Type: Ally

Required Clan: Assamite

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.

KMW:R

Devil-Channel: Back

Type: Combat

Discipline: Abombwe

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] Frenzy. This vampire burns 1 blood to get an additional strike this round, only usable to make a hand strike.

[ABO] Frenzy. This vampire gets an additional strike this round, only usable to make a hand strike.

LoB:C

Devil-Channel: Feet

Type: Combat

Discipline: Abombwe

Blood Cost: 1

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] Frenzy (this vampire). Not usable if the opposing minion has flight [FLIGHT]. Strike: dodge with an optional press.

[ABO] As above, and this vampire taps an Eye on him or her to untap.

EK:C

Devil-Channel: Hands

Type: Combat

Discipline: Abombwe

Blood Cost: 1

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] Frenzy. Play before range is determined. For the remainder of the combat, this vampire's hand damage is aggravated.

[ABO] As above, with an optional press this round.

LoB:C/PA4

Devil-Channel: Throat

Type: Action Modifier

Discipline: Abombwe

Blood Cost: 1

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] 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.

[ABO] As above, but tap that blocking minion.

LoB:C/PA4

D'habi Revenant

Type: Retainer
Required Clan: Baali
Burn Option

Ghoul with 2 life.

The Baali with this retainer gets +1 bleed.
BL:C1, KMW:PB

Día de los Muertos

Type: Master
Pool Cost: 1

Master.

The first referendum a Sabbat vampire you control calls on this turn automatically passes. Only one Día de los Muertos may be played in a game.
BH:R

Diamond Thunderbolt, The

Type: Master

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.
Gehenna:C

Direct Intervention

Type: Master
Pool Cost: 1

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.)
Sabbat:U, SW:PB, Third:U

Dirty Contract

Type: Master
Required Clan: Samedi
Burn Option

Master: contract.

Put this card on a minion and choose a Samedi in play. The chosen Samedi can enter combat with the minion with this card as a +1 stealth (D) action unless they are controlled by the same Methuselah. This card cannot be placed on a Nosferatu or a Giovanni.
BL:C1, LoB:C

Dirty Little Secrets

Type: Action Modifier
Required Clan: Nosferatu antitribu

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.
Sabbat:U, Tenth:B

Dis Pater

Type: Master
Required Clan: Giovanni

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.
KMW:R

Disarm

Type: Combat
Discipline: Potence

[pot] 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.

[POT] As above, but the vampire with this card has -2 strength.

Sabbat:R, SW:R, CE:PB, BH:PN, KMW:PAI, Third:R

Disarming Presence

Type: Action Modifier
Discipline: Presence

Only usable during a referendum before any votes are cast.

[pre] When a vampire votes in this referendum, tap him or her.

[PRE] As above, but do not tap your vampires when they cast their votes.

Jyhad:U, VTES:U, CE:PTo

Discern

Type: Power
Virtue: Judgment

[REACTION]+1 intercept. Only usable when a monster is acting.

NoR:C

Disease

Type: Combat
Discipline: Quietus
Blood Cost: 1

Only usable before range is determined.

[qui] The opposing minion gets -1 strength for the duration of this combat.

[QUI] The opposing minion gets -2 strength for the duration of this combat.

AH:C2, FN:PA2

Disengage

Type: Combat

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).

KMW:C, Third:PM2

Disguised Weapon

Type: Combat
Discipline: Obfuscate

Only usable before range is chosen if you have a weapon card in your hand.

[obf] Equip this vampire with that weapon (and pay cost to equip as normal).

[OBF] As above, but usable when choosing a strike.

Jyhad:C, VTES:C, Sabbat:C, SW:C, CE:C/PM2, LoB:PO

Dismemberment of Osiris

Type: Action
Discipline: Serpentinis
Blood Cost: 1

[ser] (D) 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.

[SER] As above, and the controller of the titled vampire burns 1 pool.

FN:R2

Disputed Territory

Type: Political Action

Choose a location and a Methuselah. Successful referendum means the chosen Methuselah takes control of the chosen location.

Jyhad:C, VTES:C, Sabbat:C, SW:PL/PV2, FN:PG, CE:PN/PV, Anarchs:PAB, BH:PTo, LoB:PG, Third:PB

Dissolution

Type: Combat
Discipline: Protean
Blood Cost: 1

[pro] Maneuver or press.

[PRO] Maneuver, with an optional press.

Sabbat:U, SW:U, Third:U

Distant Friend

Type: Action
Discipline: Dominate & Presence

+1 stealth action.

[dom][pre] (D) 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.

[DOM][PRE] As above, and you can force the chosen vampire to cast his or her votes when you burn this card.

KMW:R

Distraction

Type: Action
Discipline: Celerity
Blood Cost: 1

+1 stealth action.

[cel] Draw 5 cards. Discard down to your hand size afterward.

[CEL] (D) Tap a minion controlled by your predator or prey.

Jyhad:R2, VTES:R, SW:PB, CE:PTo

Dive into Madness

Type: Action
Discipline: Dementation

+1 stealth action.

[dem] This vampire gains superior Dementation until the end of the turn and untaps.

[DEM] Put this card on the acting vampire.

The vampire with this card gets +1 bleed.

Any older vampire can burn this card as a

(D) action. A vampire can have no more

than two Dive into Madness cards.

Gehenna:C, KoT:C

Diversion

Type: Combat
Discipline: Celerity/Fortitude/Thaumaturgy

Requires a ready anarch.

[cel] Gain one additional strike.

[for] Prevent up to 2 damage.

[tha] Strike: ranged. Steal 1 blood with an optional maneuver.

Anarchs:C2/PAG4

Diversity

Type: Political Action

Successful referendum means each Methusalem gains X pool, where X is the number of clans to which his or her ready vampires belong.

Gehenna:C, KMW:PA_n2, KoT:C

Divine Image

Type: Action Modifier
Discipline: Serpents
Blood Cost: 2

Only usable as the action is announced.

[ser] For the remainder of this action, this vampire has +1 strength and can prevent 1 damage each combat. The action gets -1 stealth.

[SER] As above, with +1 bleed.

LotN:U

Divine Sign

Type: Action
Discipline: Necromancy

+1 stealth action.

[nec] (D) 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 (D) action. A minion may have only one Divine Sign.

[NEC] As above, and the chosen minion's controller plays with an open hand in the resulting combat if this minion successfully blocks that minion.

Gehenna:C, LotN:PG2

Dodge

Type: Combat

Do not replace until after combat.

Strike: dodge.

Jyhad:C, VTES:C, SW:PV, CE:C, Anarchs:PAB/PAG, Third:C

Dog Pack

Type: Retainer

Required Clan: Gangrel

Pool Cost: 2

Animal with 1 life.

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

AH:R2, Anarchs:PG

Dogs of War

Type: Political Action

Required Clan: Brujah antitribu

If this referendum passes, put this card in play. Any Brujah antitribu may enter combat with a ready minion as a (D) 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.

Third:U/PB

Domain Challenge

Type: Political Action

Successful referendum means each Methuselah burns 1 pool for each tapped minion he or she controls.

Jyhad:C, VTES:C, CE:C/PV2, Anarchs:PAB, LoB:PG2

Domain of Evernight

Type: Action Modifier

Discipline: Temporis/Obfuscate

[obf] +1 stealth.

[tem] If this action is blocked, all damage done to vampires in the resulting combat is aggravated.

[TEM] Only usable when an action is successful. Untap this acting vampire. A vampire can play only one Domain of Evernight at superior each turn.

BL:C1, LoB:C

Dominate

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Dominate [dom]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Dominate.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PL/PV, FN:PG, CE:C, Third:PTr, KoT:PV

Dominate Kine

Type: Action

Discipline: Dominate

Blood Cost: 2

[dom] +1 stealth action. (D) Bleed with +1 bleed.

[DOM] (D) Take control of a location controlled by another Methuselah.

Jyhad:R, VTES:R, CE:R/PV, Third:PTr, LotN:PG2, KoT:PV

Dominion

Type: Master

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.

BH:C/PM2

Donate

Type: Power

Virtue: Martyrdom

[ACTION MODIFIER] [1 CONVICTION] Only usable by a ready imbued other than the acting mortal. Burn this card to give the acting mortal you control +1 bleed.

[REACTION] [1 CONVICTION] Burn this card to give another mortal you control +1 intercept.

[COMBAT] [1 CONVICTION] 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.

NoR:C

Dr. Marisa Fletcher, CDC

Type: Event

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.

KMW:R

Draba

Type: Action/Reaction

Discipline: Chimerstry

Blood Cost: 1

[chi] +1 stealth action. (D) Put this card on a ready minion. You still control this card. Burn this card to reduce that minion's stealth to 0.

The minion may still increase his or her stealth.

[CHI] Reduce the acting minion's stealth to 0. The minion may still increase his or her stealth.

FN:C2

Dragonbound

Type: Event

Gehenna. Do not replace as long as this card is in play.

During each Methuselah's discard phase, he or she burns X pool, where X is the number of vampires in torpor he or she controls.

Gehenna:R, LotN:PA

Dragon's Breath Rounds

Type: Combat

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.

Jyhad:U, VTES:U, CE:U/PTo, Third:U, KoT:U

Drain Essence

Type: Combat

Discipline: Thaumaturgy

Blood Cost: 1

Not usable on the first round of combat.

[tha] Strike: ranged; steal 2 blood.

[THA] Strike: ranged; steal 4 blood.

Jyhad:U, VTES:U, CE:U, Third:PTr

Dramatic Upheaval

Type: Political Action

Choose another Methuselah. Successful referendum means you switch places with that Methuselah. *Added to the V:EKN banned list in 2005.*

Jyhad:V, VTES:V, CE:U, Anarchs:PAB, BH:PM

Draught of the Soul

Type: Action Modifier/Combat

Discipline: Auspex & Quietus

Only usable when this acting vampire burns another vampire.

[qui] This vampire gains 1 blood.

[aus][qui] This vampire gains 1 blood. Put this card on this vampire. The vampire with this card has +1 intercept.

[AUS][QUI] As [aus][qui] above, and this vampire gets +1 bleed when bleeding the controller of the burned vampire.

BL:R1

Drawing Out the Beast

Type: Combat

Discipline: Animalism

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

[ani] 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.

[ANI] As above, and the opposing vampire takes 1 unpreventable damage during the press step each round.

Jyhad:C, VTES:C, SW:PT, FN:PR, CE:C, Anarchs:PG2, BH:PN3, Third:PTz3

Dread Gaze

Type: Reaction

Discipline: Presence

Only usable during a referendum.

[pre] This reacting vampire gains 2 votes.

[PRE] This reacting vampire gains 4 votes.

Jyhad:C, VTES:C, Sabbat:C, SW:PB2, CE:PB2, Anarchs:PAB, BH:PTo2

Dream World

Type: Action

Discipline: Presence

[pre] (D) Bleed at +1 bleed.

[PRE] +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.

LotN:C/PS4

Dreams of the Sphinx

Type: Master

Pool Cost: 1

Unique master.

Put this card in play. Put a counter on this card each time you tap it. When the third counter is added, burn this card. Tap this card to get +2 hand size until the end of the current turn. Tap during your untap phase to gain an additional pool if you have the Edge. Tap to move a blood from the blood bank to a vampire in your uncontrolled region.

AH:R2, FN:PG, KMW:PG/PAn, Third:R2

Drink the Blood of Ahriman

Type: Action

Required Clan: Lasombra

+1 stealth action.

Put this card on this acting Lasombra. The Lasombra with this card has +1 strength and *pays* one less blood *for* cards that require Obtenebration [obt]. 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.

SoC:R

Drop Point Network

Type: Master

Pool Cost: 1

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.

SoC:R

Drum of Xipe Totec

Type: Equipment

Pool Cost: 2

Unique equipment.

The vampire with this equipment has superior Celerity [CEL]. This vampire gets one optional maneuver each combat.

Anarchs:R, Third:R, KoT:PB

Dual Form

Type: Action
Discipline: Protean
Blood Cost: 2

+1 stealth action.

[pro] Untap this vampire. During this minion phase, you may untap this vampire again.

[PRO] 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.

KMW:R

Duma Rafiki

Type: Retainer
Required Clan: Akunanse
Blood Cost: 1

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.

LoB:C

Dummy Corporation

Type: Master

Master: unique location.

You may burn this card when you are being bled to reduce the bleed amount by 2.

Anarchs:C, KMW:PB2, LoB:PG, Third:PB, LotN:PS

Dusk Work

Type: Action Modifier
Burn Option

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.

EK:C

Dust to Dust

Type: Combat
Discipline: Thanatosis/Obfuscate

[obf] Press, only usable to end combat.

[thn] Strike: dodge, with an optional press.

[THN] As [thn] above, with an optional maneuver.

BL:R2, LoB:R

Eagle's Sight

Type: Reaction
Discipline: Auspex

[aus] +1 intercept.

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

Jyhad:U, VTES:U, CE:U, BH:PM3, LoB:PO2, Third:PTz2, KoT:U/PT3

Earth Control

Type: Action Modifier
Discipline: Protean
Blood Cost: 1

[pro] +1 stealth.

[PRO] +2 stealth.

Jyhad:C, VTES:C, Anarchs:C/PG3

Earth Meld

Type: Combat
Discipline: Protean

[pro] Strike: combat ends.

[PRO] As above, and this vampire untaps before combat ends.

Jyhad:C, VTES:C, Anarchs:C/PG2

Earth Swords

Type: Combat
Discipline: Mytherceria/Potence

[pot] Strike: 1R damage.

[myt] Strike: 2R damage.

[MYT] Strike: 3R damage.

BL:C2, LoB:C

Earth-Feeder

Type: Action

+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.

LoB:R

Earthshock

Type: Combat

Discipline: Potence

Blood Cost: 1

[pot] Strike: strength ranged damage. This strike cannot be dodged. Not usable against a minion with flight [FLIGHT].

[POT] As above, but for strength+1 ranged damage.

KMW:C, KoT:C

Ebony Fox Hunt

Type: Master

Pool Cost: 1

Master: out-of-turn.

Cancel a blood hunt called on a Black Hand vampire you control. You may play this card during your turn.

BH:U

Eccentric Billionaire

Type: Ally

Required Clan: Toreador antitribu

Pool Cost: 3

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.

SoC:C

Echo of Harmonies

Type: Action Modifier

Discipline: Melpominee/Presence

Blood Cost: 1

Only usable during a referendum.

[pre] If you burn the Edge for a vote, this vampire gains 2 votes.

[mel] Usable by a ready vampire other than the acting minion. This vampire gains 2 votes.

[MEL] 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).

BL:R2, LoB:R

Ecoterrorists

Type: Master

Required Clan: Gangrel

Pool Cost: 2

Master: unique location.

During your influence phase, tap to move 1 blood from the blood bank to a Gangrel in your uncontrolled region.

Jyhad:R, VTES:R, Anarchs:R, KoT:R

Ecstasy

Type: Reaction

Discipline: Serpents

[ser] Reduce a bleed against you by 1.

[SER] As above, and if the bleed resolves for 0 (or less), the acting minion burns 1 blood or life (after resolving the action).

FN:C2/PS2, KMW:PB2, LotN:PS3

Ecstatic Agony

Type: Action

Discipline: Auspex

+1 stealth action.

[aus] 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.

[AUS] 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.

FN:R2, Anarchs:PAG

Edge Explosion

Type: Event

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. *Added to the V:EKN banned list in 2008.*

NoR:R

Edge of the World

Type: Action Modifier

Required Clan: GURUHI

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.

EK:R

Edge Vitiation

Type: Action

Discipline: Serpents

Blood Cost: 1

+1 stealth action.

[ser] (D) Only usable if your prey controls the Edge. Your prey burns 1 pool and burns the Edge.

[SER] Put this card in play. Whenever your predator successfully bleeds you, you get the Edge instead of your predator. Any minion can burn this card as a (D) action.

FN:R2

Edged Illusion

Type: Action

Discipline: Chimerstry

Blood Cost: 2

[chi] (D) Tap a ready minion. This acting vampire inflicts 1 unpreventable damage on that minion.

[CHI] (D) Choose a Methuselah. This acting vampire inflicts 1 unpreventable damage on each ready minion controlled by that Methuselah.

KMW:C, LotN:PR2

Effective Management

Type: Master

Master.

Move the top card from your crypt to your uncontrolled region.

Jyhad:C, VTES:C, SW:PL, FN:PS, CE:PM/PV, LoB:PA, Third:PM, KoT:U/PM2

Elder Impersonation

Type: Action Modifier

Discipline: Obfuscate

Blood Cost: 1

[obf] +1 stealth.

[OBF] Only usable when a minion attempts to block. The attempt fails (do not tap that blocking minion). That minion cannot attempt to block this action again.

AH:C2, FN:PS, CE:C/PM2, BH:PN2, KMW:PB2, Third:C/PM2

Elder Intervention

Type: Reaction

Blood Cost: 1

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.

VTES:C, CE:C, Anarchs:PG2

Elder Kindred Network

Type: Reaction

Required Clan: Ventrue

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.

Jyhad:U, VTES:U, CE:U/PV, KoT:U

Elder Library

Type: Master

Pool Cost: 1

Master: unique location.

+1 hand size.

Jyhad:C, VTES:C, SW:PT, FN:PG, CE:U, LoB:PG

Elder Michaelis's Hold

Type: Reaction

Blood Cost: 1

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.

Anarchs:R2

Eldest Are Kholo, The

Type: Action Modifier/Reaction

Required Clan: Ravnos

Only usable during a referendum.

[ACTION MODIFIER] Each ready Laibon

Ravnos gets 2 additional votes.

[REACTION] Each ready Ravnos gets 1 additional vote.

LoB:R

Eldest Command Undeath, The

Type: Political Action

Blood Cost: X

Requires a Laibon.

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.

LoB:R

Eldritch Glimmer

Type: Combat

Discipline: Thaumaturgy

Blood Cost: 1

[tha] Strike: 2R damage, and this vampire can burn X blood to get +X (ranged) damage. Not usable on the first round of combat.

[THA] As above, but for 4R + X ranged damage.

Sabbat:U, BH:PT2

Elemental Stoicism

Type: Action/Combat

Discipline: Fortitude & Obfuscate

[for] Prevent 1 non-aggravated damage.

[for][obf] This vampire treats all aggravated damage as normal damage for the remainder of combat.

[FOR][obf] +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.

BL:R1

Elephant Guardian

Type: Retainer

Blood Cost: 1

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.

LoB:C/PG2

Elixir of Distillation

Type: Equipment

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.

TR:C

Eluding the Arms of Morpheus

Type: Reaction

Blood Cost: 1

Only usable by a tapped vampire.

This vampire untaps and attempts to block.

LotN:C/PG2/PS2, KoT:C

Elysian Fields

Type: Master

Required Clan: Lasombra

Pool Cost: 2

Master: unique location.

Tap to give a Lasombra you control +1 stealth for the current action.

Sabbat:U, SW:PL, Third:U

Elysium: Sforzesco Castle

Type: Master

Pool Cost: 1

Master: unique location.

When a vampire you control blocks a Camarilla vampire, you may tap this card instead of tapping the blocking vampire.

Gehenna:R, KoT:R

Elysium: The Arboretum

Type: Master

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.

Jyhad:U, VTES:U, CE:U/PM, KoT:U/PM

Elysium: The Palace of Versailles

Type: Master

Pool Cost: 2

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.

DS:U2, CE:PTo, KoT:U

Embrace, The

Type: Action

Blood Cost: 2

+1 stealth action. Requires a ready non-Sterile vampire.

Put this card in play; it becomes a non-unique vampire with 1 capacity of the same clan as the acting vampire. This vampire must hunt this turn.

Jyhad:R2, VTES:R, CE:R2, KoT:R

Emergency Powers

Type: Action

Burn Option

+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.

Gehenna:R

Emergency Preparations

Type: Master

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.

Gehenna:C

Emergency Rations

Type: Action

Required Clan: Nagaraja

+1 stealth action.

Remove a mortal (ally or retainer) in any Methuselah'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.

LoB:R

Emissary

Type: Action Modifier

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.

Anarchs:C

Empowering the Puppet King

Type: Action Modifier

Discipline: Dominate

Blood Cost: 1

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.

[dom] The acting minion gets +1 bleed.

[DOM] As above, but usable by a ready tapped vampire.

SoC:C, KoT:C

Enchant Kindred

Type: Action

Discipline: Presence

[pre] (D) Bleed with +1 bleed.

[PRE] +1 stealth action. Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.

Jyhad:C, VTES:C, SW:PB3, FN:PS3, CE:C/PB5/PTo2, Anarchs:PAB3, KMW:PA3, LoB:PI5, Third:C

Enchanted Marionette

Type: Equipment

Required Clan: Malkavian antitribu

Pool Cost: 3

Unique equipment.

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

Sabbat:R, SW:R, Third:PM

Enforcer

Type: Action

Required Clan: Osebo

+1 stealth action.

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

LoB:C/PO3

Engling Fury

Type: Action

Discipline: Spiritus/Fortitude

+1 stealth action.

[for] The acting vampire gains 2 blood.

[spi] As [for] above, and this vampire untaps at the end of the turn.

[SPI] The acting vampire gains 2 blood and untaps.

BL:R1, LoB:R

Enhanced Senses

Type: Reaction
Discipline: Auspex

[aus] +1 intercept.

[AUS] +2 intercept.

Jyhad:C, VTES:C, Sabbat:C, SW:PT2/PV3, CE:C/PM/PTo/PTr3, Anarchs:PAG, BH:PM4/PTr4, KMW:PAI3, Third:C/PTr3/PTz5

Enkil Cog

Type: Action Modifier

Requires a vampire of capacity 10 or more.

Unique.

Only usable when this vampire successfully bleeds your prey (play after resolution). Put this card on this vampire. During any Methuselah's minion phase, this vampire may tap this card to attempt an action. This vampire has +1 bleed.

KoT:R

Enrage

Type: Action
Discipline: Presence

+1 stealth action. Frenzy.

[pre] Put this card on a vampire you control. This vampire has +1 strength and may enter combat with any minion as a (D) action. Burn this card at the end of this turn.

[PRE] (D) 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.

SoC:C, KoT:C/PB4

Ensemble

Type: Action Modifier
Required Clan: Daughter of Cacophony
Blood Cost: 1

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.

Promo-20061026

Enticement

Type: Action
Discipline: Serpents

Requires the Edge.

[ser] (D) 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.

[SER] As above, but your prey burns 3 pool.

FN:C2, KMW:PB, LotN:PS2

Entombment

Type: Combat
Discipline: Obtenebration
Blood Cost: 2

[obt] Strike: burn the opposing ally.

[OBT] Strike: send the opposing vampire into torpor.

Sabbat:R, SW:R/PL

Entrancement

Type: Action
Discipline: Presence

[pre] (D) Bleed with +1 bleed.

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

Jyhad:R, VTES:R, CE:R, LoB:PI, KoT:PT

Entrenching

Type: Action

+1 stealth action.

If this vampire has 4 or more blood, he or she gains 4 blood.

Gehenna:C, KMW:PAn, KoT:PB2

Ephor

Type: Master
Required Clan: Ventrue
Pool Cost: 1

Unique master.

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

KoT:R

Epiphany

Type: Action

+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.

SoC:R

Erciyes Fragments, The

Type: Master

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 (D) action.

Promo-20040301

Erebus Mask

Type: Equipment

Required Clan: Harbinger of Skulls

Pool Cost: 1

Burn Option

Unique equipment.

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

BL:R1, LoB:R

Erosion

Type: Action

Discipline: Quietus

Blood Cost: 1

+1 stealth action.

[qui] (D) Put this card on a minion controlled by another Methuselah. That minion has a *base strength of 0* and cannot use melee weapons; he or she may burn this card as a +1 stealth action.

[QUI] As above, but the action to burn this card does not get +1 stealth.

AH:U5, FN:PA

Eruption of Vitae

Type: Combat

Discipline: Quietus

Blood Cost: 1

[qui] Strike: 2R damage, aggravated. Not usable first round. Only usable at long range.

[QUI] 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.

FN:R2

Esbat

Type: Action

+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.

Third:C

Escaped Mental Patient

Type: Ally

Required Clan: Malkavian antitribu

Pool Cost: 2

Mortal with 1 life. 1 strength, 0 bleed.

Escaped Mental Patient can enter combat with any minion controlled by another Methuselah as a (D) action. The Patient can *strike: hand strike* at +1 damage, aggravated. Burn him at the end of combat if he does so.

Sabbat:U, SW:U, BH:PM2, Third:U/PM

Esgrima

Type: Master

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.

Gehenna:C, KoT:PV2

Esteem

Type: Action Modifier

Only usable at the end of a successful (D) action directed at the Methuselah with the edge.

You gain the edge.

KMW:C

Eternal Mask, The

Type: Action

Discipline: Serpentis

Blood Cost: 1

+1 stealth action.

[ser] (D) Bleed at +1 bleed.

[SER] 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.

LotN:C

Eternal Vigilance

Type: Action

Blood Cost: 1

+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.

Put this card on the acting vampire. During an action, the Sabbat vampire with this card can burn 1 blood to untap and attempt to block.

Burn this card if this vampire goes to torpor.

SW:U/PV, Third:U/PTr

Eternals of Sirius, The

Type: Master

Pool Cost: 4

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.

LotN:U

Ex Nihilo

Type: Action

Discipline: Necromancy

Blood Cost: 1

+1 stealth action.

[nec] 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.

[NEC] As above, but you may burn this card during any Methuselah's untap phase.

FN:R2, LotN:PG

Excellent Thirst

Type: Action Modifier

Requires a ready Laibon with no blood. Only usable when a hunt is successful.

This Laibon gains 2 additional blood.

LoB:R

Exclusion Principle

Type: Political Action

Successful referendum means each Methuselah gains 1 pool for each ready independent vampire he or she controls.

TR:C

Excommunication

Type: Political Action

Requires a Sabbat vampire.

Choose a ready archbishop. Successful referendum means the chosen archbishop loses his or her title.

Sabbat:U, SW:PB, Third:PTR

Exile

Type: Action

Discipline: Presence

Blood Cost: 2

+1 stealth action.

[pre] (D) Tap an ally or younger vampire and untap this acting vampire.

[PRE] (D) 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.

EK:C

Expiate

Type: Combat

Virtue: Martyrdom

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 [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 [1 CONVICTION] when combat ends.

NoR:R

Extortion

Type: Reaction

Discipline: Serpents

Blood Cost: 1

Only usable when this vampire successfully blocks (play after combat, if any). Usable by a tapped vampire.

[ser] 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.

[SER] 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.

FN:C2

Extremis Boon

Type: Master

Master: out-of-turn. Boon.

Only usable when you are being ousted. Other Methuselaha 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.

BH:R

Exuding Blood

Type: Combat

Discipline: Quietus

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

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

FN:C2

Eye of Hazimel

Type: Equipment

Pool Cost: 3

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 (D) action. If this minion is a vampire, he or she has superior Potence [POT] and superior Chimerstry [CHI], 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.

Promo-20021101

Eye of Unforgiving Heaven

Type: Combat

Discipline: Auspex & Valeren

[aus][val] 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.

[AUS][VAL] As above, but the damage done to this striking vampire is normal, not aggravated.

LoB:U

Eyes of Argus

Type: Reaction

Discipline: Auspex

[aus] Only usable during a (D) action directed at you (or a card you control). +2 intercept.

[AUS] Only usable by a tapped vampire. This vampire can play reaction cards and attempt to block as though untapped until the current action is concluded.

KoT:C

Eyes of Blades

Type: Combat

Discipline: Auspex & Celerity

Do not replace until your untap phase.

[aus][cel] Strike: dodge, and this vampire may prevent 1 damage from a retainer.

[AUS][CEL] 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.

LotN:R

Eyes of Chaos

Type: Action Modifier

Discipline: Dementation

You cannot play another action modifier to increase this bleed amount.

[dem] +1 bleed.

[DEM] +2 bleed.

Sabbat:C, SW:C, CE:C/PM4, BH:PM4,

Third:PM5, KoT:C/PM6

Eyes of the Beast

Type: Reaction

Discipline: Protean

[pro] +1 intercept, and put this card on this reacting vampire. This vampire gets -1 stealth. Burn this card during your next discard phase.

[PRO] As above, with an optional maneuver during the first round of the resulting combat if this vampire successfully blocks.

KoT:C

Eyes of the Dead

Type: Reaction

Discipline: Necromancy

Only usable when a reacting vampire you control attempts to block a vampire who is attempting to diablerize one of your vampires.

[nec] This reacting vampire gets +1 intercept.

[NEC] As above, but with +2 intercept.

DS:C2

Eyes of the Night

Type: Reaction

Discipline: Obtenebration

[obt] +1 intercept.

[OBT] As above, with an optional maneuver or press during the resulting combat if this vampire successfully blocks this action and combat occurs.

Sabbat:C, SW:PL2

Eyes of the Serpent

Type: Action Modifier/Combat

Discipline: Serpents

[ser] This acting minion cannot be blocked by allies until the end of this action.

[SER] Strike: combat ends. Only usable in combat with an ally.

AH:C2

Faceless Night

Type: Action Modifier

Discipline: Obfuscate

[obf] +1 stealth.

[OBF] +1 stealth, and any minion who attempts to block this action and fails becomes tapped when the action is resolved (before resolving the action).

Jyhad:C, VTES:C, CE:C/PM4, BH:PM4/PN4, KMW:PB3, Third:C

Fade from View

Type: Combat

Discipline: Obfuscate

Blood Cost: 1

[obf] Press.

[OBF] Strike: dodge.

Sabbat:R

Fae Contortion

Type: Action Modifier/Combat

Discipline: Mytherceria/Obtenebration

[myt] [REFLEX] Cancel a grapple card played on this vampire as it is played (no cost is paid).

[obt] [COMBAT] Maneuver.

[myt] [COMBAT] Maneuver.

[MYT] [ACTION MODIFIER] +1 stealth.

LoB:C

Failsafe

Type: Master

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.

TR:R

Faithful Servant

Type: Retainer

Blood Cost: 2

Mortal with 1 life.

If the *vampire* with this retainer is in torpor, he or she gains 1 blood at the beginning of his or her minion phase.

DS:C2

Fake Out

Type: Combat

Do not replace until after combat.

Maneuver.

Jyhad:C, VTES:C, Sabbat:C, SW:PT, CE:PN3/PT2, Anarchs:PAG

Falcon's Eye

Type: Reaction

Discipline: Spiritus/Animalism

[ani] This vampire burns 1 blood to get +1 intercept.

[spi] +1 intercept.

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

BL:C1, LoB:C

Fall of the Camarilla

Type: Event

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.

Gehenna:R

Fall of the Sabbat

Type: Event

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.

Gehenna:R

False Resonance

Type: Action Modifier

Discipline: Chimerstry

Blood Cost: 1

[chi] Cancel a reaction card that requires Auspex [aus] or Dementation [dem] as it is played (no cost is paid).

[CHI] +1 stealth, and once this action, this vampire can burn 1 blood to use the [chi] effect above.

LotN:C

Fame

Type: Master

Unique master.

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

Jyhad:U, VTES:U, SW:PB, CE:PB, Anarchs:PG, BH:PN2, KMW:PAI, Third:PTz, KoT:U/PT2

Familial Bond

Type: Reaction

Blood Cost: 1

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.

EK:C

Fantasy World

Type: Action

Discipline: Chimerstry

Blood Cost: 2

[chi] (D) 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.

[CHI] As above, but this is a +1 stealth action.

LotN:R

Far Fatuus

Type: Combat

Discipline: Chimerstry

Blood Cost: 2

[chi] Strike: 2R damage; only usable at long range.

[CHI] As above, and prevent all damage from opponent's strikes for the remainder of this round.

DS:C2, FN:PR

Far Mastery

Type: Action
Discipline: Dominate
Blood Cost: 1

+1 stealth action.

[dom] (D) The acting vampire takes control of a retainer controlled by another vampire.

[DOM] (D) Take control of an ally controlled by another Methuselah.

Jyhad:R2, VTES:R, SW:PV, FN:PG, BH:PTr, Third:R2

Fast Hands

Type: Combat
Discipline: Celerity
Blood Cost: 1

[cel] Strike: steal weapon.

[CEL] Strike: steal weapon with first strike.

Jyhad:U, VTES:U, Sabbat:U, SW:C/PB, FN:PA, CE:PB, Anarchs:PAB/PAG, Third:PB, KoT:U

Fast Reaction

Type: Reaction
Discipline: Auspex

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

[aus] Tap this vampire. This vampire enters combat with the acting minion. The first round of this new combat, the acting minion cannot strike.

[AUS] As above, with an optional press.

Jyhad:C, VTES:C, CE:U, BH:PTr2, LoB:PO

Fata Amria

Type: Combat/Reaction
Discipline: Chimerstry
Blood Cost: 1

[chi] [COMBAT] 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.

[CHI] [REACTION] As above, but put on the acting vampire after a successful (D) action directed at you (after resolving the action).

FN:R2, LotN:PR

Fata Morgana

Type: Action Modifier
Discipline: Chimerstry
Blood Cost: 1

[chi] +1 stealth.

[CHI] +1 bleed, or +1 bleed and +1 stealth. You cannot play another action modifier to increase this bleed amount.

DS:C2, FN:PR4, LotN:PR4

Fatus Mastery

Type: Action
Discipline: Chimerstry

+1 stealth action.

[chi] Put this card on the acting vampire. During your untap phase, add a 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.

[CHI] As above, and put a counter on this card when it comes into play.

KMW:C, LotN:PR2

FBI Special Affairs Division

Type: Event

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.

KMW:R

Fear of Mekhet

Type: Master

Pool Cost: 2

Master.

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

DS:U, CE:PV

Fear of the Void Below

Type: Combat

Discipline: Daimoinon/Obfuscate

Blood Cost: 1

A vampire may play only one Fear of the Void Below each combat.

[obf] Maneuver.

[dai] 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.

[DAI] As [dai] 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.

BL:C1, KMW:PB

Fee Stake: Boston

Type: Action

Requires a ready anarch with capacity above 4. +1 stealth action. Title.

Put this card on the acting anarch to represent the unique anarch title of 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.

Anarchs:R/PAB

Fee Stake: Corte

Type: Action

Requires a ready anarch with capacity above 4. +1 stealth action. Title.

Put this card on the acting anarch to represent the unique anarch title of 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.

Anarchs:R

Fee Stake: Los Angeles

Type: Action

Requires a ready anarch with capacity above 4. +1 stealth action. Title.

Put this card on the acting anarch to represent the unique anarch title of 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.

Anarchs:R

Fee Stake: New York

Type: Action

Requires a ready anarch with capacity above 4. +1 stealth action. Title.

Put this card on the acting anarch to represent the unique anarch title of 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.

Anarchs:R/PAB

Fee Stake: Perth

Type: Action

Requires a ready anarch with capacity above 4. +1 stealth action. Title.

Put this card on the acting anarch to represent the unique anarch title of 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.

Anarchs:R

Fee Stake: Seattle

Type: Action

Requires a ready anarch with capacity above 4. +1 stealth action. Title.

Put this card on the acting anarch to represent the unique anarch title of 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.

Anarchs:R/PAB

Feline Saboteur

Type: Action

Discipline: Animalism & Obfuscate

[ani][obf] (D) Choose any Methuselah. The chosen Methuselah discards 1 card at random from his or her hand.

[ANI][OBF] As [ani][obf] above, and the chosen Methuselah burns the top 4 cards of his or her library as well.

BL:U2

Felix "Fix" Hessian (Wraith)

Type: Ally

Required Clan: Giovanni

Pool Cost: 2

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

Felix can take a +1 stealth (D) action that costs 1 pool to burn any location.

FN:R2

Femur of Toomler

Type: Equipment

Required Clan: Tzimisce

Pool Cost: 2

Unique melee weapon.

Strength+1 aggravated damage each strike.

Sabbat:U, SW:PT

Feral Spirit

Type: Master

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 [spi]. This vampire is now sterile.

BL:C1, LoB:C

Ferraille

Type: Master

Required Clan: Follower of Set

Unique master.

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

KMW:R

Festivo dello Estinto

Type: Master

Pool Cost: 1

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.

Sabbat:U, SW:U/PL, Third:PTz

Fetish Club Hunting Ground

Type: Master

Required Clan: Toreador antitribu

Pool Cost: 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.*

Sabbat:U, SW:U, BH:PTo

Fiendish Tongue

Type: Action

Requires a Sabbat vampire.

(D) 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.

Anarchs:C2, Third:C

Fifth Tradition: Hospitality

Type: Action

Blood Cost: 1

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

Move 4 blood from the blood bank to a vampire other than this acting vampire.

Jyhad:U, VTES:U, CE:U, KoT:U

Filchware's Pawn Shop

Type: Master

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).

Anarchs:R

Fillip

Type: Reaction

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.

LotN:C/PR2

Final Loosening

Type: Reaction

Discipline: Auspex/Dementation/Fortitude

Requires an anarch.

[aus] Play when the acting vampire would gain 1 or more blood. The acting vampire and this reacting anarch each gain 1 blood instead.

[dem] Gain 4 votes.

[for] Only usable when an ally is acting. The action fails and the ally takes 1 damage. Tap this reacting anarch.

TR:R

Final Nights, The

Type: Political Action

Successful referendum means each vampire burns 1 blood. If this referendum fails, the acting vampire burns 1 blood.

FN:C2, KMW:PAn

Finding the Path

Type: Political Action

Choose at least half of the Methuselachs in the game. Successful referendum means each chosen Methuselah burns 1 pool and each of the other Methuselachs gains 1 pool.

Gehenna:C, KMW:PB2, Third:PTz, KoT:C/PB2

Fire Dance

Type: Action

Requires a ready archbishop, priscus, cardinal or regent. +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.

Sabbat:U, Tenth:A

Fire in the Blood

Type: Combat

Discipline: Potence

Blood Cost: 1

Only usable before range is chosen.

[pot] This vampire gets +1 strength for the remainder of combat.

[POT] 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).

Sabbat:R, SW:R

Fire on the Mountain

Type: Action

+1 stealth action. Requires a ready Laibon.

(D) Diablerize a tapped vampire in torpor. In the resulting blood hunt referendum, this vampire gets 2 additional votes.

LoB:R

Firebrand

Type: Political Action

Requires an anarch.

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.

Anarchs:C/PAB

First Tradition: The Masquerade

Type: Political Action

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.

