

Name: .44 Magnum
[Jyhad:C, VTES:C, Sabbat:C, SW:PB, CE:PTo3, LoB:PO3]
Cardtype: Equipment
Cost: 2 pool
Weapon, gun.
2R damage each strike, with an optional maneuver each combat.
Artist: Ne Ne Thomas; Greg Simanson

Name: 419 Operation
[EK:C]
Cardtype: Action
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.
Artist: Avery Butterworth

Name: Aabbt Kindred
[FN:U2]
Cardtype: Vampire
Clan: Follower of Set
Group: 2
Capacity: 4
Discipline: 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.
Artist: Lawrence Snelly

Name: Aaron Bathurst
[Third:V]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 4
Capacity: 4
Discipline: for obf pot
Sabbat.
Artist: Rik Martin

Name: Aaron Duggan, Cameron's Toady
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Lasombra
Group: 2
Capacity: 2
Discipline: obt
Sabbat
Artist: Eric LaCombe

Name: Aaron's Feeding Razor

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: Equipment

Cost: 1 pool

Unique equipment.

When this vampire successfully hunts, he or she gains 1 additional blood.

Artist: Thomas Nairb; Christopher Rush

Name: Abactor

[Promo-20090401]

Cardtype: 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).

Artist: Juan Calle

Name: Abandoning the Flesh

[CE:R, Third:R]

Cardtype: 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.

Artist: Steve Ellis

Name: Abbot

[Third:U, HttB:PSal3]

Cardtype: 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.

Artist: John Bridges

Name: Abd al-Rashid

[AH:V3, FN:PA]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 5

Discipline: obf CEL QUI

Independent: (Blood Cursed)

Artist: Tom Wanerstrand

Name: Abdelsobek
[LotN:U]
Cardtype: Vampire
Clan: Follower of Set
Group: 5
Capacity: 5
Discipline: nec obf pre ser
Independent: Abdelsobek can untap a vampire or mummy you control as a +1 stealth action.
Artist: Ken Meyer, Jr.

Name: Abebe
[LoB:U, HttB:PSam]
Cardtype: Vampire
Clan: Samedi
Group: 4
Capacity: 4
Discipline: nec obf thn
Independent.
Artist: James Stowe

Name: Abiku
[EK:U]
Cardtype: Vampire
Clan: Osebo
Group: 4
Capacity: 6
Discipline: cel obt POT AUS
Laibon: Abiku gets +1 stealth when hunting.
Artist: Mathias Kollros

Name: Abjure
[NoR:R]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Ablative Skin
[Sabbat:R, SW:R, Third:R]
Cardtype: 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.
Artist: Richard Thomas

Name: Abombwe [abo]

[LoB:C/PA]

Cardtype: Master

Capacity: +1

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.

Artist: Ken Meyer, Jr.

Name: Abomination

[FN:R, KoT:R]

Cardtype: Action

Cost: 1 pool

Capacity: 4

+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.

Artist: Steve Prescott

Name: Absimiliard's Army

[Gehenna:R]

Cardtype: 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.

Artist: Richard Thomas

Name: Absolution of the Diabolist

[AH:U5, CE:U]

Cardtype: Master

Cost: 1 pool

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.

Artist: Scott Kirschner

Name: Absorb the Mind

[BL:C2, LoB:C, HttB:PKia3]

Cardtype: 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).

Artist: Steve Ellis

Name: Abu Nuwasi
[EK:U]
Cardtype: Vampire
Clan: Ishtarri
Group: 4
Capacity: 3
Discipline: cel for
Laibon.
Artist: Brian LeBlanc

Name: Abyssal Hunter
[BH:R2]
Cardtype: Ally
Clan: Lasombra
Cost: 2 pool
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.
Artist: Jeff Holt

Name: Academic Hunting Ground
[Jyhad:U, VTES:U, CE:U/PTTr, KoT:U]
Cardtype: Master
Clan: Tremere
Cost: 2 pool
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.
Artist: Mike Huddleston; Michael Weaver

Name: Accorri Giovanni
[LotN:U]
Cardtype: Vampire
Clan: Giovanni
Group: 5
Capacity: 6
Discipline: ani nec DOM POT
Independent.
Artist: Lawrence Snelly

Name: Aching Beauty
[Jyhad:U, VTES:U, CE:U, KoT:U]
Cardtype: Master
Clan: Toreador
Cost: 2 pool
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).
Artist: Dave Roach & Pete Burges; Chris Stevens

Name: Acquired Ventrue Assets

[DS:U, FN:PG]

Cardtype: Master

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.

Artist: Richard Kane Ferguson

Name: Acrobatics

[Jyhad:C, VTES:C, SW:PB, CE:C/PB2, BH:PTo4, KMW:PAI2/PG3, Third:C/PB3]

Cardtype: Combat

Cost: 1 blood

Discipline: Celerity

[cel] Additional strike.

[CEL] Strike: dodge, with an additional strike.

Artist: Douglas Shuler

Name: Adana de Sforza

[KoT:PB2]

Cardtype: Vampire

Clan: Brujah

Group: 4

Capacity: 11

Discipline: aus CEL OBF POT PRE PRO

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

Artist: Marian Churchland

Name: Adaptability

[Sabbat:R, SW:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Protean

[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.

Artist: Hannibal King

Name: Adelaide Davis

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 4

Discipline: aus dem obf

Camarilla.

Artist: Ken Meyer, Jr.

Name: Adhiambo

[LoB:U]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 6

Discipline: 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.

Artist: Richard Thomas

Name: The Admonitions

[BH:U, Third:U]

Cardtype: 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).

Artist: Peter Bergting

Name: Adonai

[BL:U1]

Cardtype: Vampire

Clan: Salubri antitribu

Group: 2

Capacity: 7

Discipline: 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.

Artist: Lawrence Snelly

Name: Adrienne

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Toreador

Group: 1

Capacity: 6

Discipline: aus cel pot pre

Camarilla: +1 bleed.

Artist: Scott Kirschner

Name: Aeron

[Gehenna:U]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 3

Capacity: 9

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Afifa, The Herald

[Gehenna:U]

Cardtype: Vampire

Clan: Caitiff

Group: 4

Capacity: 1

Discipline: 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.

Artist: Albrecht

Name: Agaitas, The Scholar of Antiquities

[BL:U2]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 2

Capacity: 6

Discipline: 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.

Artist: Christopher Shy

Name: Agate Talisman

[KoT:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Agatha

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 2

Capacity: 4

Discipline: POT obf

Sabbat

Artist: John Bolton

Name: Agent of Power

[LotN:C, HttB:PSam4]

Cardtype: 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.

Artist: Jeff Holt

Name: Aggressive Tactics

[Sabbat:R, SW:R]

Cardtype: Master

Cost: 2 pool

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.

Artist: John Matson

Name: Agrippina

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Nosferatu

Group: 1

Capacity: 4

Discipline: pot OBF

Camarilla.

Artist: Brian Snoddy

Name: Agru Kabera

[LoB:U]

Cardtype: Vampire

Clan: Ishtarri

Group: 4

Capacity: 6

Discipline: cel nec pre FOR

Laibon: +1 bleed.

Artist: Ken Meyer, Jr.

Name: Ahmose Chambers

[LotN:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 5

Capacity: 3

Discipline: obf ser

Independent.

Artist: Leif Jones

Name: Ahrimane Protectorate

[LoB:C]

Cardtype: Action

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.