Jyhad:R2, VTES:R, CE:R, KoT:R

Fists of Death

Type: Combat

Discipline: Potence

Blood Cost: 1

Only usable before range is chosen.

[pot] This vampire gets +1 strength for the remainder of the combat.

[POT] As above, but with +2 strength.

Jyhad:R, VTES:R, CE:R

Flak Jacket

Type: Equipment

Pool Cost: 1

Equipment.

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

Jyhad:C, VTES:C, SW:PL, FN:PS, CE:PB/PM2/PTr, LoB:PG

Flames of Insurrection

Type: Master

Unique master. Requires a ready anarch.

Put this card in play. 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.

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Flamethrower

Type: Equipment

Pool Cost: 4

Weapon.

2R aggravated damage each strike.

Jyhad:U, VTES:U, Sabbat:U, SW:PT, CE:PM2,

Third:U

Flaming Candle

Type: Equipment

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 *or equipped* in a game.

BH:R

Flash

Type: Combat

Discipline: Celerity

[cel] Maneuver or press.

[CEL] Maneuver, with an optional press this round.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PB2,

FN:PA5, CE:C/PB6/PTo3, Anarchs:PAG3,

Third:PB5

Flash Grenade

Type: Equipment

Weapon.

Strike: combat ends. *Ranged:* 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.

Gehenna:C

Fleeing the Gaje

Type: Action

Required Clan: Ravnos

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

FN:R2

Fleetness

Type: Action

Discipline: Celerity

Blood Cost: 1

+1 stealth action.

[cel] (D) Bleed.

[CEL] (D) Enter combat with a tapped minion. This acting vampire gets an optional maneuver during this combat.

KoT:C

Flesh Bond

Type: Combat

Discipline: Animalism

Blood Cost: 1

[ani] Strike: 2R damage.

[ANI] Strike: combat ends.

LotN:C

Flesh of Marble

Type: Combat

Discipline: Protean

Only usable before range is chosen.

[pro] 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.

[PRO] As above, but aggravated damage is prevented in this way as well.

Jyhad:R2, VTES:R, Anarchs:C/PG, KMW:PG3,

KoT:U

Fleshcraft

Type: Combat

Discipline: Vicissitude

[vic] 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.

[VIC] As above, but the minion with this card has -2 stealth.

Sabbat:C, SW:PT

Flow Within the Mountain

Type: Combat

Discipline: Visceratika/Thaumaturgy

Blood Cost: 1

[tha] Press.

[vis] Strike: combat ends.

[VIS] Strike: combat ends. If this vampire was blocked while performing an action, the action continues as if unblocked.

BL:C1, LoB:R

Flurry of Action

Type: Action

Discipline: Celerity

[cel] (D) Bleed. If the bleed is successful, draw two cards (discard afterward).

[CEL] (D) Bleed. If the bleed is successful, this vampire untaps.

Gehenna:C, KMW:PG2, Third:C, LotN:PA2, KoT:C

Folderol

Type: Reaction

Discipline: Mytherceria/Auspex

[aus] This vampire burns 1 blood to reduce a bleed against you by 1.

[myt] Reduce a bleed against you by 1.

[MYT] Reduce a bleed against any Methusalem by 1.

BL:C2, LoB:C

Follow the Alpha

Type: Action Modifier

Required Clan: Gangrel antitribu

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.

KMW:R

Follow the Blood

Type: Reaction

Requires a Black Hand vampire. Only usable when a hunt action is successful, after resolution.

Tap this Black Hand vampire. *He or she* enters combat with the acting vampire. This reacting vampire gets an optional maneuver or press in that combat.

SoC:R

Force of Personality

Type: Action Modifier/Combat

Discipline: Presence

Blood Cost: 1

[pre] [COMBAT] Strike: combat ends.

[PRE] [ACTION MODIFIER] 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.

KoT:C

Force of Will

Type: Action
Discipline: Fortitude
Blood Cost: 1

Only usable by a tapped vampire.

[for] (D) Bleed with +1 bleed. After resolution, this vampire takes 2 unpreventable aggravated damage even if the action is blocked.

[FOR] As above, but with +2 bleed, and the acting vampire takes only 1 unpreventable aggravated damage.

DS:C2, FN:PR2, Anarchs:PAG/PG2, KMW:PG, Third:C

Forced Awakening

Type: Reaction

Only usable by a tapped vampire.

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

Sabbat:C, SW:C/PB2/PT5/PV2, FN:PA2/PS2, CE:PT4, BH:PM3/PT4, LoB:PO4, Third:PTz3

Forced March

Type: Action Modifier
Discipline: Celerity & Fortitude

A vampire can play only one Forced March each turn.

[cel][for] Only usable when an action is successful (after resolving the action). This vampire untaps.

[CEL][FOR] +1 stealth. If the action is successful, this vampire may burn 1 blood to untap (after resolving the action).

KMW:C/PAn2, LoB:PI4, LotN:PR

Forced Vigilance

Type: Reaction
Discipline: Fortitude
Blood Cost: 1

[for] Only usable by a tapped vampire immediately after he or she blocks (play after combat, if any). Untap this reacting vampire.

[FOR] Only usable by a tapped vampire during a (D) action directed against you (or something you control). Untap this vampire.

SoC:C, LotN:PR2, KoT:C

Forearm Block

Type: Combat

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.

LotN:C

Foresee

Type: Power
Virtue: Vision

[COMBAT] [1 CONVICTION] 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.

NoR:R

Foreshadowing Destruction

Type: Action Modifier
Discipline: Dominate

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

[dom] +1 bleed.

[DOM] +3 bleed if the Methuselah you are bleeding has fewer than 10 pool.

AH:C2, FN:PG3, Third:C

Forest of Shadows

Type: Master

Required Clan: Malkavian

Pool Cost: 1

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 (D) action.

DS:U, CE:PM

Forger's Hammer

Type: Action Modifier

Discipline: Potence

Only usable when an action to equip a non-unique melee weapon from your hand is successful.

[pot] Put this card on the weapon. This weapon inflicts +1 damage each strike.

[POT] As above, and the cost of this weapon is reduced by 1 blood or 1 pool.

Third:U, LotN:PG

Forgery

Type: Action

Requires a ready vampire with capacity 5 or more.

(D) Bleed. If the bleed is successful, this acting vampire gains 1 blood.

CE:C, Third:C/PTz2, KoT:C/PM5

Forgotten Labyrinth

Type: Action Modifier

Discipline: Obfuscate

Blood Cost: 1

Not usable on a bleed action.

[obf] +2 stealth.

[OBF] +3 stealth.

Sabbat:U, SW:U, FN:PA, CE:PN, BH:PM2, KMW:PAn/PG2, Third:U

Form of Corruption

Type: Action

Discipline: Serpents

[ser] Put this card in play. When your prey gets the Edge anew, put a counter on this card. During your master phase, if the number of counters on this card equals or exceeds the amount of blood on a vampire controlled by your prey, you may burn this card to take control of that vampire. A Methuselah can have only one Form of Corruption in play.

[SER] As above, and your prey burns 1 pool when you burn this card.

AH:R2, FN:PS, KMW:PB, LotN:PS

Form of Mist

Type: Combat

Discipline: Protean

[pro] Strike: dodge.

[PRO] Strike: combat ends. If this vampire is acting, he or she may burn 1 blood after combat ends to continue the action at +1 stealth as if unblocked (this action can still be blocked). A vampire may play only one Form of Mist at superior each action.

Jyhad:U2, VTES:U, Anarchs:C/PG3, KMW:PG2, Third:C, KoT:C

Form of the Ghost

Type: Combat

Discipline: Protean

[pro] Maneuver.

[PRO] Press.

Jyhad:C, VTES:C, Anarchs:C/PG2

Form of the Serpent

Type: Action Modifier/Combat

Discipline: Serpents

Blood Cost: 1

[ser] +1 stealth.

[SER] Maneuver.

AH:C2, FN:PS3

Fortitude

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Fortitude [for]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Fortitude.
Jyhad:C, VTES:C, Sabbat:C, SW:C/PV, FN:PR, CE:C, Anarchs:PAG, LoB:PI, KoT:PV

Fortschritt Library

Type: Master

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.

Gehenna:R

Fortune Teller

Type: Retainer

Required Clan: Ravnos

Blood Cost: 1

Mortal with 1 life.

During your minion phase, you may look at one card picked at random from your prey's hand.

DS:C2

Fortune Teller Shop

Type: Master

Required Clan: Ravnos

Pool Cost: 2

Master: unique location.

Tap to give a Ravnos +1 stealth for the current action.

DS:C2, FN:PR, LotN:PR

Foul Blood

Type: Reaction

Discipline: Quietus

Blood Cost: 1

Only usable when a vampire successfully hunts.

[qui] The acting vampire gains 1 less blood and takes 1 unpreventable damage. Tap this reacting vampire.

[QUI] As above, but do not tap this reacting vampire.

AH:U5, FN:PA, LotN:PA2

Foundation Exhibit

Type: Master

Required Clan: Toreador antitribu

Master: unique location.

Each non-titled Toreador antitribu you control gets 1 additional vote. Any vampire may burn this card as a (D) action that costs 1 blood.

BH:R2

Founders of the Ebony Kingdom

Type: Action

Required Clan: Guruhi

Blood Cost: 1

+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.

LoB:C

Fourth Cycle, The

Type: Event

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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Fourth Tradition: The Accounting

Type: Action
Blood Cost: 1

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

Move 3 blood from the blood bank to a younger vampire in your uncontrolled region.

Jyhad:U, VTES:U, CE:U, KoT:U/PV3

Fractured Armament

Type: Combat
Discipline: Potence

[pot] Strike: destroy equipment.

[POT] As above, with 1 damage.

Sabbat:C, SW:C/PL, CE:PB, LoB:PG

Fragment of the Book of Nod

Type: Master

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 (D) action.

Jyhad:R, VTES:R, CE:R2, KoT:R

Framing an Ancient Grudge

Type: Master
Required Clan: Ventrue antitribu

Master.

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

SoC:R

Framing, The

Type: Action
Blood Cost: 2

+1 stealth action. Requires an anarch.

(D) 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).

TR:R

Freak Drive

Type: Action Modifier
Discipline: Fortitude
Blood Cost: 1

[for] Only usable at the end of a successful action (after resolving the action). This vampire untaps.

[FOR] As above, but usable even if the action is blocked (play after combat, if any).

Jyhad:R2, VTES:R, CE:U/PV2, Anarchs:PG, LoB:PA2, Third:U, LotN:PR, KoT:PV3

Free Fight

Type: Combat
Discipline: Sanguinus

Only usable before range is determined.

[san] 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).

[SAN] As above, and each of these Blood Brothers gets an optional press this combat.

LoB:R

Free States Rant

Type: Political Action

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.

FN:C2, Anarchs:PAB2, KMW:PA3, LotN:PA

Frenzy

Type: Master

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.

Jyhad:C, VTES:C, CE:C, Anarchs:PG, LoB:PO, Third:C

Friend of Mine

Type: Reaction

Discipline: Fortitude/Necromancy/Obtenebation

Blood Cost: 1

Requires a ready anarch.

[for] Reduce a bleed against you by 2.

[nec] +1 intercept.

[obt] Only usable when a vampire successfully bleeds you. The acting vampire burns 2 blood.

Gehenna:C

From a Sinking Ship

Type: Master

Pool Cost: 1

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.

KMW:R, KoT:R

Frontal Assault

Type: Master

Master.

Put this card in play. Each ready minion you control may enter combat with any minion controlled by your prey as a (D) action. You gain 1 pool each time 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.

Third:U, LotN:PA, KoT:U

Frozen Object

Type: Action

Discipline: Temporis/Serpentis

+1 stealth action. A Methuselah can have only one Frozen Object in play.

[ser] (D) Look at a Methuselah's hand and burn all equipment cards found there.

[tem] Put this card on the acting vampire. If this vampire successfully blocks a (D) action, you may burn this card to do 2 unpreventable damage to the acting minion before combat begins.

[TEM] 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).

BL:R1, LoB:R

Fueled by Heart's Blood

Type: Event

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.

Gehenna:R

Galaric's Legacy

Type: Master

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.

Anarchs:C/PAG4

Gambit Accepted

Type: Master

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.
Anarchs:R, KoT:R

Game of Malkav

Type: Master

Required Clan: Malkavian

Master.

Each other Methuselah secretly chooses a number between 1 and 5 *inclusive*; you choose a number between 1 and 6 *inclusive*. 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.
Jyhad:U, VTES:U, CE:U

Games of Instinct

Type: Action

Requires a ready Sabbat vampire.

(D) 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.
Gehenna:C, KMW:PG2

Gang Tactics

Type: Action Modifier

Required Clan: Nosferatu antitribu

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.
Sabbat:R, SW:R, Third:R

Gang Territory

Type: Master

Required Clan: Brujah antitribu

Pool Cost: 2

Master: unique location.

During your influence phase, tap to move 1 blood from the blood bank to a Brujah antitribu in your uncontrolled region.
Sabbat:R, SW:R, Third:R

Gangrel Atavism

Type: Master

Required Clan: -none-

Master.

Put this card on a Gangrel. *This* vampire gets -1 bleed.
Jyhad:U, VTES:U

Gangrel Conspiracy

Type: Master

Required Clan: Gangrel antitribu

Master: out-of-turn.

Cancel a blood hunt called on a Gangrel antitribu. You may play this card during your turn.
Sabbat:R, SW:R, Third:R

Gangrel Justicar

Type: Political Action

Title.

In this referendum, each Gangrel gets an extra vote. Choose a ready Camarilla Gangrel. *If this referendum is successful, put this card on the chosen Gangrel to represent the unique Camarilla title of Gangrel Justicar.* This could lead to a contested title.
Jyhad:R, VTES:R, Tenth:B

Gangrel Revel

Type: Master

Required Clan: Gangrel

Pool Cost: 1

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.
DS:U, Anarchs:PG

Gargoyle Slave

Type: Ally

Required Clan: Tremere antitribu

Pool Cost: 3

Ally with 3 life. 2 strength, 0 bleed.

Gargoyle Slave cannot use ranged weapons. Gargoyle *may prevent* one damage each combat. If Gargoyle has less than 3 life, he or she can gain one life as a +1 stealth action.

Sabbat:U

Garibaldi-Meucci Museum

Type: Master

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.

TR:R

Garrote

Type: Equipment

Pool Cost: 1

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.

FN:C/PA, Third:C, LotN:PA2

Gas-Powered Chainsaw

Type: Equipment

Pool Cost: 1

Melee weapon.

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

Sabbat:C, SW:C/PB, CE:C

Gather

Type: Action

Required Clan: Gangrel

Pool Cost: 1

+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 from your uncontrolled region to your ready region, with any counters he or she has, unless that Gangrel would contest a vampire in play. Any vampire can burn this card as a (D) action that costs 1 pool.

Anarchs:R, KoT:R

Gear Up

Type: Action

Discipline: Necromancy/Presence/Vicissitude

Blood Cost: 1

+1 stealth action. Requires a ready anarch. If successful, untap this anarch.

[nec] Move a card from your ash heap to your hand.

[pre] This anarch gets +1 stealth for the remainder of this turn.

[vic] This anarch gets +1 strength until your next untap phase.

Gehenna:C

Gemini's Mirror

Type: Combat

Discipline: Obfuscate

Blood Cost: 1

[obf] Strike: dodge, with an optional maneuver.

[OBF] 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 superior each combat.

BH:C, LotN:PA3

Gestalt

Type: Reaction

Discipline: Sanguinus

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.

[san] +X intercept.

[SAN] +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.

BL:R2, LoB:R

Ghost-Eater

Type: Action

Required Clan: Harbinger of Skulls

+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.

LoB:R

Ghoul Escort

Type: Retainer

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.)

Jyhad:R, VTES:R, Tenth:A

Ghoul Messenger

Type: Retainer

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.

LoB:R

Ghoul Retainer

Type: Retainer

Pool Cost: 2

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.

Jyhad:R2, VTES:R, CE:R2, KoT:R/U

Ghouled

Type: Action Modifier

Blood Cost: 1

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 [pot] as a vampire.

Anarchs:C

Ghouled Street Thug

Type: Ally

Required Clan: Pander

Pool Cost: 2

Ghoul 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.

Sabbat:R, SW:R

Ghouls of Plaza Morería, The

Type: Ally

Required Clan: Assamite

Pool Cost: 2

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.

FN:R2

Giant's Blood

Type: Master

Master.

Fill a vampire to full capacity with blood from the blood bank. Only one Giant's Blood can be played in a game.

Jyhad:R, VTES:R, CE:R, LoB:PG, Third:R, LotN:PG, KoT:R/PM

Gift of Bellona

Type: Action Modifier

Discipline: Valeren/Auspex

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

[val] Only usable when an action to equip with a weapon is successful. Untap this acting vampire.

[VAL] 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.

BL:R1, LoB:R

Gift of Experience

Type: Master

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.

Anarchs:R2

Giovanni Acceptance

Type: Political Action

If this referendum is successful, each Giovanni may choose to become Camarilla. Put this card into play. Whenever a Giovanni enters play, he or she may choose to become Camarilla. The Giovanni clan is a Camarilla clan.

DS:U2, Tenth:B

Giovanni Discrimination

Type: Master

Pool Cost: 1

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 (D) action.

DS:C2

Gird Minions

Type: Master

Master.

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

Jyhad:C, VTES:C, CE:PN

Giuseppe, Gravedigger

Type: Retainer

Required Clan: Giovanni

Blood Cost: 1

Unique mortal with 1 life.

The Vampire with this retainer gets +1 stealth on any action that requires Necromancy [nec].

DS:C2, FN:PG

Glancing Blow

Type: Combat

Do not replace until your next untap phase.

Prevent 1 damage from the opposing minion's strike.

Third:C/PM3, KoT:C/PM4

Glare of Lies

Type: Reaction

Discipline: Auspex & Obeah

Only usable when a minion is attempting to bleed you.

[aus][obe] You may look at the acting minion's controller's hand.

[AUS][OBE] As above, and the bleed amount is reduced by X, where X is the number of action modifiers in his or her hand.

LoB:C

Glaser Rounds

Type: Combat

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.

Jyhad:U, VTES:U, CE:U

Glass Walker Pact

Type: Master

Required Clan: Giovanni

Pool Cost: 2

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. If the card you burned is a master card, burn this card as well. Burn this card if another Methuselah controls a werewolf.

KMW:R

Gleam of Red Eyes

Type: Combat

Discipline: Protean

[pro] Press.

[PRO] Maneuver.

Jyhad:C, VTES:C, Sabbat:C, KMW:PG2

Glutton

Type: Master

Required Clan: Ishtarri

Pool Cost: X

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 (D) action.

LoB:R

Go Anarch

Type: Action

+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.

Anarchs:C2/PAB4

Goblinism

Type: Action

Discipline: Mytherceria/Potence

[pot] (D) Burn a location.

[myt] +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.

[MYT] As [myt] 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).

LoB:R

Golconda: Inner Peace

Type: Master

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.

Jyhad:R, VTES:R, CE:R, Third:PTr, KoT:R/PV

Goodnight, Sweet Prince

Type: Master

Required Clan: Ravnos

Pool Cost: 2

Master.

Only usable if you have at least one untapped Ravnos in play. Tap one of your Ravnos. Move the *top card* in the crypt of any Methuselah to that Methuselah's ash heap. If the *card* you place in the ash heap is a prince, gain 2 pool.

DS:U

Goth Band

Type: Ally

Required Clan: Toreador antitribu

Pool Cost: 2

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

As a +1 stealth (D) action, the Goth Band may move one counter from any master card *controlled by another Methuselah* to a master card you control that uses counters. *The counter is changed to a counter of the type appropriate to the new card.*

Sabbat:U

Govern the Unaligned

Type: Action

Discipline: Dominate

Blood Cost: 1

[dom] (D) Bleed with +2 bleed.

[DOM] +1 stealth action. Move 3 blood from the blood bank to a younger vampire in your uncontrolled region.

Jyhad:C, VTES:C, SW:PL2/PV, FN:PG2,

CE:C/PV4, Anarchs:PAG, KMW:PAI3,

Third:PTr5

Gramle

Type: Action

Pool Cost: 1

+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 Methuselaha, and move it to your hand (discard afterward) or uncontrolled region.

LotN:C

Gran Madre di Dio, Italy

Type: Equipment

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.

Promo-20061126

Grand Temple of Set

Type: Master

Required Clan: Follower of Set

Pool Cost: 2

Master: unique location.

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

AH:R2, FN:PS

Grandest Trick, The

Type: Action Modifier
Required Clan: Kiasyd
Blood Cost: 2
Burn Option

Only usable when an action is announced. Vampires cannot block this *minion*. 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.
BL:R2, LoB:R

Grasp of the Python

Type: Combat
Discipline: Serpentis
Blood Cost: 1

Only usable at close range. Grapple. [ser] Strike: *hand strike*, with an optional press, only usable to continue combat.
[SER] 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.
KMW:C

Grasp the Ghostly

Type: Action
Discipline: Necromancy

+1 stealth action. [nec] 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.
[NEC] As above, but the equipment can be unique.
FN:C2

Graverobbing

Type: Action
Discipline: Dominate

[dom] (D) Steal a vampire in torpor controlled by another Methuselah.
[DOM] As above, and this acting vampire may burn 2 blood to move the stolen vampire to your ready region.
Jyhad:U, VTES:U, CE:U/PTr, KMW:PAI, Third:PTr, LotN:PG, KoT:U

Gregory Winter

Type: Ally
Pool Cost: 2

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

Grenade

Type: Equipment

Weapon.

3R damage as a strike. If Grenade is used at close range, the minion with this weapon takes 1 damage. Burn after use.
Jyhad:U2, VTES:U, CE:U

Grey Thorne

Type: Ally
Blood Cost: 2

Unique ghoul with 2 life. 1 strength, 1 bleed. Requires an anarch. Grey may play cards that require Celerity [cel] or Potence [pot] 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.
TR:R

Grooming the Protégé

Type: Master

Master.

Move up to 3 blood from a ready vampire you control to a younger vampire of the same clan in your uncontrolled region.

Third:C

Groundfighting

Type: Combat

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.

KMW:C

Growing Fury

Type: Combat

Discipline: Potence

[pot] Strike: hand strike or *use a melee weapon strike*. This strike is at +2 damage. Not usable first round of combat.

[POT] Strike: hand or *use a melee weapon strike*. This strike is at +3 damage. Not usable first round of combat.

Jyhad:C, VTES:C

Guard Dogs

Type: Reaction

Discipline: Animalism

Only usable by a tapped vampire when you are being bled.

[ani] Untap this reacting vampire.

[ANI] As above, with an optional maneuver during the resulting combat if this vampire successfully blocks this bleed and combat occurs.

Sabbat:C, SW:C/PT2, FN:PR2, CE:PN4, Anarchs:PG3, BH:PN5, Third:C/PTz3

Guard Duty

Type: Action

+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 1 blood or burn this card to untap and attempt to *block* with +1 intercept.

FN:C

Guarded Rubrics

Type: Equipment

Pool Cost: 1

Unique equipment. Requires a ready Black Hand vampire.

The vampire with this equipment may bleed at +2 bleed as a (D) action that costs 1 blood.

While bearer is ready, Gehenna cards cost an additional pool to play.

SoC:R

Guardian Angel

Type: Master

Pool Cost: 2

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.

AH:C2, FN:PR, LoB:PO2, Third:C

Guardian Ghoul

Type: Ally

Required Clan: Tzimisce

Pool Cost: 1

Ghoul 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.

Sabbat:R, SW:R

Guinea-Bissau Carnival

Type: Master

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.

EK:R

Gurchon Hall

Type: Master

Pool Cost: 3

Master: unique location. Requires a ready cardinal *or* regent. 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.

Third:R2

Guru

Type: Master

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.

BH:C/PM

Guruhi Are the Land, The

Type: Action Modifier

Required Clan: Guruhi

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.

LoB:C/PG4

Guruhi Kholo

Type: Action Modifier/Reaction

Required Clan: Guruhi

Only usable during a *referendum*. 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 Guruhi. Whenever this vampire is not a ready Guruhi or there is an older ready untitled Guruhi, move this card to (one of) the oldest ready untitled Guruhi (if any).

LoB:PG

Gypsies

Type: Ally

Required Clan: Gangrel

Pool Cost: 3

Unique *mortal* with 1 life. 1 *strength*, 1 *bleed*.

Gypsies get +1 stealth on each of their actions.

Jyhad:U, VTES:U

Hag's Wrinkles

Type: Action Modifier

Discipline: Thanatosis/Obfuscate

Only usable on an equip action.

[obf] +2 stealth.

[thn] Untap this acting vampire if the action is successful.

[THN] As [thn] above, but with +1 stealth.

BL:R1, LoB:R

Hall of Hades' Court

Type: Action Modifier/Reaction
Discipline: Temporis/Dominate
Blood Cost: 1

Only usable during a referendum.

[dom] [ACTION MODIFIER] Requires a vampire with capacity above 4. This vampire gains 2 votes.

[tem] [ACTION MODIFIER][REACTION] Cancel a reaction card as it is played by a younger vampire who does not have Temporis (no cost is paid).

[TEM] [ACTION MODIFIER][REACTION] 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.

LoB:R

Hand Contract

Type: Master

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 (D) action unless they are controlled by the same Methuselah.

SoC:C

Hand Intervention

Type: Political Action

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.

BH:C/PM, Third:PTr

Hand of Conrad

Type: Equipment
Pool Cost: 1

Unique equipment.

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

Sabbat:R, SW:R

Hanging Fermata

Type: Master

Required Clan: Daughter of Cacophony

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.

LoB:C

Haqim's Law: Judgment

Type: Master

Required Clan: Assamite

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 (D) action.

KMW:R, LotN:PA

Haqim's Law: Leadership

Type: Action

Required Clan: Assamite

+1 stealth action.

Each Methuselah who controls any of the oldest ready Assamites gains 2 pool.

LotN:C/PA

Harass

Type: Action

(D) Enter combat with a vampire who has 3 or fewer blood or with any tapped minion. This acting minion gets an optional press, only usable to continue, in that combat.

CE:C/PTr4, Anarchs:PAG, BH:PTr4, LoB:PA3, Third:C/PTr4, LotN:PG4, KoT:C/PB5

Hard Case

Type: Reaction

Discipline: Fortitude

Blood Cost: 1

Only usable when this vampire successfully blocks an ally or younger vampire.

[for] Cancel the resulting combat.

[FOR] As above, and destroy a weapon or vehicle on the acting minion.

LotN:R

Harvest Rites

Type: Action

Blood Cost: 1

+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.

Third:U

Harzomatuiili

Type: Ally

Pool Cost: 5

Requires a ready cardinal or regent. Unique werewolf with 4 life. 2 strength, 0 bleed.

Harzomatuiili gets one optional maneuver each combat. Damage from his hand strikes is aggravated. Once during each (D) action, he can burn 1 life to get +1 intercept. If Harzomatuiili has fewer than 4 life during your untap phase, he gains 1 life from the blood bank.

KMW:R

Hatchling

Type: Action

Required Clan: Gargoyle

Blood Cost: 2

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

Put this card into play. This card represents a 1-capacity, non-slave Gargoyle with basic Visceratika [vis]. Move 1 blood from the blood bank to this Gargoyle. This Gargoyle is the same sect as the acting Gargoyle and is not unique. This Gargoyle cannot act this turn. Once this game, this Gargoyle can burn 1 blood during your untap phase to gain flight [FLIGHT].

LoB:R

Haunt

Type: Action

Discipline: Necromancy

Blood Cost: 1

+1 stealth action.

[nec] 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.

[NEC] (D) Burn a location that doesn't require Giovanni to play.

FN:C2/PG

Haunting, The

Type: Action

Discipline: Dementation

[dem] (D) 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.

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

SW:C, CE:C, BH:PM3, KoT:C

Haven Affinity

Type: Master

Required Clan: Tzimisce

Pool Cost: 1

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.

SW:R, Third:R

Haven Hunting

Type: Action

+1 stealth action. Requires an anarch.

Put this card in play. At the end of a combat involving an anarch you control, if both combatants are still ready, you may burn this card to have the two combatants begin another combat.

TR:C

Haven Uncovered

Type: Master

Master.

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

Jyhad:C, VTES:C, SW:PB2, FN:PG2, CE:C/PB2, Anarchs:PAG/PG, KMW:PA_n3

Hawg

Type: Equipment

Vehicle.

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

Jyhad:C, VTES:C, SW:PB, CE:PT_r

Haymaker

Type: Combat

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.

KMW:C, KoT:PV2

Healing Touch

Type: Action

Discipline: Obeah/Celerity

Blood Cost: 1

+1 stealth action.

[cel] Untap a younger vampire you control.

[obe] Add up to 2 life to an ally, not to exceed his or her starting amount.

[OBE] Rescue a vampire from torpor, and that vampire gains 1 blood from the blood bank.

LoB:C

Heart of Darkness

Type: Action

Discipline: Serpents

Blood Cost: 2

[ser] Put this card on the acting vampire. This vampire treats aggravated damage as normal damage. Any minion may burn this card as a (D) action.

[SER] As above, and this vampire may prevent 1 damage each combat.

AH:C2, FN:PS, KMW:PB2

Heart of Nizchetus

Type: Equipment

Pool Cost: 1

Unique equipment.

During your untap phase, if the bearer is ready, you may draw up to three cards from your library and then move the same number of cards from your hand to the bottom of your library.

Third:R, KoT:R

Heart of the City

Type: Action

Discipline: Presence

Blood Cost: 2

+1 stealth action.

[pre] Put this card on the acting vampire. This vampire gets +1 bleed. A vampire can have only one Heart of the City.

[PRE] As above, but this vampire gets +2 bleed.

KMW:R, KoT:R

Heartblood of the Clan

Type: Master

Required Clan: Assamite

Pool Cost: 1

Master: unique location.

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

AH:U5, FN:PA

Heart's Desire

Type: Action Modifier

Discipline: Auspex & Chimerstry

Blood Cost: 1

[aus][chi] +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.

[AUS][CHI] As above, but with +2 bleed instead.

LotN:C/PR

Heaven's Gate

Type: Combat

Discipline: Obeah/Necromancy

Blood Cost: 1

Only usable by a ready untapped vampire not involved in combat.

[nec] Prevent 1 damage to an ally in combat.

[obe] 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.

[OBE] As [obe] above, but add up to 2 life to the ally, not to exceed his or her starting amount.

LoB:C

Heidelberg Castle, Germany

Type: Master

Pool Cost: 2

Master: unique location.

Tap to move blood, equipment cards and/or retainers between any two ready vampires you control. (You choose the amount of blood you move and which cards you transfer.) Cannot be used during an action.

DS:U2, FN:PR, KMW:PAI, LoB:PI

Helicopter

Type: Equipment

Pool Cost: 3

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.

Third:U/PTr, KoT:U

Hell-for-Leather

Type: Combat

Discipline: Animalism/Celerity/Obtenebration

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

[ani] Strike: dodge, with an additional strike.

[cel] Additional strike (that doesn't count against the limit).

[obt] Play if this anarch is ready and the opposing minion is not. The opposing minion's controller burns 2 pool.

TR:C

Hellhound

Type: Ally

Pool Cost: 2

Ghoul with 2 life. 1 strength, 0 bleed.

The Hellhound cannot take actions. If the Hellhound has *only* 1 life during your untap phase, it gains 1 life from the blood bank.

Jyhad:R2, VTES:R, Tenth:A

Herald of Topheth

Type: Ally

Required Clan: Baali

Pool Cost: 3

Demon with 5 life. 3 strength, 1 bleed, flight [FLIGHT].

The Herald may enter combat with a ready minion controlled by another Methuselah as a (D) action. The Herald may play cards requiring basic Daimoinon [dai], Potence [pot] and/or Presence [pre] 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.

BL:R2

Heroic Might

Type: Action

Discipline: Potence

Blood Cost: 3

+3 stealth action.

[pot] Put this card on this vampire. This vampire has +1 strength. This vampire may destroy equipment as a strike. A vampire can have only one Heroic Might. Burn this card if this vampire goes to torpor.

[POT] As above, with an additional +1 strength, and this vampire can strike for 2R damage.

KoT:U

Hexaped

Type: Ally

Required Clan: Tremere antitribu

Pool Cost: 1

Ally with 3 life. 1 strength, 0 bleed.

Hexaped may give a link counter to any Methuselah as a +1 stealth (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.

Third:U

Hidden Lurker

Type: Action Modifier

Discipline: Obfuscate

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.

[obf] Tap this vampire. This vampire enters combat with the blocking minion. The first round of this new combat, the blocking minion cannot strike.

[OBF] As above, with an optional press.

Jyhad:C, VTES:C, SW:C, CE:U, KMW:PA4

Hidden Pathways

Type: Action

Discipline: Obfuscate

Blood Cost: 1

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

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

Sabbat:R, SW:R, Third:R

Hidden Strength

Type: Combat

Discipline: Fortitude

Blood Cost: X

[for] Prevent X+1 damage.

[FOR] As above, with an optional press.

AH:C2, CE:C, LoB:PI4

Hide

Type: Power

Virtue: Innocence

Not usable by an imbued with Illuminate.

[ACTION MODIFIER] [1 CONVICTION] Only usable as the action is announced. Monsters get -1 intercept against this action.

[REACTION] [1 CONVICTION] Only usable during a monster's (D) action targeting this imbued. The action fails.

NoR:R

Hide the Mind

Type: Action Modifier/Combat

Discipline: Obfuscate

[obf] [COMBAT] Cancel a combat card that requires Auspex [aus] as it is played. No cost is paid.

[OBF] [ACTION MODIFIER] Cancel a reaction card that requires Auspex as it is played. No cost is paid.

LotN:R

Hiding in the Open

Type: Political Action

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.

EK:R

Hierophant

Type: Political Action

Required Clan: Follower of Set

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).

KMW:C, LotN:PS

High Aye

Type: Action Modifier

Burn Option

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).

LoB:C

High Ground

Type: Combat

Maneuver, only usable to go to long range. If this minion has flight [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.

CE:C, Third:C, KoT:C

High Museum of Art, Atlanta

Type: Master

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 (D) action. Burn 4 pool when you lose control of the High Museum (including when it is burned or becomes contested).

SW:R, KoT:PM

High Orun

Type: Action Modifier/Reaction

Burn Option

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, and your hand size is one card larger.

LoB:C

High Stakes

Type: Political Action

Required Clan: Ventrue

Only usable if playing for ante. Successful *referendum* 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, *as follows: each Methuselah holds out a hand with zero or one blood in it. Open hands simultaneously. A pool in a Methuselah's hand indicates that he or she chooses not to be ousted. Added to the V:EKN banned list in 1995.*

Jyhad:R2, VTES:R

High Top

Type: Ally

Required Clan: Ahrimane

Pool Cost: 4

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 (D) action. High Top gets an additional strike each round and an optional maneuver once each combat. He may play cards requiring basic Celerity [cel] as a vampire with a capacity of 4. If High Top has less than 3 life during your untap phase, he gains 1 life.

BL:R1, LoB:R

Highway Haven: RV

Type: Equipment

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 (D) action targeting this anarch doesn't untap as normal on his or her next untap phase (even if the action isn't successful). Any werewolf may burn this equipment and enter combat with this minion as a +1 stealth (D) action. A minion may have only one haven and only one vehicle.

Anarchs:C

Homunculus

Type: Retainer

Discipline: Protean

Retainer with 1 life.

[pro] During any Methuselah's untap phase, the vampire with this retainer can burn 1 blood to untap.

[PRO] As above, but Homunculus has 2 life.

Jyhad:U, VTES:U, Tenth:A

Honor the Elders

Type: Political Action

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.

FN:C2, KMW:PA2, Third:C, KoT:C/PV5

Horrid Form

Type: Combat

Discipline: Vicissitude

Blood Cost: 1

Only usable before range is chosen.

[vic] This vampire gets +1 strength for the remainder of combat.

[VIC] As above, and this vampire may prevent 1 damage each round for the remainder of combat.

Sabbat:U, SW:PT, Third:U/PTz2

Horrid Reality

Type: Combat

Discipline: Chimerstry

Blood Cost: 2

Only usable before range is determined in combat.

[chi] 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.

[CHI] As above, but return the equipment to your library at the end of combat if it is still in play. Shuffle afterward.

DS:U2, FN:PR

Horrific Countenance

Type: Action Modifier

Discipline: Protean

Blood Cost: 4

Only usable when this vampire is blocked.

[pro] Untap the blocking minion. This action is not blocked, and it is now unblockable.

DS:C2, Anarchs:PG

Horseshoes

Type: Action

Discipline: Potence

[pot] (D) Inflict 1 unpreventable damage on a ready minion.

[POT] (D) Inflict 2 unpreventable damage on a ready minion.

KoT:C

Hospital Food

Type: Master

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.

Anarchs:C

Hostile Takeover

Type: Master

Required Clan: Ventrue

Pool Cost: 1

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.

Jyhad:R, VTES:R, CE:R, KoT:R

Houngan

Type: Master

Required Clan: Samedi

Pool Cost: 1

Unique master.

Put this card on a ready Samedi you control. During your untap phase, this Samedi gains 1 blood from the blood 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.

LoB:C

Hourglass of the Mind

Type: Action

Discipline: Temporis/Potence

+1 stealth action.

[pot] Draw three cards. Discard afterward.

[tem] Draw four cards then put four cards from your hand on top of your library in any order and untap this vampire.

[TEM] 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.

LoB:R

House of Sorrow

Type: Master

Pool Cost: 1

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.

Promo-20081119

Humanitas

Type: Master

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.

AH:V3, FN:PS

Hungry Coyote, The

Type: Master

Pool Cost: 2

Master: unique location.

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

Sabbat:R, SW:R, Third:R

Hunt Club, The

Type: Master

Unique Master.

Put this card on any ready vampire. This vampire gets +1 stealth when attempting to commit diablerie. This vampire may not cast votes during a *referendum to call a Blood Hunt on this vampire*.

DS:C

Ignis Fatuus

Type: Reaction

Discipline: Chimerstry

Blood Cost: 1

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

[CHI] Reduce a bleed against any Methusalem by 1.

DS:C2, FN:PR2, LotN:PR4

Ignore the Searing Flames

Type: Combat

Discipline: Daimoinon/Serpentis

[ser] This vampire treats all aggravated damage from the opposing minion's strike as normal damage. Only usable when the opposing minion inflicts aggravated damage on this vampire.

[dai] Prevent all aggravated damage from the opposing minion's strike.

[DAI] This vampire burns 1 blood to be immune to aggravated damage for the remainder of the round.

KMW:C/PB2

Igoli's Loyalty

Type: Action Modifier
Required Clan: Ishtarri
Blood Cost: 1

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.

LoB:C

Illegal Search and Seizure

Type: Master

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.

Jyhad:C, VTES:C, CE:PB

Illuminate

Type: Power
Virtue: Innocence

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 (D) action. Burn this card during your next untap phase or if this imbued leaves the ready region.

NoR:C

Illusions of the Kindred

Type: Combat
Discipline: Chimerstry
Blood Cost: 2

Only usable before range is determined.

[chi] Combat ends. Move the bottom card of your crypt to your ready region. He or she does not contest any other *minions* 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 *crypt card* from the game at the end of combat.

[CHI] As above, but the vampire has an amount of blood equal to his or her capacity.

AH:V3, FN:PR

Ilomba

Type: Retainer

Animal with 1 life. Requires a Laibon.

Put Ilomba on any minion (this is a +1 stealth (D) 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.

EK:R

Immaculate Vitae

Type: Reaction
Discipline: Quietus
Blood Cost: 2

Only usable when a vampire controlled by another Methuselah successfully hunts.

[qui] Put this card on that vampire; that vampire cannot block this reacting vampire. Burn this card if that vampire goes into torpor.

[QUI] As above, but the acting vampire does not gain blood from the current hunting action.

AH:C2

Immense Size

Type: Combat

Discipline: Vicissitude

Only usable before range is determined.

[vic] 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.

[VIC] As above, with an optional press this round.

KMW:R

Immortal Grapple

Type: Combat

Discipline: Potence

Only usable at close range before strikes are chosen. Grapple.

[pot] 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.

[POT] 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.

Jyhad:R2, VTES:R, Sabbat:U, SW:U/PB, FN:PG, CE:U/PB2, Third:U, LotN:PG2, KoT:U/PB3

Imperator

Type: Political Action

Title.

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.

Promo-20090401

Imperial Decree

Type: Action

Blood Cost: 1

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 *controlled by another Methuselah*. Any vampire may burn this card as a (D) action; Non-Camarilla vampires get -1 stealth when attempting that action.

AH:C2

Imposing Phantasm

Type: Combat

Discipline: Chimerstry

Blood Cost: 1

[chi] 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.

[CHI] As above, and this vampire gets an additional strike this round.

FN:R2

Imprison

Type: Combat

Virtue: Judgment

Conviction Cost: 2

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.

NoR:R

Improvised Flamethrower

Type: Equipment

Pool Cost: 2

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.

BL:U2, LoB:PO2, Third:U, KoT:U

Improvised Tactics

Type: Combat

Discipline: Auspex/Potence/Protean

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

[aus] During the press step each round, draw one card. Discard down to your hand size afterward.

[pot] At long range, each round, this minion may strike for 2R damage each strike.

[pro] Once each round, this vampire may burn 1 blood to get one maneuver.

Anarchs:C2/PAG2

Impundulu

Type: Ally

Blood Cost: 3

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

Impundulu has flight [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 (D) action.

EK:R

Inbase Discotek, Frankfurt

Type: Master

Pool Cost: 2

Master: unique location.

Tap to give a vampire who successfully hunts an additional blood from the blood bank. (Ignore excess blood.)

DS:C2, FN:PR

Inceptor

Type: Master

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.

Promo-20090401

Inconnu Tutelage

Type: Event

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).

Third:R

Increased Strength

Type: Combat

Discipline: Potence

Only usable before range is determined.

[pot] For the remainder of combat, all damaging strikes that require Potence made by this vampire inflict +1 damage.

[POT] As above, but those strikes inflict +2 damage.

AH:C2, FN:PG2, CE:C/PN3, BH:PN2, LoB:PO2, Third:PB2

Incriminating Videotape

Type: Equipment

Pool Cost: 1

Equipment.

Choose a minion your prey controls. The chosen minion cannot block the minion with this equipment.

DS:C2, Tenth:A

Indomitability

Type: Combat
Discipline: Fortitude

[for] Prevent 1 damage.

[FOR] Press, or prevent 1 damage with an optional press.

Jyhad:C, VTES:C, CE:C/PV2, LotN:PR4, KoT:C

Infamous Warlock

Type: Master

Master.

Put this card on a Tremere antitribu with a title. The vampire with this card cannot cast votes.
Sabbat:R

Infection

Type: Combat
Discipline: Thanatosis/Fortitude
Blood Cost: 2

[for] Prevent all damage from the opponent's strikes this round.

[thn] Prevent all damage to a ghoul (ally or retainer) in combat. Usable by a vampire not involved in the combat.

[THN] 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.

BL:C1, LoB:R

Infernal Familiar

Type: Retainer
Discipline: Thaumaturgy
Blood Cost: 2

Demon with 2 life.

[tha] 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.

Sabbat:R, CE:R, Third:R

Infernal Pact

Type: Master
Required Clan: Tremere antitribu
Pool Cost: 1

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.

Sabbat:R, BH:PT, Third:R/PT

Infernal Pursuit

Type: Combat
Discipline: Celerity

[cel] Press.

[CEL] 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.

Jyhad:U2, VTES:U, CE:U/PB, LoB:PO

Inflict

Type: Combat
Virtue: Martyrdom
Conviction Cost: 1

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.

NoR:C

Informant

Type: Ally
Required Clan: Ishtarri

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.

LoB:R

Information Highway

Type: Master

Master: unique location.

During your influence phase, you get 2 additional transfers.

Jyhad:U, VTES:U, Sabbat:U, SW:PT, CE:PT/PV, LoB:PI, Third:U

Information Network

Type: Master

Required Clan: Nosferatu antitribu

Pool Cost: 1

Unique master.

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

BH:R2, Third:R

Inner Essence

Type: Combat

Discipline: Vicissitude

Play before range is determined.

[vic] Once this combat, this vampire can reduce the cost to play a combat card by 1 blood. A vampire can play only one Inner Essence each combat.

[VIC] As above, and this vampire gains 1 blood.

SW:U/PT, Third:PTz2

Innocent Bystander

Type: Action Modifier

Required Clan: Ventrue antitribu

Only usable when *this* acting vampire successfully bleeds a Methuselah.

Remove the top *card* of that Methuselah's crypt from the game.

Sabbat:R

Inquisition

Type: Action

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.

KMW:PG

Inscription

Type: Equipment

Discipline: Thaumaturgy

Equipment.

[tha] Put this equipment on a ready vampire and put a card that requires Thaumaturgy from your hand on it (*face up, out of play*; 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.

[THA] As above, but the vampire can use the superior Thaumaturgy ability of the card.

BH:U

Inspire

Type: Power

Virtue: Innocence

[ACTION] [1 CONVICTION] +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.

NoR:R

Inspire Greatness

Type: Action Modifier

Discipline: Potence & Presence

Blood Cost: 1

Only usable by a ready vampire other than the acting minion.

[pot][pre] The acting ally or younger vampire gets +1 strength during this action.

[POT][PRE] The acting ally or younger vampire gets +2 strength during this action.

LoB:C, LotN:PG

Instability

Type: Master

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.

Third:U, KoT:U/PV2

Instinctive Reaction

Type: Reaction

Discipline: Animalism

Only usable when a minion controlled by your predator is acting.

[ani] +1 intercept.

[ANI] As above, with an optional maneuver during the resulting combat if the block succeeds.

Gehenna:C, LoB:PA3, Third:C, LotN:PR3, KoT:C

Institution Hunting Ground

Type: Master

Required Clan: Malkavian antitribu

Pool Cost: 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.

Sabbat:U, SW:U, BH:PM, Third:PM

Insurance Scam

Type: Master

Master.

Put this card in play. During your turn, you may tap this card and burn X locations you control to gain X pool.

Tenth:A/B

Internal Recursion

Type: Reaction

Discipline: Temporis/Presence

Blood Cost: 1

Only usable by a vampire who successfully blocks.

[pre] 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.

[tem] This blocking minion sets the range for the first round of the resulting combat. Skip the determine range step for that round.

[TEM] The acting minion doesn't untap during his or her next untap phase.

BL:U2, LoB:R

Intimidation

Type: Action

Discipline: Presence

[pre] (D) Bleed with +1 bleed.

[PRE] (D) Bleed with +2 bleed.

Sabbat:R, SW:R, CE:PV, Third:R

Into the Fire

Type: Master

Master. Trifle.

Choose a ready non-Sabbat vampire you control. That vampire becomes Sabbat. (His or her clan is not affected.)

Anarchs:C

Into Thin Air

Type: Action Modifier
Discipline: Obfuscate

Do not replace until your untap phase.

[obf] +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.

[OBF] As above, but for +2 stealth.

LotN:C/PS2, KoT:C/PM6

Inveraray, Scotland

Type: Equipment
Blood Cost: 1

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

The vampire with this location may move 1 blood to this card as an action; no more than 3 blood may be put on this card. This vampire gets +X bleed, where X is the amount of blood on this card.

DS:U3

Investiture

Type: Political Action

Requires a cardinal or regent. Title.

In this referendum, each ready cardinal gets one additional vote. Choose a Sabbat vampire. If this referendum is successful, put this card on the chosen vampire to represent the Sabbat title of priscus. Camarilla vampires cannot vote during this referendum.

Sabbat:R, SW:R

Invitation Accepted

Type: Political Action

If this referendum is successful, each Follower of Set may choose to become Camarilla. Put this card into play. Whenever a Follower of Set enters play, he or she may choose to become Camarilla. The Followers of Set clan is a Camarilla clan.

AH:V3, Tenth:B

Invoke Poison Glands

Type: Combat
Discipline: Abombwe

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] Strike: hand strike at +1 damage.

[ABO] Strike: burn the opposing animal or mortal, or strike: hand strike at +X damage, where X is the number of Orun on this vampire.

EK:C

Invoking the Beast

Type: Combat
Discipline: Abombwe

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] 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.

[ABO] As above, with an optional press this round.

LoB:C/PA4

IR Goggles

Type: Equipment

Electronic equipment.

This minion gets an optional maneuver each combat.

Jyhad:U2, VTES:U, CE:PB/PTo, BH:PN2, LoB:PO, Third:U, KoT:U/PT2

Iron Glare

Type: Action Modifier
Discipline: Potence & Presence

[pot][pre] Only usable during a referendum. This vampire gains 2 votes.

[POT][PRE] +2 bleed. After playing this card, you cannot play another action modifier to further increase the bleed for this action.

BH:C, KMW:PAn, LoB:PG4, Third:PB3

Iron Heart

Type: Reaction

Discipline: Potence & Presence

Blood Cost: 1

[pot][pre] *Cancel* an action modifier that requires Presence [pre] as it is played. That card has no effect. *No cost is paid.*

[POT][PRE] As [pot][pre] above, but *cancel* an action modifier that requires Dominate [dom].

BL:R1

Irregular Protocol

Type: Reaction

Blood Cost: 1

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).

Anarchs:C

Ishtarri Kholo

Type: Action Modifier/Reaction

Required Clan: Ishtarri

Only usable during a *referendum*. 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).

LoB:PI

Ishtarri Warlord

Type: Master

Required Clan: Ishtarri

Pool Cost: 1

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.

EK:R

Island of Yiaros

Type: Master

Required Clan: Ventrue

Pool Cost: 2

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).

AH:R2, CE:R

Ivory Bow

Type: Equipment

Pool Cost: 1

Unique weapon.

Strike: 1R aggravated damage.

Jyhad:R, VTES:R, CE:R, Third:R, KoT:R/PT

J. S. Simmons, Esq.

Type: Retainer

Unique mortal with 1 life.

The minion with this retainer gets +1 bleed.

Jyhad:R2, VTES:R, SW:PL, CE:R2, Third:R

Jack of Both Sides

Type: Action

Blood Cost: 1

+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.

Gehenna:C, Third:PTz, LotN:PG2

Jackal

Type: Retainer

Discipline: Animalism

Blood Cost: 1

Animal with 1 life.

[ani] If your prey *controls* a ready Follower of Set or Assamite, the minion with this retainer gets +1 stealth.

[ANI] As above, but *this minion* gets +2 stealth.

AH:U5

Jackie Therman

Type: Retainer

Unique mortal with 1 life.

This minion gets an optional maneuver each combat.

Jyhad:R2, VTES:R, CE:R, KoT:R

Jake Washington (Hunter)

Type: Master

Unique master.

Put this card in play. While in play, this card represents a *unique* mortal ally with 1 life, 0 strength and 0 bleed and doesn't count as a master card. During your untap phase, you may burn Jake to move up to 4 blood from the blood bank to a ready vampire with no blood.

FN:R2, KoT:R

Jar the Soul

Type: Action

Discipline: Necromancy

+1 stealth action.

[nec] (D) Tap any ready minion.

[NEC] (D) As above, and that minion burns 1 blood.

DS:C2, FN:PG2

Jericho Founding

Type: Political Action

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.

LotN:C

Jones, The

Type: Combat

Discipline: Serpents

Only usable in combat with an ally or younger vampire.

[ser] Strike: dodge, with an optional press, only usable to end combat.

[SER] 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 superi- or each round.

FN:C2/PS2, LotN:PS3

Joseph Pander

Type: Master

Required Clan: Pander

Unique master.

Put this card in play. Tap and burn 1 pool to cause a (D) 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 (D) action. Any Sabbat vampire may burn this card as a (D) action.

SoC:R

Jua Vema

Type: Combat

Discipline: Fortitude

[for] This vampire treats aggravated damage as normal damage this round.

[FOR] As above, but for the remainder of the action if you tap an Aye on him or her.

EK:C

Judgment: Camarilla Segregation

Type: Action
Blood Cost: 1

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.

DS:U, CE:R2

Judgment: Death to the Brujah!

Type: Action
Blood Cost: 1

Requires a 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.

DS:U

Jungle Hunting Ground

Type: Master
Required Clan: Akunanse
Pool Cost: 1

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.

LoB:PA

Justicar Retribution

Type: Political Action

Requires a Camarilla vampire.

Successful referendum burns all vampires with a current bleed of 3 or more.

VTE:U, CE:U, KoT:U

Kali's Fang

Type: Equipment
Required Clan: Assamite
Pool Cost: 3

Unique melee weapon.

Strength+1 aggravated damage each strike.

AH:R2, FN:PA

Karavalanisha Vrana

Type: Equipment
Required Clan: Ravnos
Pool Cost: 2

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 [chi] cost this Ravnos 1 less blood.

LotN:R

Kaymakli Barrier

Type: Action
Pool Cost: 1

Requires a ready vampire. Unique.

(D) Put this card on a younger ready vampire. You still control this card. This vampire cannot block undirected actions. (D) actions cost this vampire an additional blood.

BH:R

Kaymakli Fragment

Type: Equipment

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.

Promo-20081023

Kaymakli Nightmares

Type: Master

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.

Gehenna:R

Kduva's Mask

Type: Equipment

Pool Cost: 2

Unique equipment. Requires a ready Laibon.

This Laibon gets +1 bleed and 2 additional votes. Reaction cards that require Auspex [aus] cost an additional blood while this Laibon is acting.

LoB:R

Keep it Simple

Type: Reaction

Blood Cost: 1

Reduce a bleed against you by 1 for each point of stealth the acting minion has when this card is played.

Third:C, KoT:C

Kerrie

Type: Equipment

Pool Cost: 1

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.

LoB:C/PI2

Kevlar Vest

Type: Equipment

Pool Cost: 1

Bearer may prevent 2 damage from gun strikes or 1 damage from any other source each combat. A minion may have only one Kevlar Vest.

KoT:U

Keystone Kine

Type: Action

Discipline: Celerity/Necromancy/Obfuscate

Requires an anarchy.

[cel] and/or [nec] and/or [obf] (D) Bleed. If using [cel], he or she gains 1 blood. If using [nec], the bleed is at +1 bleed. If using [obf] *and this action is successful*, you may burn an ally controlled by your prey whose cost is not greater than the bleed amount.

TR:C

Khabar: Community, The

Type: Master

Required Clan: Assamite

Pool Cost: 2

Unique master.

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

AH:C2, Tenth:A

Khabar: Glory

Type: Action

Required Clan: Assamite

+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.

KMW:C, LotN:PA

Khabar: Honor, The

Type: Combat

Required Clan: Assamite

Only usable if this Assamite has been chosen for a contract on the opposing minion.

Strike: hand strike at +3 damage.

AH:V3, FN:PA2, LotN:PA2

Khabar: Loyalty

Type: Action

Required Clan: Assamite

+1 stealth action.

Move 2 blood from the blood bank to a younger Assamite in your uncontrolled region.

FN:R2

Khazar's Diary (Endless Night)

Type: Action

Required Clan: Giovanni

+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 [NEC] 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.

LotN:C

Kherebutu (Bane Mummy)

Type: Ally

Required Clan: Follower of Set

Pool Cost: 5

Unique mummy with 3 life. 3 strength, 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. (D) Burn Kherebutu to burn a Tremere with a capacity below 5 controlled by your prey.

AH:R2

Khoobar Towers, Al-Khubar

Type: Master

Required Clan: Follower of Set

Pool Cost: 2

Master: unique location

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

FN:R2, LotN:PS

Kindred Coercion

Type: Reaction

Discipline: Dominate

Blood Cost: X

Only usable during a referendum.

[dom] Force X vampires to abstain from voting. This can cancel those vampires' votes. The affected vampires cannot be older than this reacting vampire.

[DOM] 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.)

DS:U2, FN:PG, CE:PT

Kindred Intelligence

Type: Action

Required Clan: Nosferatu

+1 stealth action.

Move the top card from your crypt to your uncontrolled region.

Jyhad:R2, VTES:R, CE:U, KoT:U

Kindred Manipulation

Type: Action Modifier

Required Clan: Ventrue antitribu

Blood Cost: 1

Only usable during a referendum.

Change the votes of a younger vampire to votes of your choice.

SW:R/PV, Third:R

Kindred Restructure

Type: Political Action

Requires a prince or justicar.

Choose a new seating order. Successful referendum means each Methuselah takes his or her new seat. *Added to the V:EKN banned list in 2005.*

Jyhad:V, VTES:V, CE:U/PV

Kindred Segregation

Type: Political Action

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.

Jyhad:V, VTES:V, CE:PTo, Third:U

Kindred Society Games

Type: Master

Required Clan: Toreador

Master.

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

Jyhad:R, VTES:R, CE:R

Kindred Spirits

Type: Action

Discipline: Dementation

[dem] (D) Bleed any Methuselah. Gain 1 pool if this bleed is successful (for 1 or more).

[DEM] As above, with +1 bleed.

Sabbat:C, SW:C, CE:C, BH:PM5, Third:C/PM5, KoT:C/PM6

Kine Resources Contested

Type: Political Action

Allocate 4 points among two or more Methuselaha. Successful referendum means each Methuselah burns 1 pool for each point assigned.

Jyhad:C, VTES:C, CE:C/PTo2, Anarchs:PAB3, BH:PM5, LoB:PG3, Third:PB6, KoT:C/PT4/PV6

King of the Mountain

Type: Combat

Discipline: Fortitude

Blood Cost: 2

[for] Prevent all damage from the opposing minion's strike. If the strike was made with a melee weapon, that weapon is destroyed.

[FOR] 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.

FN:C2

King's Favor

Type: Reaction

Required Clan: Guruhi

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.

LoB:PG

King's Rising

Type: Master

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.

Third:C, KoT:C

Kingston Penitentiary, Ontario

Type: Master

Pool Cost: 4

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.

KMW:R

Kiss of Lachesis

Type: Action

Discipline: Temporis/Serpentis

Blood Cost: 1

+1 stealth action.

[ser] (D) Burn a retainer or a non-unique equipment card.

[tem] (D) Burn a retainer, ally or non-unique equipment card.

[TEM] 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.

BL:C1, LoB:C

Kiss of Ra, The

Type: Action Modifier

Discipline: Fortitude

Blood Cost: 3

Only usable when a vampire who does not have Fortitude attempts to block this acting minion.

[for] The block attempt is canceled, the blocking vampire burns 2 blood, and the current action is ended (without combat).

[FOR] As above, and send the blocking vampire to torpor.

AH:U5, FN:PR, CE:PV, Anarchs:PG, LoB:PI

Knights, The

Type: Ally

Required Clan: Brujah

Pool Cost: 1

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

Jyhad:R, VTES:R, CE:R

Kpist m/45

Type: Equipment

Pool Cost: 3

Weapon. Gun.

1R damage each strike, with an optional maneuver *each combat*. When bearer strikes with this gun, he or she gets an optional additional strike this round, only usable to strike with this gun.

LotN:U

Kraken's Kiss

Type: Combat

Discipline: Vicissitude

Blood Cost: 1

[vic] Strike: strength+1 ranged damage. If this striking minion takes more than 3 damage this combat, he or she goes to torpor.

[VIC] 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.

SW:C/PT, Third:C

KRCG News Radio

Type: Master

Pool Cost: 2

Master: unique location.

Tap to give +1 intercept to a minion you control, or tap this location and burn 1 pool to give +1 intercept to a minion controlled by another Methuselah.

Jyhad:U, VTES:U, CE:U, LoB:PA, LotN:PG, KoT:U/PB

Kumpania

Type: Master

Required Clan: Ravnos

Pool Cost: 1

Unique master.

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

LotN:R

Kuta

Type: Political Action

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.

EK:C

Labyrinth, The

Type: Master

Required Clan: Nosferatu

Pool Cost: 1

Master: unique location.

Tap to give a Nosferatu you control +1 stealth for the current action.

Jyhad:U, VTES:U, CE:U, KoT:U

Lam Into

Type: Combat

Discipline: Fortitude/Potence/Vicissitude

Requires an anarch. Do not replace until after combat. Strike: hand strike or use a melee weapon strike.

[for] This strike is at +1 damage, with an optional maneuver.

[pot] This strike is at +2 damage.

[vic] This strike is at +1 damage, with an optional press. If another round of combat occurs, range is automatically close.

TR:C

Lapse

Type: Combat

Discipline: Temporis/Potence

Blood Cost: 2

Only usable before range is determined.

[pot] This vampire gets +2 strength this round.

[tem] The opposing minion cannot maneuver this round.

[TEM] The opposing minion cannot strike during the initial strike phase this round (other strike resolution effects are not affected).

BL:C2, LoB:C

Laptop Computer

Type: Equipment

Pool Cost: 1

Electronic equipment.

The minion with this equipment gets +1 bleed.

A minion may have only 1 Laptop Computer.

Jyhad:C, VTES:C, Sabbat:C, SW:PB/PL2/PT, FN:PR, CE:C, Anarchs:PAG2/PG, BH:PN, LoB:PA

Last Stand

Type: Master

Pool Cost: 6

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.

BH:R

Lay Low

Type: Action Modifier/Combat

Blood Cost: 1

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).

Promo-20081119

Lazarene Inquisitor

Type: Master

Required Clan: Harbinger of Skulls

Burn Option

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.

BL:R1, LoB:R

Leadership Vacuum

Type: Master

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.

Gehenna:R, KoT:R

Leapfrog

Type: Combat

Discipline: Spiritus/Obfuscate

[obf] Maneuver, only usable to go to long range.

[spi] Maneuver.

[SPI] Strike: combat ends.

LoB:C

Learjet

Type: Equipment

Pool Cost: 1

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.

KMW:C, KoT:PM2

Leather Jacket

Type: Equipment

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.

Sabbat:C, SW:C/PB/PT/PV, FN:PS, CE:PTo/PTr, BH:PN, Third:C/PB2/PM2

Leathery Hide

Type: Combat

Required Clan: Gangrel antitribu

A vampire may play only one Leathery Hide each round.

Prevent four non-aggravated damage from the opposing minion's strike.

KMW:C/PG3

Leech

Type: Action

Requires a ready mortal, ghoul, or mage.

(D) Steal a blood (it becomes a life) from a vampire controlled by another Methuselah and untap this ally. Burn any conviction [1 CONVICTION] cards on this ally. This ally may play cards requiring Potence [pot] as a vampire until his or her next untap phase.

KoT:U

Left for Dead

Type: Master

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.

FN:R2, Third:R

Legacy of Caine

Type: Master

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 (D) action.

Sabbat:R, SW:R/PL, Third:R

Legacy of Pander

Type: Political Action

Requires a Sabbat vampire.

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

Sabbat:R, SW:R

Legacy of Power

Type: Reaction

Blood Cost: 3

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.

DS:U, Tenth:B

Legal Manipulations

Type: Action

Discipline: Presence

Blood Cost: 1

[pre] (D) Bleed with +2 bleed.

[PRE] As above, and gain 1 pool if the bleed is successful (for 1 or more).

Jyhad:C, VTES:C, SW:PB2, CE:C/PB, BH:PTo2, KMW:PB5, LoB:PI3

Legend of the Leopard

Type: Action

Required Clan: Osebo

Blood Cost: 1

+1 stealth action.

(D) Inflict 1 damage on a vampire controlled by your predator or prey or take control of an ally controlled by your predator or prey.

LoB:C

Legendary Vampire

Type: Master

Pool Cost: 2

Unique master.

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

DS:U2, FN:PA, LoB:PG

Legion

Type: Action

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.

Promo-20030901

Legwork

Type: Reaction

Blood Cost: 1

Do not replace until your next untap phase.

+1 intercept. Not usable by a vampire with more than 0 intercept.

BH:C, Third:C

Leonardo, Mortician

Type: Ally

Required Clan: Giovanni

Pool Cost: 1

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.

DS:U2, FN:PG

Lesser Boon

Type: Master

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.

LotN:R

Lessons in the Steel

Type: Combat

Discipline: Auspex & Fortitude

[aus][for] 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.

[AUS][FOR] As above, and that Methuselah discards a card of your choice.

BH:R

Letter from Vienna

Type: Master

Master.

Tap all ready Tremere.

Jyhad:U, VTES:U

Leverage

Type: Action Modifier

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.

LotN:C/PR2, KoT:C

Lextalionis

Type: Political Action

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.

Jyhad:V, VTES:V, CE:PTo

Libertas

Type: Master

Pool Cost: 1

Master. Requires an anarch.

Put this card on an anarch. Allies cannot block this anarch. Cards that require Dominate [dom] or Presence [pre] cost other minions an additional blood while this anarch is acting, attempting to block, or in combat.

TR:C

Liberty Club Intrigue

Type: Action

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.

Anarchs:R, KoT:R

Library Hunting Ground

Type: Master

Required Clan: Tzimisce

Pool Cost: 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.

Sabbat:U, SW:U/PT, Third:PTz

Life Boon

Type: Master

Master: out-of-turn. Boon

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

Jyhad:U, VTES:U, SW:PV, CE:PTo

Life in the City

Type: Master

Master: trifle.

Move 1 blood from the blood bank to a ready vampire.

Anarchs:C2, KMW:PAn, LoB:PA2/PI2, KoT:C/PM4

Lifeless Tongues

Type: Action

Discipline: Necromancy

+1 stealth action.

[nec] (D) 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.

[NEC] As above, but during any untap phase.

KMW:R

Light Intensifying Goggles

Type: Equipment

Electronic equipment.

This minion gets an optional maneuver on the first round of combat. You may move any aim card this minion uses to this card (even if it is canceled). This minion may play an aim card on this equipment as if from your hand. Remove that aim card from the game.

KoT:U

Lightning Reflexes

Type: Combat

Discipline: Celerity

Blood Cost: 1

[cel] Additional strike.

[CEL] This vampire may burn X blood to gain X additional strikes.

Sabbat:R, SW:R/PB, KoT:R

Liquefy the Mortal Coil

Type: Combat

Discipline: Vicissitude

Blood Cost: 2

[vic] 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.

[VIC] 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.

SoC:R

Liquidation

Type: Master

Master. Do not replace until your discard phase.

Burn seven cards from the top of your library to gain 3 pool.

Tenth:A/B

Little Mountain Cemetery

Type: Action

Required Clan: Samedi

+1 stealth action.

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

LoB:C

Living Manse

Type: Equipment

Required Clan: Tzimisce

Blood Cost: 1

This equipment card represents a location and does not count as an equipment card while it is in play.

The vampire with this location gets +1 bleed. He or she can burn this card before range is determined to end combat. A vampire may have only one Living Manse.

Sabbat:R, SW:R, Third:R

Living Wood Staff

Type: Equipment

Required Creed: Avenger

Conviction Cost: X

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.

NoR:R

Lobotomy

Type: Action Modifier

Discipline: Vicissitude

Only usable when recruiting an ally.

[vic] If the action is successful, put this card on the ally and tap the ally. Actions that require Dominate [dom] or Presence [pre] do not affect this ally. This ally has -1 bleed and cannot use maneuvers.

[VIC] As above, but the ally is not tapped.

SW:R, Third:R

Local 1111

Type: Equipment

Blood Cost: 2

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.

BH:R, Third:PTz

Lock

Type: Action
Virtue: Defense

This action is at +1 stealth if it is undirected.

Put this card on any minion. *Other Methuselahs' actions targeting* 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.
NoR:C

Loki's Gift

Type: Action
Discipline: Protean

+1 stealth hunt action.

[pro] Gain 1 blood and this card. This vampire can burn this card and 1 blood to get +1 stealth. A vampire can have only one Loki's Gift.

[PRO] (D) As above, and burn a blood from any vampire. This vampire may burn this card as above, or may burn it during a referendum to gain 2 votes.

KoT:C

London Evening Star, Tabloid Newspaper

Type: Master
Pool Cost: 3

Master: unique location.

Tap to give any minion +1 intercept for the current action.

DS:U2, FN:PR, Third:PB

Loner

Type: Master

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.

Gehenna:C

Loose Cannon

Type: Action Modifier
Discipline: Dementation/Thaumaturgy/Vicissitude
Blood Cost: 1

Requires an anarch. Only usable as the action is announced. If this action is blocked, apply the following effect (before combat occurs):

[dem] Tap a younger non-blocking vampire controlled by the blocking minion's controller.
[tha] Move 2 blood from a non-blocking vampire controlled by the blocking minion's controller to this vampire.

[vic] This acting vampire's hand damage is aggravated in the resulting combat.

Gehenna:C

Loss

Type: Action
Discipline: Quietus
Blood Cost: 1

[qui] (D) Burn an equipment or location on a minion controlled by your predator or prey.

[QUI] (D) Bleed at +2 bleed.

LotN:C/PA3

Lost in Crowds

Type: Action Modifier
Discipline: Obfuscate

[obf] +1 stealth.

[OBF] +2 stealth.

Jyhad:C, VTES:C, Sabbat:C, FN:PS3, CE:C/PM6/PN4, BH:PM4, KMW:PG2, Third:C/PM4

Lost in Translation

Type: Reaction

Blood Cost: 2

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.

LotN:C/PA

Louvre, Paris, The

Type: Master

Required Clan: Toreador

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 (D) action.

DS:C2, CE:PTo

Loyal Street Gang

Type: Ally

Required Clan: Brujah

Pool Cost: 1

Mortal with 2 life. 1 strength, 0 bleed.

Jyhad:U, VTES:U, CE:U, KoT:U

Loyalist

Type: Reaction

Required Clan: Ventrue antitribu

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.

BH:C

Lucky Blow

Type: Combat

Do not replace until after combat.

Strike: hand strike or *use a melee weapon* strike. *This strike is at +1 damage.*

Jyhad:C, VTES:C, SW:PT, CE:C, Anarchs:PAG

Lunatic Eruption

Type: Action

Discipline: Dementation

Blood Cost: 2

[dem] (D) 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 (D) action (unless the minion must hunt). Any minion may burn this card as an action.

[DEM] As above, and the minion taking the action to burn this card takes 1 unpreventable damage when this card is burned.

SW:R, Third:R

Lupine Assault

Type: Master

Pool Cost: 1

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.

FN:R, Third:R

Lure of the Serpent

Type: Action

Discipline: Serpents

Blood Cost: 1

[ser] (D) The acting vampire takes control of a retainer controlled by another vampire.

[SER] (D) Take control of an ally controlled by another Methuselah.

AH:U5, FN:PS

Lyndhurst Estate, New York

Type: Equipment

Blood Cost: 3

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.

Sabbat:U

Maabara

Type: Master

Required Clan: Harbinger of Skulls

Master: unique location.

You may tap this location to move a *library* card from your ash heap to this location, *face down*.

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.

LoB:R

Machine Blitz

Type: Combat

Discipline: Thaumaturgy

[tha] Choose a weapon possessed by the opposing minion. Strike: ranged; X damage, where X is the amount of damage *the chosen weapon would inflict as a strike*.

[THA] As above, with +1R damage.

Sabbat:R

Madman's Quill

Type: Action

Discipline: Auspex & Dementation

Blood Cost: 1

[aus][dem] (D) Bleed at +2 bleed.

[AUS][DEM] (D) 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.

BL:R2

Madness Network

Type: Master

Required Clan: Malkavian

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.

Jyhad:R, VTES:R, CE:R, KoT:R

Madness of the Bard

Type: Master

Required Clan: Malkavian

Pool Cost: 2

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 (D) action. *Added to the V:EKN banned list in 1997.*

DS:U

Madrigal

Type: Action Modifier/Reaction

Discipline: Melpominee/Presence

Only usable during a referendum before votes are cast.

[pre] [REACTION] Only usable by a reacting vampire. Gain 2 votes.

[mel] [ACTION MODIFIER][REACTION] Gain 2 votes.

[MEL] [ACTION MODIFIER][REACTION] As [mel] 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.

BL:C2, LoB:C

Magazine

Type: Combat

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).
Anarchs:R, KoT:R

Magic of the Smith

Type: Action

Discipline: Thaumaturgy

Blood Cost: 1

+1 stealth action.

[tha] Search your library for an equipment card and equip this acting vampire with it (requirements and cost apply as normal). Shuffle afterward.

[THA] As above, but this is a +3 stealth action.

Jyhad:R, VTES:R, CE:PT, Third:R, KoT:R

Majesty

Type: Combat

Discipline: Presence

Blood Cost: 1

[pre] Strike: combat ends.

[PRE] As above, and this vampire untaps before combat ends.

Jyhad:C, VTES:C, CE:C/PV4, Anarchs:PAB2, LoB:PI2, LotN:PS4, KoT:C/PV4

Major Boon

Type: Master

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.
Jyhad:U, VTES:U, CE:U, KMW:PG, LoB:PA, Third:U, KoT:U/PB2

Make an Example

Type: Action Modifier

Required Clan: Guruhi

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).
EK:R

Malajit Chandramouli

Type: Retainer

Pool Cost: 1

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.
LotN:R

Malkavian Dementia

Type: Master

Required Clan: -none-

Master.

Take control of a ready Malkavian that another Methuselah controls until your next untap phase.
Jyhad:U, VTES:U

Malkavian Derangement: Alternate Personality

Type: Master

Pool Cost: 2

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.
DS:U2

Malkavian Derangement: Paranoia

Type: Master

Master.

Put this card on a Malkavian antitribu. The vampire with this card cannot perform actions. Any vampire may burn this card as a (D) action.

Sabbat:U, SW:R

Malkavian Game

Type: Master

Required Clan: Malkavian antitribu

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.

Sabbat:U, BH:PM2, Third:PM

Malkavian Justicar

Type: Political Action

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.

Jyhad:R, VTES:R, CE:R, KoT:R

Malkavian Prank

Type: Master

Required Clan: Malkavian

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.

Jyhad:R2, VTES:R, CE:R2, KoT:R

Malkavian Rider Clause

Type: Reaction

Required Clan: Malkavian

Blood Cost: 1

Only usable during a referendum before voting occurs.

If the referendum passes, then the next referendum a vampire you control successfully calls passes automatically.

AH:R2, CE:R

Malkavian Seven Miseries, The

Type: Master

Required Clan: Malkavian

Pool Cost: 1

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 (D) action.

DS:C2

Malkavian Time Auction

Type: Master

Required Clan: Malkavian

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.

Jyhad:R, VTES:R

Malleable Visage

Type: Action Modifier

Discipline: Vicissitude

Blood Cost: 1

[vic] *Only usable by a ready, untapped vampire.* 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.

[VIC] As above, but usable when a vampire you control is blocked.

FN:R2

Manstopper Rounds

Type: Combat

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.

Jyhad:U2, VTES:U, Sabbat:U, SW:U/PB, CE:U, LoB:PO

Mantle of the Bestial Majesty

Type: Action

Discipline: Protean

Blood Cost: 1

[pro] +1 stealth action. The acting vampire untaps. Until his or her next untap phase, damage from this vampire's hand strikes is aggravated.

[PRO] As above, and this vampire gets +1 strength until his or her next untap phase.

SoC:R

Mantle of the Moon

Type: Action Modifier

Required Clan: Ravnos

Blood Cost: 4

Only usable as the action is announced.

This action is unblockable.

LotN:U

Mapatano Utando

Type: Master

Required Clan: Akunanse

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 (D) action that costs 1 blood.

EK:R

Marijava Ghoul

Type: Retainer

Blood Cost: 2

Ghoul with 2 life.

The minion with this retainer gets +1 stealth when attempting an action that requires Presence [pre].

AH:U1/V2, FN:PS, CE:PTo, LoB:PI, Third:U

Marijava Thuggee

Type: Ally

Pool Cost: 2

Ghoul with 3 life. 1 strength, 1 bleed. Requires a ready Black Hand vampire.

The thuggee can play cards requiring basic Obfuscate [obf] as a vampire. He can inflict 1 damage on a ready vampire as a (D) 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.

BH:U2/PN2

Mark of Damnation

Type: Action

Discipline: Serpentinis

Blood Cost: 1

[ser] (D) Put this card on a vampire controlled by your prey. Any minion in combat with that vampire gets +1 strength and gets one optional press to continue combat. The vampire with this card may burn this card as an action.

[SER] As above, but opposing minions get +2 strength.

AH:C2, FN:PS

Mark of the Damned

Type: Political Action

If this *referendum* is successful, each Methuselah burns X pool, where X is the number of vampires in his or her prey's ash heap.

AH:C2

Mark V

Type: Equipment

Pool Cost: 2

Weapon, gun.

Strike: 4R damage, only usable once each round and only at long range.

BL:R1, KoT:PT

Marked Path

Type: Action Modifier

Discipline: Obfuscate

Only usable after a successful (D) action.