Artist: Josh Timbrook

Name: Ahriman's Demesne
[Gehenna:C]
Cardtype: Combat
Cost: 2 blood
Discipline: Obtenebration
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.
Artist: Monte Moore

Name: Aidan Lyle
[KoT:V]
Cardtype: Vampire
Clan: Tremere
Group: 5
Capacity: 7
Discipline: dom AUS CHI THA
Camarilla: Aidan gets an optional press each combat.
Artist: Leif Jones

Name: Aid from Bats
[Jyhad:C, VTES:C, CE:C/PN3, Anarchs:PG2, Third:C, KoT:C]
Cardtype: Combat
Discipline: Animalism
[ani] Strike: 1R damage, with an optional maneuver.
[ANI] As above, with an optional press.
Artist: Melissa Benson; Eric Lofgren

Name: The Ailing Spirit
[HttB:R]
Cardtype: Action
Discipline: Obeah / Dominate
[dom] (D) Bleed at +1 bleed.
[obe] (D) Bleed at +1 bleed. Vampires with Dementation [dem], mortals and mages get -1 intercept during this action.
[OBE] +1 stealth action. (D) Take control of a Malkavian, Malkavian antitribu, mortal or mage until the end of the turn.
Artist: Aaron Acevedo

Name: Aimee Laroux
[LoB:U]
Cardtype: Vampire
Clan: Daughter of Cacophony
Group: 4
Capacity: 2
Discipline: for pre
Independent: You may use four transfers and burn 1 pool to give Aimee an additional level of Melpominee [mel]. Aimee cannot play reaction cards.
Artist: Lawrence Snelly

Name: Aire of Elation

[DS:C3, FN:PS3, CE:C/PTo3, Anarchs:PAB, KMW:PAAn2]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Presence

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.

Artist: Greg Simanson

Name: Aisata Swanou

[EK:U]

Cardtype: Vampire

Clan: Akunanse

Group: 5

Capacity: 7

Discipline: 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.

Artist: Leif Jones

Name: Aisha

[AH:V3, FN:PS1]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 6

Discipline: ani aus ser PRE

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

Artist: Alan Rabinowitz

Name: Aisling Sturbridge

[FN:U, CE:PTTr]

Cardtype: Vampire

Clan: Tremere

Group: 2

Capacity: 5

Discipline: dom AUS THA

Camarilla: Younger Tremere cannot block Aisling.

Artist: John Van Fleet

Name: Aiyana, The Wolfcatcher

[LoB:U]

Cardtype: Vampire

Clan: Ahrimane

Group: 4

Capacity: 3

Discipline: 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.

Artist: Jim Pavelec

Name: AK-47

[LotN:R]

Cardtype: Equipment

Cost: 5 pool

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.

Artist: Franz Vohwinkel

Name: Akhenaten, The Sun Pharaoh (Mummy)

[AH:R2, FN:PG]

Cardtype: Ally

Cost: 4 pool

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.

Artist: Rebecca Guay

Name: Akram

[AH:V3, CE:PB]

Cardtype: Vampire

Clan: Brujah

Group: 2

Capacity: 8

Discipline: 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.

Artist: Terese Nielsen

Name: Aksinya Daclau

[Third:V]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 9

Discipline: 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.

Artist: Abrar Ajmal

Name: Akunanse Kholo

[LoB:PA]

Cardtype: Action Modifier/Reaction

Clan: Akunanse

Only usable during a {referendum}. Usable by a tapped vampire. Title.

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

Artist: Ken Meyer, Jr.

Name: Alacrity

[AH:C2, CE:U, Anarchs:PAB, LoB:PI3, Third:PB2]

Cardtype: Action Modifier

Cost: 2 blood

Discipline: Celerity

[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.

Artist: L. A. Williams

Name: Alamut

[AH:R2, FN:PA]

Cardtype: Master

Clan: Assamite

Cost: 1 pool

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.

Artist: Pat Morrissey

Name: Alan Sovereign

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 6

Discipline: for pre AUS DOM

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

Artist: Steve Prescott

Name: Alan Sovereign

[Promo-20051001]

Cardtype: Vampire

Clan: Ventrue

Level: Advanced

Group: 3

Capacity: 6

Discipline: 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.

Artist: Leif Jones

Name: Al-Ashrad, Amr of Alamut

[AH:V3, FN:PA]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 9

Discipline: 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)

Artist: Lawrence Snelly

Name: Alastor

[Gehenna:R, KMW:PAI, KoT:R]

Cardtype: 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.

Artist: Monte Moore

Name: Alcoan

[HttB:U]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 6

Capacity: 7

Discipline: for AUS CEL NEC

Sabbat: When Alcoan is in combat with an ally or younger vampire, you may look at the opposing minion's controller's hand before range is determined on the first round.

Artist: Justin Norman

Name: Aleister Crowley
[KoT:PM2]
Cardtype: Vampire
Clan: Malkavian
Group: 5
Capacity: 7
Discipline: aus obf DEM PRE THA
Camarilla: Frenzy cards cannot be played on Aleister.
Artist: Vince Locke

Name: Alejandro Aguirre
[CE:V, Third:PTTr, BSC:X]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 3
Capacity: 5
Discipline: 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.
Artist: Ken Meyer, Jr.

Name: Aleph
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Malkavian
Group: 1
Capacity: 4
Discipline: dom AUS
Camarilla.
Artist: Larry MacDougall

Name: Alessandro Garcia
[Third:PB]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 4
Capacity: 4
Discipline: pot pre pro
Sabbat: Alessandro gets +1 strength in combat with a Lasombra.
Artist: Eric Lofgren

Name: Alexandra
[DS:V, CE:PTo]
Cardtype: Vampire
Clan: Toreador
Group: 2
Capacity: 11
Discipline: dom ANI AUS CEL PRE
Camarilla Inner Circle: Once during your turn, you may tap or untap another ready Toreador. +2 bleed.
Artist: Lawrence Snelly

Name: Alexis Sorokin

[KMW:U/PAn]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 8

Discipline: 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.

Artist: Rik Martin

Name: Alex Wilkins

[KoT:V]

Cardtype: Vampire

Clan: Caitiff

Group: 5

Capacity: 1

Discipline: cel

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

Artist: Trevor Claxton

Name: Alfred Benezri

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Pander

Group: 3

Capacity: 6

Discipline: aus dom PRE THA

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

Artist: Quinton Hoover

Name: Alfred Benezri

[Anarchs:U2]

Cardtype: Vampire

Clan: Pander

Level: Advanced

Group: 3

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Alia, God's Messenger

[Gehenna:R]

Cardtype: 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.

Artist: Thomas Denmark

Name: Alicia Barrows

[Gehenna:U]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 9

Discipline: 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.

Artist: Randy Gallegos

Name: Ali Kar

[Anarchs:U2]

Cardtype: Vampire

Clan: Assamite

Group: 3

Capacity: 3

Discipline: obf qui

Independent. (Blood Cursed)

Artist: Peter Bergting

Name: Allanyan Serata

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 9

Discipline: ani AUS CEL OBT PRE

Camarilla primogen: +1 strength.

Artist: Becky Jollensten

Name: Allison Maller

[CE:V/PB, BSC:X]

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 4

Discipline: cel pot pre

Camarilla.

Artist: Lawrence Snelly

Name: Allonzo Montoya

[KMW:U]

Cardtype: Vampire

Clan: Abomination

Group: 3

Capacity: 6

Discipline: ani aus OBF SER

Independent: Allonzo gets +1 stealth on actions that require Serpentis [ser]. Allonzo cannot block undirected actions. Scarce. Sterile.

Artist: Mark Poole

Name: Almiro Suarez

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Tremere

Group: 3

Capacity: 2

Discipline: aus

Camarilla.

Artist: Christopher Shy

Name: Almodo Giovanni

[KMW:U]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 3

Discipline: dom pot

Independent.

Artist: Rik Martin

Name: Al-Muntaquim, The Avenger

[LoB:U]

Cardtype: Vampire

Clan: True Brujah

Group: 4

Capacity: 8

Discipline: 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 [cel]. Scarce.

Artist: Christopher Shy

Name: Al-Muntathir, God's Witness

[HttB:U]

Cardtype: Vampire

Clan: True Brujah

Group: 5

Capacity: 8

Discipline: obf qui AUS FOR PRE TEM

Sabbat. Black Hand: If you control four or more True Brujah, burn Al-Muntathir. He cannot play cards that require Celerity [cel]. Scarce.

Artist: Jami Waggoner

Name: Alonso Petrodon

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 5

Capacity: 10

Discipline: 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.