[obf] Put this card on the acting vampire. If this vampire performs a (D) action against the same Methuselah (*or same set of Methuselahs if more than one*), this vampire may burn this card to get +1 stealth.

[OBF] As above, but this vampire may burn this card to get +2 stealth.

Sabbat:R, SW:R, CE:PM, Third:R

Market Square

Type: Master

Required Clan: Assamite

Pool Cost: 1

Master: unique location.

Tap to give an Assamite you control +1 intercept.

AH:U5, FN:PA, LotN:PA

Marrakesh Codex, The

Type: Master

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 (D) action.

Promo-20090401

Martial Ritus

Type: Action

Blood Cost: 1

+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.

BH:C, Third:C

Martinelli's Ring

Type: Equipment

Unique equipment.

Cards that require Malkavian, Malkavian antitribu, Dementation [dem] or Serpentis [ser] cannot target or be placed on this minion. Burn any cards on this minion that require any of those clans or Disciplines.

Third:R, KoT:PV

Martyr's Resilience

Type: Combat

Discipline: Auspex & Fortitude

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

[aus][for] Prevent 1 damage to a minion or retainer in combat.

[AUS][FOR] Burn X blood to prevent X+1 damage to a minion or retainer in combat.

BL:R1

Masai Blood Milk

Type: Action

Blood Cost: 1

+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.

LoB:R

Mask Empathy

Type: Combat

Discipline: Presence

[pre] Strike: ranged. Burn a retainer employed by the opposing minion (usable at close range).

[PRE] Play before range is determined. This vampire burns 1 blood to burn a retainer employed by the opposing minion.

BH:R

Mask of a Thousand Faces

Type: Action Modifier

Discipline: Obfuscate

[obf] 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.

[OBF] As above, with +1 stealth.

Jyhad:U, VTES:U, CE:U, KMW:PB2, LotN:PA, KoT:U

Masochism

Type: Action

Discipline: Fortitude

+1 stealth action.

[for] 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.

[FOR] 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.

Sabbat:R, SW:R

Masque of Judas

Type: Combat

Discipline: Auspex & Obfuscate

Blood Cost: 1

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

[aus][obf] Maneuver with an optional press.

[AUS][OBF] Only usable before range is determined. The opposing minion's controller discards 2 cards at random. Those cards are not replaced until after combat.

BH:C

Masquer (Wraith)

Type: Retainer

Discipline: Necromancy

Blood Cost: 2

Wraith with 1 life.

[nec] 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.

[NEC] As above, with 2 life.

FN:C2/PG

Masquerade Endangered

Type: Master

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.

Jyhad:U, VTES:U, CE:U

Masquerade Enforcement

Type: Political Action

Requires a prince or justicar.

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.

Jyhad:V, VTES:V, CE:U

Mass Reality

Type: Action
Discipline: Chimerstry
Blood Cost: 2

[chi] Put this card in play. Weapons possessed by minions you control inflict +1 damage each strike. Any minion may burn this card as a (D) action.

[CHI] As above, but the weapons inflict +2 damage each strike.

AH:C2, FN:PR

Massassi's Honor

Type: Action Modifier
Required Clan: Osebo

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.

LoB:C

Mausoleum, Venice, The

Type: Master
Required Clan: Giovanni
Pool Cost: 1

Master: unique location.

Tap to gain 2 votes during *the referendum* of a political action; if Ventrue Headquarters is in play, you gain only 1 vote.

DS:U, FN:PG

Mayaparisatya

Type: Combat
Discipline: Chimerstry
Blood Cost: 2

[chi] Damage the opposing minion's weapons inflict on this vampire is reduced to zero during this combat.

[CHI] Strike: 1R unpreventable aggravated damage. Only usable at long range.

BH:C, LotN:PR2

Mbare Market, Harare

Type: Master
Pool Cost: 3

Master: unique location.

Tap to add 1 blood from the blood bank to a Laibon in your uncontrolled region.

LoB:R

Meat Cleaver

Type: Equipment
Pool Cost: 1

Melee weapon.

Strength+1 damage each strike.

Sabbat:U, SW:C/PB/PL, CE:PB, BH:PTo3

Meat Hook

Type: Equipment

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 [pot] may destroy this weapon as a strike with first strike that costs 1 blood.

FN:C, Anarchs:PAG, BH:PTr2, KMW:PAI2, KoT:C

Meddling of Semsith, The

Type: Political Action

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.

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Media Influence

Type: Action

Discipline: Presence

Blood Cost: 1

[pre] (D) Bleed with +2 bleed.

[PRE] Each of your untapped vampires gains 1 blood from the blood bank.

Sabbat:C, SW:C, KMW:PAn, Third:C

Mehemet of the Ahl-i-Batin (Mage)

Type: Ally

Pool Cost: 3

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

Mehemet may strike for 2R damage. As a (D) action, Mehemet may burn one blood and one Master Discipline card on a vampire controlled by your prey.

AH:R2

Melange

Type: Reaction

Discipline: Auspex

[aus] +1 intercept.

[AUS] As above, and if you successfully block, put this card on the acting minion; you still control this card. You may burn this card to get +1 bleed when this reacting vampire bleeds the controller of the minion with this card.

Sabbat:R, SW:R, Third:PM

Meld with the Land

Type: Combat

Discipline: Vicissitude

[vic] Strike: combat ends and untap the opposing minion (*even at long range*).

[VIC] Strike: combat ends.

SW:C/PT2, Third:C

Memories of Mortality

Type: Master

Pool Cost: 1

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. *Added to the V:EKN banned list in 2008.*

AH:U5, CE:U

Memory's Fading Glimpse

Type: Action

Discipline: Obfuscate

Blood Cost: 3

[obf] (D) Move *an uncontrolled minion* from your prey's uncontrolled region to the bottom of his or her crypt. Move all of the blood on that *card* to your prey's blood pool.

[OBF] As above, but move one blood from the card to the acting vampire.

AH:U5, BH:PM

Mental Maze

Type: Reaction

Discipline: Obfuscate

Blood Cost: 1

Only usable when this vampire successfully blocks an ally or a younger vampire (play before combat, if any).

[obf] End the action (with no combat). If this blocking minion is a Follower of Set, this card costs 1 less blood.

[OBF] As above, and do not tap this blocking vampire.

LotN:C/PS2

Mercury's Arrow

Type: Combat
Discipline: Celerity
Blood Cost: 1

[cel] Strike: 1R damage, with an optional maneuver.

[CEL] Strike: 3R damage.

LotN:C

Mercy for Seth

Type: Combat
Discipline: Necromancy
Blood Cost: 1

[nec] 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.

[NEC] As above, and this strike inflicts 1 damage as well.

KMW:C

Mercy for the Weak

Type: Combat
Blood Cost: 2

Strike: combat ends. Only usable if this vampire has more blood than the opposing vampire. Opposing vampire gains 1 blood (*even at long range*).

AH:C2

Mesmerize

Type: Action
Discipline: Dominate

+1 stealth action.

[dom] (D) Steal equipment from an ally.

[DOM] (D) Steal equipment from a younger vampire.

BH:R

Mesu Bedshet

Type: Action
Required Clan: Follower of Set
Blood Cost: 1

+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.

LotN:C/PS

Metro Underground

Type: Master

Master: unique location.

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

Jyhad:U, VTES:U, CE:U, KoT:U

Might of the Camarilla

Type: Political Action

Requires a justicar or Inner Circle member.

If this referendum is successful, each Methuselah burns a vampire (of his or her choosing) in his or her uncontrolled region.

AH:R2, Tenth:A

Mighty Grapple

Type: Combat
Discipline: Potence

Grapple.

[pot] Press, only usable to continue combat.

[POT] Strike: hand strike or use a melee weapon strike. This strike is at +1 damage, with an optional press only usable to continue combat.

Jyhad:C, VTES:C, SW:PL, CE:C/PB, BH:PN2, KMW:PAI, Third:PB

Millicent Smith, Puritan Vampire Hunter

Type: Master

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.

Jyhad:R, VTES:R, CE:R, KoT:R

Mind Numb

Type: Action

Discipline: Presence

Blood Cost: 1

[pre] (D) 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.

[PRE] As above, with +1 stealth.

AH:C2, FN:PS2, CE:PV2

Mind of a Child

Type: Action

Discipline: Dementation

Blood Cost: 3

[dem] (D) 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.

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

Sabbat:U, CE:U

Mind of a Killer

Type: Action

Discipline: Dementation

+1 stealth action.

[dem] (D) 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.

[DEM] As above, and tap this minion when this card is burned.

KMW:R

Mind Rape

Type: Action

Discipline: Dominate

Blood Cost: 2

[dom] (D) Bleed with +2 bleed.

[DOM] (D) 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.

Sabbat:R, SW:R, KoT:R

Mind Tricks

Type: Action Modifier

Discipline: Dementation

Blood Cost: 1

[dem] +1 stealth.

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

Sabbat:C, CE:C, Third:PM2

Minion Tap

Type: Master

Master.

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

Jyhad:C, VTES:C, SW:PT/PV, FN:PA, CE:C/PB/PV, Anarchs:PAB3/PG, KMW:PAI3, LoB:PG3

Ministry

Type: Reaction

Blood Cost: 1

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.

BH:C

Minor Boon

Type: Master

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.

Jyhad:U, VTES:U, CE:U, KoT:U

Minor Irritation

Type: Reaction

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.

Third:C, KoT:C/PT4

Mirror Image

Type: Action Modifier/Combat

Discipline: Chimerstry

Blood Cost: 1

[chi] [ACTION MODIFIER] +1 stealth.

[CHI] [COMBAT] Strike: combat ends. If this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.

FN:C2/PR, LotN:PR2

Mirror Walk

Type: Action Modifier

Discipline: Thaumaturgy

Do not replace until your discard phase.

[tha] +1 stealth.

[THA] As [tha] above, and if this action is blocked, the action ends (with no combat).

Third:C, KoT:C

Mirror's Visage

Type: Action Modifier

Discipline: Chimerstry

Blood Cost: 1

[chi] 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.

[CHI]+2 stealth if this is an undirected action, otherwise +1 stealth.

LotN:R

Misdirection

Type: Master

Pool Cost: 1

Master.

Tap a minion.

Jyhad:C, VTES:C, SW:PL, FN:PS, CE:PM2/PV, LoB:PI

Missing Voice, The

Type: Action Modifier

Discipline: Melpominee/Celerity

[cel] 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.

[mel] Allies and younger vampires get -1 intercept when attempting to block this action.

[MEL] +1 stealth.

BL:C2, LoB:C

Mistaken Identity

Type: Reaction

Blood Cost: 1

Play when a Ventrue antitribu attempts to hunt. This action is *ended (unsuccessfully)*, and the acting vampire goes into torpor.

Sabbat:U, SW:R/PB

Mistrust

Type: Master

Pool Cost: 1

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).

BH:R

Mob Connections

Type: Master

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 (D) action.

Jyhad:U, VTES:U, Sabbat:U, SW:PB, CE:PB/PTr, LoB:PO, Third:U

Mob Rule

Type: Action Modifier/Reaction

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.

Anarchs:C, KMW:PAn3

Moise Kasavubu

Type: Ally

Pool Cost: 2

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).

NoR:R

Mokolé Blood

Type: Equipment

Required Clan: Follower of Set

Pool Cost: 1

Unique equipment.

Search your library *and/or* ash heap for up to four cards that require Serpentis [ser] 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.

LotN:R

Mole, The

Type: Reaction

Discipline: Animalism/Celerity/Dominate

Requires a ready anarch. Only usable when a non-anarch minion is acting.

[ani] Only usable by a tapped vampire. This vampire untaps and attempts to block.

[cel] +1 intercept. Not usable if the acting minion has Celerity.

[dom] Only usable when you are being bled by a younger vampire. Tap this vampire to cause the action to fail.

Anarchs:C2/PAB4

Molotov Cocktail

Type: Combat

Strike: *ranged*. Put this card on this minion; it becomes an equipment card: a weapon. Beginning with the next round of this combat, the bearer can strike with this weapon for 2R aggravated damage. Burn this card after use or when combat ends.

Anarchs:C

Momentum's Edge

Type: Master

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.

Gehenna:R, KoT:R

Monastery of Shadows

Type: Master

Pool Cost: 3

Master: unique location.

You have +1 hand size. Tap to give a vampire with capacity 8 or more +1 stealth.

KoT:R

Monkey Wrench

Type: Action Modifier

Blood Cost: X

Requires an anarch.

+X bleed. X must be 1, 2 or 3. You cannot play another action modifier to increase this bleed amount.

TR:C

Monocle of Clarity

Type: Equipment

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.

Jyhad:R, CE:R, KoT:R

Monomancy

Type: Action

+1 stealth action. Requires a ready Sabbat vampire.

(D) 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.

Sabbat:U, SW:U, Third:PTz

Monster

Type: Master

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.

LotN:R

Morgue Hunting Ground

Type: Master

Required Clan: Giovanni

Pool Cost: 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.

DS:C2, FN:PG, LotN:PG

Mouthpiece

Type: Action Modifier

Discipline: Dominate

[dom] +1 bleed. You cannot play another action modifier to increase this bleed.

[DOM] Only usable by a ready vampire other than the acting minion. The acting minion may play cards that require basic Dominate as a vampire for the remainder of this action.

KoT:C

Movement of the Mind

Type: Combat

Discipline: Thaumaturgy

[tha] Press, only usable to end combat.

[THA] Maneuver.

Jyhad:C, VTES:C

Movement of the Slow Body

Type: Action

Discipline: Protean

+2 stealth action. Only usable by a tapped vampire in torpor

[pro] 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.

[PRO] As above, and this vampire also gains 1 blood from the blood bank.

Jyhad:U, Anarchs:U2, KoT:U

Mozambique Allure

Type: Action

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 antitribu.

LoB:C

Mr. Winthrop

Type: Retainer

Unique mortal with 1 life.

The minion with this retainer gets +1 intercept.

Jyhad:R2, VTES:R, SW:PB, CE:R2

Muddled Vampire Hunter

Type: Ally

Required Clan: Malkavian

Pool Cost: 2

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 (D) action.

Jyhad:U, VTES:U, CE:U/PM, KoT:U

Mummify

Type: Combat

Discipline: Serpents

[ser] Strike: combat ends. This vampire untaps and goes into torpor; put this card on the vampire. This vampire cannot *attempt a leave torpor action*. Burn this card if the vampire leaves torpor.

[SER] As above, but this vampire may attempt a leave torpor action.

AH:U5

Mummy's Tongue

Type: Equipment

Required Clan: Follower of Set

Pool Cost: 1

Unique equipment.

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

AH:V3, FN:PS

Mundane

Type: Master

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.

EK:C

Murder of Crows

Type: Retainer
Discipline: Animalism
Blood Cost: 1

Animal with 1 life.

[ani] Murder of Crows inflicts 1R damage each round of combat during normal strike resolution.

[ANI] As above, but Murder of Crows has 2 life.

Jyhad:R2, VTES:R, CE:R

Muricia's Call

Type: Action
Discipline: Animalism & Spiritus

+1 stealth employ retainer action.

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

[ani][spi] As [ani] above, and the retainer has an additional life.

[ANI][SPI] As [ani][spi] above, and untap this acting vampire at the end of the turn.

BL:R1, LoB:R

Murmur of the False Will

Type: Action Modifier/Reaction
Discipline: Dominate

[dom] [ACTION MODIFIER] +1 bleed. You cannot play another action modifier to increase this bleed amount.

[DOM] [REACTION] Only usable when a younger vampire is bleeding you, after blocks are declined. Tap this reacting vampire. Choose another Methuselah other than the acting vampire's controller. That acting vampire is now bleeding that Methuselah.

LotN:C/PG4, KoT:C/PV5

Muse of Flame

Type: Action
Virtue: Vengeance

+2 stealth action.

(D) If this action is successful, choose a monster controlled by your prey at random. This imbued enters combat with the chosen monster.

NoR:C

Mustajib

Type: Action

+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.

SoC:C

My Enemy's Enemy

Type: Reaction
Discipline: Auspex

[aus] +1 intercept.

[AUS] Only usable when a minion controlled by your predator is bleeding you, after blocks are declined. Tap this reacting vampire. The acting minion is now bleeding your predator's predator.

Sabbat:R, SW:R, Anarchs:PAG, LoB:PO2, Third:U

My Kin Against the World

Type: Political Action
Blood Cost: X

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.

EK:C

Mylan Horseed (Goblin)

Type: Ally

Pool Cost: 1

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

Mylan can untap a ready non-Camarilla vampire with a capacity above 7 as a +1 stealth action. Once each combat, he may dodge as a strike. Mylan cannot block vampires.

Gehenna:R, KMW:PB, Third:R

Mythic Form

Type: Combat

Discipline: Protean

Blood Cost: 3

[pro] 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.

[PRO] As above, but with an optional maneuver, and this vampire can inflict 2R aggravated damage as a strike once each round this combat.

FN:R

Name Forgotten, The

Type: Action

Discipline: Thaumaturgy

[tha] (D) 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 Methuselahs *remove all other vampires with the same name in* their crypts, uncontrolled regions and ash heaps from the game as well (shuffle all crypts afterward).

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

KMW:R

Narrow Minds

Type: Event

Inconnu. Do not replace until your untap phase.

Cards that change the target of a bleed cost an additional blood or life.

LotN:R

National Guard Support

Type: Political Action

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 (D) 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.

FN:R2, KoT:PV2

Necromancy

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Necromancy [nec]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Necromancy.

DS:C2, FN:PG2, LotN:PG

Neebi

Type: Combat

Burn Option

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.

EK:C

Neighborhood Watch Commander (Hunter)

Type: Ally

Blood Cost: 2

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.
Gehenna:C, Third:PTz

Neonate Breach

Type: Political Action

Select one or more Methuselahs. Successful referendum means each chosen Methuselah burns 1 pool plus 3 additional pool if he or she controls a ready vampire of capacity 4 or less.
KoT:C

Nephandus (Mage)

Type: Ally

Required Clan: Tremere antitribu

Pool Cost: 2

Mage with 2 life. 0 strength, 1 bleed.

The Nephandus may strike for 1R damage. The Nephandus gets an optional press each combat. Each strike or damaging effect made against the Nephandus by the opposing minion during combat inflicts 1 less damage. The Nephandus may burn a vampire in torpor to gain 1 life as a (D) action.
Sabbat:R, Tenth:A, Third:R

Nephren-Ka

Type: Ally

Required Clan: Follower of Set

Pool Cost: 3

Unique mummy with 5 life. 2 strength, 0 bleed.

Nephren-Ka may enter combat with a ready minion as a (D) action. He may prevent 1 non-aggravated damage each combat. He may play cards that require basic Necromancy [nec] as a vampire. If he is burned, shuffle him into his owner's library.
LotN:R

Nest of Eagles

Type: Reaction

Required Clan: Assamite

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 [FLIGHT].

LotN:C/PA2

Neutral Guard

Type: Action Modifier

Discipline: Obeah/Fortitude

Blood Cost: 1

Only usable when this vampire announces an action.

[for] Vampires must pay 1 blood to attempt to block this action.

[obe] 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.

[OBE] As [obe] above, and allies and younger vampires cannot block this action.
BL:R2, LoB:R

New Carthage

Type: Master

Required Clan: Brujah

Pool Cost: 3

Master: unique location.

Titled Brujah vampires get +1 bleed and 1 additional vote. Ventrue get 1 fewer vote.
KoT:R

New in Town

Type: Master

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 (D) action.
LoB:PO

New Inquisition, The

Type: Event

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.

Gehenna:R

New Management

Type: Action

Do not replace until the end of this action.

(D) Take control of a location that is free or costs 1 blood or pool.

Third:R2, KoT:R

Night Moves

Type: Action

Discipline: Obfuscate

[obf] (D) Bleed your predator or prey at +3 stealth. If more than 1 pool is bled with this action, ignore the excess.

[OBF] (D) As above, but bleed at +6 stealth.

Jyhad:U2, VTES:U, Sabbat:U, CE:C/PN3

Nightmare Curse

Type: Action

Discipline: Auspex & Chimerstry

Blood Cost: 2

[chi] (D) Tap a ready minion and untap this acting vampire.

[aus][chi] (D) 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.

[AUS][CHI] As [aus][chi] above, but without the option to burn a pool to untap.

BL:R1, LotN:PR

Nightmares upon Nightmares

Type: Event

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.

Gehenna:R

Nightshades

Type: Action Modifier

Discipline: Obtenebration

Only usable when the acting vampire's action is announced.

[obt] Choose an ally or a younger vampire. The chosen minion gets -1 intercept during this action.

[OBT] As above, but usable when a minion is attempting to block.

KMW:C

Nightstick

Type: Equipment

Pool Cost: 1

Melee weapon.

Strike: strength+1 damage. Or strike: prevent 3 damage *to this striking minion* 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.

LotN:U

Nimble Feet

Type: Combat

Discipline: Celerity

[cel] Press.

[CEL] Additional strike.

Jyhad:C, VTES:C, CE:C, KMW:PG4, LoB:PO3, Third:PB3

Nkishhi

Type: Equipment

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.

EK:R

No Confidence

Type: Action Modifier

Play after resolving a successful action that requires an anarch.

Put this card on a titled non-anarch 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.

TR:C

No Secrets From the Magaji

Type: Action

+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.

LoB:C

No Trace

Type: Combat

Discipline: Obfuscate

Blood Cost: 1

[obf] Only usable at long range. Strike: combat ends.

[OBF] Strike: combat ends.

KoT:C

Nocturn

Type: Ally

Discipline: Obtenebration

Blood Cost: 1

Demon with 1 life, 1 strength, 1 bleed.

[obt] Move Nocturn to the ready region when recruited. If this is the first recruit action the acting vampire successfully performs 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.

[OBT] As above, and this vampire may perform this action again this turn, with the cost increased by 1 blood.

SoC:C

Nocturn Theater

Type: Master

Pool Cost: 2

Master: unique location.

During your untap phase, you may tap this card and a ready vampire you control to tap a minion controlled by your prey. Any titled vampire may burn this card as a (D) action.

KoT:R

Nod

Type: Master

Master: trifle.

Beginning with you and going clockwise once around the table, each Methuselah can rearrange the equipment on his or her ready minions.

Gehenna:C, KoT:PB

Nose of the Hound

Type: Action

Discipline: Spiritus/Auspex

+1 stealth action.

[aus] (D) Enter combat with a ready tapped minion controlled by another Methuselah. This acting minion gets an optional maneuver in that combat.

[spi] As [aus] above, with an additional optional maneuver during that combat.

[SPI] As [spi] above, but enter combat with any ready minion controlled by another Methuselah.

BL:C2, LoB:C

Nosferatu Bestial

Type: Action

Required Clan: Nosferatu

Pool Cost: 1

+1 stealth action. Unique.

Put this card into play. This card represents a unique Nosferatu with 2 capacity and basic Animalism [ani]. 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.

Anarchs:R, KoT:R

Nosferatu Hosting

Type: Master

Required Clan: Nosferatu

Pool Cost: 1

Master.

You may use a master phase action to look at one vampire in another Methuselah's *uncontrolled* region. Any minion who is not Toreador may burn *Nosferatu Hosting* as a (D) action.

DS:U

Nosferatu Justicar

Type: Political Action

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.

Jyhad:R, VTES:R, CE:R, KoT:R

Nosferatu Kingdom

Type: Master

Required Clan: Nosferatu antitribu

Pool Cost: 2

Master: unique location.

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

Sabbat:R, SW:R, BH:PN, Third:R

Nosferatu Performance Art

Type: Action

Required Clan: Nosferatu

Blood Cost: 2

(D) 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.

DS:U, CE:PN

Nosferatu Putrescence

Type: Combat

Put this card on a Nosferatu in combat. *The Nosferatu with this card has -1 strength* each combat. You may play this card even if you are not involved in the current combat.

Jyhad:U, VTES:U

Not to Be

Type: Master

Pool Cost: 1

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.

KMW:R

Notorious Brutality

Type: Action Modifier

Blood Cost: 1

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.

SoC:C

NRA PAC

Type: Event

Government.

Any minion who successfully performs an equip action untaps at the end of the turn.

Third:R, KoT:R

NSA Trio

Type: Event

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.

KMW:R

Oath of Loyalty

Type: Master

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.

AH:R2

Oath, The

Type: Combat/Reaction

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 (D) 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.

KoT:C

Obedience

Type: Reaction

Discipline: Dominate

Only usable when this reacting vampire is about to enter combat with an acting younger vampire.

[dom] Untap the acting vampire, do not tap this reacting vampire, and end the current action (and combat). The acting vampire cannot attempt the same action this turn.

[DOM] As above, but do not untap the acting vampire.

Jyhad:U, VTES:U, Sabbat:U, SW:PV, CE:U, Third:U

Obfuscate

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains one level of Obfuscate [obf]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Obfuscate.

Jyhad:C, VTES:C, Sabbat:C, SW:C, FN:PS, CE:C, KMW:PB, Third:PM, KoT:PM2

Obsession

Type: Master

Pool Cost: 2

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.

Sabbat:R, SW:R

Obtenebration

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire has Obtenebration [obt]; if the vampire already had Obtenebration, he or she now has superior Obtenebration [OBT]. Capacity increases by 1: the vampire is one generation older. Cannot be *placed* on a vampire with superior Obtenebration.

Sabbat:C, SW:C/PL

Occlusion

Type: Action Modifier/Combat

Discipline: Chimerstry

[chi] [COMBAT] Strike: dodge.

[CHI] [ACTION MODIFIER] +1 stealth.

Gehenna:C, LotN:PR4

Octopod

Type: Combat

Discipline: Sanguinus

Blood Cost: 1

Requires a ready Blood Brother of the same circle as another one in combat. Usable by a vampire not involved in the combat.

[san] 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).

[SAN] As [san] above, but with two additional strikes each round.

BL:C2, LoB:C

Of Noble Blood

Type: Action

Blood Cost: 1

Requires a ready primogen. +1 stealth action. *Title.*

Choose a Camarilla vampire with a capacity above 5 who does not have a title. Put this card on that vampire *to represent the Camarilla title of primogen.* Not usable on Caitiff.

DS:U2, CE:U

Ohoyo Hopoksia (Bastet)

Type: Ally

Required Clan: Ahrimane

Pool Cost: 3

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.

LoB:R

Old Friends

Type: Action Modifier

Discipline: Obfuscate

Blood Cost: 1

Do not replace until your untap phase.

[obf] +1 bleed. You cannot play another action modifier to increase this bleed.

[OBF] Only usable during a referendum.

This vampire gains 2 votes.

KoT:U

Omael Kuman

Type: Retainer

Required Clan: Assamite

Pool Cost: 1

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.

LotN:R

On the Qui Vive

Type: Reaction

Only usable by a tapped minion. This reacting minion can play reaction cards and attempt to block as though untapped until the current action is concluded. If this minion is an ally, he or she does not untap as normal during his or her next untap phase. A minion may play only one On the Qui Vive between his or her untap phases.

Third:C/PB2/PM2/PTr2, KoT:C/PB3/PM3/PT2

Open Dossier

Type: Reaction

Blood Cost: 1

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.

LotN:C

Open Grate

Type: Combat

Press, only usable to end combat.

Jyhad:C, VTES:C, SW:PV

Open War

Type: Action

+1 stealth action. Requires a baron.

Put this card in play. Anarch vampires can enter combat with any minion as a (D) action. They can burn a location as a (D) 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.

TR:R

Opium Den

Type: Master

Required Clan: Follower of Set

Pool Cost: 1

Master: unique location.

Tap to give a Follower of Set you control +1 stealth for the current action.

AH:C2, FN:PS, LotN:PS

Orb of Ulain

Type: Equipment

Unique equipment.

The ally with this equipment cannot be targeted by (D) actions that require Auspex [aus], Chimerstry [chi], Dominate [dom], Presence [pre] or Serpents [ser]. Reactions that require any of those Disciplines cost an additional blood while this ally is acting.

Tenth:A/B

Order of Hermes Cabal

Type: Ally

Pool Cost: 4

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

Cabal may strike for 1R aggravated damage.

Cabal may enter combat with any Tremere controlled by another Methuselah as a (D) action.

DS:U

Orgy of Blood

Type: Combat

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.)

Sabbat:R, SW:R

Orun

Type: Master

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.

LoB:C, EK:C½

Osebo Kholo

Type: Action Modifier/Reaction

Required Clan: Osebo

Only usable during a referendum. 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).

LoB:PO

Ossian

Type: Ally

Pool Cost: 3

Unique werewolf with 4 life. 2 strength, 0 bleed. Red List.

Ossian may enter combat with any vampire as a +1 stealth (D) action. In the first round of combat with a vampire who has played a card that requires Auspex [aus] 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.

KMW:R, KoT:R

Oubliette

Type: Combat

Discipline: Obtenebration

Blood Cost: 1

[obt] Strike: combat ends.

[OBT] As above, and the opposing minion burns 1 blood (or life) after combat (even at long range).

SW:U/PL, Third:U

Out of Control

Type: Master

Pool Cost: 2

Master.

Burn a Brujah antitribu with capacity below 6.

Only one Out of Control can be played during a game.

Sabbat:U, SW:R/PV

Out of the Frying Pan

Type: Master

Master. Trifle.

Choose a ready Sabbat vampire you control. That vampire becomes Camarilla. (His or her clan is not affected.)

Anarchs:C

Outcast Mage

Type: Ally

Required Clan: Tremere

Pool Cost: 3

Mage with 2 life. 0 strength, 1 bleed.

Outcast Mage may strike for 2R damage. Outcast Mage gets one optional maneuver each combat.

Jyhad:U, VTES:U

Overseer

Type: Political Action

Requires a Laibon with a capacity above 4. 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).

LoB:C/PG

Owl Companion

Type: Retainer

Discipline: Animalism

Animal with 1 life.

[ani] While this minion is in combat, the controller of the opposing minion plays with an open hand.

[ANI] As above, but the Owl Companion has 2 life.

Jyhad:U, VTES:U, CE:U/PN, Anarchs:PG, BH:PN, KMW:PG, LoB:PA2, Third:PTz, LotN:PR, KoT:U

Oxford University, England

Type: Master

Required Clan: Brujah

Master: unique location.

During *the referendum* of a political action, you may tap this card and burn X pool to get X votes.

DS:C2, CE:PB

Pack Alpha

Type: Combat

Discipline: Animalism

A vampire may play only one Pack Alpha each round.

[ani] *This vampire employs* an animal retainer from your hand before range is determined.

Pay cost as normal.

[ANI] 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.

KMW:C

Pack Tactics

Type: Reaction

Blood Cost: 1

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.

Sabbat:C, SW:C, Anarchs:PAG, BH:PN2

Palace Hunting Ground

Type: Master

Required Clan: Guruhi

Pool Cost: 1

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.

LoB:PG

Palatial Estate

Type: Equipment

Blood Cost: 2

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.

DS:C2, FN:PR, Third:PM

Palla Grande

Type: Master

Required Clan: Toreador antitribu

Unique master.

Put this card in play and put 3 debauchery counters on it. Toreador antitribu get +1 bleed. Remove a debauchery counter from this card at the end of each of your turns. Burn this card if it has no counters.

Sabbat:R, SW:R, BH:PTo, Third:R

Pallid

Type: Master

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.

EK:C

Panacea

Type: Action

Discipline: Obeah/Auspex

+1 stealth action.

[aus] This vampire burns 1 blood to untap a younger vampire.

[obe] Add 1 life to an ally who has fewer life than his or her starting amount.

[OBE] As [obe] above, and untap that ally at the end of the turn.

BL:C1, LoB:R

Pandora's Whisper

Type: Action

Discipline: Mytherceria/Necromancy

+1 stealth action. Do not replace until your untap phase.

[nec] Move a library card from your ash heap to your hand. Discard afterward.

[myt] Every other Methuselah may draw two cards from his or her library. You draw five cards from your library. Discard afterward.

[MYT] As above, but you may place any of the cards you discard on the top of your library instead of in your ash heap.

LoB:C

Papillon

Type: Master

Pool Cost: 3

Master: unique location. Requires a ready vampire with a city title. Hunting ground.

During your untap phase, you may move 2 blood from the blood bank to a ready titled vampire you control. A vampire can gain blood from only one hunting ground card each turn.

KoT:U

Paragon

Type: Master

Required Clan: Ventrue

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).

Anarchs:R

Paris Opera House

Type: Master

Required Clan: Daughter of Cacophony

Pool Cost: 2

Burn Option

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.

BL:R1, LoB:R

Parity Shift

Type: Political Action

Requires a prince or justicar.

Choose a Methuselah who has more pool than you do. Allocate X of his or her pool between 1 or more of the other Methuselaha (including you), where X is the number of Methuselaha in the game. Successful referendum means the chosen Methuselah loses that pool, and it is allocated as you announced.

Jyhad:V, VTES:V, CE:U

Park Hunting Ground

Type: Master

Required Clan: Ravnos

Pool Cost: 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.

DS:C2, FN:PR, LotN:PR

Parthenon, The

Type: Master

Pool Cost: 2

Master: unique location.

Tap during your master phase to get an additional master phase action.

AH:V3, FN:PG, LoB:PA, Third:U

Passion

Type: Action

Discipline: Dementation

[dem] (D) Tap a minion controlled by your prey.

[DEM] As above, with +1 stealth.

Sabbat:C

Patagia: Flaps Allowing Limited Flight

Type: Action

Required Clan: Nosferatu

Blood Cost: 1

+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 [FLIGHT] for the remainder of the round. A vampire may have only 1 Patagia card.

Jyhad:R, VTES:R, CE:R

Path of Blood, The

Type: Master

Required Clan: Assamite

Pool Cost: 1

Unique master.

Put this card in play. Cards that require Quietus [qui] cost Assamites 1 less blood. Any minion may burn this card as a (D) action; if that minion is a vampire, he or she then takes 1 unpreventable damage when this card is burned.

AH:C2, FN:PA, LotN:PA2

Path of Bone, The

Type: Master

Required Clan: Giovanni

Pool Cost: 1

Unique master.

Put this card in play. Cards that require Necromancy [nec] cost Giovanni 1 less blood. 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.

FN:R2, LotN:PG2

Path of Death and the Soul

Type: Master

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.

BH:R

Path of Evil Revelations

Type: Master

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 (D) action; if that minion is a vampire, he or she takes one damage (damage not preventable) when this card is burned.

BH:R

Path of Lilith, The

Type: Master

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 (D) action. Burn all torture counters when this card leaves play.

Gehenna:R

Path of Metamorphosis, The

Type: Master

Required Clan: Tzimisce

Pool Cost: 1

Unique master.

Put this card in play. Cards that require Vicissitude [vic] cost *Tzimisce 1 less blood*. 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.

SW:U, Third:U

Path of Night, The

Type: Master

Required Clan: Lasombra

Pool Cost: 1

Unique master.

Put this card in play. Cards that require Obtenebration [obt] cost *Lasombra 1 less blood*. 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.

SW:U, Third:U

Path of Paradox, The

Type: Master

Required Clan: Ravnos

Pool Cost: 1

Unique master.

Put this card in play. Cards that require Chimerstry [chi] cost *Ravnos 1 less blood*. 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.

FN:R2, LotN:PR2

Path of Retribution, The

Type: Master

Required Clan: Salubri antitribu

Pool Cost: 1

Unique master.

Put this card in play. Cards that require Valeren [val] cost *Salubri antitribu 1 less blood*. Any minion may burn this card as a (D) action; if that minion is a vampire, he or she takes 1 damage (damage not preventable) when this card is burned.

LoB:R

Path of Tears, The

Type: Master

Required Clan: Salubri

Pool Cost: 1

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 [obe] cost this Salubri 1 less blood. Any minion may burn this card as a (D) action. A vampire can have only one path.

LoB:R

Path of the Feral Heart, The

Type: Master

Required Clan: Gangrel antitribu

Pool Cost: 1

Unique master.

Put this card in play. Cards that require Protean [pro] cost *Gangrel antitribu 1 less blood*. 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.

SW:U, KMW:PG, Third:U

Path of the Scorched Heart, The

Type: Action

Required Clan: True Brujah

+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 [pre]. Minions opposing this True Brujah in combat cannot play cards that require Presence. A vampire can have only one path.

LoB:R

Path of the Void

Type: Master

Pool Cost: 1

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 (D) 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.

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Path of Typhon, The

Type: Master

Required Clan: Follower of Set

Pool Cost: 1

Unique master.

Put this card in play. Cards that require Serpentinis [ser] cost *Followers of Set 1 less blood*. Any minion may burn this card as a (D) action; if that minion is a vampire, he or she takes 1 damage (damage not preventable) when this card is burned.

AH:C2, FN:PS

Patrol

Type: Reaction

Discipline: Flight

+1 intercept.

BL:C1, LoB:C

Patronage

Type: Action

Required Clan: Toreador antitribu

Pool Cost: 1

+1 stealth action.

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

SW:U, BH:PTo, Third:U

Patshiv

Type: Action

Required Clan: Ravnos

+1 stealth action.

Each ready untapped Ravnos gains 1 blood from the blood bank.

FN:C2/PR2

Patsy

Type: Political Action

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.

TR:R

Patterns in the Chaos

Type: Action Modifier

Discipline: Dementation

[dem] Only usable when a bleed is successful. Look at the top card in the library of the Methuselah being bled.

[DEM] Only usable when a bleed is successful. Look at the cards in the hand of the Methuselah being bled.

SW:R, Third:R

Peace of Khetamon, The

Type: Political Action

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).

AH:C2, Tenth:B

Peace Treaty

Type: Political Action

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.

Jyhad:C, VTES:C, Sabbat:C, SW:PT/PV, CE:PV, Anarchs:PAB, LoB:PG, Third:C

Peacemaker

Type: Reaction

Discipline: Obeah/Presence

Only usable by a vampire who successfully blocks a (D) action directed at you (play before combat).

[pre] Cancel combat. The action continues as if unblocked. For the remainder of this action, all minions get -1 bleed and -1 strength.

[obe] As [pre] above, and untap this blocking vampire at the end of the action.

[OBE] As [obe] above, but all minions get -2 bleed and -2 strength and cannot use weapons.

LoB:C

Pentex(TM) Loves You!

Type: Master

Pool Cost: 2

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.

Sabbat:U, SW:U/PT, Third:U

Pentex(TM) Subversion

Type: Master

Pool Cost: 2

Unique master.

Put this card on any ready minion. The minion with this card cannot take actions and cannot block actions. This card may be burned by any other minion as a (D) action.

DS:U3, FN:PS, Third:U

Pere Lachaise, France

Type: Master

Pool Cost: 3

Master: unique location.

You may *move a vampire from your ash heap to this card, face down*. 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 *ready* 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.

DS:U2

Perfect Clarity

Type: Action Modifier

Discipline: Thaumaturgy

Blood Cost: 2

Only usable when the action is announced.

[tha] Reaction cards that require Dominate [dom] or Presence [pre] do not affect this vampire for the duration of this action.

[THA] As above, and for the remainder of this action, minions opposing this vampire in combat cannot play cards that require Dominate or Presence.

FN:R2, Third:R2

Perfect Paragon

Type: Action Modifier

Discipline: Presence

Blood Cost: 1

[pre] Only usable during a referendum. This vampire gains 3 votes.

[PRE] Allies and younger vampires get -1 intercept when attempting to block this action.

KoT:U

Perfectionist

Type: Master

Master: archetype.

Put this card on a vampire you control. Once per turn, when this vampire successfully performs an action and no reaction cards are played, he or she gains 1 blood after the action is resolved. A vampire can have only one archetype.

Gehenna:C, KoT:C

Permanency

Type: Action Modifier

Discipline: Chimerstry

[chi] 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.

[CHI] 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).

KMW:C

Permanent Vacation

Type: Political Action

Choose a ready ally. Successful referendum means that ally is removed from the game.

LotN:R

Perpetual Care

Type: Political Action

Successful referendum means each Methusalem burns 2 pool for each vampire in torpor he or she controls.

Third:C

Persistent Echo

Type: Action

Discipline: Melpominee/Auspex

Blood Cost: 1

+1 stealth action.

[aus] Untap a vampire with Melpominee.

[mel] Put this card in play and put a card *from your hand* 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.

[MEL] As [mel] above, and the vampire may play the card as if he or she had superior Melpominee.

LoB:R

Persona Non Grata

Type: Political Action

Requires a titled vampire.

Choose a non-titled vampire or an anarch vampire. If this referendum is successful, put this card on the chosen vampire. This vampire cannot gain a non-anarch title and gets -1 stealth on (D) actions. A vampire can have only 1 Persona Non Grata.

KoT:U

Personal Involvement

Type: Master

Pool Cost: 3

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).

Gehenna:R

Personal Scourge

Type: Combat

Discipline: Dementation

Only usable at close range.

[dem] Strike: 1 damage. This damage cannot be prevented by equipment or cards that require Fortitude [for]. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.

[DEM] As above, with an optional press, only usable to end combat.

SW:C, CE:C

Petra Resonance

Type: Action

Required Clan: Malkavian

+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.

Anarchs:R, KoT:R

Phantom Speaker

Type: Action Modifier

Discipline: Melpominee/Chimerstry

Only usable when this acting vampire is blocked (before tapping the blocker)

[chi] Cancel combat and do not tap the blocking minion.

[mel] 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.

[MEL] As [mel] above, and if this action is successful, tap that blocking minion.

LoB:C

Phased Motion Detector

Type: Equipment

Electronic equipment.

Once each action, when a vampire plays an action modifier that requires Chimerstry [chi], Obfuscate [obf] or Obtenebration [obt], 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.

KMW:C, KoT:PB

Phobia

Type: Action

Discipline: Serpents

[ser] (D) 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.

[SER] As above, but with +1 stealth.

AH:U5, FN:PS

Pier 13, Port of Baltimore

Type: Equipment

Blood Cost: 2

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.

SW:U/PB, Third:U, KoT:U

Piper

Type: Master

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.

TR:R

Plasmic Form

Type: Action Modifier/Combat

Discipline: Vicissitude

Blood Cost: 1

[vic] [ACTION MODIFIER] +1 stealth.

[VIC] [COMBAT] Strike: dodge.

Sabbat:C, SW:PT2, Third:PTz2

Playing for Keeps

Type: Master

Pool Cost: X

Unique Master. Only usable if playing for ante.

The cost of this card (X) represents the number of Methuselchs currently in the game. When a Methuselch's prey is ousted, the surviving Methuselch wins his or her prey's ante and antes an additional card. *Added to the V:EKN banned list in 1995.*

DS:U

Poacher's Hunting Ground

Type: Master

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 Methuselchs. A vampire can gain blood from only one hunting ground card each turn.

TR:R

Poison Pill

Type: Reaction

Only usable during a referendum, before votes are cast.

If the referendum passes and the effect of the referendum causes you to lose pool, the controller of the acting vampire loses the same amount of pool (in addition to the effects of the referendum).

Gehenna:C, KoT:PM2

Poison the Well of Life

Type: Action

Discipline: Quietus

+1 stealth action.

[qui] (D) Burn a hunting ground.

[QUI] 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).

LotN:R

Poker

Type: Equipment

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 [for], burn this weapon after strike resolution.

BL:U2, BH:PTo2, LoB:PI2

Polaris Coach

Type: Equipment

Blood Cost: 1

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.

Tenth:A/B

Police Department

Type: Master

Master: unique location.

Tap to give a press, only usable to end combat, to a minion you control.

Jyhad:U, VTES:U

Political Ally

Type: Ally

Required Clan: Ventrue

Pool Cost: 2

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

Jyhad:R, VTES:R, CE:R, KoT:R

Political Antagonist

Type: Ally

Required Clan: Ventrue antitribu

Pool Cost: 2

Mortal with 1 life. 1 strength, 1 bleed.

During a political action, the Antagonist may tap to give a Ventrue antitribu +1 intercept.

Sabbat:R, SW:R, Third:R

Political Backlash

Type: Reaction

Only usable when a referendum fails.

The controller of the acting vampire burns 2 pool.

Jyhad:C, VTES:C, CE:PV

Political Flux

Type: Political Action

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).

Jyhad:C, VTES:C, CE:C, LoB:PG

Political Hunting Ground

Type: Master

Required Clan: Lasombra

Pool Cost: 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.

Sabbat:U, SW:U/PL

Political Seizure

Type: Master
Required Clan: Lasombra
Pool Cost: 2

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.

Sabbat:U, SW:U/PL

Political Stranglehold

Type: Political Action

Successful referendum means each Methuselah gains 3 pool for each vampire he or she controls with capacity above 7. Only one Political Stranglehold can be played during a game.

Sabbat:U, SW:U/PL, FN:PG, LoB:PG, Third:U

Political Struggle

Type: Action
Required Clan: Lasombra

+1 stealth action.

(D) 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 (D) 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.

Sabbat:R, SW:R/PL, Third:R

Ponticulus

Type: Ally
Required Clan: Tremere
Pool Cost: 2

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

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

KoT:R

Port Authority

Type: Event

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.

Promo-20041015

Port Hunting Ground

Type: Master
Required Clan: Ishtarri
Pool Cost: 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.

LoB:PI

Portrait, The

Type: Action
Required Clan: Toreador
Blood Cost: 1

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

AH:R2, CE:R

Possession

Type: Action

Discipline: Necromancy

Blood Cost: 2

[nec] Move a vampire from your ash heap to your uncontrolled region.

[NEC] Move a vampire from your ash heap to your ready region and move 1 blood from the blood bank to the vampire.

DS:C2, FN:PG2, LotN:PG

Potence

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains one level of Potence [pot]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Potence.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PB/PL, FN:PG, CE:C, Anarchs:PAG, KMW:PAn, LoB:PG, Third:PB, KoT:PB

Pounce

Type: Combat

Discipline: Flight

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.

BL:C1, LoB:C

Powder of Rigidity

Type: Equipment

Equipment.

If the action to equip with the Powder 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 [pro] or Vicissitude [vic] for the remainder of combat. If the opposing minion is a werewolf, he has -2 strength for the remainder of combat.

KMW:PAI

Power of All

Type: Reaction

Blood Cost: 2

Requires a ready anarch.

Tap this anarch and one other untapped ready anarch you control to cancel a library card as it is played. Usable even if there is no action. Not usable during your own turn.

TR:C

Power of One

Type: Action Modifier

Discipline: Obtenebration/Potence/Presence

Blood Cost: 1

Requires an anarch.

[obt] Only usable when an action is blocked.

The blocking minion burns 2 blood or life (before combat, if any).

[pot] +1 bleed.

[pre] +1 bleed, or +1 bleed and +1 stealth. You cannot play another action modifier to increase this bleed amount.

TR:C

Power Structure

Type: Master

Required Clan: Lasombra

Unique master.

Put this card into play. Tap to give each Lasombra you control 1 additional vote for the current political action.

Sabbat:R, SW:R, Third:R

Powerbase: Barranquilla

Type: Master

Pool Cost: 1

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.

Gehenna:R, Third:PTz

Powerbase: Berlin

Type: Master

Required Clan: Ventrue

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. You may tap this card and burn X blood from it to give a Ventrue *attempting to block a political action* +X intercept. Any vampire can call a referendum to steal this card for his or her controller as a +1 stealth political action.

DS:U, CE:R

Powerbase: Cape Verde

Type: Master

Required Clan: Giovanni

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.

LoB:R

Powerbase: Chicago

Type: Master

Pool Cost: 1

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 (D) action.

Jyhad:U, VTES:U, CE:U, KoT:U

Powerbase: Los Angeles

Type: Master

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 (D) action.

Tenth:A/B

Powerbase: Luanda

Type: Master

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 (D) action. Any vampire can steal this location as a (D) action.

EK:R

Powerbase: Madrid

Type: Master

Pool Cost: 1

Master: unique location.

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

*SW:R, BH:PM***Powerbase: Mexico City**

Type: Master

Pool Cost: 2

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 (D) action. Burn this card if it has no blood.

*Sabbat:U, SW:U/PT, Third:U***Powerbase: Montreal**

Type: Master

Master: unique location.

During your influence phase, you may move 1 blood from the blood bank to a vampire in your uncontrolled region. Any vampire may steal this location for his or her controller as a (D) action.

*SW:R, Third:R, KoT:R/PV***Powerbase: New York**

Type: Master

Pool Cost: 1

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 *controlled by another Methuselah* can take a (D) 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.

*Sabbat:U***Powerbase: Rome**

Type: Master

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 *the referendum* of a political action. Any minion may burn all counters on this card as a (D) action.

*DS:U2, FN:PG***Powerbase: Savannah**

Type: Master

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 (D) action.

*LotN:R***Powerbase: Tshwane**

Type: Master

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 (D) action.

LoB:R

Powerbase: Washington, D.C.

Type: Master

Pool Cost: 1

Master: unique location.

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

*Jyhad:U, VTES:U, CE:U***Powerbase: Zürich**

Type: Master

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.

*LotN:R***Praetorian Backer**

Type: Action

Pool Cost: 1

+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).

*SoC:R***Praxis Seizure: Amsterdam**

Type: Political Action

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 Amsterdam. This could lead to a contested title.

*DS:U2***Praxis Seizure: Athens**

Type: Political Action

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 Athens. This could lead to a contested title. If the prince is Tremere, his or her capacity increases by 1.

*AH:R2***Praxis Seizure: Atlanta**

Type: Political Action

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.

*Jyhad:R, VTES:R, CE:R, KoT:PV***Praxis Seizure: Barcelona**

Type: Political Action

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 Barcelona. This could lead to a contested title. If the prince is Tremere, his or her capacity increases by 1.

*DS:U2, KMW:PAI***Praxis Seizure: Berlin**

Type: Political Action

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 Berlin. This could lead to a contested title. If the prince is Ventruue, his or her capacity increases by 1.

*DS:U2***Praxis Seizure: Boston**

Type: Political Action

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 Boston. This could lead to a contested title.

Jyhad:R, VTES:R, CE:R

Praxis Seizure: Brussels

Type: Political Action

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 Brussels. This could lead to a contested title. If the prince is Nosferatu, his or her capacity increases by 1.

DS:U2

Praxis Seizure: Cairo

Type: Political Action

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 Cairo. This could lead to a contested title. If the prince is Ventruue, his or her capacity increases by 1.

AH:R2

Praxis Seizure: Chicago

Type: Political Action

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.

Jyhad:R, VTES:R, CE:R, KoT:PM

Praxis Seizure: Cleveland

Type: Political Action

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 Cleveland. This could lead to a contested title.

Jyhad:R, VTES:R, CE:R

Praxis Seizure: Dallas

Type: Political Action

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 Dallas. This could lead to a contested title.

Jyhad:R, VTES:R, CE:R

Praxis Seizure: Dublin

Type: Political Action

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 Dublin. This could lead to a contested title.

DS:U2

Praxis Seizure: Frankfurt

Type: Political Action

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 Frankfurt. This could lead to a contested title.

DS:U2

Praxis Seizure: Geneva

Type: Political Action

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 Geneva. This could lead to a contested title. If the prince is Ventruue, his or her capacity increases by 1.

DS:U2

Praxis Seizure: Glasgow

Type: Political Action

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 Glasgow. This could lead to a contested title. If the prince is Gangrel, his or her capacity increases by 1.

DS:U2

Praxis Seizure: Houston

Type: Political Action

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.

Jyhad:R, VTES:R, CE:R, KoT:PT

Praxis Seizure: Istanbul

Type: Political Action

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 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.

AH:R2

Praxis Seizure: London

Type: Political Action

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 London. This could lead to a contested title.

DS:U2

Praxis Seizure: Miami

Type: Political Action

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.

Jyhad:R, VTES:R, CE:R, KoT:PV

Praxis Seizure: Monaco

Type: Political Action

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 Monaco. This could lead to a contested title. If the prince is Toreador, his or her capacity increases by 1.

AH:R2

Praxis Seizure: Paris

Type: Political Action

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 Paris. This could lead to a contested title. If the prince is Toreador, his or her capacity increases by 1.

DS:U2

Praxis Seizure: Rome

Type: Political Action

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 Rome. This could lead to a contested title. If the prince is Brujah, his or her capacity increases by 1.

DS:U2, KMW:PAI

Praxis Seizure: Seattle

Type: Political Action

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 Seattle. This could lead to a contested title.

Jyhad:R, VTES:R, CE:R

Praxis Seizure: Stockholm

Type: Political Action

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 Stockholm. This could lead to a contested title. If the prince is Malkavian, his or her capacity increases by 1.

DS:U2

Praxis Seizure: Venice

Type: Political Action

Requires a Camarilla vampire. Title.

In this referendum, each Giovanni gets one additional vote. *If this referendum is successful, put this card on the acting vampire to represent the unique Camarilla title of Prince of Venice.*

This could lead to a contested title. If the vampire declared prince is not Giovanni, tap all Giovanni.

DS:U2

Praxis Seizure: Washington, D.C.

Type: Political Action

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.

Jyhad:R, VTES:R, CE:R, KoT:PT

Praxis Solomon

Type: Political Action

Only usable if at least one card is contested. For each contested card, choose which Methuselah should yield. Successful *referendum* means that the chosen Methuselahs yield *as you selected*.

Jyhad:V, VTES:V

Precision

Type: Action

Discipline: Celerity

+1 stealth action.

[cel] (D) Choose a card by name. Your prey must discard a copy of that card, if possible.

[CEL] As above, and if your prey discards a copy, this vampire may burn 1 blood to burn 1 of your prey's pool.

LotN:R

Precognition

Type: Reaction

Discipline: Auspex

[aus] +1 intercept.

[AUS] As above, and this vampire can prevent up to 1 damage during the first round of the resulting combat if he or she successfully blocks this action.

Sabbat:C, SW:C/PT2, CE:PT2/PTr, Anarchs:PAG, BH:PT2, KMW:PAI3, Third:C/PM3

Precognizant Mobility

Type: Action

Discipline: Auspex

Blood Cost: 1

+1 stealth action.

[aus] Untap a younger vampire or an ally.

[AUS] Untap a vampire.

DS:C2, CE:U/PM2

Predator's Communion

Type: Reaction

Discipline: Abombwe

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] +1 intercept. Only usable when a vampire is acting.

[ABO] Only usable by a tapped vampire when a vampire is acting. This reacting vampire untaps.

LoB:C

Predator's Mastery

Type: Action Modifier

Discipline: Abombwe

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

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

[ABO] As [abo] above, and non-mortal allies and vampires with capacity less than 5 cannot block this action.

LoB:C/PA4

Predator's Transformation

Type: Action Modifier/Combat

Discipline: Abombwe

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] [ACTION MODIFIER] Only usable as the action is announced. +1 stealth, even if stealth is not yet needed.

[ABO] [ACTION MODIFIER][COMBAT] Only usable when this vampire burns a minion controlled by your prey, either in combat or as a (D) action. Your prey burns two pool. A vampire may play only one Predator's Transformation at superior each action.

LoB:C

Presence

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Presence [pre]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Presence.

Jyhad:C, VTES:C, Sabbat:C, SW:C, FN:PS, CE:C, Anarchs:PAB2, KoT:PB/PT/PV

Preternatural Evasion

Type: Combat

Discipline: Celerity

[cel] Strike: dodge.

[CEL] Strike: this vampire burns 1 blood to end combat.

Sabbat:C, SW:C

Preternatural Strength

Type: Action

Discipline: Potence

Blood Cost: 1

+2 stealth action.

[pot] 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.

[POT] As above, but this vampire gets +2 strength.

LotN:R

Priestess of Sekhmet

Type: Retainer

Required Clan: Follower of Set

Blood Cost: 1

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.

FN:C2

Primal Instincts

Type: Combat

Discipline: Auspex

Blood Cost: 1

[aus] Strike: dodge.

[AUS] 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.

Sabbat:C, SW:C/PT

Principia Discordia

Type: Action

Discipline: Auspex/Quietus/Serpentis

+1 stealth action. Requires a ready anarch.

[aus] (D) Burn an equipment card.

[qui] (D) Burn 1 blood on an untapped vampire and tap that vampire.

[ser] (D) Steal 1 blood from a ready tapped vampire.

Gehenna:C

Priority Shift

Type: Action

+1 stealth action. Requires a ready, titled, non-Red List vampire.

Choose a Red List minion. The chosen minion is no longer Red List.

KMW:R

Prison of the Mind

Type: Action

Discipline: Dementation

Blood Cost: 3

[dem] +1 stealth action. (D) Burn an ally or retainer.

[DEM] (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.

SoC:R

Private Audience

Type: Action Modifier

Blood Cost: 1

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.

SW:C/PV, Third:C

Procurer

Type: Ally

Blood Cost: 2

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.

KMW:C, LoB:PI2

Project

Type: Power

Virtue: Martyrdom

[ACTION MODIFIER] [1 CONVICTION] 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.

NoR:R

Projectile

Type: Combat

Discipline: Celerity

[cel] Strike: 1R damage or *use* a ranged weapon strike. This strike cannot be dodged.

[CEL] As above, with an additional strike.

KMW:C, LoB:PO3

Promise of 1528

Type: Action Modifier/Reaction

Required Clan: Giovanni

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 (D) action or is selected by the acting Methuselah in the terms of a referendum called by a Camarilla vampire. End the action.

LotN:U

Propaganda

Type: Action

Discipline: Presence

Blood Cost: 2

[pre] (D) Bleed at +1 bleed. Titled vampires cannot block this action.

[PRE] As above, and the Methuselah you are bleeding taps one of his or her ready untapped minions when the action resolves.

Sabbat:U, SW:U, BH:PTo2, LoB:PI2, Third:U

Prophecies of Gehenna

Type: Master

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.

Promo-20040301

Protean

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains one level of Protean [pro]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Protean.

Jyhad:C, VTES:C, Sabbat:C, SW:C, Anarchs:PG, KMW:PG

Protect Thine Own

Type: Political Action

Blood Cost: 1

Requires a justicar or Inner Circle member.

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. *Added to the V:EKN banned list in 2008.*

AH:R2, CE:PV

Protected Resources

Type: Master

Pool Cost: 2

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.

VTES:R, CE:R, Third:R, KoT:R

Protracted Investment

Type: Master

Pool Cost: 2

Master. Investment.

Put this card in play and 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.

Jyhad:C, VTES:C, CE:PT

Provision of the Silsila

Type: Action Modifier/Reaction

Required Clan: Assamite

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.

FN:R2, LotN:PA

Proxy Kissed

Type: Master

Required Clan: Giovanni

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 [pot] and one level of Fortitude [for]. His or her capacity is increased by 1. Move 1 blood from the blood bank to this Giovanni.

KMW:C, LotN:PG2

Pseudo-Blindness

Type: Reaction

Discipline: Chimerstry

Blood Cost: 1

[chi] Only usable by a vampire attempting to block. Cancel an action modifier that requires Chimerstry [chi] or Obfuscate [obf] as it is played.

[CHI] 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.

FN:C2, LotN:PR2

Psyche!

Type: Combat
Discipline: Celerity

[cel] Press.

[CEL] Only usable at the end of combat when both combatants are still ready. Begin another combat with the opposing minion.

Jyhad:U, VTES:U, FN:PA2, CE:U/PB, KMW:PAI2, Third:U, KoT:U/PB3/PT3

Psychic Assault

Type: Combat
Discipline: Auspex

[aus] 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.

[AUS] As above, but for 2R damage.

SoC:C

Psychic Projection

Type: Action
Discipline: Auspex

+1 stealth action.

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

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

Jyhad:R2, VTES:R, CE:PT, LoB:PO

Psychic Veil

Type: Action
Discipline: Obfuscate
Blood Cost: 1

[obf] All of your vampires' actions are at +1 stealth this turn.

[OBF] All of your minions' actions are at +1 stealth this turn.

Jyhad:R, VTES:R, CE:R/PM, KoT:R

Psychomachia

Type: Action Modifier
Discipline: Daimoinon/Presence
Blood Cost: 1

Only usable when an ally or younger vampire successfully blocks *before tapping the blocker*.

[pre] Cancel the current action and untap this acting vampire. The blocking minion is not tapped.

[dai] The block fails, and the action continues. The blocking minion cannot attempt to block this action again.

[DAI] As [dai] above, and the blocking minion takes 1 damage (damage not preventable).

BL:C2, KMW:PB3

Public Enemy

Type: Action

+1 stealth action. Requires a non-Red List, non-anarch vampire.

(D) 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.

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Public Trust

Type: Action
Discipline: Presence
Blood Cost: 1

[pre] (D) Bleed at +2 bleed.

[PRE] 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.

LotN:C/PS2, KoT:C/PB3/PT6

Pulled Fangs

Type: Combat

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 *minion being burned or 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.

Jyhad:R2, VTES:R, SW:PB, CE:R2, Anarchs:PAG

Pulling Strings

Type: Reaction

Discipline: Dominate

Only usable during a referendum.

[dom] Force a younger vampire to abstain from voting. This can cancel that vampire's votes.

[DOM] As above, but the affected vampire can be the same age or older.

Jyhad:U2, VTES:U, CE:U/PT

Pulse of the Canaille

Type: Action

Discipline: Auspex

Blood Cost: 3

+1 stealth action.

[aus] For the remainder of this turn, you may look at all Methuselahs' hands.

[AUS] 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.

Jyhad:U, VTES:U, Sabbat:U, SW:PT/PV, CE:PM3, LoB:PO, Third:U

Punish

Type: Action/Combat

Virtue: Redemption

[ACTION] +1 stealth action. (D) 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.

[COMBAT] As [ACTION] above, but put this card on the opposing vampire as a hand strike (at strength damage) instead.

NoR:C

Puppeteer (Wraith)

Type: Ally

Discipline: Necromancy

Pool Cost: 1

Wraith with 1 life. 1 strength, 0 bleed.

[nec] The puppeteer can give you control of an ally or a vampire with capacity of less than 5 for the remainder of your turn as a (D) action.

[NEC] As above, with 2 life.

FN:R2

Purchase Pact

Type: Master

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.

SW:U/PV, Third:PTz

Purification

Type: Action/Reaction

Discipline: Quietus

[qui][ACTION] +1 stealth action. Add 1 life to an ally who has fewer life than his starting amount.

[QUI][REACTION] Cause an action that requires Dominate [dom] or Presence [pre] and is directed at a minion you control to fail (no cost is paid).

KMW:R

Purity of the Beast

Type: Action

+1 stealth action. Requires a ready vampire.

(D) Enter combat with an ally controlled by your prey. The acting vampire gets +2 strength in that combat.

AH:R2, FN:PR, Third:PTr

Pursuit

Type: Combat

Discipline: Celerity

[cel] Maneuver.

[CEL] Additional strike.

Sabbat:C, SW:C/PB2, FN:PA6, CE:PT04, Anarchs:PAG2, KMW:PA4, LoB:PO4, Third:C, LotN:PA4, KoT:C/PT6

Pushing the Limit

Type: Combat

Discipline: Potence

Blood Cost: 1

[pot] Strike: hand strike or *use a melee weapon strike. This strike is at +2 damage.*

[POT] Strike: hand strike or use a melee weapon strike. This strike is at +3 damage.

Sabbat:C, SW:C/PB2/PL, CE:PN3, Anarchs:PAG, KMW:PA2, LoB:PG2, Third:C

Putrefaction

Type: Combat

Discipline: Thanatosis/Presence

Blood Cost: 1

[pre] Strike: combat ends.

[thn] Strike: 1 damage. Put this card on the opposing minion. The minion with this card has -1 stealth. He or she may *choose not to untap as normal and burn this card* during his or her untap phase. A minion may have only one Putrefaction.

[THN] As [thn] 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.

BL:C2

Putrescent Servitude

Type: Action

Discipline: Thanatosis

Blood Cost: 1

+1 stealth action.

[thn] Move any mortal or ghoulish retainer you control to this vampire, or put this card on a mortal or ghoulish ally you control. This ally gains 1 life, and he or she may play cards that require basic Potence [pot] as a vampire.

[THN] (D) As above, but take any mortal or ghoulish retainer or put this card on any mortal or ghoulish ally and take control of that ally.

LoB:R

Qetu the Evil Doer (Bane Mummy)

Type: Ally

Required Clan: Follower of Set

Pool Cost: 3

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.

FN:R2

Quick Exit

Type: Combat

Discipline: Obfuscate

[obf] Press, only usable to end combat.

[OBF] Strike: dodge.

Sabbat:C, SW:C

Quick Jab

Type: Combat

Do not replace until after combat.

Strike: hand strike (at strength damage) with first strike. If more than 1 damage is inflicted with this strike, ignore the excess.

LotN:C

Quick Meld

Type: Combat
Discipline: Protean

[pro] Maneuver.

[PRO] As above, and once this round, this vampire may burn 1 blood for an additional maneuver.

Sabbat:C, SW:C, KMW:PG, Third:C, KoT:C

Quicken Sight

Type: Reaction
Discipline: Auspex & Celerity

[aus][cel] +1 intercept, with an optional maneuver in the resulting combat if this vampire successfully blocks.

[AUS][CEL] As above, but with +2 intercept.

BH:C/PTo2, LoB:PO4

Quickness

Type: Combat
Discipline: Celerity
Blood Cost: 1

[cel] Additional strike.

[CEL] 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.

Sabbat:R, SW:R, FN:PA, Third:R

Quicksilver Contemplation

Type: Action Modifier/Reaction
Discipline: Auspex & Temporis
Blood Cost: 1

[aus] [REACTION] +1 intercept.

[tem] [REACTION] Reduce a bleed against you by 2.

[aus][tem] [ACTION MODIFIER][REACTION]
Only usable during a referendum. Force a younger vampire to abstain from voting. This can cancel that vampire's votes.

[AUS][TEM] [ACTION MODIFIER] +2 bleed.

LoB:C

Quietus

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Quietus [qui]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Quietus.
AH:C2, FN:PA2, LotN:PA

Rabble Razing

Type: Political Action

Successful referendum means all vampires with capacity below 4 burn 1 blood.

SW:C/PV, Third:C

Rack, The

Type: Master

Master: unique location.

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

Jyhad:U, VTES:U, CE:U, Third:U, KoT:U/PT

Rafastio Ghoul

Type: Ally
Pool Cost: 3

Ghoul with 2 life. 1 bleed, 1 strength.

Rafastio Ghoul can play cards requiring basic Thaumaturgy [tha] as a vampire with a capacity of 3.

FN:C, Third:C

Raking Talons

Type: Combat
Required Clan: Gargoyle

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.

LoB:C

Rampage

Type: Action

Discipline: Potence

[pot] (D) Burn any location. If you control the location, this is a +1 stealth action.

Jyhad:U2, VTES:U, CE:U/PB

Random Patterns

Type: Action Modifier/Reaction

Discipline: Auspex & Dementation

[aus][dem] +1 intercept.

[AUS][DEM] Only usable when a minion is attempting to block this acting vampire. The blocking minion gets -1 intercept.

BH:C/PM

Rant!

Type: Action Modifier

Requires a ready anarch. Only usable during a referendum before any votes are cast.

During this referendum, each ready anarch may burn 1 blood to gain 1 additional vote. If the referendum fails, this acting vampire takes 2 unpreventable damage.

Anarchs:C/PAB3

Rapid Change

Type: Action Modifier/Combat

Discipline: Protean

Blood Cost: 1

[pro] [ACTION MODIFIER] +1 stealth.

[PRO] [COMBAT] Strike: combat ends.

Sabbat:C, SW:C, Third:C

Rapid Healing

Type: Action

Discipline: Fortitude

+1 stealth action. Only usable by a vampire in torpor.

[for] 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.

[FOR] As above, and the acting vampire gains 1 blood from the blood bank.

Jyhad:C, VTES:C, SW:PV, FN:PR, CE:C, Anarchs:PAG, LoB:PA

Rapid Thought

Type: Combat

Discipline: Celerity

[cel] Maneuver or press.

[CEL] 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.

Sabbat:U, Tenth:B

Raptor

Type: Retainer

Discipline: Animalism

Blood Cost: 2

Animal with 1 life.

[ani] The minion with this retainer gets +1 intercept.

[ANI] As above, and when the minion with this retainer is in combat, the opposing minion's controller gets -1 hand size.

Sabbat:U, CE:U, Third:U

Rastacourere

Type: Action

Pool Cost: 1

+1 stealth action.

(D) 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.

Tenth:A/B

Rat's Warning

Type: Reaction

Discipline: Animalism

Only usable by a tapped vampire during a bleed against you.

[ani] Untap this reacting vampire.

[ANI] As above, with an optional press during the resulting combat if this vampire successfully blocks this bleed and combat occurs.

Jyhad:C, VTES:C, SW:PT, FN:PR3, CE:C, Anarchs:PG2, LoB:PA2

Rave

Type: Action

+1 stealth action.

Move as much blood (or life) and/or equipment from the acting minion to any ready vampires you control.

SW:C/PB, Third:C

Raven Spy

Type: Retainer

Discipline: Animalism

Blood Cost: 1

Animal with 1 life.

[ani] This minion gets +1 intercept.

[ANI] As above, but the Raven Spy has 2 life.

Jyhad:U, VTES:U, CE:U/PN, Anarchs:PG2, BH:PN3, KMW:PG, Third:PTz3, LotN:PR3, KoT:U

Ravnos Acceptance

Type: Political Action

If this referendum is successful, each Ravnos may choose to become Camarilla. Put this card into play. Whenever a Ravnos enters play, he or she may choose to become Camarilla. The Ravnos clan is a Camarilla clan.

DS:U2, Tenth:A

Ravnos Cache

Type: Master

Required Clan: Ravnos

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 *pool or blood* cost of the equipment.

DS:U, FN:PR

Ravnos Carnival

Type: Master

Required Clan: Ravnos

Pool Cost: 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.

AH:R2, FN:PR, LotN:PR

Rayzeel's Song

Type: Action

Discipline: Valeren/Animalism

[ani] This vampire burns 1 blood to untap an ally.

[val] (D) Bleed with +1 bleed.

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

BL:C2, LoB:C

Razor Bat

Type: Retainer

Required Clan: Gargoyle

Pool Cost: 2

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.

BL:C1, LoB:C

React with Conviction

Type: 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 (D) action against this imbued that requires Chimerstry [chi], Dementia [dem], Dominate [dom], Presence [pre], or Serpentis [ser] or a strike card that requires any of those Disciplines played by a minion opposing this imbued as it is announced. No cost is paid.

NoR:C

Read Intentions

Type: Combat

Discipline: Auspex

[aus] Press, only usable to end combat.

[AUS] Strike: dodge.

Jyhad:C, VTES:C, CE:C/PM2, Third:PM3,

KoT:C

Read the Winds

Type: Reaction

Discipline: Animalism & Auspex

Blood Cost: 1

Do not replace until the end of this action.

[ani][aus] +1 intercept. This vampire doesn't tap for successfully blocking this action.

[ANI][AUS] Only usable by a tapped vampire. This vampire untaps and attempts to block with +1 intercept, even if intercept is not yet needed.

BL:U2, Third:U

Reality

Type: Action

Discipline: Chimerstry

Blood Cost: 3

[chi] (D) Put Reality on a younger vampire. The vampire with this card cannot be the target of (D) actions, cannot act (except to burn this card), cannot block and cannot cast votes. That vampire can burn Reality as a +1 stealth action.

[CHI] (D) Move a tapped younger vampire to the uncontrolled region (breaking any temporary control effects). 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).

FN:C2

Reality Mirror

Type: Combat

Required Clan: Malkavian antitribu

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.

SW:R, Third:R

Realm of the Black Sun, The

Type: Master

Required Clan: Follower of Set

Pool Cost: 1

Unique master.

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

AH:R2, FN:PS

Reanimated Corpse

Type: Ally

Discipline: Thanatosis

Blood Cost: X

Zombie with 2 life, 2 strength, 2 bleed.

[thn] 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 [for] as a vampire.

[THN] As above, but put 2 additional pathos counters on the corpse.

LoB:C

Rebel

Type: Master

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.

Gehenna:C

Rebirth

Type: Action Modifier

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.

KMW:R/PAn

Recalled to the Founder

Type: Event

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, this Methuselah becomes immune to the effects of this card for the remainder of the game.

Gehenna:R

Reckless Agitation

Type: Political Action

Blood Cost: 2

Requires an independent vampire with capacity above 4.

Allocate 6 points among two or more other Methuselaha. Successful referendum means each Methuselah burns 1 pool for each point assigned.

LotN:C/PG3

Recruiting Party

Type: Action

Required Clan: Ventrue antitribu

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

Sabbat:R, SW:R, Third:R

Recruitment

Type: Master

Pool Cost: 2

Master.

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

Sabbat:C, SW:PV, Third:PTr

Recure of the Homeland

Type: Action

Required Clan: Tremere antitribu

+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.

BH:U/PTr, Third:U/PTr

Recurring Contemplation

Type: Action Modifier

Discipline: Temporis/Presence

Only usable when the action is announced.

[pre] Choose an ally. He or she cannot block this action. Only one Recurring Contemplation may be played each turn.

[tem] As [pre] above, but choose an ally or younger vampire.

[TEM] As [tem] above, and burn 1 blood to tap the chosen minion.

LoB:C

Red Herring

Type: Action Modifier

Discipline: Chimerstry

Blood Cost: 1

[chi] 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.

[CHI] As above, but tap the blocking minion.

FN:C2/PR

Red List

Type: Action

Requires a ready, titled, non-Red List vampire.

(D) Choose a ready ally or a ready younger vampire. The chosen minion becomes Red List. That minion may not attempt to block this action.

KMW:C/PAI

Redcap Wilder

Type: Retainer

Discipline: Mytherceria

Blood Cost: 2

Changeling with 2 life.

[myt] Vampires with capacity less than 7 must burn a blood to attempt to block the minion with this retainer.

[MYT] As above, but the cost to employ this retainer is reduced by 1 blood.

LoB:R

Redeem the Lost Soul

Type: Master

Master.

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

AH:R2, CE:R

Redirection

Type: Reaction

Discipline: Dominate

[dom] Only usable when a younger vampire is bleeding you, *after blocks are declined*. Tap this reacting vampire. Choose another Methuselah other than the acting vampire's controller. That acting vampire is now bleeding that Methuselah.

[DOM] As above, but the acting vampire can be the same age or older.

Sabbat:C, SW:C/PV, CE:PV3, Third:C/PTr4

Redistribution

Type: Action

Discipline: Sanguinus

+1 stealth action.

[san] This acting vampire gains a blood. Then move any amount of blood and equipment among the Blood Brothers in this circle.

[SAN] As above, and untap this acting vampire.

LoB:C

Redline

Type: Master

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 (D) action. Burn this card if the vampire changes sects.

Anarchs:R

Reform Body

Type: Combat/Reaction

Discipline: Vicissitude

[vic] Only usable by a vampire being burned; he or she is sent into torpor instead. Usable by a vampire in torpor. *Usable by a tapped vampire.*

[VIC] As above, and this vampire gains 2 blood from the blood bank.

Sabbat:R, SW:PT

Reformation

Type: Action

Discipline: Chimerstry/Dominate/Serpentis

+1 stealth action. Requires a ready anarch.

[chi] (D) Steal an equipment card from your predator or prey.

[dom] (D) Burn 1 blood to steal a hunting ground.

[ser] (D) 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.

Gehenna:C

Regaining the Upper Hand

Type: Political Action

Choose a Methuselah. Successful *referendum* means the chosen Methuselah gets the Edge.

Jyhad:C, VTES:C, Sabbat:C

Regarhagan's Hold

Type: Master

Pool Cost: 2

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.

Anarchs:R2

Regeneration

Type: Action

Discipline: Fortitude

+1 stealth action. Only usable by a vampire in torpor.

[for] 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.

[FOR] As above, but the acting vampire gains 5 blood from the blood bank.

Sabbat:C, SW:C

Regenerative Blood

Type: Master

Required Clan: Samedi

Pool Cost: 1

Burn Option

Unique master.

Put this card on a Samedi you control. The Samedi with this card can heal 2 *non-aggravated* damage for each blood counter he or she burns.

BL:R1, LoB:R

Regent

Type: Master

Pool Cost: 1

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 (D) action. If a Sabbat vampire disables this vampire, move this card to the disabled (before the blood hunt is called).

SW:R, Third:R

Rego Motus

Type: Combat

Discipline: Thaumaturgy

Blood Cost: 1

[tha] Prevent 2 damage from the opposing minion's strike. A vampire may play only one Rego Motus each round.

[THA] As above, but for 4 damage.

KoT:C

Reindoctrination

Type: Action

Required Clan: Tremere/Tremere antitribu

Blood Cost: 2

+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.

LoB:C

Reinforcements

Type: Political Action

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.