Artist: Tony Shasteen

Name: Alonzo Guillen

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 6

Discipline: 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.

Artist: Christopher Shy

Name: Alpha Glint

[BH:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Animalism & Fortitude

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.

Artist: Peter Bergting

Name: Al's Army Apparatus

[Jyhad:R2, VTES:R, CE:R, KoT:R]

Cardtype: Master

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).

Artist: Steve Ellis; Robert McNeill

Name: Alu
[LotN:U]
Cardtype: Vampire
Clan: Assamite
Group: 5
Capacity: 2
Discipline: obf
Independent: Blood cursed.
Artist: Jim Pavelec

Name: Alvaro, The Scion of Angelica
[Sabbat:V, SW:PL]
Cardtype: Vampire
Clan: Lasombra
Group: 2
Capacity: 9
Discipline: 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.
Artist: Scott Fischer

Name: Amadeo
[DS:V, CE:PN]
Cardtype: Vampire
Clan: Nosferatu
Group: 2
Capacity: 8
Discipline: ani aus pre OBF POT
Camarilla primogen: If Amadeo successfully hunts, he gains 1 additional blood.
Artist: Daniel Gelon

Name: Amam the Devourer (Bane Mummy)
[FN:R2]
Cardtype: Ally
Clan: Follower of Set
Cost: 2 pool
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.
Artist: Lawrence Snelly

Name: Amaranth
[Jyhad:U, VTES:U, CE:U, Anarchs:PAG, BH:PTo2, Third:PTz, KoT:U]
Cardtype: 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.
Artist: Jeff Menges; Alejandro Collucci

Name: Amaravati
[KMW:U]
Cardtype: Vampire
Clan: Assamite
Group: 4
Capacity: 8
Discipline: ani chi DOM OBF QUI
Independent: During a political action, Amaravati may burn 2 blood to give each ready Assamite you control an additional vote. Blood Cursed.
Artist: Brian LeBlanc

Name: Amavi
[LoB:PA2]
Cardtype: Vampire
Clan: Akunanse
Group: 4
Capacity: 8
Discipline: pre pro ABO ANI FOR
Laibon: +1 bleed.
Artist: Rebecca Guay

Name: Ambrogino Giovanni
[FN:U2]
Cardtype: Vampire
Clan: Giovanni
Group: 2
Capacity: 9
Discipline: aus DOM NEC POT THA
Independent: Ambrogino has 1 vote. +1 bleed.
Artist: Christopher Shy

Name: Ambrogino Giovanni
[KMW:U]
Cardtype: Vampire
Clan: Giovanni
Level: Advanced
Group: 2
Capacity: 9
Discipline: 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.
Artist: Ken Meyer, Jr.

Name: Ambrosio Luis Moncada, Plenipotentiary

[SW:U]

Cardtype: Vampire

Clan: Lasombra

Group: 2

Capacity: 10

Discipline: aus for DOM OBT POT PRE

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

Artist: Christopher Shy

Name: Ambrosius, The Ferryman (Wraith)

[AH:R2, FN:PG]

Cardtype: Ally

Clan: Giovanni

Cost: 3 pool

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.

Artist: Alan Rabinowitz

Name: Ambulance

[LotN:R]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: John Bridges

Name: Ambush

[Sabbat:C, SW:C/PB5/PL, FN:PA3, Anarchs:PAG2, BH:PN5, KMW:PG3]

Cardtype: Action

(D) Enter combat with a ready tapped minion controlled by another Methuselah. The acting minion gets an optional maneuver during this combat.

Artist: Mark Poole

Name: Amelia

[SW:PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 7

Discipline: 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.

Artist: John Van Fleet

Name: Amelia, The Blood Red Tears

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 5

Discipline: ani obf POT

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

Artist: Lawrence Snelly

Name: Amenophobis

[Gehenna:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 7

Discipline: dom pre OBF SER

Camarilla primogen: When an action requiring Serpentis [ser] 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.

Artist: Mark Poole

Name: Amisa

[AH:V3, FN:PS]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 8

Discipline: pre pro OBF SER

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

Artist: Pete Venters

Name: Amria

[FN:C2/PR, LotN:PR2]

Cardtype: Combat

Discipline: Chimerstry

[chi] Maneuver, only usable to go to long range.

[CHI] Strike: dodge, with an optional press, only usable to end combat.

Artist: Michael Gaydos

Name: Amulet of Temporal Perception

[HttB:R]

Cardtype: Equipment

Unique equipment.

This vampire may burn 1 blood to play a card that requires basic Temporis [tem] from your hand. This equipment can be used only once each turn.

Artist: Nicolas Bigot

Name: Amusement Park Hunting Ground

[Sabbat:U, SW:U/PB, Third:PB]

Cardtype: Master

Clan: Brujah antitribu

Cost: 2 pool

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.

Artist: Dave Seeley

Name: Anachronism

[AH:C2, Tenth:B]

Cardtype: Master

Cost: 1 pool

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.)

Artist: Drew Tucker

Name: Ananasi Vampirephile

[LoB:R]

Cardtype: Ally

Clan: Gurohi

Cost: 4 pool

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.

Artist: James Stowe

Name: Anarch Convert

[TR:U]

Cardtype: Vampire

Clan: Caitiff

Group: *

Capacity: 1

Discipline: -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.

Artist: Lawrence Snelly

Name: The Anarch Free Press

[Anarchs:C]

Cardtype: Master

Cost: 1 pool

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.

Artist: Andrew Trabbold

Name: Anarchist Uprising

[Sabbat:C, SW:C/PV, Anarchs:PAB3, Third:C]

Cardtype: Political Action

Successful referendum means each Methuselah burns 1 pool for each minion he or she controls.

Artist: Scott Fischer

Name: An Anarch Manifesto

[TR:C]

Cardtype: 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.

Artist: Heather Kreiter

Name: Anarch Railroad

[Anarchs:R2]

Cardtype: Master

Cost: 2 pool

Master: unique location.

Tap to give an anarch +1 stealth for the current action.

Artist: Joel Biske

Name: Anarch Revolt

[Jyhad:U, VTES:U, CE:U, Anarchs:PAB2, KMW:PAn, Third:U]

Cardtype: 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.

Artist: Pete Venters; Steve Prescott

Name: Anarch Salon

[Anarchs:C2/PAB2]

Cardtype: 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.

Artist: James Stowe

Name: Anarch Secession

[KMW:R]

Cardtype: 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.

Artist: David Day

Name: Anarch Troublemaker

[Jyhad:R, VTES:R, CE:R, Anarchs:PAB, KoT:R]

Cardtype: 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.

Artist: Peter Bergting; Bryon Wackwitz

Name: Ana Rita Montana

[BH:U2]

AKA: Ana Rita Montana

Cardtype: Vampire

Clan: Tzimisce

Group: 3

Capacity: 5

Discipline: aus dom obf VIC

Sabbat.

Artist: Mark Nelson

Name: Anastasia Grey

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Gangrel

Group: 1

Capacity: 3

Discipline: ani pro

Camarilla.

Artist: Douglas Shuler

Name: Anastasz di Zagreb

[CE:V, KMW:PAI, BSC:X]

Cardtype: Vampire

Clan: Tremere

Group: 3

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: Anathema

[DS:U2, CE:U/PB, KMW:PAI2]

Cardtype: 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.

Artist: Steve Casper

Name: Anatole, Prophet of Gehenna

[FN:U, CE:PM]

Cardtype: Vampire

Clan: Malkavian

Group: 2

Capacity: 8

Discipline: 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.

Artist: John Van Fleet

Name: Ancestor's Insight

[LoB:C/PO4]

Cardtype: 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.

Artist: Alexander Dunnigan

Name: Ancestor Spirit

[LoB:R]

Cardtype: 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.

Artist: Jeff Holt

Name: The Ancestor's Talisman

[AH:C2, FN:PA]

Cardtype: Equipment

Clan: Assamite

Unique equipment.

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

Artist: Liz Danforth

Name: Ancient Influence

[Jyhad:C, VTES:C, SW:PT/PV, CE:C, LoB:PG]

Cardtype: 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.

Artist: Pete Venters

Name: Ancilla Empowerment

[Jyhad:C, VTES:C, CE:C/PTo2, LoB:PG2]

Cardtype: Political Action

Successful referendum means each Methuselah burns 1 pool for each minion he or she controls.

Artist: William O'Connor

Name: Andrea Giovanni

[FN:U2]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 7

Discipline: pot vic DOM NEC

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

Artist: Christopher Shy

Name: Andreas, The Bard of Crete

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Toreador

Group: 1

Capacity: 9

Discipline: dom pro AUS CEL PRE

Camarilla primogen: Once each turn, Andreas may burn 1 blood to get +1 intercept for the current action.

Artist: Pete Venters

Name: Andrei Puxton

[DS:V, Tenth:B]

AKA: Andrei Puxton

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 5

Discipline: ani cel chi for

Independent.

Artist: Cliff Nielson

Name: Andre LeRoux

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 3

Discipline: aus

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

Artist: Juan Antonio Serrano Garcia

Name: Andrew Emory

[Third:V, HttB:PKia]

Cardtype: Vampire

Clan: Lasombra

Group: 4

Capacity: 5

Discipline: aus dom pot OBT

Sabbat bishop.

Artist: Steve Eidson

Name: Andrew Stuart

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 4

Capacity: 5

Discipline: 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.

Artist: Mike Gaydos & Mike Chaney

Name: Andy

[TR:U]

Cardtype: Vampire

Clan: Caitiff

Group: 4

Capacity: 1

Discipline: for

Camarilla: An older vampire opposing Andy gets one optional press each combat.

Artist: Andrew Trabbold

Name: Anesthetic Touch

[BL:C1, LoB:C]

Cardtype: 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.

Artist: Mark Nelson

Name: Angel

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 2

Discipline: cel

Camarilla.

Artist: Dan Smith

Name: Angela Decker

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Pander

Group: 2

Capacity: 1

Discipline: pre

Sabbat: If Angela is burned in combat, burn 2 pool.

Artist: Max Shade Fellwalker

Name: Angela Preston

[BL:U2]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 2

Capacity: 5

Discipline: 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.

Artist: Christopher Shy

Name: Angel Chavarria

[HttB:U]

Cardtype: Vampire

Clan: Samedi

Group: 6

Capacity: 3

Discipline: THN

Independent.

Artist: Samuel Araya

Name: Angelica, The Canonicus

[Sabbat:V, SW:PL]

Cardtype: Vampire

Clan: Lasombra

Group: 2

Capacity: 10

Discipline: 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.

Artist: John Bolton

Name: Angelo

[Promo-20051026]

Cardtype: Vampire

Clan: Blood Brother

Group: 3

Capacity: 7

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Angel of Berlin

[NoR:C]

Cardtype: 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.

Artist: David Day

Name: Angus the Unruled
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Gangrel
Group: 1
Capacity: 10
Discipline: cel for pot ANI PRO
Camarilla Gangrel Justicar: +1 strength.
Artist: Richard Kane Ferguson

Name: Anima Gathering
[KMW:C, KoT:C]
Cardtype: 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.
Artist: Jeff Holt

Name: Animalism [ani]
[Jyhad:C, VTES:C, Sabbat:C, SW:C/PT, FN:PR, CE:C]
Cardtype: Master
Capacity: +1
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.
Artist: Sandra Everingham; Melissa Benson

Name: Animal Magnetism
[BH:C]
Cardtype: Action Modifier
Discipline: Animalism & Obfuscate
Only usable during a referendum.
[ani][obf] This vampire gains 1 vote.
[ANI][OBF] This vampire gains 3 votes.
Artist: Fred Harper

Name: Anisa Marianna Lopez
[BL:U1]
Cardtype: Vampire
Clan: Harbinger of Skulls
Group: 2
Capacity: 8
Discipline: 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.
Artist: Christopher Shy

Name: Anjalika Underwood
[LotN:U]
Cardtype: Vampire
Clan: Ravnos
Group: 5
Capacity: 5
Discipline: aus chi for ANI
Independent.
Artist: Leif Jones

Name: Anka, Priestess of Thorns
[FN:U2]
Cardtype: Vampire
Clan: Ravnos
Group: 2
Capacity: 4
Discipline: ani chi pro
Sabbat: Anka can enter combat with a ready Lasombra controlled by another Methuselah as a (D) action.
Artist: Christopher Shy

Name: The Ankara Citadel, Turkey
[AH:U5, CE:U, KoT:U]
Cardtype: Equipment
Clan: Tremere
Cost: 2 blood
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).
Artist: Greg Simanson; Brian LeBlanc

Name: Ankh-sen-Sutekh
[KMW:U]
Cardtype: Vampire
Clan: Follower of Set
Group: 4
Capacity: 6
Discipline: obf PRE SER
Independent: +1 bleed.
Artist: Monte Moore

Name: Ankla Hotep
[FN:PR]
Cardtype: Vampire
Clan: Ravnos
Group: 2
Capacity: 9
Discipline: pro FOR CHI PRE OBF
Independent: Rescuing Ankla from torpor costs 2 less blood. Ankla gets one optional press each combat.
Artist: Christopher Shy

Name: The Ankou

[KoT:V]

Cardtype: Vampire

Clan: Malkavian

Group: 5

Capacity: 10

Discipline: 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).

Artist: Warren Mahy

Name: Annabelle Triabell

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 9

Discipline: 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.

Artist: Max Shade Fellwalker

Name: Anna "Dictatrix11" Suljic

[NoR:U]

Cardtype: Imbued

Creed: Martyr

Group: 4

Life: 6

Virtue: 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.

Artist: Thomas Manning

Name: Annazir

[HttB:U]

Cardtype: Vampire

Clan: Baali

Group: 5

Capacity: 9

Discipline: DAI OBF POT PRE

Independent: Annazir has 2 votes (titled). He may burn a location or steal an equipment as a (D) action. +1 bleed. Infernal.

Artist: Nicolas Bigot

Name: Anneke
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Toreador
Group: 1
Capacity: 10
Discipline: 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.
Artist: Lawrence Snelly

Name: Anonymous Freight
[TR:C]
Cardtype: 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).
Artist: Brian LeBlanc

Name: Anson
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Toreador
Group: 1
Capacity: 8
Discipline: 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).
Artist: Mark Tedin

Name: Antara
[Gehenna:U, KMW:PA]n
Cardtype: Vampire
Clan: Assamite
Group: 4
Capacity: 8
Discipline: 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.
Artist: Christopher Shy

Name: Antediluvian Awakening
[DS:U2, SW:PV, HttB:PGar]
Cardtype: Master
Unique master.
Put this card in play. During each Methuselah's untap phase, he or she burns 1 pool, or he or she may burn a vampire he or she controls with a capacity 4 or more to burn this card.
Artist: Ron Spencer; Gary Chatterton

Name: Anthelios, The Red Star

[Promo-20040411]

Cardtype: 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.

Artist: Becky Jollensten

Name: Antithesis

[NoR:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Antoine, The Lost

[TR:U]

Cardtype: Vampire

Clan: Malkavian

Group: 4

Capacity: 5

Discipline: aus cel dem OBF

Camarilla.

Artist: Ken Meyer, Jr.

Name: Antoinette Dubois

[LoB:U]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 4

Capacity: 4

Discipline: for mel PRE

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

Artist: Lawrence Snelly

Name: Antoinette DuChamp

[DS:V, Tenth:A]

Cardtype: Vampire

Clan: Caitiff

Group: 2

Capacity: 1

Discipline: cel pre

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

Artist: Max Shade Fellwalker

Name: Antoinette, She Who Watches

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 6

Discipline: cel obf AUS PRE

Camarilla primogen.

Artist: Lawrence Snelly

Name: Anton

[Sabbat:V, SW:U/PT]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 8

Discipline: cel obf vic ANI AUS

Sabbat: +1 intercept.