FN:R2, Third:PB

Reins of Power

Type: Political Action

Successful referendum means each Methuselah may choose a ready vampire he or she controls. Each Methuselah gains 6 pool. Each Methuselah also burns an amount of pool equal to the capacity of his or her predator's chosen vampire. Only one Reins of Power can be played or called in a game.

Anarchs:C, KMW:PA, Third:PT, KoT:C/PV

Rejuvenate

Type: Power

Virtue: Defense

During your untap phase, if this imbued has fewer life than his or her starting amount, he or she gains 1 life.

[ACTION] [1 CONVICTION] +1 stealth action. Add 1 blood to a vampire or 1 life to any other ally, not to exceed starting life.

NoR:C

Release of the Shackled Soul

Type: Action

Discipline: Necromancy

Blood Cost: 1

[nec] (D) Burn an ally or retainer controlled by your prey.

[NEC] As above, with +1 stealth.

DS:U2

Relentless Pursuit

Type: Combat

Discipline: Potence

Blood Cost: 1

[pot] Press.

[POT] Press, and if another round of combat starts, you get +2 hand size for the remainder of combat.

FN:C, KoT:PB3

Reliquary: Akunanse Remains

Type: Equipment
 Required Clan: Akunanse
 Pool Cost: 1

Unique equipment.

During your untap phase, choose Abombwe [abo], Animalism [ani] or Fortitude [for]. 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.

LoB:PA

Reliquary: Biague

Type: Equipment

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.

LoB:PI

Reliquary: Shango Remains

Type: Equipment
 Required Clan: Assamite

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.

Promo-20080203

Reliquary: Trinket

Type: Equipment
 Pool Cost: 1

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.

EK:C

Remnant of the Endless Storm

Type: Ally
 Pool Cost: 6

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 (D) 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.

EK:R

Remover

Type: Master

Master.

Put this card on a Black Hand vampire. This vampire can tap any card (including a minion) as a +1 stealth (D) action. A vampire can have only one Remover.

BH:C

Renegade Garou

Type: Ally
 Required Clan: Gangrel
 Pool Cost: 5

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.

Jyhad:R2, VTES:R, Anarchs:R2, KoT:R

Renewed Vigor

Type: Action

Discipline: Obeah/Fortitude

Blood Cost: 1

+1 stealth action.

[for] 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.

[obe] 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).

[OBE] Choose any other vampire. That vampire gains enough blood from the blood bank to reach full capacity.

BL:C2, LoB:C

Repair the Undead Flesh

Type: Action

Discipline: Fortitude

+3 stealth action.

[for] 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.

[FOR] As above, but burn only 2 blood per point.

KoT:U

Repo Man

Type: Ally

Blood Cost: 1

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.

Anarchs:R

Repulsion

Type: Action Modifier

Discipline: Obeah/Presence

[pre] 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.

[obe] +1 stealth.

[OBE] 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.

BL:C1, LoB:C

Resilience

Type: Combat

Discipline: Fortitude

[for] Prevent 1 damage.

[FOR] Prevent 3 non-aggravated damage.

Sabbat:U, SW:U/PV, FN:PR2, CE:PV3, Third:U

Resilient Mind

Type: Action

Discipline: Fortitude

+1 stealth action.

[for] Put this card on the acting vampire. When another minion plays an action or combat card that requires Dementation [dem], Dominate [dom], Obeah [obe] or Serpentis [ser], this vampire can burn 1 blood to be immune to the effects of that card.

[FOR] As above, and this vampire untaps at the end of this action.

BH:R

Resist Earth's Grasp

Type: Action Modifier/Combat

Discipline: Celerity

Blood Cost: 1

[cel] [COMBAT] Press, or maneuver with an optional press.

[CEL] [ACTION MODIFIER] +1 stealth.

LotN:C/PA2, KoT:C/PB5

Respire

Type: Power

Virtue: Redemption

[ACTION] (D) 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.

[ACTION] [1 CONVICTION] +1 stealth action. Add 1 blood to a vampire or 1 life to any other ally, not to exceed starting life.

NoR:C

Resplendent Protector

Type: Retainer

Required Clan: Toreador

Mortal with 1 life.

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

Jyhad:R2, VTES:R, CE:R

Restoration

Type: Action

Discipline: Fortitude

+1 stealth action.

[for] The acting vampire gains 2 blood.

[FOR] The acting vampire gains 3 blood.

Jyhad:C, VTES:C, Sabbat:C, SW:PV2, FN:PR3, CE:PV2, Anarchs:PAG/PG, KMW:PA_n2, Third:C

Restricted Vitae

Type: Event

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.

Gehenna:R, KMW:PA_n

Restructure

Type: Action

Discipline: Dementation

Blood Cost: 1

[dem] (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.

[DEM] (D) Take control of an ally controlled by another Methuselah.

SW:R, Third:R

Resume the Coil

Type: Action

Discipline: Necromancy

+1 stealth action.

[nec] 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.

[NEC] Rescue a vampire from torpor.

LotN:R

Resurrection

Type: Action

Discipline: Obeah/Valeren

Blood Cost: 1

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

[val] Move the retainer or ally card from your ash heap to your hand.

[obe] 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.

[OBE] As [obe] above, but move the ally card instead. Put it in your ready region, untapped.

BL:R1, LoB:R

Retain the Quick Blood

Type: Action

Discipline: Celerity & Quietus

+1 stealth action.

[cel][qui] 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.

[CEL][QUI] As above, but move 2 blood from this card to this vampire during your untap phase.

LotN:R

Retribution

Type: Master

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 1 Retribution in a game.

Promo-20050122

Return to Innocence, The

Type: Action

Blood Cost: 4

(D) Bleed. If you successfully bleed your prey for one or more, put this card on the acting vampire. Burn this card if this vampire loses any blood or goes to torpor, or if your prey is ousted. During your next untap, this vampire is removed from the game and your prey burns X pool, where X is the capacity of this vampire.

Added to the V:EKN banned list in 1999.

AH:R2

Reunion Kamut

Type: Action

+1 stealth action. Requires a Black Hand vampire.

Move 2 blood from the blood bank to a Black Hand vampire in your uncontrolled region.

BH:C

Revelation of Desire

Type: Action Modifier

Discipline: Serpents

You cannot play another action modifier to increase this bleed amount.

[ser] +1 bleed.

[SER] Burn one of your corruption counters from a minion controlled by the target Methuselah to get +3 bleed against that Methuselah.

Gehenna:C, LotN:PS3

Revelation of Despair

Type: Reaction

Discipline: Serpents

Only usable when this vampire successfully blocks one of your predator's minions (play before combat, if any).

[ser] The acting minion burns 1 blood or life.

[SER] 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.

KMW:C, LotN:PS3

Revelation of Ecstasy

Type: Action

Discipline: Serpents

+1 stealth action.

[ser] (D) Tap one of your prey's ready minions.

[SER] 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.

LotN:C/PS4

Revelation of the Sire

Type: Action
Blood Cost: 1

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.

AH:C2, Tenth:B

Revelation of Wrath

Type: Combat
Discipline: Serpents

[ser] 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.

[SER] 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.

KMW:R, LotN:PS

Revelations

Type: Action
Discipline: Auspex
Blood Cost: 1

+1 stealth action.

[aus] (D) Look at your prey's hand. He or she discards a card of your choice.

[AUS] Put this card in play. Your prey plays with an open hand. Any minion may burn this card as a (D) action.

Sabbat:U, SW:U/PT, CE:PT, BH:PT, Third:U

Revenant

Type: Retainer
Required Clan: Tzimisce
Blood Cost: 1

Ghoul with 2 life.

The minion with this retainer gets +1 intercept.

Sabbat:U, SW:PT, Third:U/PTz

Reversal of Fortunes

Type: Political Action

Successful referendum means direction of play is reversed. Prey is still to the left, however.

Jyhad:V, VTES:V, CE:PM

Revocation of Tyre

Type: Political Action

If this referendum is successful, each Assamite may choose to become Camarilla. Put this card into play. Whenever an Assamite enters play, he or she may choose to become Camarilla.

The Assamite clan is a Camarilla clan.

AH:V3, Tenth:A

Revolutionary Council

Type: Political Action

Requires a baron.

Choose X, then choose X ready untapped anarchs you control and allocate 2X points among one or more Methuselaha, locations, and equipment. Successful referendum means each chosen anarch is tapped, each Methuselaha burns 1 pool for each point assigned, and each location or equipment assigned a point is burned.

TR:C

Rewind Time

Type: Reaction
Discipline: Temporis/Presence
Blood Cost: 2

[pre] Reduce a bleed against you by 1.

[tem] Cancel an action card as it is played (the acting minion is not tapped).

[TEM] 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 Methuselaha's master phase (no cost is paid). The Methuselaha who played that card gains another master phase action.

BL:R2, LoB:R

Riddle Phantastique

Type: Action

Required Clan: Kiasyd

Blood Cost: 2

Burn Option

(D) 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 *it has no counters*. You may not play this card if another Riddle Phantastique is in play.

BL:C1, LoB:R

Rigor Mortis

Type: Combat

Discipline: Thanatosis/Presence

Blood Cost: 1

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

[pre] The opposing minion cannot use any additional strikes this round.

[thn] As [pre] above, with an optional press.

[THN] As [thn] above, and once each round this combat, you may cancel a maneuver used by the opposing minion.

BL:C2, LoB:C

Riposte

Type: Combat

Discipline: Celerity

Blood Cost: 1

Not usable on the first round of combat.

[cel] Strike: combat ends, and inflict 1 damage to the opposing minion once combat ends if the range is close (damage not preventable).

[CEL] As above, but inflict 2 damage.

DS:C3, CE:PT0, LoB:PO

Rise of the Nephtali

Type: Event

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.

Gehenna:R

Ritual Challenge

Type: Action

Required Clan: Gangrel

Blood Cost: 1

+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.

Jyhad:R, VTES:R, Tenth:B

Ritual of the Bitter Rose

Type: Action Modifier/Combat

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.

Jyhad:R2, VTES:R, CE:R

Robert Carter

Type: Retainer

Blood Cost: 1

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.

Gehenna:R, Third:PTr

Rock Cat

Type: Ally
Required Clan: Gargoyle
Pool Cost: 4

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

Rock Cat may enter combat with any ready minion controlled by another Methuselah as a (D) action. When in combat with the Rock Cat, vampires with capacity less than 4 cannot strike in the first round. Rock Cat gets an optional press each combat. Rock Cat may play cards requiring basic Potence [pot] as a vampire of capacity 3.

BL:R1, LoB:R

Rockheart

Type: Combat
Discipline: Visceratika/Thaumaturgy

[tha] Strike: dodge.

[vis] Prevent half the damage (round up) done by the opponent's strike. (Doing this twice would prevent all damage from the strike.)

[VIS] As [vis] 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.

LoB:C

Rogue

Type: Master

Master: trifle.

Play on a vampire who has committed diablerie since your last turn. Any vampire can enter combat with this vampire as a (D) action. Vampires with Auspex [aus] get +1 stealth on that action.

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Roll

Type: Combat
Discipline: Flight

Do not replace until after combat.

[FLIGHT] 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.

LoB:C

Rolling with the Punches

Type: Combat
Discipline: Fortitude

[for] Prevent 1 damage.

[FOR] This vampire burns 1 blood to prevent all damage from the opposing minion's strikes this round of combat.

Sabbat:C, SW:C/PV, FN:PR, CE:PV3, LoB:PA3, Third:C

Rom Gypsy

Type: Ally
Required Clan: Ravnos
Pool Cost: 3

Mortal with 2 life. 0 strength, 0 bleed.

Rom Gypsy may strike for 1R damage. Rom Gypsy gets one optional maneuver each combat. Tap to give a Ravnos you control +1 stealth.

DS:U2, FN:PR

Rooftop Shadow

Type: Reaction
Discipline: Celerity
Blood Cost: 1

[cel] +1 intercept. Not usable if the acting minion has Celerity.

[CEL] +1 intercept. Not usable if the acting minion has superior Celerity.

BH:C, Third:C, LotN:PA3

Root of Vitality

Type: Action

Discipline: Vicissitude

+1 stealth action.

[vic] Rescue a vampire from torpor.

[VIC] Move 1 life counter from the blood bank to an ally who has fewer life than his or her starting amount.

Gehenna:C, Third:PTz

Rose Foundation, The

Type: Master

Pool Cost: 1

Master: unique location.

Tap this location and burn a conviction [1 CON-VICTION] from a ready imbued you control to reduce a bleed against you by one or to gain two votes in a referendum.

NoR:R

Rötschreck

Type: Master

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.

Jyhad:U, CE:U, Anarchs:PG, BH:PT2, KMW:PB, LoB:PA, Third:PTz

Rowan Ring

Type: Equipment

Pool Cost: 1

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.

Jyhad:R, CE:R, LoB:PI, KoT:R

RPG Launcher

Type: Equipment

Pool Cost: 2

Weapon.

6R *damage* each strike; only usable after the first round of combat; only usable at long range.

Jyhad:R, VTES:R

Rubicon

Type: Action

+1 stealth action. Requires a titled vampire.

(D) Burn a younger non-titled vampire who has burned one of your non-Red List vampires since your last turn.

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Ruins of Ceoris

Type: Equipment

Required Clan: Tremere antitribu

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.

SoC:R

Ruins of Charizel

Type: Master

Required Clan: Baali

Master: unique location.

Put pool you burn *to untap your infernal minions (using the infernal ability)* 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.

KMW:R/PB

Ruins of Villers Abbey, Belgium

Type: Equipment

This equipment card 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 a combat to get X optional maneuvers for that combat.

DS:U, FN:PA

Rumble

Type: Action

Requires a Sabbat vampire.

(D) 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.

Third:C/PTz3

Rumor Mill, Tabloid Newspaper, The

Type: Master

Pool Cost: 1

Master: unique location.

Tap to choose a vampire. Once during the current action, the chosen vampire may burn 1 blood to get +1 intercept.

Sabbat:U, SW:U/PL, CE:PV, LoB:PG, Third:U

Rumors of Gehenna

Type: Political Action

Choose one or more Methuselchs. 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.

Jyhad:R2, VTES:R, CE:R2, LoB:PA, KoT:U

Rutor's Hand

Type: Action

Discipline: Thaumaturgy

Blood Cost: 1

+1 stealth action.

[tha] Put this card on the acting vampire. This vampire takes 1 unpreventable aggravated damage. Beginning with your next turn, this vampire may untap once during each of your minion phases. A vampire may have only one Rutor's Hand.

[THA] As above, but this acting vampire may prevent the aggravated damage by burning 3 additional blood.

DS:C, CE:PT, KMW:PB3, Third:PT

Sabbat Inquisitor

Type: Political Action

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 (D) action; if it is a vampire with Thaumaturgy [tha], burn that card. Any Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

Sabbat:U, Third:U

Sabbat Priest

Type: Political Action

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.

Sabbat:C, SW:C/PV, BH:PM2, Third:C/PB

Sabbat Threat

Type: Political Action

Requires a prince or justicar.

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.

Jyhad:V, VTES:V, CE:U, KMW:PAI

Sacrament of Carnage

Type: Combat

Discipline: Potence

Blood Cost: 1

[pot] Strike: 2R damage.

[POT] Strike: 3R damage.

Sabbat:C, SW:C/PL, CE:PB2, Anarchs:PAG2, Third:C

Sacre Cour Cathedral, France

Type: Equipment

Blood Cost: 2

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

Allies cannot block the vampire with this location.

DS:C2

Sacrifice

Type: Political Action

Requires a Sabbat vampire with capacity above 7.

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.

Sabbat:U, Tenth:B

Sacrificial Lamb

Type: Action

Discipline: Obfuscate

Blood Cost: 3

[obf] 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.

[OBF] (D) As above, but burn a vampire in another Methuselah's torpor region.

DS:C2, FN:PA, CE:PN

Salt of Thoth

Type: Reaction

Required Clan: Tremere

Blood Cost: 2

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

Promo-20090401

Samuel Haight

Type: Ally

Pool Cost: 5

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 [cel] or basic Thaumaturgy [tha] 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.

KMW:R

San Lorenzo de El Escorial, Spain

Type: Equipment

Blood Cost: 1

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 *an uncontrolled minion* in your predator's uncontrolled region as a +1 stealth (D) action.

Gehenna:R

San Nicolás de los Servitas

Type: Equipment

Required Clan: Lasombra

Blood Cost: 2

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.

SW:R, Third:R

Sanguinary Wind

Type: Combat

Discipline: Celerity

[cel] Only usable before strikes are chosen. This vampire's strikes may not be dodged this round.

[CEL] As above, but usable after strikes have been chosen.

SoC:C

Sanguine Instruction

Type: Action

+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.

BL:C1, LoB:C

Sargon Fragment, The

Type: Equipment

Pool Cost: 1

Unique equipment.

The vampire with this equipment has superior Necromancy [NEC]. This vampire can move a library card from your ash heap to your hand as an action that costs 1 blood (discard afterward).

FN:R2, LotN:PG

Saturday-Night Special

Type: Equipment

Pool Cost: 1

Weapon, gun.

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

Jyhad:C, VTES:C, SW:PV, FN:PR, CE:C/PTO, Third:C

Savannah Runner

Type: Reaction

Discipline: Celerity

Requires a Laibon.

[cel] This Laibon burns 1 blood to get +1 intercept.

[CEL] Tap this Laibon or an Aye on him or her to untap another ready Laibon. Not usable by a blocking Laibon.

EK:R

Save Face

Type: Combat

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.

FN:C

Sawed-Off Shotgun

Type: Equipment

Pool Cost: 2

Weapon, gun.

3R damage each strike, only usable once each combat.

Jyhad:C, VTES:C, SW:PB, CE:PB, Third:PM2

Scalpel Tongue

Type: Action Modifier/Reaction

Discipline: Celerity & Presence

Blood Cost: 1

Only usable during a referendum.

[cel][pre] Choose a vampire who has cast one or more votes in this referendum. The chosen vampire is tapped and abstains during this referendum (this cancels that vampire's votes).

[CEL][PRE] As above, and the chosen vampire burns 1 blood.

KMW:C, LoB:PI3, Third:PB2

Scapelli, The Family "Mechanic"

Type: Ally

Required Clan: Giovanni

Pool Cost: 3

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

Scapelli may strike for 2R damage. Once each combat, Scapelli may press to continue combat.

DS:U2

Scattershot

Type: Combat

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.

Gehenna:C, KoT:C

SchreckNET

Type: Action

Required Clan: Nosferatu

+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.

Promo-20090401

Scorn of Adonis

Type: Action Modifier

Required Clan: Toreador

Only usable during a referendum.

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

Jyhad:U, VTES:U, CE:PTo2, KoT:U

Scorpion Sting

Type: Combat

Discipline: Animalism

[ani] Strike: hand strike at +1 damage.

[ANI] As above, and this strike cannot be dodged.

AH:C2, FN:PR2, CE:PN2, Anarchs:PG2, Third:C/PTz2

Scorpion's Touch

Type: Combat

Discipline: Quietus

Blood Cost: 1

[qui] Strike: hand strike or *use a melee weapon strike*. 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.

[QUI] As above, and this minion burns 1 blood or life during his or her untap phase.

FN:C2, LotN:PA4

Scourge

Type: Political Action

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 (D) action.

KoT:U

Scourge of the Enochians

Type: Event

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).

KoT:R

Scouting Mission

Type: Action

Discipline: Dominate

[dom] (D) Bleed with +1 bleed.

[DOM] +1 stealth action. Move 2 blood from the blood bank to a younger vampire in your uncontrolled region.

Sabbat:C, SW:C/PL2, CE:PV, BH:PTr4, Third:C

Screw the Masquerade!

Type: Political Action

Choose a Methuselah. Successful *referendum* means each Methuselah burns 1 pool and the chosen Methuselah burns an additional pool.

Sabbat:C

Scrounging

Type: Action

+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).

CE:U, Third:U, KoT:U

Scry the Hearthstone

Type: Reaction

Discipline: Visceratika/Thaumaturgy

Only usable during a (D) action directed at you.

[tha] +1 intercept.

[vis] As [tha] above, with an optional maneuver in the resulting combat if this vampire successfully blocks.

[VIS] Cancel an action card or action modifier card that requires Chimerstry [chi] or Obfuscate [obf] as it is played (no cost is paid).

LoB:C

Scrying of Secrets

Type: Action Modifier

Discipline: Auspex

Blood Cost: 1

Only usable when this vampire successfully bleeds a Methuselah.

[aus] Look at the next 7 cards in that Methuselah's library.

[AUS] 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.

Sabbat:U, SW:PT, CE:PM

Seal of Veddarda

Type: Equipment

Pool Cost: 1

Unique equipment.

Only usable by a vampire with capacity above 5. This vampire can bleed at +1 bleed as a (D) 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 [dom]. The next 2 each grant this vampire one level of Fortitude [for]. Remove all counters from this card if another minion gains control of it.

Gehenna:R, KoT:R

Seattle Committee

Type: Master

Unique master.

Put this card in play. During your master phase, you may tap this card to put an anarch counter on a ready non-titled, non-anarch vampire you control. A vampire with an anarch counter is considered anarch (and independent) even if this card leaves play. If a vampire with an anarch counter changes sects, burn the counter.

Anarchs:R2

Second Sight

Type: Conviction

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.

NoR:C

Second Tradition: Domain

Type: Reaction

Requires a ready prince or justicar.

+2 intercept. Also usable by a tapped prince or justicar, even if intercept is not yet needed, to burn a blood to untap and attempt to block with +2 intercept.

Jyhad:U, VTES:U, CE:U/PTo/PV2, KMW:PAI3, KoT:U/PV3

Secret Horde

Type: Master

Pool Cost: X

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 *it has no counters*.

Sabbat:C, SW:C, CE:C/PN, Anarchs:PG, LoB:PA, Third:PB

Secret Library of Alexandria, The

Type: Master

Required Clan: Nosferatu

Pool Cost: 1

Master: unique location.

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

AH:R2, CE:R

Secret Must Be Kept, The

Type: Political Action

Requires a Laibon.

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).

LoB:R

Secret Passage

Type: Master

Master.

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

CE:C, LoB:PI2

Secure Haven

Type: Master

Pool Cost: 1

Master: unique location. Haven.

Put this card on a minion you control. This minion cannot be *the target of other Methuselahs' 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.

DS:C2, FN:PS, CE:PM, Anarchs:PAB, Third:PM, LotN:PS

Seduction

Type: Action Modifier

Discipline: Dominate

Only usable as the acting vampire's action is announced.

[dom] Choose a younger vampire. That vampire cannot block this action.

[DOM] As above, but you may choose a vampire the same age or older.

Jyhad:C, VTES:C, SW:PV, CE:C/PV2, BH:PTr2, KoT:C/PV4

Seeds of Corruption

Type: Action

Discipline: Thaumaturgy

Blood Cost: 2

+1 stealth action.

[tha] (D) Put this card on one of your prey's vampires. If the vampire is a Follower of Set, he or she burns 2 additional blood *when attempting an action*; otherwise, he or she burns 1 additional blood *when attempting an action*. The vampire's special abilities *cannot be used*. Any vampire(s) may burn this card with two +1 stealth actions.

[THA] As above, but the vampire burns 2 additional blood *when attempting an action*; Followers of Set burn 3 additional blood.

AH:U5, CE:PTr2

Selective Silence

Type: Combat

Discipline: Quietus

Only usable on the first round of combat.

[qui] Maneuver.

[QUI] 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.

KMW:C, LotN:PA4

Sengir Dagger

Type: Equipment

Pool Cost: 2

Unique melee weapon.

Strike: strength aggravated damage.

Jyhad:R, VTES:R, CE:R, Third:PB, KoT:R/PB

Sense Death

Type: Action

Discipline: Valeren/Animalism

+1 stealth action.

[ani] (D) Enter combat with a younger vampire.

[val] (D) Enter combat with any minion. This acting vampire gets an optional press during this combat.

[VAL] As [val] above, and this acting vampire gets an optional maneuver during this combat.

LoB:C

Sense the Savage Way

Type: Reaction

Discipline: Animalism

Requires a vampire with capacity above 6.

[ani] +1 intercept.

[ANI] Only usable by a tapped vampire. This vampire untaps and attempts to block.

LotN:C, KoT:C

Sense the Sin

Type: Reaction/Action Modifier

Discipline: Daimoinon/Auspex

[aus] Only usable when a younger vampire is acting. +1 intercept.

[dai] +1 intercept. +2 intercept if the acting minion has a corruption counter.

[DAI] 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.

BL:C2, KMW:PB3

Sense Vibrations

Type: Master

Master: trifle.

Put this card on a Laibon with Auspex [aus]. This Laibon with Auspex may tap this card during a referendum to get 1 additional vote. A vampire can have only one Sense Vibrations.

EK:R

Sense Vitality

Type: Action

Discipline: Valeren/Fortitude

+1 stealth action.

[for] This vampire gains 2 blood.

[val] Rescue a vampire from torpor.

[VAL] As [val] above, and the rescued vampire gains 1 blood.

BL:C2, LoB:C

Sensory Deprivation

Type: Action

Discipline: Chimerstry

Blood Cost: 3

[chi] (D) 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.

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

DS:U2, FN:PR

Sensory Overload

Type: Action

Discipline: Chimerstry

Blood Cost: 1

[chi] (D) 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.

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

FN:C2

Seraph

Type: Political Action

Requires a Black Hand vampire.

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.

BH:U2

Seraph's Second

Type: Action Modifier

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.

SoC:R

Serenading the Kami

Type: Action Modifier

Discipline: Thaumaturgy

Blood Cost: 1

Only usable as the action is announced.

[tha] The acting vampire gets +1 strength this action.

[THA] As above, but with +2 strength.

Gehenna:C, KoT:C

Sermon of Caine

Type: Master

Master.

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

Sabbat:C, SW:C, Third:C

Serpentis

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Serpentis [ser]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Serpentis.

AH:C2, FN:PS2, KMW:PB2, LotN:PS

Servitor of Irad

Type: Master

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.

Gehenna:R

Set's Call

Type: Reaction

Discipline: Serpentis

[ser] 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.

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

FN:R2

Set's Curse

Type: Action

Discipline: Serpentis

Blood Cost: 2

+1 stealth action.

[ser] (D) 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.

[SER] As above, but burn a vampire with capacity less than 3 to put this card in play.

LotN:R

Shackles of Enkidu

Type: Equipment

Required Clan: Gangrel

Pool Cost: 2

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; *you still controls this card, however*. Combat ends. The Shackled minion does not untap *as normal* 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.

DS:U

Shade

Type: Retainer

Discipline: Obtenebration

Blood Cost: 1

Demon with 2 life.

[obt] When the minion with this retainer is in combat, the opposing minion takes 1 damage during strike resolution *if the range is close*.

[OBT] As above, but Shade has 3 life.

Sabbat:U, SW:PL

Shadow Body

Type: Combat

Discipline: Obtenebration

Blood Cost: 1

[obt] Strike: combat ends.

[OBT] As above, and if this vampire was blocked while performing an action other than a political action or bleeding, the action continues as if unblocked.

Sabbat:C, SW:PL2

Shadow Court Satyr (Changeling)

Type: Ally

Required Clan: Gangrel antitribu

Pool Cost: 3

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).

Sabbat:R, SW:R, Third:R

Shadow Feint

Type: Combat

Discipline: Celerity & Obfuscate

Blood Cost: 1

Only usable before range is determined.

[cel][obf] This vampire gets first strike this round.

[CEL][OBF] As above, and this vampire's strikes cannot be dodged this round.

BL:U2, KMW:PG2, LotN:PA

Shadow of Taint

Type: Action

Discipline: Valeren/Dominate

[dom] (D) Move a card played by another Methuselah on an ally in your ready region to another ally.

[val] As [dom] 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.

[VAL] As [val] above, and this action is at +1 stealth.

LoB:R

Shadow of the Beast

Type: Action

Discipline: Protean

Blood Cost: 1

[pro] 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.

[PRO] As above, and this vampire gets an optional press each combat.

VTES:U, Sabbat:U, SW:U, KMW:PG, Third:U

Shadow of the Wolf

Type: Combat

Discipline: Protean

Blood Cost: 2

Only usable before range is chosen.

[pro] This vampire gets an additional strike with +1 *strength* during this round of combat.

[PRO] As above, with an optional press.

AH:C2

Shadow Parasite

Type: Combat

Discipline: Obtenebration

Blood Cost: 2

[obt] Strike: 3R damage. Only usable at long range.

[OBT] Strike: 4R damage. Only usable at long range.

FN:R2

Shadow Play

Type: Action Modifier
Discipline: Obtenebration
Blood Cost: 1

[obt] +1 stealth.

[OBT] +2 stealth.

Sabbat:C, SW:C/PL4, Third:C

Shadow Step

Type: Combat
Discipline: Obtenebration

[obt] Maneuver.

[OBT] Only usable before range is determined. This vampire burns 2 blood to set the range this round. Skip the determine range step this round.

Sabbat:R, Tenth:A, Third:R

Shadow Strike

Type: Combat
Discipline: Obtenebration
Blood Cost: 1

[obt] Strike: strength ranged damage, with an optional maneuver.

[OBT] As above, with an optional press.

SW:C/PL2, Third:C

Shadow Twin

Type: Action
Discipline: Obtenebration

+1 stealth action.

[obt] (D) Do 1 damage to any minion or retainer (damage not preventable).

[OBT] 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.

SW:C/PL

Shakar

Type: Master
Pool Cost: 1

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 (D) action. A vampire can have only one Shakar.

BH:C/PN2

Shaman

Type: Retainer
Blood Cost: 1

Unique mage with 2 life. Requires a ready Laibon.

This Laibon has +1 intercept. When acting, this Laibon can shuffle this retainer back into *his owner's* library to get +1 stealth.

LoB:R

Shambling Hordes

Type: Ally
Discipline: Necromancy
Blood Cost: 3

Zombie with 3 life. 0 strength, 0 bleed.

[nec] 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 (D) action.

[NEC] As above, with 4 life.

FN:C2, LotN:PG4

Shame

Type: Power
Virtue: Redemption

[COMBAT] [2 CONVICTION] 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.

NoR:C

Shanty Town Hunting Ground

Type: Master

Required Clan: Nosferatu antitribu

Pool Cost: 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.*

Sabbat:U, SW:U, BH:PN

Shape Mastery

Type: Combat/Reaction

Discipline: Protean

[pro] [COMBAT] Cancel a combat card that requires Obtenebration [obt], Protean, or Vicissitude [vic] as it is played (no cost is paid). The opposing minion cannot play that card again this action.

[PRO] [REACTION] As above, but cancel an action modifier that requires any of those Disciplines.

BH:R, KoT:R

Shared Nightmare

Type: Action

Discipline: Chimerstry

Blood Cost: 3

[chi] 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.

[CHI] As above, but choose three allies or younger vampires.

KMW:R

Shared Strength

Type: Combat

Discipline: Fortitude

Blood Cost: 1

Only usable by a ready vampire not involved in combat.

[for] Choose a vampire in combat. For the remainder of combat, that vampire may play cards that require Fortitude [for] as if he or she has the basic level of Fortitude.

[FOR] As above, but the chosen vampire may play cards as if he or she has the superior level of Fortitude.

KMW:R

Shattered Mirror

Type: Reaction

Discipline: Dementation

Only usable when this vampire successfully blocks an ally or younger vampire bleeding you.

[dem] 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.

[DEM] As above, and this reacting vampire doesn't tap for successfully blocking the action.

Third:U, KoT:U/PM2

Shattering

Type: Action

Discipline: Chimerstry/Dementation/Protean

Blood Cost: 1

Requires an anarchy.

[chi] +1 stealth action. (D) Look at another Methuselah's hand and discard a card from it.

[dem] +2 stealth action. Burn an event (undirected, no matter who controls the event).

[pro] (D) Inflict 2 unpreventable damage on a ready minion.

TR:R

Shattering Blow

Type: Combat

Discipline: Potence

[pot] Strike: destroy equipment.

[POT] Strike: destroy equipment with first strike.

Jyhad:C, VTES:C, CE:C/PN2

Sheepdog

Type: Action

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.

LotN:R

Shell Break

Type: Action

Required Clan: Giovanni

(D) 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.

LotN:C

Shell Game

Type: Action Modifier

Discipline: Sanguinus

Only usable when the action is announced.

[san] 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.

[SAN] As above, but untap an additional one of those Blood Brothers if the action is successful.

LoB:C

Shepherd's Innocence

Type: Action

Discipline: Animalism

Blood Cost: 2

+1 stealth action.

[ani] (D) 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.

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

DS:C2, Tenth:B

Shilmulo Deception

Type: Reaction

Discipline: Chimerstry

[chi] 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).

[CHI] As above, and this vampire gets an optional maneuver during the first round of the resulting combat.

FN:C2

Shilmulo Tarot

Type: Equipment

Required Clan: Ravnos

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.

KMW:R

Shock Troops

Type: Master

Pool Cost: X

Master. Requires a ready archbishop, cardinal or regent.

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.

SW:R

Short-Term Investment

Type: Master

Pool Cost: 1

Master. Investment.

Put this card in play and 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.

Jyhad:C, VTES:C, Sabbat:C, SW:PV, FN:PR/PS, CE:PV2, BH:PTo2

Shotgun Ritual

Type: Combat

Discipline: Thaumaturgy

Blood Cost: 2

Only usable before range is determined on the first round.

[tha] Any strike requiring Thaumaturgy that is not usable during the first round of combat can be played by this vampire during the first round.

[THA] As above, with an optional press to continue.

Sabbat:R, CE:PTr

Shoulder Drop

Type: Combat

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.

TR:C

Shroud Mastery

Type: Action Modifier

Discipline: Necromancy

[nec] Usable by a ready vampire when a wraith ally you control is acting. The acting wraith gets +1 stealth.

[NEC] Only usable when an action to recruit or employ a wraith is announced. Untap this acting vampire if the action is successful.

FN:R2

Shroud of Absence

Type: Action Modifier

Discipline: Dominate & Obtenebration

[dom][obt] +1 stealth.

[DOM][OBT] As [dom][obt] above, and if this action is blocked, this vampire may end combat as a strike during the first round of combat.

BL:R1

Shroud of Night

Type: Action Modifier

Discipline: Obtenebration

[obt] +1 stealth, not usable on a bleed action.

[OBT] +1 stealth.

Sabbat:C, SW:PL, Third:C

Shroudsight

Type: Action Modifier
Discipline: Necromancy

Only usable as an action that requires Necromancy or Giovanni is announced.

[nec] 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.

[NEC] As above, but any one card played during this action may be moved from your ash heap to your library.

LotN:C

Sibyl's Tongue

Type: Action
Required Clan: Malkavian antitribu
Blood Cost: X

+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.

BH:R2, Third:R2

Side Strike

Type: Combat
Discipline: Celerity

[cel] Strike: dodge.

[CEL] Additional strike.

Sabbat:C, SW:C, CE:PT0, LoB:PI4

Sideslip

Type: Combat
Discipline: Celerity

[cel] Strike: dodge.

[CEL] Prevent 1 damage. A vampire can play only one Sideslip at superior each round.

Jyhad:C, VTES:C, SW:PB, FN:PA2, CE:C/PT0, BH:PT03, KMW:PAI3, LoB:PI2

Sight Beyond Sight

Type: Master
Required Clan: Salubri
Burn Option

Unique master.

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

BL:R1, LoB:R

Signet of King Saul, The

Type: Equipment
Pool Cost: 1

Unique equipment.

Vampires with capacity above 7 cannot attempt to block this minion.

AH:R2, Tenth:B

Silence of Death

Type: Combat
Discipline: Quietus
Blood Cost: 1

Only usable before range is determined.

[qui] This vampire gets first strike with hand and melee-weapon strikes this round.

[QUI] As above, with an optional maneuver.

AH:R2, Tenth:A

Sins of the Cauchemar

Type: Reaction
Discipline: Auspex
Blood Cost: 1

[aus] +1 intercept.

[AUS] 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 (D) action.

AH:C2, Tenth:A

Siphon

Type: Action

+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.

Gehenna:C, LotN:PG

Siren's Lure

Type: Action Modifier

Discipline: Melpominee/Celerity

[cel] This vampire burns 2 blood to get +1 stealth.

[mel] 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.

[MEL] As [mel] above, but do not tap this modifying vampire.

BL:R1, LoB:R

Sires Command, Childer Inherit

Type: Action

+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, (D) tap two ready Laibon who belong to the same clan (as each other) and are controlled by the same Methuselah (as each other).

LoB:C

Sire's Index Finger

Type: Equipment

Unique equipment.

The vampire with this equipment is immune to frenzy cards (including Brujah Frenzy, Drawing Out the Beast, Frenzy, Röttschreck and Terror Frenzy).

BH:R, Third:R

Sixth Tradition: Destruction

Type: Action

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

(D) Burn a vampire who has committed diablerie since your last turn.

Jyhad:U, VTES:U, CE:R, KoT:R

Skin of Night

Type: Combat

Discipline: Fortitude

[for] This vampire treats aggravated damage as normal damage for the remainder of this round.

[FOR] As above, and prevent 1 damage.

Jyhad:U, VTES:U, CE:U, Anarchs:PG2, LotN:PR2

Skin of Rock

Type: Combat

Discipline: Fortitude

[for] Prevent 1 damage.

[FOR] Prevent 2 damage.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PV, FN:PR1, CE:C, Anarchs:PAG3

Skin of Steel

Type: Combat

Discipline: Fortitude

Blood Cost: 1

[for] Prevent all damage from the opponent's strike.

[FOR] As above, and prevent all damage from the opponent's strikes for the remainder of this round.

Jyhad:C, VTES:C, CE:C, Anarchs:PAG, KMW:PA_n, LoB:PA₂

Skin of the Adder

Type: Combat

Discipline: Serpentic

Blood Cost: 1

[ser] 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.

[SER] As above, and this vampire's hand strikes inflict an additional point of damage for the remainder of combat.

FN:C2, KMW:PB

Skin of the Chameleon

Type: Action Modifier

Discipline: Visceratika/Thaumaturgy

Blood Cost: 1

[tha] Only usable as an action is announced. If this action is blocked, this vampire gets an optional maneuver or press in the resulting combat.

[vis] +1 stealth. If this action is blocked, this acting vampire gets an optional maneuver or press in the resulting combat.

[VIS] As [vis] above, but with +2 stealth.

BL:C2, LoB:C

Skin Trap

Type: Combat

Discipline: Vicissitude

Blood Cost: 1

Play before range is determined.