Artist: Lawrence Snelly

Name: Anton de Concepcion

[Third:V]

Cardtype: Vampire

Clan: Lasombra

Group: 4

Capacity: 9

Discipline: aus ANI DOM OBT POT

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

Artist: Quinton Hoover

Name: Antonino

[Anarchs:PAB]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 6

Discipline: ani pre pro FOR

Independent: Antonino gets +1 stealth on undirected actions.

Artist: Fred Hooper

Name: Antonio Delgado

[Sabbat:V, SW:U/PL]

Cardtype: Vampire

Clan: Lasombra

Group: 2

Capacity: 9

Discipline: 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.

Artist: Max Shade Fellwalker

Name: Antonio d'Erlette

[Third:V]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 4

Capacity: 5

Discipline: 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).

Artist: David Day

Name: Antonio Veradas

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 3

Capacity: 8

Discipline: 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.

Artist: Mike Danza

Name: Anu Diptinatpa

[HttB:U]

Cardtype: Vampire

Clan: Nagaraja

Group: 6

Capacity: 7

Discipline: aus vic DOM NEC

Independent: Once each action, Anu may burn a blood to give the acting minion +1 bleed. Scarce.

Artist: Robin Chyo

Name: Anvil

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 6

Discipline: dom pre tha CEL POT

Camarilla primogen.

Artist: Daniel Gelon

Name: Anwar

[FN:U2]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 4

Discipline: cel obf qui

Independent: (Blood Cursed)

Artist: Christopher Shy

Name: Apache Jones
[Third:PM2]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 4
Capacity: 5
Discipline: aus for obf DEM
Sabbat.
Artist: Steve Ellis

Name: Apparition
[DS:C2, FN:PR3, LotN:PR4]
Cardtype: Combat
Cost: 1 blood
Discipline: Chimerstry
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.
Artist: Stuart Beel; Craig Grant

Name: Appius Claudius Corvus
[SoC:V]
Cardtype: Vampire
Clan: Lasombra
Group: 5
Capacity: 10
Discipline: cel nec DOM OBT POT
Sabbat. Black Hand. Seraph: +1 stealth.
Artist: Mark Poole

Name: Appolonius
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Brujah
Group: 1
Capacity: 10
Discipline: for pot CEL PRE
Camarilla primogen: Appolonius gets one optional press each combat. +1 bleed.
Artist: Tim Bradstreet & Grant Goleash

Name: Apportation
[Sabbat:C, CE:C/PTr5, BH:PTr4, KMW:PB, Third:C/PTr5]
Cardtype: Combat
Discipline: Thaumaturgy
[tha] Press, only usable to continue combat.
[THA] Maneuver.
Artist: Clint Langley

Name: Approximation of Loyalty

[Gehenna:C, KMW:PA2, LotN:PS3, KoT:C/PT4]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Presence

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.

Artist: Monte Moore

Name: Aranthebes, The Immortal

[Anarchs:R, Third:PB]

Cardtype: Action

Cost: 1 pool

+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.

Artist: Andrew Trabbold

Name: The Arcadian

[HttB:U]

Cardtype: Vampire

Clan: Kiasyd

Group: 5

Capacity: 8

Discipline: chi for DOM MYT OBT

Sabbat: The Arcadian may bleed at +1 stealth and +1 bleed as a (D) action that costs 1 blood. Cold iron vulnerability.

Artist: Ken Meyer, Jr.

Name: Arcane Appraiser

[KoT:R]

Cardtype: Ally

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.

Artist: Tony Shasteen

Name: Arcane Library

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: Master

Clan: Tremere

Cost: 2 pool

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.

Artist: William O'Connor; Mark Tedin

Name: Arcanum Chapterhouse, Alexandria

[AH:U5, FN:PS, CE:PTTr]

Cardtype: 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.

Artist: Ken Meyer, Jr.

Name: Arcanum Investigator

[AH:C2]

Cardtype: Ally

Cost: 2 pool

-{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.

Artist: Ron Spencer

Name: Archon

[Jyhad:V, VTES:V, CE:U, KMW:PAI3]

Cardtype: 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.

Artist: Heather Hudson

Name: Archon Investigation

[VTES:U, CE:U, KMW:PG, Third:U, KoT:U]

Cardtype: Master

Cost: 3 pool

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.)

Artist: Peter Bergting; Lawrence Snelly

Name: Ardan Lane
[Anarchs:U2, KMW:PB]
Cardtype: Vampire
Clan: Tremere
Group: 3
Capacity: 8
Discipline: dom obf pre AUS THA
Camarilla primogen: When stealing blood with a strike that requires Thaumaturgy, Ardan steals an additional blood.
Artist: Lawrence Snelly

Name: Aredhel
[LoB:U, HttB:PSa]
Cardtype: Vampire
Clan: Salubri antitribu
Group: 4
Capacity: 5
Discipline: aus FOR VAL
Sabbat. Black Hand.
Artist: David Day

Name: Aren, Priest of Eshu
[LoB:PG2]
Cardtype: Vampire
Clan: Gurohi
Group: 4
Capacity: 7
Discipline: 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.
Artist: Matt Mitchell

Name: Argent Baton
[Promo-20070601]
Cardtype: 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.
Artist: Becky Jollensten

Name: Ariadne
[KoT:V]
Cardtype: Vampire
Clan: Gangrel
Group: 5
Capacity: 8
Discipline: chi ANI FOR PRO
Camarilla: Blood hunts cannot be called on Ariadne. She gains an additional blood when she successfully hunts.
Artist: Veronica Jones

Name: Arianne, The Conqueror

[SoC:V]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 5

Capacity: 7

Discipline: 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.

Artist: Lawrence Snelly

Name: Ariel

[HttB:U]

Cardtype: Vampire

Clan: Salubri antitribu

Group: 6

Capacity: 6

Discipline: AUS FOR VAL

Sabbat.

Artist: Justin Norman

Name: Arika

[DS:V, CE:PV]

Cardtype: Vampire

Clan: Ventrue

Group: 2

Capacity: 11

Discipline: 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.

Artist: Sandra Everingham

Name: Arishat

[HttB:U]

Cardtype: Vampire

Clan: Baali

Group: 6

Capacity: 6

Discipline: DAI OBF PRE

Independent: Arishat has 1 vote (titled). Once each referendum, she may burn 1 blood to force a vampire to abstain. Infernal.

Artist: Samuel Araya

Name: Aristotle de Laurent
[BH:U2/PM]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 3
Capacity: 9
Discipline: pot AUS DEM OBF PRE
Sabbat: While Aristotle is ready, every Methuselah has +1 hand size. +1 stealth.
Artist: Andrew Trabbold

Name: Armin Brenner
[Third:PB2]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 4
Capacity: 10
Discipline: 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}.
Artist: Eric Lofgren

Name: Armor of Caine's Fury
[LoB:C]
Cardtype: Combat
Cost: 1 blood
Discipline: Valeren/Presence
[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.
Artist: David Day

Name: Armor of Terra
[BL:R1, LoB:R]
Cardtype: Action
Cost: 1 blood
Discipline: Visceratika/Thaumaturgy
+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.
Artist: Leif Jones

Name: Armor of Vitality
[LotN:C/PR2, KoT:C/PV4]
Cardtype: Combat
Cost: 1 blood
Discipline: Fortitude
[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.
Artist: Eric Lofgren

Name: Arms Dealer
[Jyhad:U, VTES:U, CE:U, KoT:U]
Cardtype: Ally
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.
Artist: Kieran Yanner; William O'Connor

Name: Arms of the Abyss
[Sabbat:C, SW:C/PL3]
Cardtype: Combat
Discipline: Obtenebration
[obt] Strike: dodge.
[OBT] Strike: dodge, with an additional strike.
Artist: Michael Astrachan

Name: Army of Apparitions
[LotN:C/PR]
Cardtype: 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).
Artist: Alexander Dunnigan

Name: Army of Rats
[Jyhad:C, VTES:C, SW:PT, FN:PR, CE:C/PN, Anarchs:PAG/PG, LoB:PA2]
Cardtype: 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.
Artist: Daniel Gelon

Name: Arnold Simpson
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Brujah
Group: 3
Capacity: 2
Discipline: pot
Camarilla.
Artist: Lawrence Snelly

Name: Arnulf Jormungandrsson
[LotN:U]
Cardtype: Vampire
Clan: Follower of Set
Group: 5
Capacity: 8
Discipline: aus cel OBF PRE SER
Camarilla: If Arnulf attempts to block, the acting minion cannot play action modifiers that require Dementation [dem], Dominate [dom], Necromancy [nec] or Presence [pre].
Artist: Lawrence Snelly

Name: Arriette Sylla
[EK:U]
Cardtype: Vampire
Clan: Osebo
Group: 4
Capacity: 3
Discipline: POT
Laibon: If Arriette has no Orun, she gets -1 bleed.
Artist: Vince Locke

Name: Arson
[Jyhad:C, VTES:C, Sabbat:C, SW:PT, FN:PS, CE:PM/PN]
Cardtype: Action
Do not replace until the end of this action.
(D) Burn a location.
Artist: Daniel Gelon; Dave Seeley

Name: Artemis
[Sabbat:V, BH:PM]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 2
Capacity: 6
Discipline: aus cel for DEM OBF
Sabbat.
Artist: Ken Meyer, Jr.

Name: Arthur Denholm
[KoT:V]
Cardtype: Vampire
Clan: Malkavian
Group: 5
Capacity: 5
Discipline: obf AUS DEM
Camarilla.
Artist: Veronica Jones

Name: Artistically Inept
[DS:U]
Cardtype: Master
Clan: Brujah
Cost: 1 pool
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.
Artist: Mark Tedin

Name: Art Museum
[Jyhad:R, VTES:R, CE:R, KoT:R]
Cardtype: Master
Clan: Toreador
Cost: 2 pool
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.
Artist: Andrew Trabbold; Douglas Shuler

Name: The Art of Love
[Sabbat:U, Third:U]
Cardtype: Master
Clan: Toreador antitribu
Master.

Take control of an ally controlled by another Methuselah until the end of your turn.
Artist: Greg Simanson

Name: The Art of Memory
[BH:U2]
Cardtype: 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.
Artist: Fred Harper

Name: The Art of Pain
[Sabbat:R, SW:R, Third:R]
Cardtype: Master
Clan: Toreador antitribu
Cost: 2 pool
Unique master.
Put this card on a ready Toreador antitribu. This vampire gets +2 strength.
Artist: Greg Simanson

Name: Art Scam
[Sabbat:R, SW:R, BH:PTo, Third:R]
Cardtype: Action
Clan: Toreador antitribu
+1 stealth action.
Gain 2 pool.
Artist: John Matson

Name: Art's Traumatic Essence
[BL:R1, LoB:R]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Asanbonsam Ghoul
[LoB:R]
Cardtype: Ally
Clan: Tzimisce
Cost: 2 blood
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).
Artist: Jeff Holt

Name: Ascendance
[Jyhad:C, VTES:C, Sabbat:C, CE:PM2]
Cardtype: Master
Master.
Gain 1 pool.
Artist: Max Shade Fellwalker; Sandra Everingham

Name: Asguresh

[HttB:U]

Cardtype: Vampire

Clan: Nagaraja

Group: 5

Capacity: 6

Discipline: aus CEL NEC

Independent: Once each combat, Asguresh may cancel a combat card played by the opposing minion as it is played (no cost is paid). Scarce.

Artist: Robin Chyo

Name: Ashes to Ashes

[BL:R2, LoB:R]

Cardtype: 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.

Artist: Talon Dunning

Name: Ash Harrison

[SoC:V]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 5

Capacity: 7

Discipline: cel dom AUS THA

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

Artist: Mark Poole

Name: Ashur Tablets

[KoT:C]

Cardtype: 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.

Artist: Sandra Chang

Name: Assad Salhoum

[Gehenna:U]

Cardtype: Vampire

Clan: Malkavian

Group: 4

Capacity: 5

Discipline: aus dem dom obf

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

Artist: Christopher Shy

Name: Assault Rifle
[Jyhad:U, VTES:U, CE:U, Third:U, KoT:U]
Cardtype: Equipment
Cost: 5 pool
Weapon: gun.
Strike: 4R damage, with an optional maneuver each combat.
Artist: L. A. Williams; Jeff Holt

Name: As the Crow
[HttB:C]
Cardtype: Action Modifier
Discipline: Flight
[FLIGHT] Only usable after a successful action. Untap this minion. A minion can play only one As the Crow each turn.
Artist: Avery Butterworth

Name: Astrid Thomas
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Tremere
Group: 1
Capacity: 7
Discipline: 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)}.
Artist: Ken Meyer, Jr.

Name: Asylum Hunting Ground
[Jyhad:U, VTES:U, CE:U/PM, KoT:U]
Cardtype: Master
Clan: Malkavian
Cost: 2 pool
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.
Artist: Brian LeBlanc; Scott Kirschner

Name: Atonement
[AH:C2, FN:PA/PG]
Cardtype: Action
Cost: 2 blood
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.
Artist: Randy Gallegos

Name: Augur

[NoR:C]

Cardtype: Action

Cost: 1 Conviction

Virtue: Vision

+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.

Artist: Avery Butterworth

Name: Augustus Giovanni

[FN:R]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 11

Discipline: 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.

Artist: Christopher Shy

Name: Aura Absorption

[BL:C2, LoB:C, HttB:PKia4]

Cardtype: 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.

Artist: Mike Danza

Name: Aura of Invincibility

[Gehenna:C, Third:PB, KoT:C/PV3]

Cardtype: Action Modifier

Cost: 1 blood

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.

Artist: William O'Connor

Name: Aura Reading

[Jyhad:U2, VTES:U, CE:C/PTr2, BH:PTr2, Third:PTz, KoT:U]

Cardtype: 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.

Artist: Harold Arthur McNeill; Leif Jones

Name: Aurora Van Brande, Paladin
[Sabbat:V, SW:PL]
Cardtype: Vampire
Clan: Lasombra
Group: 2
Capacity: 6
Discipline: dom for pot OBT
Sabbat: Aurora may strike for 1R damage.
Artist: Doug Alexander

Name: Auspex [aus]
[Jyhad:C, VTES:C, Sabbat:C, SW:C/PT/PV, CE:C, Third:PTz, KoT:PM/PT, HttB:PSal]
Cardtype: Master
Capacity: +1
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.
Artist: Richard Thomas; Greg Simanson

Name: Autarkis Persecution
[Jyhad:C, VTES:C, SW:PB, CE:C]
Cardtype: Political Action
Successful referendum means each Methuselah gains 1 pool for each minion he or she controls.
Artist: Mike Raabe

Name: Auto-da-f 
[Third:U]
Cardtype: 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.
Artist: Avery Butterworth

Name: Autonomic Mastery
[LotN:U, HttB:PKia]
Cardtype: 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.
Artist: Peter Bergting

Name: Aversion
[LoB:C]
Cardtype: Reaction
Cost: 1 blood
Discipline: Valeren/Celerity
[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.
Artist: Alexander Dunnigan

Name: Awe
[Sabbat:R, SW:R, CE:PTo, LoB:PG, Third:R]
Cardtype: Action Modifier
Cost: X blood
Discipline: Presence
Only usable during a referendum.
[pre] This vampire gets X+1 votes.
[PRE] As above, but this vampire gets 2X+1 votes.
Artist: Gary Leach

Name: Axel Von Anders
[Third:V]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 4
Capacity: 5
Discipline: cel obf pot PRE
Sabbat.
Artist: Abrar Ajmal

Name: Aye
[LoB:C, EK:C2]
Cardtype: 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.
Artist: Brad Williams

Name: Ayelea, The Manipulator

[Sabbat:V, BH:PTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 10

Discipline: 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.