[vic] Opposing minion may not attempt to dodge this round. A vampire can play only one Skin Trap each round.

[VIC] As above, and opposing minion cannot strike at all this round unless he or she burns 1 blood immediately.

SW:U, Third:U

Skullduggery

Type: Action

Discipline: Obfuscate/Presence/Protean

Requires a ready anarch.

[obf] (D) Bleed at +1 stealth, with an optional maneuver in the resulting combat if the action is blocked.

[pre] (D) Bleed at +1 bleed.

[pro] (D) Bleed at +1 stealth.

Anarchs:C2/PAB4

Slam

Type: Combat

Discipline: Potence

Blood Cost: 1

[pot] Strike: hand strike at strength+2 damage.

[POT] As above, with an optional maneuver, only usable to maneuver to close range.

LotN:C/PG2, KoT:C/PB4

Slashers, The

Type: Ally

Required Clan: Brujah

Pool Cost: 1

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

The Slashers may strike for 1R damage.

Jyhad:R, VTES:R, CE:R

Slaughterhouse, The

Type: Master

Required Clan: Harbinger of Skulls

Pool Cost: 1

Burn Option

Master: location.

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

BL:C1, LoB:C

Slaughtering the Herd

Type: Action

Discipline: Dominate

Blood Cost: 2

[dom] (D) Bleed at +2 bleed. Allies cannot block this action.

[DOM] (D) 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.

Sabbat:U, SW:U, BH:PTR2, Third:U

Slave Auction

Type: Master

Pool Cost: 1

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.

Sabbat:R, SW:R, KMW:PAI, Third:R

Sleep of Reason

Type: Action

Discipline: Dementation

Blood Cost: 2

[dem] (D) Send a younger vampire with 0 or 1 blood to torpor.

[DEM] As above, but the vampire can be the same age or older.

Gehenna:C, KoT:C/PM2

Sleep Unseen

Type: Action Modifier

Discipline: Obfuscate

Blood Cost: 1

[obf] Only usable at the end of a successful action (after resolving the action). Put this card on this acting vampire. Minions without Auspex [aus] cannot direct (D) actions at the vampire with this card. Burn this card during your next untap phase.

[OBF] As above, but minions without superior Auspex [AUS] cannot direct (D) actions at this vampire.

Gehenna:C, KMW:PA, KoT:C

Sleeping Mind, The

Type: Action Modifier

Discipline: Dominate

Blood Cost: 1

Only usable when the action is announced.

[dom] Choose a tapped vampire. He or she cannot attempt to block this action.

[DOM] Minions cannot untap during this action.

Sabbat:C, SW:C, Third:PTR

Sleight of Hand

Type: Action

Discipline: Chimerstry

Blood Cost: 1

[chi] (D) 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.

[CHI] 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.

FN:R2

Slow Withering, The

Type: Event

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. Any vampire who commits diablerie is immune to this effect until the next Gehenna card is played.

Gehenna:R

Slum Hunting Ground

Type: Master

Required Clan: Nosferatu

Pool Cost: 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.

Jyhad:U, VTES:U, CE:U/PN, KMW:PAAn, KoT:U

Smash and Grab

Type: Action

Discipline: Animalism/Dementation/Potence

Requires a ready anarch.

[ani] +1 stealth action. (D) Burn 2 life from an ally or retainer.

[dem] (D) Bleed at +1 bleed.

[pot] +1 stealth action. (D) Burn a location controlled by your prey or predator.

Anarchs:C2/PAG3

Smear Campaign

Type: Master

Pool Cost: 1

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.

TR:R

Smiling Jack, The Anarch

Type: Master

Unique master.

Put this card in play. During your untap phase, move 1 counter from your pool to Jack. During each other Methuselah's untap phase, he or she burns 1 pool or burns 1 blood from a vampire he or she controls for each counter on Jack. Any vampire may burn this card as a (D) action.

Jyhad:R, VTES:R, CE:R, Third:PTz, KoT:R

Smite

Type: Combat

Virtue: Vengeance

Conviction Cost: 3

Strike: 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.

NoR:R

Smoke and Mirrors

Type: Action Modifier

Discipline: Chimerstry/Obfuscate/Obtenebration

Requires an anarch.

[chi] +1 stealth with an optional maneuver if combat occurs.

[obf] +2 stealth. Not usable during a bleed or political action.

[obt] The blocking vampire gets -1 intercept.

Gehenna:C

Smoke Grenade

Type: Equipment

Weapon.

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

FN:R2

Snipe Hunt

Type: Political Action

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.
Anarchs:C

Sniper Rifle

Type: Equipment

Pool Cost: 2

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.
FN:R2, LoB:PO, KoT:U/PT3

Soak

Type: Combat

Discipline: Fortitude

A vampire may play only one Soak each round.

[for] Prevent 2 non-aggravated damage.

[FOR] Prevent 4 non-aggravated damage.

Gehenna:C, KMW:PA_n2/PG2, LotN:PR3, KoT:C/PV6

Soar

Type: Action Modifier

Discipline: Flight

Only usable on an undirected action.

+1 stealth.

BL:C2, LoB:C

Social Charm

Type: Action

Discipline: Presence

[pre] (D) Bleed with +1 bleed.

[PRE] (D) As above, and gain 1 pool if the bleed is successful (for 1 or more).

Jyhad:C, VTES:C, Sabbat:C, SW:C/PB, FN:PS3, CE:C/PT_o3/PV3, LoB:PI5

Social Ladder

Type: Master

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.

BH:R, KoT:R/PV

Society Hunting Ground

Type: Master

Required Clan: Toreador

Pool Cost: 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.*

Jyhad:U, VTES:U, CE:U/PT_o

Society of Leopold

Type: Master

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 (D) action.

Jyhad:R, VTES:R, CE:R, KMW:PA_n, KoT:R/U

Sociopath

Type: Master

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.

BH:C/PT2

Sonar

Type: Reaction

Discipline: Protean

Do not replace until the end of the current turn.

[pro] +1 intercept, only usable against a (D) action.

[PRO] +1 intercept.

KMW:C/PG2, KoT:C

Song in the Dark

Type: Combat

Discipline: Animalism

Blood Cost: 2

[ani] Strike: 2 damage.

[ANI] Strike: 2 aggravated damage.

Sabbat:R, SW:R, FN:PR, BH:PN

Song of Pan

Type: Action

Required Clan: Kiasyd

Pool Cost: 1

+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.

LoB:C

Song of Serenity

Type: Combat

Discipline: Animalism

Only usable before range is chosen.

[ani] The opposing minion gets -1 strength this round. A vampire may play only one Song of Serenity each combat.

[ANI] As above, but for the remainder of combat.

Sabbat:C, SW:C/PT2, FN:PR3, CE:PN, BH:PN2, LoB:PA2, Third:C

Songs of the Distant Vitae

Type: Action

Discipline: Quietus

+1 stealth action.

[qui] (D) Choose a vampire who has committed diablerie since your last turn. That vampire goes to torpor and burns 2 blood.

[QUI] (D) Bleed. This action gets +1 bleed when bleeding the controller of any vampire who successfully hunted since your last turn.

Gehenna:C, LotN:PA

Soul Burn

Type: Combat

Discipline: Thaumaturgy

Blood Cost: 1

[tha] Strike: 1R damage. This damage cannot be prevented by cards that require Fortitude [for]. If the opposing vampire attempts to strike with a weapon this round, he or she does no damage.

[THA] As above, but for 2R damage.

Sabbat:C, CE:PT2, Third:C

Soul Decoration

Type: Action

Discipline: Obfuscate & Vicissitude

+1 stealth action.

[obf][vic] (D) Bleed.

[OBF][VIC] Put this card on this acting vampire. Once each action this vampire performs, he or she can cancel a card that requires Auspex [aus] as it is played (no cost is paid).

KMW:C

Soul Feasting

Type: Action

Discipline: Necromancy

+1 stealth hunt action.

[nec] Gain 1 blood, or you may burn a wraith to move 4 blood from the blood bank to this vampire (this is a (D) action if you do not control the wraith).

[NEC] As above, but gain an additional blood.

LotN:R

Soul Gem of Etrius

Type: Equipment

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.

Jyhad:R, VTES:R, CE:R, Third:R, KoT:R

Soul of the Earth

Type: Action

Required Clan: Tremere/Tremere antitribu

+1 stealth action.

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

BL:R2, LoB:R

Soul Painting

Type: Action

Discipline: Auspex & Presence

Blood Cost: 1

+1 stealth action.

[aus][pre] (D) 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.

[AUS][PRE] As [aus][pre] above, but all vampires get +1 intercept when attempting to block this vampire.

BL:R1

Soul Scan

Type: Action

Discipline: Auspex

Blood Cost: 1

+1 stealth action.

[aus] Search your crypt for a younger vampire without Obfuscate [obf] (shuffle afterward). Move that minion to your uncontrolled region.

[AUS] As above, but you may search for a younger vampire with up to one level of Obfuscate.

KoT:R

Soul Stealing

Type: Action Modifier/Combat

Discipline: Necromancy

Only usable when a vampire you control burns a vampire controlled by your prey.

[nec] [ACTION MODIFIER] This vampire gains an amount of blood equal to half of the burned vampire's capacity (round down). Ignore excess blood.

[NEC] [COMBAT] As above, but usable in combat.

DS:C2, FN:PG

Sound of a Breaking Oath

Type: Action/Reaction

Discipline: Auspex & Dominate

[aus][dom] [ACTION] +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.

[AUS][DOM] [REACTION] As above, but play when an action to steal a minion you control is successful.

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Sowing Dissension

Type: Action

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.

Anarchs:C

Spawning Pool, The

Type: Master

Required Clan: Nosferatu

Master: unique location.

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

Jyhad:R, VTES:R, CE:R/PN

Speak with Spirits

Type: Reaction

Discipline: Spiritus/Animalism

[ani] +1 intercept. Only usable during a bleed action.

[spi] +1 intercept.

[SPI] 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.

BL:C2, LoB:C

Special Report

Type: Master

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.

CE:C, Third:C, KoT:C/PV2

Specialization

Type: Master

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).

BH:R, KoT:R

Spectral Divination

Type: Action Modifier/Reaction

Discipline: Necromancy

Blood Cost: 1

[nec] [ACTION MODIFIER] +1 stealth.

[NEC] [REACTION] +1 intercept.

DS:C2, FN:PG3, LotN:PG4

Speed of Thought

Type: Action

Discipline: Celerity

Blood Cost: 1

[cel] (D) Bleed. If more than 1 pool is bled with this action, ignore the excess. Minions without Celerity [cel] cannot block this action.

[CEL] As above, but minions without superior Celerity [CEL] cannot block this action.

Sabbat:R, SW:R, CE:PB

Spell of Life

Type: Action

Required Clan: Follower of Set

+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 (D) action.

LotN:C

Spike-Thrower

Type: Equipment

Pool Cost: 1

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.

LoB:C

Spirit Marionette

Type: Action

Discipline: Obeah/Dominate

[dom] (D) Bleed at +1 bleed.

[obe] (D) Bleed at +1 bleed and tap a ready minion controlled by your prey (even if the target of the bleed is changed).

[OBE] +1 stealth action. (D) 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.

BL:C2, LoB:C

Spirit Summoning Chamber

Type: Master

Required Clan: Tremere antitribu

Pool Cost: 2

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 [tha]. Show that card to all players and put it in your hand. Discard down and shuffle afterward.

Sabbat:U, Third:U

Spirit's Touch

Type: Reaction

Discipline: Auspex

[aus] +1 intercept.

[AUS] As above, with an optional maneuver in the resulting combat if this vampire successfully blocks this action.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PT2/PV, CE:C/PTo4/PTr3, Anarchs:PAG, BH:PM4/PTr4, Third:PTr5/PTz2, KoT:C/PM3

Spiritual Intervention

Type: Combat

Discipline: Necromancy

[nec] Strike: dodge.

[NEC] Strike: combat ends.

DS:C2, Tenth:B

Spiritual Protector

Type: Retainer

Required Clan: Giovanni

Blood Cost: 3

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.

DS:C2, Tenth:B

Spontaneous Power

Type: Master

Pool Cost: 2

Unique master.

Put this card on a vampire and choose a Discipline. This vampire gains 1 level of the chosen Discipline. While in play, this card counts as a master: Discipline card.

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Sport Bike

Type: Equipment

Pool Cost: 1

Vehicle.

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

Jyhad:U2, VTES:U, Sabbat:U, SW:PL/PV, FN:PA, CE:PB/PN/PTr, Third:U

Spying Mission

Type: Action Modifier

Discipline: Obfuscate

[obf] +1 stealth.

[OBF] 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.

Jyhad:U, VTES:U, CE:PM5/PN3, KMW:PB2, Third:U, LotN:PS2, KoT:U/PM4

Squirrel Balance

Type: Action Modifier

Discipline: Spiritus/Celerity

Blood Cost: 1

[cel] Only usable when the action is announced. If blocked, range in the first round of the resulting combat is automatically set to long.

[spi] Minions without flight [FLIGHT] or Spiritus get -1 intercept when attempting to block this action.

[SPI] As [spi] above, but those minions get -2 intercept.

LoB:C

Staredown

Type: Combat

Discipline: Presence

[pre] Strike: dodge.

[PRE] Strike: combat ends.

Sabbat:C, SW:C, FN:PS2, LoB:PG3, Third:C

Starshell Grenade Launcher

Type: Equipment

Pool Cost: 2

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.

FN:C, Third:PB

Starvation of Marena

Type: Combat

Discipline: Vicissitude

Blood Cost: 1

[vic] Strike: 2R damage, with an optional press.

[VIC] As above, but for 3R damage.

Gehenna:C, Third:PTz4

Static Virtue

Type: Master

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.

LoB:R

Status Perfectus, The

Type: Action

+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* a ready untapped anarch you control other than the blocking anarch. *That anarch enters combat* with the acting minion. The acting minion cannot use any strikes in the first round of that combat.

Anarchs:R2

Steadfastness

Type: Reaction

Discipline: Fortitude

[for] Only usable during a (D) action directed at you (or a card you control). +1 intercept.

[FOR] Reduce a bleed against you by 1.

KoT:C

Steal the Mind

Type: Action

Discipline: Mytherceria/Dominate

Blood Cost: 1

[dom] (D) Tap a minion.

[myt] (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.

[MYT] As [myt] above, and the minion with this card gets -1 bleed when bleeding this acting vampire's controller.

BL:R2, LoB:R

Stealing Years

Type: Action

+1 stealth action. Requires an anarch.

(D) 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.

TR:R

Stealth Ritus

Type: Action Modifier

Blood Cost: 1

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.

BH:C/PTo2/PTi2, Third:C

Steam Tunnels

Type: Master

Required Clan: Nosferatu antitribu

Master: unique location.

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

Sabbat:C, BH:PN

Steely Tenacity

Type: Action/Combat

Discipline: Animalism/Dominate/Quietus

Blood Cost: 1

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.

[ani] [COMBAT] Strike: hand strike or use a melee weapon strike. This strike is at +1 damage, with an optional press.

[dom] [ACTION] (D) Bleed at +1 bleed.

[qui] [ACTION] +1 stealth action. (D) Enter combat with a ready minion.

TR:C

Still the Mortal Flesh

Type: Combat

Discipline: Dominate

Blood Cost: 1

Only usable in combat with an ally or younger vampire. Not usable against a mummy, wraith, or zombie.

[dom] Maneuver or press.

[DOM] Strike: burn the opposing ally.

KoT:U

Stolen Police Cruiser

Type: Equipment

Vehicle.

Only usable by an anarch. This anarch gets +1 bleed. Allies and younger vampires get -1 intercept when attempting to block this anarch. 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.

Anarchs:R

Stone Dog

Type: Retainer

Required Clan: Gargoyle

Pool Cost: 3

Gargoyle creature with 4 life.

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

BL:R2, LoB:R

Stone Quills

Type: Combat

Discipline: Visceratika/Thaumaturgy

Blood Cost: 1

[tha] Strike: 2R damage.

[vis] Strike: 2R damage, with an optional maneuver.

[VIS] Strike: 3R damage, with an optional maneuver.

BL:C2, LoB:C

Stone Travel

Type: Action Modifier

Discipline: Mytherceria/Obtenebration

[obt] This vampire burns 1 blood to get +1 stealth.

[myt] +1 stealth.

[MYT] +1 stealth. If this action is blocked, this acting vampire may choose to cancel the resulting combat.

BL:C1, LoB:C

Stonestrength

Type: Combat

Discipline: Visceratika/Thaumaturgy

[tha] Press, only usable to continue combat.

[vis] Press or prevent 1 damage.

[VIS] Prevent 2 damage.

LoB:C

Storage Annex

Type: Master

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.

SW:C/PB, LoB:PG

Storm Sewers

Type: Master

Required Clan: Nosferatu

Master: unique location.

You may tap this card as a minion you control announces an action. If the action is blocked, the range of each round of the resulting combat is automatically close. Skip the determine range step each round.

Jyhad:U, VTES:U, CE:R2, KoT:R

Strained Vitae Supply

Type: Master

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.

DS:U2, FN:PG, Third:PTr

Strange Day

Type: Action Modifier

Blood Cost: 2

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.

LoB:R

Stranger Among Us, The

Type: Master

Pool Cost: 1

Master.

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

BL:C1

Street Cred

Type: Combat

Discipline: Potence

Blood Cost: 1

Only usable at the end of a round of combat in which this vampire successfully inflicted more damage than the opposing minion.

[pot] 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.

[POT] As above, but move 2 blood.

LotN:C

Strength of the Bear

Type: Combat

Discipline: Spiritus/Animalism

Blood Cost: 1

Only usable before range is determined.

[ani] This vampire gets +1 strength this round.

[spi] As [ani] above, but for the remainder of combat.

[SPI] As [spi] above, with an optional press this round.

BL:C1, LoB:C

Strike at the True Flesh

Type: Combat

Discipline: Quietus

[qui] 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.

[QUI] As above, and this weapon's strikes inflict +1 damage.

LotN:C

Strike with Conviction

Type: Conviction

Burn to make a hand or weapon strike against a monster at +1 damage.

Burn to bleed at +1 bleed as a (D) action.

NoR:C

Stunt Cycle

Type: Combat

Discipline: Potence

Only usable at long range.

[pot] Strike: 3R damage, and prevent 1 damage from the opposing minion's strike during this strike resolution. If the opposing minion has Celerity [cel], he or she can burn 1 blood to prevent all damage from this strike.

[POT] As above, but for 4R damage and prevent 2 damage from the opposing minion's strike.

Gehenna:C, KMW:PA3, Third:C/PB3, KoT:C

Stutter-Step

Type: Combat

Discipline: Celerity

[cel] Strike: dodge.

[CEL] Strike: hand strike and dodge. Only usable if both strike: hand 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.

FN:C2, CE:PB, KMW:PG4, KoT:C/PB4

Subdued by the Blood

Type: Master

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.

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Submachine Gun

Type: Equipment

Pool Cost: 4

Weapon, gun.

3R damage each strike, with an optional maneuver each combat.

Jyhad:U2, VTES:U, Sabbat:U, Tenth:A

Succubus

Type: Ally

Required Clan: Tremere antitribu

Pool Cost: 4

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 (D) action. Once each turn, she may burn 1 life to get +1 bleed for the current action.

Sabbat:R, BH:PT, Third:R

Succubus Club

Type: Master

Master: unique location.

During your untap phase, you may tap this card to trade with a Methuselah who agrees to trade. You may trade pool and cards from your hand and cards you control. The trade cannot result in either Methuselah have fewer cards in hand than his or her hand size. Any additional terms can be established, but none are enforced by the rules. *Added to the V:EKN banned list in 2005.*

Jyhad:R, VTES:R, CE:R

Succulent Vitae

Type: Action Modifier

Discipline: Quietus

[qui] 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.

[QUI] As above, and gain an additional blood from this hunt action.

FN:C2/PA2

Sudario Refraction

Type: Action

Required Clan: Giovanni

+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).

KMW:R, LotN:PG

Sudden Reversal

Type: Master

Master: out-of-turn.

Cancel a master card played by another Methuselah as it is played (no cost is paid).

Jyhad:U, VTES:U, Sabbat:U, SW:U/PV, CE:U, Anarchs:PAB2/PAG, KMW:PAI, LoB:PA/PG/PI

Summon Soul

Type: Action

Discipline: Necromancy

+1 stealth action.

[nec] *This vampire gains 2 blood.*

[NEC] Remove this card from the game and move up to 2 cards from your ash heap to your library. Shuffle your library afterward.

FN:C2/PG2

Summon Spirit Beast

Type: Combat/Reaction

Discipline: Spiritus/Animalism

Blood Cost: X

[ani] [COMBAT] Discard X cards.

[spi] [COMBAT][REACTION] 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.

[SPI] As [spi] above, but the retainers are not burned until after the end of your next minion phase.

LoB:R

Summon the Abyss

Type: Action

Discipline: Obtenebration

Blood Cost: 3

[obt] (D) Each ready vampire controlled by your prey burns 1 blood.

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

Sabbat:R

Summon the Serpent

Type: Action

Required Clan: Follower of Set

Blood Cost: 2

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

AH:U5, FN:PS

Summoning, The

Type: Action

Discipline: Presence

+1 stealth action.

[pre] Search your library for an ally or retainer. Show it to all players and put it in your hand (shuffle and discard afterward).

[PRE] Search your library for an ally. This vampire recruits that ally (requirements and cost apply as normal). Shuffle afterward.

FN:C2, LotN:PS, KoT:C

Sunrise Service

Type: Action

+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.

Sabbat:R, SW:R, Third:R

Sunset Strip, Hollywood

Type: Master

Pool Cost: 1

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 *employ a mortal retainer* by 1 blood or pool (but never less than 0 blood or pool).

Anarchs:R

Superior Mettle

Type: Combat

Discipline: Fortitude

Blood Cost: 1

[for] Prevent all damage from the opposing minion's strike.

[FOR] 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.

Sabbat:C, SW:C/PV, FN:PR2, Anarchs:PAG2/PG2, KMW:PG3, Third:C

Supernatural Resistance

Type: Combat/Reaction

Burn Option

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 [cel] or Potence [pot].

EK:C

Suppressing Fire

Type: Action Modifier

Only usable by a ready untapped minion with a gun other than the acting minion.

The blocking minion gets -1 intercept.

KMW:C, KoT:PT3

Surge

Type: Power

Virtue: Vengeance

[COMBAT][REACTION] [1 CONVICTION] 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.

NoR:R

Surprise Influence

Type: Reaction

Requires a ready vampire. Only usable during *the referendum* of a political action.

This reacting vampire gains 2 votes.

Jyhad:C, VTES:C, Sabbat:C, SW:PL/PT, CE:C/PM

Survivalist

Type: Ally

Required Clan: Brujah antitribu

Pool Cost: 2

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.

Sabbat:U, SW:PB, Third:U

Svadharna

Type: Master

Required Clan: Ravnos

Master.

Move 2 blood from the blood bank to a ready Ravnos.

KMW:C, LotN:PR2

Swallowed by the Night

Type: Action Modifier/Combat

Discipline: Obfuscate

[obf] [ACTION MODIFIER] +1 stealth.

[OBF] [COMBAT] Maneuver.

Sabbat:C, SW:C, FN:PA3/PS, CE:PN3,

BH:PN4, KMW:PAn3, Third:C/PM4, LotN:PA3

Swarm

Type: Retainer

Blood Cost: 1

Animal with 1 life. Requires a ready Laibon.

Put the Swarm on any ready minion (employing the Swarm is a +1 stealth (D) 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.

LoB:C

Sweeper

Type: Political Action

Requires a baron.

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).

Anarchs:R

Swiftmess of the Stag

Type: Combat/Action Modifier

Discipline: Spiritus/Celerity

[cel] [COMBAT] Press.

[spi] [COMBAT] Maneuver or press.

[SPI] [ACTION MODIFIER] +1 stealth.

BL:C2, LoB:C

Swiss Cut

Type: Master

Required Clan: Giovanni

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.

LotN:R

Swoop

Type: Combat

Discipline: Flight

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

BL:R1, LoB:R

Sword of Judgment

Type: Equipment

Required Clan: Brujah antitribu

Pool Cost: 2

Unique melee weapon.

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

Sabbat:R, SW:R/PB, Third:R

Sword of Nuln

Type: Equipment

Required Clan: Tremere

Pool Cost: 1

Unique melee weapon.

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

Anarchs:R, KoT:R

Sword of the Righteous

Type: Combat

Discipline: Valeren/Animalism

Blood Cost: 1

Only usable before range is determined.

[ani] 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.

[val] As [ani] above, and the damage this vampire inflicts with the weapon is aggravated.

[VAL] As [val] above, and this vampire may prevent 1 damage this round.

BL:C1, LoB:C

Sword of Troile

Type: Equipment
Required Clan: Brujah
Pool Cost: 3

Unique melee weapon.

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

Anarchs:R, KoT:R

Sympathetic Agony

Type: Combat
Discipline: Chimerstry & Fortitude

[chi][for] 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.

[CHI][FOR] 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.

LotN:R

Tabriz Assembly

Type: Master
Required Clan: True Brujah
Burn Option

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 call a referendum to burn this card as a +1 stealth political action; in that referendum, you get one additional vote.

BL:R1, LoB:R

Tainted Spring

Type: Action Modifier
Discipline: Animalism
Blood Cost: 1

[ani] 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).

[ANI] As above, and the animal gets an additional starting life.

KoT:R

Tainted Vitae

Type: Reaction
Required Clan: Follower of Set
Blood Cost: 2

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. *Bleed actions directed at you cost* the vampire an additional blood.

AH:U5, Tenth:B

Tajdid

Type: Master
Required Clan: Assamite

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.

FN:R2, LotN:PA

Taking the Skin: Minion

Type: Action Modifier/Combat

Discipline: Abombwe

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] 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.

EK:R

Taking the Skin: Vulture

Type: Reaction

Discipline: Abombwe

Blood Cost: 1

Skin.

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] +1 intercept, and put this card on this vampire. This vampire has flight [FLIGHT].

Burn this card during your next untap phase. A minion can have only one skin.

[ABO] As above, and this vampire gets an optional maneuver each combat.

EK:R

Talaq, The Immortal

Type: Ally

Pool Cost: 3

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

Talaq may strike for 1R damage. Talaq may play cards that require basic Quietus [qui] or basic Thaumaturgy [tha] as a vampire with a capacity of 3. Talaq gets an optional maneuver each combat.

AH:R2, Tenth:B, Third:PTr

Talbot's Chainsaw

Type: Equipment

Pool Cost: 3

Unique weapon.

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

Jyhad:R, VTES:R, CE:R, KoT:R

Talith

Type: Equipment

Required Clan: Ravnos

Melee weapon.

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

LotN:U/PR

Talons of the Dead

Type: Master

Required Clan: Gangrel antitribu

Pool Cost: 2

Unique master.

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

BH:R2, KMW:PG, Third:R

Taming the Beast

Type: Combat

Discipline: Abombwe

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] Strike: hand strike at +1 damage. This combat, this minion cannot cancel frenzy cards nor press to end.

[ABO] As above, but strike: burn equipment.

EK:C

Tangle Atropos' Hand

Type: Action Modifier

Discipline: Temporis/Potence

Blood Cost: 1

Only usable when a minion is attempting to block.

[pot] Cancel the action and untap the acting minion. (The blocking minion is not tapped.)

[tem] As [pot] above, and take the action card, if any, back into your hand (discard afterward).

[TEM] As [tem] above, and this vampire gets +1 stealth on his or her next action this turn.

LoB:R

Tapestry of Blood

Type: Equipment

Blood Cost: 1

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.

Gehenna:R, KoT:R

Tara, The Hollow One (Mage)

Type: Ally

Required Clan: Ravnos

Pool Cost: 3

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

Tara may strike for 1R damage. Tara may burn any equipment card on a Ravnos as a (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.

DS:U

Target Hand

Type: Combat

Aim. Play when choosing a strike.

The opposing minion may discard two combat cards [COMBAT] 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.

LotN:R

Target Head

Type: Combat

Aim. Play when choosing a strike.

The strike does +2 damage. The opposing minion may discard a combat card [COMBAT] 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.

LotN:R

Target Leg

Type: Combat

Aim. Play when choosing a strike.

The opposing minion may discard two combat cards [COMBAT] 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 [obf], Thaumaturgy [tha] or Flight [FLIGHT] this action. A minion may play only one aim each strike.

LotN:R

Target Retainer

Type: Combat

Aim. Play when choosing a strike.

You may target a retainer on the opposing minion with this strike (instead of the opposing minion). Or you may target him or her directly as usual, but if any damage from this strike is successfully inflicted, this strike inflicts an additional damage. The opposing minion may discard two combat cards [COMBAT] to cancel this card. A minion may play only one aim each strike.

KoT:R

Target Vitals

Type: Combat

Aim. Play when choosing a strike.

If any damage from this strike is successfully inflicted on the opposing minion, he or she takes an additional 2 damage from this strike, and he or she cannot press this round. The opposing minion may discard two combat cards [COMBAT] to cancel this card. A minion may play only one aim each strike.

LotN:U

Tasha Morgan

Type: Retainer

Unique mortal with 1 life.

The minion with this retainer gets +1 bleed.

Jyhad:R2, VTES:R, SW:R, CE:R2

Taste of Death

Type: Combat

Discipline: Quietus

Blood Cost: 1

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

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

AH:C2, FN:PA4, LotN:PA3

Taste of Vitae

Type: Combat

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.

Jyhad:U, VTES:U, SW:PB, CE:U/PB2/PN, BH:PN2, KMW:PA2, LoB:PO2, Third:PB2, LotN:PG2, KoT:U/PB3/PT3

Tattoo Signal

Type: Action

Burn Option

+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.

SoC:C

Taunt the Caged Beast

Type: Action

Discipline: Animalism

[ani] (D) Enter combat with any vampire, with an optional maneuver in that combat.

[ANI] 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.

SoC:C, KoT:C

Telepathic Counter

Type: Reaction

Discipline: Auspex

Only usable when you are being bled.

[aus] Reduce *the bleed amount* by 1.

[AUS] Reduce *the bleed amount* by 2.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PV2, CE:C/PM4, Anarchs:PAB3/PAG, BH:PT4, Third:PM4

Telepathic Misdirection

Type: Reaction
Discipline: Auspex
Blood Cost: 1

[aus] +1 intercept.

[AUS] Only usable when a minion 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 that Methuselah.

Jyhad:C, VTES:C, CE:C/PM4, BH:PM3/PTo4, Third:C/PM2, KoT:C/PT4

Telepathic Tracking

Type: Combat
Discipline: Auspex
Blood Cost: 1

[aus] Press, only usable to continue combat. If another round of combat occurs, this vampire gets an optional maneuver during that round.

[AUS] Only usable when both combatants are still ready and combat is about to end. The round ends, but combat does not end; another round starts.

SW:U, LoB:PO2, Third:U

Telepathic Vote Counting

Type: Action Modifier
Discipline: Auspex

Only usable during a referendum.

[aus] 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.

[AUS] Force a vampire to abstain from voting. This can cancel that vampire's votes.

Jyhad:R, VTES:R, SW:PV, CE:R2/PTo, Anarchs:PAB, BH:PM, Third:R2

Templar

Type: Political Action

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 (D) action. Any Sabbat vampire may call a referendum to burn this card as a +1 stealth political action.

SW:C/PB, BH:PTo5, Third:C

Temple Hunting Ground

Type: Master
Required Clan: Follower of Set
Pool Cost: 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.

AH:C2, FN:PS, LotN:PS

Temptation

Type: Action
Discipline: Serpents
Blood Cost: 1

[ser] (D) 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.

[SER] As above, and add a counter when you play this card.

AH:R2, FN:PS, KMW:PB, LotN:PS3

Temptation of Greater Power

Type: Master

Pool Cost: 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.

Jyhad:R, VTES:R, CE:R, KoT:R

Tenebrous Form

Type: Action Modifier

Discipline: Obtenebration

Blood Cost: 1

[obt] +1 stealth.

[OBT] As above, and minions without Obtenebration must pay 1 blood to attempt to block.

BH:C

Tension in the Ranks

Type: Master

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.

CE:R2, LoB:PO, Third:R2, KoT:R/PB

Terra Incognita

Type: Reaction

Requires a ready Laibon. Not usable if you control any ready non-Laibon vampires.

Reduce a bleed against you made by a non-Laibon controlled by your predator by 1, or burn a blood to cancel a card that would retarget a bleed to you played by a non-Laibon as it is played (no cost is paid).

LoB:C

Terror Frenzy

Type: Combat

Discipline: Animalism

Blood Cost: 1

Frenzy.

[ani] 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.

[ANI] Only usable before range is determined. Combat cards cost the opposing vampire an additional blood this combat. A vampire may play only one Terror Frenzy at superior each combat.

Sabbat:R, SW:R, FN:PR, CE:PN, LoB:PG

Terrorists

Type: Ally

Required Clan: Assamite

Pool Cost: 2

Mortal with 1 life. 2 strength, 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.

AH:R2

Textbook Damnation, The

Type: Equipment

Pool Cost: 1

Unique equipment.

The vampire with this equipment has superior Daimoinon [DAI] and is infernal. Cards that require Daimoinon [dai] cost this vampire 2 less blood to play. During your master phase, if this vampire is tapped, burn this equipment.

KMW:R

Thadius Zho, Mage

Type: Ally

Required Clan: Tremere

Pool Cost: 4

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

Thadius Zho may strike for 2R damage. Thadius Zho gets an optional maneuver each combat. He may burn 1 blood from any vampire as a +1 stealth (D) action.

Jyhad:R2, VTES:R, CE:R

Thanks for the Donation

Type: Action

Discipline: Dominate

+1 stealth action.

[dom] Put this card into play and choose a card you are contesting with another Methuselah. Your cost to avoid yielding the contested card is now paid by your prey. (You still decide whether you will yield.) Any minion may burn this card as a (D) action.

Sabbat:R, SW:R

Thaumaturgy

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Thaumaturgy [tha]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Thaumaturgy.

Jyhad:C, VTES:C, Sabbat:C, CE:C, Third:PTr

The Bitter and Sweet Story

Type: Event

Event.

Each Methuselah gets +2 hand size for each victory point he or she has.

EK:R

Theft of Vitae

Type: Combat

Discipline: Thaumaturgy

[tha] Strike: ranged. Steal 1 blood.

[THA] Strike: ranged. Steal 2 blood.

Jyhad:C, VTES:C, Sabbat:C, CE:C/PTr5, BH:PTr5, KMW:PB6, Third:C/PTr6, KoT:C

Therbold Realty

Type: Master

Master: unique location.

Locations cost you 1 less blood or pool.

LotN:R

Thin Blood

Type: Combat

Discipline: Quietus

Blood Cost: 1

[qui] 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.

[QUI] As above, but the opposing vampire burns 2 blood.

FN:C2/PA2

Thin-Blooded Seer

Type: Action

Blood Cost: 1

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.

BH:R

Third Tradition: Progeny

Type: Action
Blood Cost: 1

+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.
Jyhad:U, VTES:U, CE:U, KoT:U

Thirst

Type: Event

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.
Gehenna:R

Those Who Endure Judge

Type: Action Modifier
Blood Cost: 1

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.
LoB:C

Thoughts Betrayed

Type: Combat
Discipline: Dominate
Blood Cost: 2

Only usable before range is determined on the first round.

[dom] Opposing minion takes 1 additional damage in the first round of combat during normal strike resolution.

[DOM] Opposing minion cannot play any strike cards for the duration of this combat.

DS:C2, SW:PV, FN:PG, CE:PTR2, Third:C

Threats

Type: Action Modifier
Discipline: Dominate

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

[dom] +1 bleed.

[DOM] +2 bleed.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PL4, CE:C, Third:PTR4

Threestar Cab Company

Type: Master
Pool Cost: 3

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 gain blood from only one hunting ground card each turn.
KMW:PAⁿ

Thrones Crumble

Type: Action
Discipline: Serpents

[ser] (D) Choose a ready titled vampire. That vampire burns 2 blood.

[SER] As above, and tap that vampire.

FN:C2

Thrown Gate

Type: Combat

Discipline: Potence

[pot] Strike: 1R damage, with an optional maneuver.

[POT] Strike: 2R damage, with an optional maneuver.

Jyhad:C, VTES:C, Sabbat:C, SW:PL4, FN:PG2, CE:C/PB4, BH:PN3, KMW:PA4, LoB:PO4

Thrown Sewer Lid

Type: Combat

Discipline: Potence

Only usable at long range.

[pot] Strike: 3R damage.

[POT] As above, with an optional press.

Jyhad:C, VTES:C, SW:PB, CE:C/PB5, Anarchs:PAG2, BH:PN4, LoB:PO5

Tier of Souls

Type: Action

Discipline: Animalism

[ani] (D) Move 1 blood from a minion controlled by your prey to this vampire.

[ANI] 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 (D) action. A vampire may have only one Tier of Souls.

Sabbat:R, SW:R, Anarchs:PG, LoB:PA, Third:R

Tithings

Type: Political Action

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.

Sabbat:R, SW:R, Third:R

Tomb of Rameses III

Type: Master

Pool Cost: 3

Master: unique location.

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

AH:R2, SW:R, FN:PA

Tongue of the Serpent

Type: Combat

Discipline: Serpents

[ser] Strike: steal 1 blood.

[SER] Strike: steal 2 blood.

AH:C2, FN:PS3

Toreador Grand Ball

Type: Master

Required Clan: Toreador

Pool Cost: 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 (D) action; Nosferatu get -1 stealth when attempting that action.

DS:U, CE:U, KoT:U

Toreador Justicar

Type: Political Action

Title.

Choose a ready Toreador. 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.

Jyhad:R, VTES:R, CE:R, KoT:R

Toreador's Bane

Type: Combat

Discipline: Melpominee/Presence

Only usable in combat with a Toreador, Toreador antitribu, ally or younger vampire.

[pre] Strike: combat ends.

[mel] 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.

[MEL] Strike: combat ends, and if this vampire was blocked, the action continues as if unblocked.

BL:C1, LoB:R

Torment the Soul

Type: Combat

Discipline: Necromancy

[nec] Strike: 1R damage; not usable on the first round of combat.

[NEC] Strike: 1R damage, aggravated; not usable on the first round of combat.

DS:C2, FN:PG2

Torn Signpost

Type: Combat

Discipline: Potence

Only usable before range is determined.