Artist: Arthur Roberg

Name: Ayo Igoli

[LoB:U]

Cardtype: Vampire

Clan: Ishtarri

Group: 4

Capacity: 10

Discipline: 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.

Artist: Rebecca Guay

Name: Azaneal

[KMW:U/PB]

Cardtype: Vampire

Clan: Baali

Group: 4

Capacity: 7

Discipline: pre tha DAI OBF OBT

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

Artist: Lawrence Snelly

Name: Aziz, Dammar of Istanbul

[FN:U2]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 10

Discipline: 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)

Artist: Christopher Shy

Name: Azrael

[HttB:U]

Cardtype: Vampire

Clan: Salubri antitribu

Group: 6

Capacity: 5

Discipline: for AUS VAL

Sabbat: When Azrael hunts, he may move one of the blood he would gain to another vampire you control. He cannot press to end combat.

Artist: Justin Norman

Name: Baal's Bloody Talons

[KMW:R, LotN:PA]

Cardtype: Combat

Cost: 1 blood

Discipline: Quietus

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.

Artist: Nigel Sade

Name: Babalawo Alafin

[LoB:U]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 4

Capacity: 7

Discipline: 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.

Artist: Sam Araya

Name: Babble

[BH:C/PM]

Cardtype: 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.

Artist: Rik Martin

Name: Backflip

[KMW:C]

Cardtype: Combat

Only usable at long range.

Strike: dodge, with an optional press.

Artist: Jim DiBartolo

Name: Backstab
[AH:U5, FN:PA, Third:U]
Cardtype: Combat
Cost: 2 blood
Discipline: Celerity
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.
Artist: William O'Connor

Name: Backstep
[KMW:C, KoT:C]
Cardtype: 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.
Artist: Monte Moore

Name: Backways
[Jyhad:U, VTES:U, Anarchs:PG, KoT:U]
Cardtype: Master
Clan: Gangrel
Cost: 2 pool
Master: unique location.
Tap to give a Gangrel you control +1 stealth for the current action.
Artist: Nicola Leonard; Chet Masters; Mike Chaney

Name: Badger
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Gangrel
Group: 1
Capacity: 6
Discipline: ani pot FOR PRO
Camarilla.
Artist: Pete Venters

Name: Badr al-Budur
[FN:U2]
Cardtype: Vampire
Clan: Assamite
Group: 2
Capacity: 5
Discipline: cel dom qui OBF
Independent: (Blood Cursed)
Artist: Christopher Shy

Name: Bajazet al-Nasir

[FN:U2]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 8

Discipline: 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)

Artist: Christopher Shy

Name: Bakr

[LotN:U]

Cardtype: Vampire

Clan: Assamite

Group: 5

Capacity: 8

Discipline: 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.

Artist: Torstein Nordstrand

Name: Baldesar Rossellini

[Gehenna:U]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 8

Discipline: 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.

Artist: Lawrence Snelly

Name: Baleful Doll

[FN:C2]

Cardtype: Equipment

Cost: 1 blood

Discipline: Necromancy

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.

Artist: Richard Thomas

Name: Baltimore Purge

[CE:U]

Cardtype: 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.

Artist: William O'Connor

Name: Bamba

[EK:C]

Cardtype: Action

Cost: 1 blood

Capacity: 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.

Artist: Heather V. Kreiter

Name: Bang Nakh -- Tiger's Claws

[AH:C2, FN:PR, CE:C, KMW:PAI5, Third:C, LotN:PG3, KoT:C/PB4]

Cardtype: Equipment

Cost: 2 pool

Melee weapon.

Strike: strength +2 damage.

Artist: Ron Spencer

Name: Banishment

[DS:U2, FN:PS, CE:PTo/PV, KMW:PAAn2, LoB:PG]

Cardtype: 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).

Artist: Steve Casper

Name: Banjoko

[BH:U2]

Cardtype: Vampire

Clan: Lasombra

Group: 3

Capacity: 5

Discipline: obt pot DOM

Sabbat. Black Hand Seraph.

Artist: Rebecca Guay

Name: Banner of Neutrality

[FN:C2]

Cardtype: Reaction

Requires a ready Independent vampire.

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

Artist: Durwin Talon

Name: Banshee Ironwail

[Anarchs:R, Third:R]

Cardtype: Equipment

Cost: 2 pool

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).

Artist: Richard Thomas

Name: Barbaro Lucchese

[Promo-20041015]

Cardtype: Vampire

Clan: Baali

Group: 3

Capacity: 5

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Baron Dieudonne

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 4

Capacity: 9

Discipline: 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.

Artist: Tony Shasteen

Name: The Baron

[Promo-20011201, BL:U1]

Cardtype: Vampire

Clan: Samedi

Group: 2

Capacity: 9

Discipline: 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.

Artist: John Van Fleet

Name: Baroque
[HttB:U/PSam2]
Cardtype: Vampire
Clan: Samedi
Group: 5
Capacity: 7
Discipline: aus for obf NEC THN
Independent: Baroque can enter combat with a younger vampire who is not Giovanni or Nosferatu as a (D) action.
Artist: Justin Norman

Name: Barrenness
[HttB:R]
Cardtype: Action
Clan:
Discipline: Maleficia
Burn Option
+1 stealth action.
[mal] (D) Put this card on a vampire and untap this acting vampire. This vampire is sterile and his or her capacity decreases by 2 (to a minimum of 1.) [mal] is not a Discipline.
[MAL] (D) Burn a vampire whose capacity is 1.
Artist: Veronica Jones

Name: The Barrens
[Jyhad:C, VTES:C, Sabbat:C, SW:PB/PL, CE:PV, LoB:PA/PI, HttB:PGar]
Cardtype: Master
Master: unique location.
Tap to discard a card from your hand (draw afterward).
Artist: Dave Seeley; Heather Hudson; Ron Spencer

Name: Barry
[BL:U1]
Cardtype: Vampire
Clan: Blood Brother
Group: 2
Capacity: 5
Discipline: ani for pot san vic
Sabbat. Chicago Circle: Barry gets +1 strength when in combat with an ally or a younger vampire.
Sterile.
Artist: Lawrence Snelly

Name: Barth
[CE:V/PTo, BSC:X]
Cardtype: Vampire
Clan: Toreador
Group: 3
Capacity: 5
Discipline: 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.
Artist: Christopher Shy

Name: Bartholomew

[BL:U2]

Cardtype: Vampire

Clan: Kiasyd

Group: 2

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: Baseball Bat

[TR:C, HttB:PSa5]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Brian LeBlanc

Name: Base Hunting Ground

[LoB:PO]

Cardtype: Master

Clan: Osebo

Cost: 2 pool

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.

Artist: Brian LeBlanc

Name: Basil

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Pander

Group: 2

Capacity: 1

Discipline: obf

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

Artist: John Bolton

Name: Basilia

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Gangrel

Group: 1

Capacity: 10

Discipline: obf pot ANI FOR PRO

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

Artist: Richard Thomas

Name: Basilisk's Touch

[BL:R2, LoB:R]

Cardtype: Combat

Cost: 2 blood

Discipline: Mytherceria/Potence

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.

Artist: Dennis Calero

Name: Basir

[KMW:U]

Cardtype: Vampire

Clan: Assamite

Group: 4

Capacity: 1

Discipline: 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.

Artist: Mark Poole

Name: Bastard Sword

[Jyhad:U2, VTES:U]

Cardtype: Equipment

Cost: 1 pool

Melee weapon.

{Strength+1 damage} each strike.

Artist: Rob Alexander

Name: Bastille Opera House

[BL:R1, LoB:R]

Cardtype: 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.