[pot] This vampire has a strength of 2 for the remainder of combat.

[POT] This vampire has a strength of 3 for the remainder of combat.

Jyhad:U, VTES:U, SW:PB, CE:U, Anarchs:PAG, KMW:PAI2, Third:PB2, LotN:PG2, KoT:U/PB3

Torpid Blood

Type: Event

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.

Gehenna:R, KoT:R

Torrent

Type: Combat

Discipline: Celerity

Blood Cost: 2

[cel] Additional strike.

[CEL] Strike: combat ends. If this vampire was blocked while performing an action, the action continues as if unblocked.

KoT:C

Tortured Confession

Type: Combat

Blood Cost: 1

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.

FN:C2/PG2

Total Insanity

Type: Action

Discipline: Dementation

[dem] (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.

[DEM] As above, and the minion with this card cannot play action cards.

SW:C, Third:C

Touch of Clarity

Type: Action Modifier/Reaction

Discipline: Dementation

Blood Cost: 1

Usable by an acting minion or any untapped ready minion.

[dem] Cancel a non-combat card that requires Dementation, Dominate [dom] or Presence [pre] as it is played (no cost is paid). Tap this vampire.

[DEM] As above, but do not tap this vampire.

KoT:R

Touch of Pain

Type: Reaction

Discipline: Potence

Blood Cost: 1

Only usable when a bleed against you is successful or a referendum passes. Play after resolution.

[pot] This vampire inflicts 1 damage on the acting minion. Only one Touch of Pain can be played each action.

[POT] As above, but for 2 damage.

SoC:C

Tourette's Voice

Type: Reaction

Discipline: Melpominee/Auspex

[aus] +1 intercept.

[mel] Give a minion you control (even this one) +1 intercept.

[MEL] Give a minion +1 intercept.

BL:C2, LoB:C

Tower of London

Type: Master

Required Clan: Giovanni

Pool Cost: 2

Master: unique location.

When an action requiring Necromancy [nec] is successful, *you may tap* this location to gain 1 pool.

FN:R2

Toy Chest Test

Type: Master

Pool Cost: 1

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).

BL:R1, Third:PB

Tracker's Mark

Type: Combat

Required Clan: Salubri antitribu

Burn Option

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 (D) 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.

BL:C1, LoB:C

Tradition Upheld

Type: Political Action

Requires a prince, justicar, or Inner Circle member.

Choose a ready Caitiff. If this *referendum* is successful, burn that Caitiff.

DS:C2

Traditionalist

Type: Master

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.

Gehenna:C

Tragic Love Affair

Type: Master

Required Clan: -none-

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 *the Edge to burn this card*.

Jyhad:U, VTES:U

Trainer

Type: Action

Discipline: Animalism

+1 stealth action.

[ani] (D) Steal an animal retainer controlled by another Methuselah.

[ANI] 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, and animal retainers employed by other minions lose their abilities. A vampire can have only one Trainer.

BH:R

Tranquility

Type: Combat

Discipline: Dominate

Only usable by a ready vampire not involved in combat.

[dom] Cancel a frenzy card as it is played (no cost is paid).

[DOM] As above, and the target of the frenzy card gets an optional press, only usable to end combat.

KMW:R

Transcendent Laibon

Type: Master

Burn Option

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 (D) action. Burn this card if this minion is not ready or has fewer than three Aye or three Orun.

EK:R

Transfer of Power

Type: Political Action

Successful referendum means you steal 1 pool from each Methuselah who has more pool than you do.

Sabbat:R, SW:R, Third:R

Transfusion

Type: Action Modifier

Discipline: Thanatosis/Necromancy

Blood Cost: 1

[nec] Only usable after a successful action.

Add 1 blood to a ready vampire.

[thn] As [nec] above, but add 1 life to a ghoul or 1 blood to a ready vampire.

[THN] Only usable after combat if this vampire is still ready and successfully inflicted any damage on the opposing minion *in that combat*. 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.

LoB:C

Trap

Type: Combat

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).

Jyhad:C, VTES:C, Sabbat:C, SW:PB2, FN:PR, CE:PB/PTo/PTr3, Anarchs:PAG2, LoB:PO3, Third:C

Travelers Obey the Tenets

Type: Action

+1 stealth action. Requires a ready magaji.

Put this card in play. When a vampire successfully takes a (D) 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 (D) action. A Methuselah may have only one Travelers Obey the Tenets.

LoB:R

Treachery

Type: Reaction

Discipline: Presence

Only usable during a referendum before any votes are cast.

[pre] If the referendum passes, the controller of the vampire calling the referendum burns 1 pool.

[PRE] As above, and any other Methuselahs who vote in favor of the referendum burn 1 pool when the votes are tallied.

AH:U5, CE:U/PB, BH:PTo

Treasured Samadji

Type: Equipment

Required Clan: Ravnos

Pool Cost: 1

Unique equipment.

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

FN:R2, LotN:PR

Treatment, The

Type: Master

Required Clan: Ravnos

Pool Cost: 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 (D) action.

DS:C2, Tenth:A

Treaty of Laibach

Type: Master

Required Clan: Follower of Set/Tremere

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 [tha] equal to his or her level of Serpentis [ser]. Each Tremere is considered to have a level of Serpentis equal to his or her level of Thaumaturgy.

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Treaty of Tyre Enforced

Type: Political Action

If this *referendum* is successful, each Methuselah burns X+1 pool, where X is the number of Assamites he or she controls.

AH:V3

Tremere Convocation

Type: Master

Required Clan: Tremere

Unique master.

Put this card in play. Tremere get +1 stealth when attempting actions that require Thaumaturgy [tha]. *Vampires with basic Thaumaturgy may play combat cards requiring Thaumaturgy as if they had superior Thaumaturgy.* Any minion may burn this card as a (D) action; Malkavians get -1 stealth when attempting that action.

DS:U, CE:R2

Tremere Justicar

Type: Political Action

Title.

Choose a ready Tremere. 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.

Jyhad:R, VTES:R, CE:R, KoT:R

Tribunal Judgment

Type: Political Action

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.

SoC:R

Tribute to the Master

Type: Master

Master.

Move 1 blood from each of your ready vampires to your pool.

Sabbat:C, SW:C/PB/PL, Third:C

Trick of the Danya, The

Type: Action

Discipline: Chimerstry

Blood Cost: 1

+1 stealth action.

[chi] Move 1 blood from *an uncontrolled minion* in your prey's uncontrolled region to your pool or to a vampire in your uncontrolled region.

DS:C2, FN:PR2

Triole's Revenge

Type: Action

Required Clan: Brujah

Blood Cost: 2

+1 stealth action.

(D) Put this card on a Ventrue who is not at full capacity. A Ventrue suffering Triole's Revenge *must hunt once each minion phase as his or her first action*. If the Ventrue hunts while at full capacity, he or she is burned. Any Ventrue can take an action to burn this card.

DS:U

Trochomancy

Type: Action Modifier

Discipline: Auspex & Necromancy

[nec] 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.

[aus][nec] As [nec] above, but remove only 7 cards.

[AUS][NEC] As [aus][nec] above, but for +2 bleed.

LotN:C

Trophy: Chosen

Type: Master

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.

SoC:R

Trophy: Clan Respect

Type: Master

Master. Trophy.

When this card enters play, choose a clan. Vampires of the chosen clan cannot block the vampire with this card.

KMW:R

Trophy: Diablerie

Type: Master

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.

KMW:R

Trophy: Discipline

Type: Master

Master. Trophy.

When this card enters play, choose a Discipline. The vampire with this card has the chosen Discipline at the superior level.

KMW:R

Trophy: Domain

Type: Master

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.

KMW:R

Trophy: Hunting Ground

Type: Master

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.

KMW:R

Trophy: Library

Type: Master

Master. Trophy.

The controller of this vampire gets +2 hand size. A vampire may have no more than two Trophy: Libraries.

LotN:R

Trophy: No Questions

Type: Master

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.

LotN:R

Trophy: Progeny

Type: Master

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.

KMW:R

Trophy: Retainers

Type: Master

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.

KMW:R

Trophy: Revered

Type: Master

Master. Trophy.

The vampire with this card gets +2 bleed. A vampire may have only one Trophy: Revered.

LotN:R

Trophy: Safe Passage

Type: Master

Master. Trophy.

While the vampire with this card is ready, he or she cannot be the target of *other Methuselahs'* actions.

KMW:R

Trophy: Wealth

Type: Master

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.

KMW:R

True Faith

Type: Master

Pool Cost: 1

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 [dom] or Presence [pre] 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.

BL:R2

True Love's Face

Type: Action Modifier

Discipline: Obfuscate & Presence

[obf][pre] +1 bleed. You cannot play another action modifier to increase this bleed amount.

[OBF][PRE] 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.

KMW:C, LotN:PS4

Trumped-Up Charges

Type: Political Action

Requires a titled non-Red List vampire.

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.

KMW:C/PAI3

Truth in Ink

Type: Reaction

Requires a Black Hand vampire.

Only usable when a vampire who is not Black Hand is bleeding you. Reduce the bleed amount by 2.

SoC:C

Truth of a Thousand Lies

Type: Action Modifier

Discipline: Serpentin

Blood Cost: 2

[ser] +2 bleed. You cannot play another action modifier to increase this bleed amount.

[SER] Only usable at the end of a successful action (after resolving the action). This vampire untaps.

KMW:C, LotN:PS2

Truth of Blood

Type: Action

Discipline: Auspex & Quietus

[aus][qui] (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.

[AUS][QUI] As above, but bleed at +2 bleed.

LoB:C, LotN:PA

Tumnimos

Type: Action

Required Clan: Ravnos

Blood Cost: 2

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 [chi]. 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.

KMW:C

Tunnel Runner

Type: Ally

Required Clan: Akunanse

Pool Cost: 4

Werewolf with 3 life. 1 strength, 1 bleed.

The Runner may play cards that require Animalism [ani] 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.

EK:C

Tutu the Doubly Evil One (Bane Mummy)

Type: Ally

Required Clan: Follower of Set

Pool Cost: 4

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 (D) action. If Tutu is burned, shuffle him into his owner's library.

FN:R2, LotN:PS

Twilight Camp

Type: Master

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.

TR:R

Twisted Forest

Type: Master

Required Clan: Gangrel antitribu

Pool Cost: 2

Master: unique location.

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

Sabbat:R, SW:R

Twisting the Knife

Type: Combat

Discipline: Potence

Blood Cost: 1

[pot] Only usable as damage from a hand or melee weapon *strike* is resolved; only usable if this vampire 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.

[POT] As above, with an optional press.

Sabbat:R, SW:R

Two Wrongs

Type: Master

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.

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Tye Cooper

Type: Ally

Required Clan: Giovanni

Pool Cost: 3

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 (D) action. If that action is successful, you may move a library card from your ash heap to your hand (discard afterward).

LotN:R

Typhonic Beast

Type: Combat

Discipline: Potence & Serpents

Blood Cost: 1

Only usable before range is determined.

[ser] For the remainder of combat, this vampire gets +1 strength.

[pot][ser] As [ser] above, and this vampire can prevent 1 damage each round.

[POT][SER] As [pot][ser] above, and this vampire gets an optional press this round.

BH:C

Unacceptable Appearance

Type: Master

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.

Sabbat:U, SW:R

Unburdening the Bestial Soul

Type: Action

Discipline: Obeah/Animalism

[ani] +1 stealth action. Move 1 or more blood from this vampire to any other vampire.

[obe] As [ani] above, and untap this acting vampire.

[OBE] (D) 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.

BL:R1, LoB:R

Uncoiling, The

Type: Event

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.

SoC:R

Uncontrollable Rage

Type: Action Modifier

Discipline: Protean

Blood Cost: 2

Only usable when the action is announced.

[pro] This vampire's hand strikes inflict +1 damage, aggravated, until the end of the action.

[PRO] As above, but the hand strikes inflict +2 damage, aggravated.

AH:U5, Anarchs:PG, Third:U

Uncontrolled Impulse

Type: Action Modifier

Required Clan: Ishtarri

Blood Cost: 1

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

LoB:C/PI5

Undead Persistence

Type: Combat

Discipline: Fortitude

[for] 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.

[FOR] Prevent 2 damage.

Jyhad:U2, VTES:U, Sabbat:U, SW:PV, Anarchs:PAG

Undead Strength

Type: Combat

Discipline: Potence

[pot] Strike: hand strike or *use a melee weapon strike*. This strike is at +1 damage.

[POT] Strike: hand strike or use a melee weapon strike. This strike is at +2 damage.

Jyhad:C, VTES:C, Sabbat:C, SW:C/PB4, FN:PG4, CE:C/PN5, Anarchs:PAG3, KMW:PAI4, Third:C/PB5

Under the Skin

Type: Action Modifier

Discipline: Auspex & Presence

Only usable during a referendum before votes are cast.

[aus][pre] Choose a younger vampire. That vampire abstains from voting.

[AUS][PRE] As above, and tap that vampire at the end of the action if the referendum passes.

BH:C/PTo2

Underbridge Stray

Type: Ally

Discipline: Animalism

Blood Cost: 1

Animal with 1 life, 0 strength, 0 bleed.

[ani] The Stray may burn 1 life to give a minion you control a press. During a (D) action directed at you, you may burn the Stray to untap a ready minion you control (not usable if the Stray is blocking).

[ANI] As above, but the Stray has 2 life and 1 strength.

LotN:U

Underworld Hunting Ground

Type: Master

Required Clan: Assamite

Pool Cost: 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.

AH:C2, FN:PA, LotN:PA

Undue Influence

Type: Action

Discipline: Chimerstry/Presence/Quietus

+1 stealth action. Requires a ready anarch. Choose a vampire in your uncontrolled region.

[chi] (D) Move 1 blood from *an uncontrolled minion* in any uncontrolled region to the chosen vampire.

[pre] (D) Bleed. If the bleed is successful, put 1 blood counter on the chosen vampire.

[qui] Put 1 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.

KMW:C

Undying Tenacity

Type: Combat

Discipline: Fortitude

[for] 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).

[FOR] Press or prevent 1 damage.

LotN:C, KoT:C

Undying Thirst

Type: Reaction

Required Clan: Baali

Burn Option

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.

KMW:R

Unexpected Coalition

Type: Action Modifier/Reaction

Required Clan: Brujah antitribu

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.

SoC:C

Unflinching Persistence

Type: Combat

Discipline: Fortitude

[for] Prevent 1 damage.

[FOR] Maneuver, and prevent up to 1 damage later this round. Only usable when choosing range.

Jyhad:C, VTES:C, SW:PV, CE:C, Anarchs:PG4, LoB:PA2

Unholy Penance

Type: Combat

Discipline: Presence

Blood Cost: 1

[pre] Strike: combat ends.

[PRE] 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.

LotN:C/PS3

Unholy Radiance

Type: Action Modifier/Reaction

Burn Option

Requires a Laibon with three or more Orun.

Only usable during a referendum. Usable by a tapped Laibon. Gain 4 votes.

EK:C

Unity

Type: Master

Required Creed: Visionary

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.

NoR:R

University Hunting Ground

Type: Master

Required Clan: Tremere antitribu

Pool Cost: 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 may gain blood from only one hunting ground card each turn.

Sabbat:U, BH:PT, Third:PT

Unlicensed Taxicab

Type: Equipment

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.

Anarchs:C

Unmasking, The

Type: Event

Gehenna. Do not replace until your next discard phase.

Allies get +1 intercept when attempting to block vampires.

Gehenna:R, KoT:R

Unnatural Disaster

Type: Master

Pool Cost: 2

Master.

Burn a location.

Jyhad:C, VTES:C, Sabbat:C, SW:PT, CE:PT

Unseen Hibernation

Type: Reaction

Discipline: Abombwe

Blood Cost: 1

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] Only usable during a (D) action directed at this vampire. Not usable if the acting minion is an older vampire. The action ends (unsuccessfully), and no cost is paid.

[ABO] As above, but usable by a tapped vampire.

LoB:C/PA

Unwholesome Bond

Type: Action

Discipline: Sanguinus

+1 stealth action.

[san] This vampire gains X+1 blood, where X is the number of ready, untapped Blood Brothers of the same circle as the acting vampire.

[SAN] Add 1 blood from the blood bank to each Blood Brother in your uncontrolled region of the same circle as the acting vampire.

BL:C2, LoB:C

Up Yours!

Type: Combat

Blood Cost: 1

Only usable at close range.

Choose a weapon possessed by the opposing minion. Strike: X damage, where X is the *pool* cost of the chosen weapon.

Sabbat:R, SW:R

Uptown Hunting Ground

Type: Master

Required Clan: Ventrue

Pool Cost: 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.

Jyhad:U, VTES:U, CE:U/PV, KoT:U

Urban Jungle

Type: Event

Inconnu.

Blood hunt referendums get an additional 2 votes against the referendum.

LotN:R

Using the Advantage

Type: Master

Required Clan: Nosferatu antitribu

Pool Cost: 1

Master.

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

Sabbat:R, SW:R, Third:R

Vagabond Mystic

Type: Ally

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.

SW:U, Third:U

Vampiric Disease

Type: Master

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.

Jyhad:R, VTES:R, Tenth:A

Vampiric Speed

Type: Combat

Discipline: Celerity

[cel] Strike: dodge.

[CEL] Strike: dodge, with an optional press.

Jyhad:C, VTES:C, CE:C, LoB:PI

Vanish from the Mind's Eye

Type: Combat

Discipline: Obfuscate

[obf] Press, only usable to end combat.

[OBF] Press.

Jyhad:C, VTES:C, Tenth:A

Vascular Explosion

Type: Combat

Discipline: Quietus

Blood Cost: 2

[qui] Strike: 2 damage, 3 damage to an ally.

Damage cannot be prevented.

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

FN:C2

Vast Wealth

Type: Master

Master.

Put this card on a ready minion you control. While you control this minion, he or she can equip with the first piece of equipment you find in your library (working down from the top) as a +1 stealth action (requirements and cost apply as normal). Shuffle afterward.

Jyhad:U, VTES:U, CE:PTo, Third:U, KoT:U

Vaulderie

Type: Action

Requires a ready archbishop, priscus, cardinal or regent. +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.

Sabbat:U, SW:PL2

Veil of Darkness

Type: Event

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 [obt], the vampire burns 2 blood.

Gehenna:R

Veil of Silence

Type: Reaction

Discipline: Quietus

Blood Cost: 1

[qui] 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.

[QUI] As above, and the acting minion cannot dodge during the first round of the resulting combat.

FN:C2

Veil the Legions

Type: Action Modifier

Discipline: Obfuscate

[obf] Only usable by a ready, untapped vampire other than the acting minion you control. The acting minion gets +1 stealth. Only one Veil the Legions may be played each action.

[OBF] As above, and this vampire may burn X additional blood to give +1 stealth to the next X actions your minions perform this turn. Only one Veil the Legions can be played at superior each turn.

SoC:C, LotN:PS2, KoT:C/PM4

Veiled Sight

Type: Reaction

Discipline: Chimerstry

Blood Cost: 2

Only usable by a blocking minion.

[chi] The acting minion's stealth is set to 0. (He or she gets -X stealth, where X is his or her current stealth.)

[CHI] As above, and once during the resulting combat if this vampire successfully blocks, he or she may steal 1 blood as a strike.

DS:C2, Tenth:A

Veles' Hunt

Type: Political Action

Required Clan: Gangrel

Pool Cost: 3

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.

KoT:R

Vendetta

Type: Reaction

Required Clan: Brujah antitribu

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.

BH:R2, Third:R2/PB1

Veneficorum Artum Sanguis

Type: Equipment

Unique equipment.

The vampire with this equipment has superior Thaumaturgy [THA]. Any Tremere or Tremere antitribu may enter combat with the minion with this equipment as a (D) action.

FN:R2, KoT:R

Venation

Type: Action Modifier
Discipline: Serpents
Blood Cost: 1

Only usable when this acting minion is blocked, before combat begins.

[ser] 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.

[SER] As above, but the cost of this card is reduced by 1 blood.

FN:C2/PS2

Venetian Conference

Type: Reaction
Required Clan: Giovanni
Blood Cost: 1

+2 intercept, only usable when a Camarilla vampire is taking an action.
FN:C2

Vengeance of Samiel

Type: Combat
Discipline: Valeren/Potence
Blood Cost: 1

[pot] Strike: hand strike or *use a melee weapon strike*. This strike is at +1 damage.

[val] As [pot] above, and this strike cannot be dodged.

[VAL] As [val] above, but this strike is at +2 damage.

BL:C2, LoB:C

Ventruer Directorate Assembly

Type: Master
Required Clan: Ventruer
Pool Cost: 2

Master.

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

DS:C2, CE:PV

Ventruer Headquarters

Type: Master
Required Clan: Ventruer
Pool Cost: 1

Master: unique location.

During a referendum, you may tap this card to gain 3 votes.

Jyhad:U, VTES:U, CE:U, Anarchs:PAB, KoT:U

Ventruer Investment

Type: Master
Required Clan: Ventruer antitribu

Master. Investment.

Put this card in play with 1 blood on it for each Ventruer 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.

Sabbat:U, SW:U/PV, Third:U

Ventruer Justicar

Type: Political Action

Title.

Choose a ready Ventruer. If this referendum is successful, put this card on the chosen Ventruer to represent the unique Camarilla title of Ventruer Justicar. In this referendum, each Ventruer gets 1 extra vote.

Jyhad:R, VTES:R, CE:R, KoT:R

Vermin Channel

Type: Action

Required Clan: Nosferatu antitribu

Blood Cost: 1

+3 stealth action.

(D) Bleed.

SoC:C

Vessel

Type: Master

Pool Cost: 1

Master: trifle.

Put this card on a vampire, and you may burn a Blood Doll in play (if any). During this vampire's controller's untap phase, he or she may move 1 blood from this vampire to his or her pool or from his or her pool to this vampire.

LotN:PA2/PG2/PR2/PS2,

KoT:PB2/PM2/PT2/PV2

Vial of Elder Vitae

Type: Equipment

Pool Cost: 1

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.

DS:U2, CE:U

Vial of Garou Blood

Type: Equipment

Pool Cost: 1

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.

DS:C2, FN:PG, Third:C

Vicissitude

Type: Master

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Vicissitude [vic]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Vicissitude.

Sabbat:C, SW:C/PT, Third:PTz

Vicissitude Poisoning

Type: Master

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.

Sabbat:R, SW:R/PL

Victim of Habit

Type: Action

Blood Cost: 1

+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.

KMW:R, KoT:R

Vigil: The Thin Line

Type: Master

Required Creed: Defender

Master: unique hunter-list.

Put this card in play. Tap this card to give a Defender +1 intercept when a monster is acting.

NoR:R

Vigilance

Type: Power

Virtue: Judgment

[ACTION MODIFIER] Only usable at the end of a successful action (after resolving the action).

Untap this imbued.

[REACTION] [1 CONVICTION] *Only usable by a tapped imbued.* Untap this imbued.

NoR:C

Villein

Type: Master

Master: trifle.

Put this card on a vampire you control and move 2 or more blood from that vampire to your pool. Minion Tap cards cost an additional pool. Villein costs an additional pool to play on this vampire.

KoT:U

Violation of Trust

Type: Action

+1 stealth action.

Burn a contract on a minion you control.

AH:C2, FN:PS

Virolax Facility

Type: Master

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.

Gehenna:R

Visit from the Capuchin

Type: Master

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.

FN:R2, Third:R

Vitae Block

Type: Combat

Discipline: Obeah/Animalism

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

[ani] This vampire gets an optional press this round.

[obe] 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.

[OBE] As [obe] above, but move up to 3 blood to this card.

BL:U2, LoB:R

Voice of Madness

Type: Reaction

Discipline: Dementation

Blood Cost: 1

Only usable when this vampire successfully blocks an ally or younger vampire.

[dem] Tap this reacting vampire. Combat does not occur.

[DEM] As above, and the acting minion burns 1 blood or life.

SW:U, CE:U, Third:PM, KoT:U/PM2

Voter Captivation

Type: Action Modifier

Discipline: Presence

Only usable after resolving a successful referendum called by this acting vampire.

[pre] The acting vampire gains X blood from the blood bank, where X is the number of votes by which the referendum passed.

[PRE] As above, but move up to 2 of those blood counters to your pool instead of this vampire.

Jyhad:U2, VTES:U, Sabbat:U, CE:U/PTo2/PV, Anarchs:PAB3, KMW:PAn3, LoB:PG3, Third:U/PB2

Vox Domini

Type: Master

Pool Cost: 1

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.

BH:R, LoB:PA

Vox Senis

Type: Master

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.

BH:C/PN, KMW:PAI, Third:PM

Vulnerability

Type: Master

Pool Cost: 1

Master.

Burn a vampire in torpor.

Jyhad:U, VTES:U, CE:U, LoB:PA, KoT:U

Vulture's Buffet

Type: Action

Discipline: Spiritus/Obfuscate

+1 stealth hunt action. If this hunt is successful, the acting vampire untaps.

[obf] 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.

[spi] As [obf] above, but move 2 blood.

[SPI] As [spi] above, and you gain 1 pool.

LoB:R

Waiting Game

Type: Event

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.

KoT:R

Wake with Evening's Freshness

Type: Reaction

Do not replace until your next untap phase.

Only usable by a tapped vampire. This reacting vampire can play reaction cards and attempt to block as though untapped until the current action is concluded.

Jyhad:C, VTES:C, SW:PB2/PL4/PV2, FN:PG2, CE:PB4/PM4/PTo3/PV3, Anarchs:PAB3/PAG2, BH:PTo3, KMW:PAAn3/PB5/PG2, LoB:PG2/PI3

Walk of Caine

Type: Action Modifier

Discipline: Sanguinus

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.

[san] +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.

[SAN] As [san] above, but usable any time before the action is resolved.

BL:C1, LoB:C

Walk of Flame

Type: Combat

Discipline: Thaumaturgy

Not usable on the first round of combat.

[tha] Strike: 1R aggravated damage.

[THA] Strike: 2R aggravated damage.

Jyhad:U2, VTES:U, Sabbat:U, CE:C/PTr3, BH:PTr2, Third:C/PTr4, KoT:C

Walk through Arcadia

Type: Action Modifier

Required Clan: Malkavian antitribu

Blood Cost: 1

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.

Sabbat:R, SW:R

Walks-With-Might

Type: Ally

Pool Cost: 2

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.

Promo-20080203

Wall Street Night, Financial Newspaper

Type: Master

Pool Cost: 1

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 (D) action.

Promo-20060123

Wanderer's Counsel

Type: Action Modifier/Reaction

Required Clan: Akunanse

[ACTION MODIFIER][REACTION] Only usable during a referendum. Usable by a tapped vampire. This Akunanse gets an additional vote in this referendum.

[ACTION MODIFIER] Only usable when this Akunanse successfully hunts. He or she gains 1 additional blood.

LoB:C

War Ghoul

Type: Ally

Required Clan: Tzimisce

Pool Cost: 3

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 (D) action. She may prevent 1 damage each round. Tap and burn War Ghoul to burn any location; you cannot use this ability during combat.

Sabbat:R, SW:R, Third:R/PTz

War Party

Type: Action

+1 stealth action. Requires an archbishop, priscus, cardinal or regent.

(D) 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 (D) action.

Sabbat:U, SW:U/PL, BH:PN, Third:U

Warning Sirens

Type: Master

Master: out-of-turn.

Play on a minion targeted by a (D) action to give that minion +1 intercept. Alternatively, play on a minion in combat. That minion gets an optional strike: dodge this round.

KMW:C

Warrant

Type: Political Action

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 (D) action that costs 1 blood.

LotN:C/PG

Warsaw Station

Type: Master
Required Clan: Nosferatu
Pool Cost: 2

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.

KoT:R

Warzone Hunting Ground

Type: Master
Required Clan: Brujah
Pool Cost: 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.

Jyhad:U, VTES:U, CE:U/PB, KMW:PAh, KoT:U

Wash

Type: Master

Master: out-of-turn. Trifle. Do not replace until your next untap phase.

Cancel a master card played by your predator or prey as it is played (no cost is paid). That Methuselah gains a master phase action (if the canceled card is an out-of-turn master, the master phase action is gained during that Methuselah's next master phase).

Third:U, LotN:PS, KoT:U

Wasserschloss Anif, Austria

Type: Master
Required Clan: Tremere

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 (D) action; Malkavians get +1 stealth when attempting that action.

DS:U, CE:PT

Waste Management Operation

Type: Master
Required Clan: Brujah antitribu
Pool Cost: 1

Master: unique location.

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

SW:U, Third:U

Watch Commander

Type: Reaction

Requires a Black Hand vampire. Only usable when attempting to block a (D) action.

+1 intercept.

BH:C

Watchtower: Chosen are Called

Type: Master
Pool Cost: 1
Burn Option

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.

BH:R

Watchtower: Four Ride Forth

Type: Master
Pool Cost: 1
Burn Option

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.

BH:R2

Watchtower: Greatest Fall

Type: Political Action

Pool Cost: 1

Requires a Seraph. 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.

BH:R

Watchtower: The Wolves Feed

Type: Master

Pool Cost: 1

Burn Option

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 un-tap 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.

SoC:R

Waters of Duat

Type: Action

Required Clan: Follower of Set

Blood Cost: 1

+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 considered unique, must hunt this turn and is the same sect as the acting Follower of Set.

KMW:C

Wave of Insanity

Type: Action

Discipline: Dementation

This is a +1 stealth action.

[dem] (D) Tap an ally.

[DEM] Tap all allies.

Sabbat:R

Wave of Lethargy

Type: Combat

Discipline: Quietus

Blood Cost: 1

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

[QUI] As above, and strike cards cost the opposing vampire an additional blood this round.

FN:R2

Waxen Poetica

Type: Equipment

Pool Cost: 1

Unique weapon.

Strike: 2R aggravated damage. Not usable against a vampire with Celerity [cel], an ally, or a retainer. Burn after use.

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Weakness

Type: Combat

Discipline: Quietus

Blood Cost: 1

[qui] Strike: burn one Master Discipline card on the opposing vampire (Remove excess blood).

[QUI] As above, and the opposing vampire also takes one damage.

AH:U5

Weather Control

Type: Combat

Discipline: Thaumaturgy

Only usable before range is determined on the first round.

[tha] 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.

[THA] As above, but the amount of damage inflicted increases by 1 in each subsequent round.

Jyhad:U, VTES:U, CE:U, BH:PTR2, Third:PTR3, KoT:U

Web of Knives Recruit

Type: Action

Required Clan: Assamite

Pool Cost: 1

+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 [cel], Obfuscate [obf], Potence [pot], Quietus [qui] and 3 blood who is Blood Cursed.

KMW:C, LotN:PA2

Week of Nightmares

Type: Master

Required Clan: Ravnos

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.

FN:R, LotN:PR

Weeping Stone

Type: Master

Pool Cost: 3

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 (D) action that costs 1 pool.

BH:R

Weigh the Heart

Type: Action Modifier

Discipline: Auspex & Serpents

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

[AUS][SER] Only usable as a (D) action is announced. If this action is successful, put a corruption counter on a minion controlled by the target Methuselah (after resolving the action).

KMW:C

Weighted Walking Stick

Type: Combat

Only usable before range is determined on the first round.

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

CE:U, Third:U, LotN:PA3, KoT:U/PB3

Weirding Stone

Type: Equipment

Required Clan: Tzimisce

Blood Cost: 1

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.

BH:R

Well-Aimed Car

Type: Combat
Discipline: Potence

[pot] Strike: 4R *damage*; only usable at long range. Not usable first round of combat.

[POT] As above, with an optional press.

Jyhad:U, VTES:U

Well-Marked

Type: Action
Blood Cost: 1

+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.

EK:R

Wendell Delburton (Hunter)

Type: Ally
Pool Cost: 3

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 (D) 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.

FN:R2, KoT:R

Werewolf Pack

Type: Ally
Required Clan: Gangrel
Pool Cost: 4

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

Werewolf Pack is not affected by damage from melee weapons.

DS:C2

Whispers from the Dead

Type: Action
Discipline: Necromancy
Blood Cost: 1

[nec] Move a library card from your ash heap to your hand (discard afterward).

[NEC] As above, but with +1 stealth.

AH:C2, FN:PG2, LotN:PG2

Whispers of the Nictuku

Type: Master

Unique Master.

Put this card in play. *Every* 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.

DS:U2

Whistling Up the Beast

Type: Combat
Discipline: Abombwe

[abo] [REFLEX] Cancel a frenzy card played on this vampire as it is played.

[abo] 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.

[ABO] As above, and this vampire gets an optional maneuver this round.

LoB:R

White Nights Massacre

Type: Event

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.

KoT:R

White Phosphorus Grenade

Type: Equipment

Pool Cost: 1

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.

Sabbat:U, SW:U, FN:PS, Third:U

Wildebeest, The

Type: Action

Required Clan: Ahrimane

Blood Cost: 1

+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.

BL:R1, LoB:R

Will of the Council

Type: Action

+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.

CE:U, KoT:U

Will-o'-the-Wisp

Type: Action Modifier

Discipline: Chimerstry

Blood Cost: X

[chi] Allocate X+1 points among one or more minions. Each point represents -1 intercept for that minion this action.

[CHI] 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.

LotN:R

Winchester Mansion

Type: Equipment

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

The vampire with this location has superior De-mentation [DEM]. During each of your master phases, if you do not play a master card from your hand, this vampire burns 1 blood.

BH:R, KoT:R

Wind Dance

Type: Combat

Discipline: Thaumaturgy

[tha] Strike: dodge

[THA] Strike: dodge with an additional strike: dodge this round.

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Winged Second

Type: Reaction

Discipline: Flight

[FLIGHT] 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.

LoB:R

Wise Spider

Type: Action

Required Clan: Akunanse

Blood Cost: 1

+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.

LoB:R

Withering

Type: Combat

Discipline: Thanatosis/Animalism

[ani] Strike: 1R damage.

[thn] Strike: 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.

[THN] As [thn] above, and the minion with this card cannot play cards that require any Disciplines.

BL:C2, LoB:C

WMRH Talk Radio

Type: Master

Pool Cost: 1

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.

BH:R, LotN:PS

Wolf Claws

Type: Combat

Discipline: Protean

Blood Cost: 1

[pro] For the remainder of the round, this vampire's hand damage is aggravated.

[PRO] Press.

Jyhad:C, VTES:C, Sabbat:C, SW:C

Wolf Companion

Type: Retainer

Discipline: Animalism

Blood Cost: 1

Animal with 2 life.

[ani] When the minion with this retainer is in combat, the opposing minion takes 1 damage during strike resolution (if the range is close).

[ANI] As above, but Wolf Companion has 3 life.

Jyhad:U2, VTES:U, Sabbat:U, SW:PT, KMW:PG, Third:PTz2

Wooden Stake

Type: Equipment

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.

Jyhad:U, VTES:U, SW:PB, CE:U/PB, BH:PTo3, Third:U, KoT:U

World's a Canvas, The

Type: Action

Discipline: Dominate/Obfuscate/Vicissitude

Blood Cost: 2

Requires an anarch.

[dom] (D) Burn half the counters on an uncontrolled minion in your prey's uncontrolled region (round down).

[obf] +1 stealth action. (D) Burn a location.

[vic] (D) Burn 4 blood from a ready, titled, non-anarch vampire.

TR:R

Wormwood

Type: Event

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.

Gehenna:R

Wrath of the Inner Circle

Type: Political Action

Requires an Inner Circle member.

Choose a ready justicar. If the *referendum* is successful, put this card on that justicar. The justicar *loses* his or her title, and his or her capacity decreases by 1. (A vampire's capacity cannot go below 1.)

DS:U

Writ of Acceptance

Type: Equipment

Equipment.

The vampire with this equipment is considered a Camarilla vampire.

AH:C2, Tenth:B

Wrong and Crosswise

Type: Reaction

Discipline: Dementation

Blood Cost: 1

[dem] Reduce a bleed against you by 2.

[DEM] Only usable during a referendum.

Gain 4 votes against the referendum.

KoT:C

XTC-Laced Blood

Type: Master

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 (D) action.

Jyhad:R, VTES:R, CE:R, KoT:R

Yawp Court

Type: Master

Master: unique location. Requires a ready Sabbat vampire.

When a political action is successful, before the referendum, *tap this card and a ready untapped Sabbat vampire you control* to have that vampire 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.

Third:R

Year of Fortune

Type: Political Action

Choose one or more Methuselchs who are not chosen for any other Year of Fortune in play. If this referendum is successful, put this card into play. Each chosen Methuselch gets +1 hand size. Any vampire can call a referendum to burn this card as a +1 stealth political action.

Anarchs:C, LoB:PA, KoT:C/PB2

Yoruba Shrine

Type: Master

Required Clan: Assamite

Pool Cost: 1

Master: unique location.

When a ready Assamite you control is the target of a (D) action or is selected by the acting Methuselah 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.

LoB:R

Young Bloods

Type: Ally

Pool Cost: 2

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 (D) action. If a vampire controlled by another Methuselah burns the Young Bloods in combat or as an action, he or she gains 2 blood.

Third:R

Zaire River Ferry

Type: Equipment

Required Clan: Lasombra

Blood Cost: 2

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

You may tap this location when a (D) 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.

LoB:R

Zapaderin

Type: Action Modifier

Required Clan: Ravnos

Blood Cost: 1

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.

LotN:C/PR2

Zillah's Tears

Type: Action

+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.

BH:C/PTo2, Third:C

Zillah's Valley

Type: Master

Pool Cost: 5

Master.

Move 4 blood from the blood bank to a vampire in your uncontrolled region with a capacity 8 or more.

FN:C, BH:PTo2, LoB:PG2, KoT:C

Zip Gun

Type: Combat

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.

Jyhad:U2, VTES:U, SW:PV, CE:U

Zip Line

Type: Action

+2 stealth action.

Put this card on the acting minion. This minion may burn this card to get +1 stealth.

TR:C

Zombie

Type: Retainer

Required Clan: Giovanni

Blood Cost: 1

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. As a +1 stealth action, the vampire with this retainer may burn the Zombie to gain 2 blood.

DS:C2, FN:PG

Zoning Board

Type: Master

Pool Cost: 1

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 (D) 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.

CE:R2, KoT:R

Zoo Hunting Ground

Type: Master

Required Clan: Gangrel

Pool Cost: 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.

Jyhad:U, VTES:U, Anarchs:PG, KoT:U