Artist: William O'Connor

Name: Batsheva

[LoB:PG2]

Cardtype: Vampire

Clan: Gurohi

Group: 4

Capacity: 6

Discipline: obt pot ANI PRE

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

Artist: Rebecca Guay

Name: Batsheva
[EK:U]
Cardtype: Vampire
Clan: Gurohi
Level: Advanced
Group: 4
Capacity: 6
Discipline: 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).
Artist: Leif Jones

Name: Battle Frenzy
[LoB:C]
Cardtype: Master
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.
Artist: Greg Boychuk

Name: Bauble
[Sabbat:R, SW:R, Third:R]
Cardtype: Action
Cost: 2 blood
Discipline: Vicissitude
+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.
Artist: Ron Spencer

Name: Bay and Howl
[KMW:R/PG]
Cardtype: Master
Clan: Gangrel antitribu
Master.
Move 1 blood from each ready Gangrel antitribu you control to a Gangrel antitribu in your uncontrolled region.
Artist: Steve Ellis

Name: Bear-Baiting

[Anarchs:R]

Cardtype: Action Modifier

Cost: 1 blood

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.

Artist: Steve Prescott

Name: Bear Paw

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Gangrel

Group: 1

Capacity: 5

Discipline: for pre pro ANI

Camarilla.

Artist: Robert McNeill

Name: Beast Meld

[BL:R2]

Cardtype: Action Modifier

Cost: 2 blood

Discipline: Animalism & Protean

[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.

Artist: Brian LeBlanc

Name: Beast, The Leatherface of Detroit

[Sabbat:V, SW:U, BH:PN]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 2

Capacity: 7

Discipline: 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.

Artist: Pete Venters

Name: Beatrice L'Angou

[BL:U2]

Cardtype: Vampire

Clan: Kiasyd

Group: 2

Capacity: 5

Discipline: aus dom nec MYT

Sabbat: Cold iron vulnerability.

Artist: Christopher Shy

Name: Beatrice "Oracle171" Tremblay

[NoR:U]

Cardtype: Imbued

Creed: Innocent

Group: 4

Life: 3

Virtue: inn ven

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

Artist: Jim Pavelec

Name: Beauregard Krueller

[Third:PM2]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 4

Discipline: aus dem obf

Sabbat.

Artist: Joel Biske

Name: Beckett

[Anarchs:PG]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 7

Discipline: 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.

Artist: Mike Huddleston

Name: Beckett

[Gehenna:U]

Cardtype: Vampire

Clan: Gangrel

Level: Advanced

Group: 3

Capacity: 8

Discipline: 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.

Artist: Lawrence Snelly

Name: Becoming of Ennoia

[Gehenna:R]

Cardtype: Event

Gehenna. Do not replace until your next discard phase.

Requires at least two other Gehenna cards controlled by other Methuselahs in play. During each Methuselah's untap phase, he or she chooses a ready vampire he or she controls. The chosen vampire takes 1 unpreventable damage. Earth Meld cards cost 2 additional blood.

Artist: Alejandro Collucci

Name: The Becoming

[KoT:U]

Cardtype: Action

Cost: 2 blood

Capacity: 0

+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.

Artist: Kyri Koniotis

Name: Beetleman

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 4

Capacity: 4

Discipline: obf ANI

Camarilla.

Artist: Vince Locke

Name: Behind You!

[Jyhad:R2, VTES:R, CE:U/PN, BH:PN2, KMW:PG2, Third:PM, KoT:U]

Cardtype: Combat

Discipline: Obfuscate

Only usable on the first round of combat.

[obf] Maneuver.

[OBF] Strike: dodge.

Artist: Pete Venters; Chris Stevens

Name: Bela

[KoT:V]

Cardtype: Vampire

Clan: Malkavian

Group: 5

Capacity: 3

Discipline: ani obf pro DEM

Independent: Bela cannot attempt political actions. -1 stealth.

Artist: Heather Kreiter

Name: Bela Kardoza
[Third:V]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 4
Capacity: 10
Discipline: ani dom CEL POT PRE VIC
Sabbat: During a referendum, Bela may burn X blood to get X additional votes.
Artist: Lawrence Snelly

Name: Belle Equitone
[LotN:PS2]
Cardtype: Vampire
Clan: Follower of Set
Group: 4
Capacity: 2
Discipline: ser
Independent.
Artist: Ken Meyer, Jr.

Name: Belonging Grants Protection
[LoB:C]
Cardtype: 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.
Artist: Avery Butterworth

Name: Benedict Giovanni, Agent
[KMW:PAI]
Cardtype: Vampire
Clan: Giovanni
Group: 4
Capacity: 6
Discipline: 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.
Artist: Steve Ellis

Name: Benefit Performance
[HttB:C]
Cardtype: Political Action
Clan: Daughter of Cacophony
Successful referendum means you gain X pool, where X is the number of ready Daughters of Cacophony you control, and each non-Daughter of Cacophony vampire who voted in favor gains 1 blood.
Artist: Brian LeBlanc

Name: Benjamin Rose

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 5

Capacity: 7

Discipline: 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.

Artist: Sam Arraya

Name: Beretta 9mm

[KMW:C, KoT:C/PT5]

Cardtype: Equipment

Cost: 1 pool

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).

Artist: James Stowe

Name: Bernard, the Scourge

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 4

Capacity: 5

Discipline: 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.

Artist: John Bridges

Name: Bertrand d'Anjou

[LotN:PA2]

Cardtype: Vampire

Clan: Assamite

Group: 4

Capacity: 4

Discipline: aus cel qui

Independent: Blood cursed.

Artist: Ken Meyer, Jr.

Name: Bestial Vengeance

[EK:R]

Cardtype: 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.

Artist: Heather V. Kreiter

Name: Bestial Visage

[Sabbat:R, SW:R]

Cardtype: Master

Master.

Put this card on a Gangrel antitribu. The vampire with this card gets -1 stealth.

Artist: Greg Loudon

Name: Bestow Vigor

[LotN:R]

Cardtype: Action

Cost: 1 blood

Discipline: Fortitude

+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.

Artist: Imaginary Friends Studios

Name: Bethany Ray

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 4

Discipline: aus PRE

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

Artist: Vince Locke

Name: Beth Malcolm

[KoT:V]

Cardtype: Vampire

Clan: Ventrue

Group: 5

Capacity: 6

Discipline: ani FOR PRE

Camarilla: +1 bleed.

Artist: Leif Jones

Name: Betrayer

[Jyhad:R, VTES:R, Tenth:A]

Cardtype: 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.

Artist: William O'Connor

Name: Bewitching Oration

[Jyhad:C, VTES:C, Sabbat:C, SW:C, CE:C/PTo4/PV4, Anarchs:PAB4, BH:PTo3, LoB:PG4, Third:PB5]

Cardtype: Action Modifier

Discipline: Presence

Only usable during a referendum.

[pre] This acting vampire gains 2 votes.

[PRE] This acting vampire gains 4 votes.

Artist: Ash Arnett

Name: Beyond Reproach

[AH:R2]

Cardtype: 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.

Artist: David Kimmel

Name: Bianca

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 6

Discipline: pot pre CEL

Camarilla: +1 strength.

Artist: Mark Poole

Name: Big Game

[KMW:C/PAI3]

Cardtype: 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.

Artist: Lawrence Snelly

Name: Bill Butler

[Third:V]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 3

Discipline: pot pro

Sabbat.

Artist: Glenn Osterberger

Name: Billy
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 2
Capacity: 5
Discipline: dom for AUS
Sabbat
Artist: Max Shade Fellwalker

Name: Bima
[LoB:U]
Cardtype: Ally
Clan: Follower of Set
Cost: 1 blood
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.
Artist: Richard Thomas

Name: Bind the Night-Walker
[LoB:R]
Cardtype: 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.
Artist: John Bridges

Name: Bindusara, Historian of the Kindred
[AH:V3, CE:PV]
Cardtype: Vampire
Clan: Ventrue
Group: 2
Capacity: 9
Discipline: 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.
Artist: Lawrence Snelly

Name: Biothaumaturgic Experiment
[SoC:C]
Cardtype: Action
Cost: 1 pool
Discipline: Thaumaturgy
+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.
Artist: Becky Jollensten

Name: The Bitter and Sweet Story

[EK:R]

Cardtype: Event

Event.

Each Methuselah gets +2 hand size for each victory point he or she has.

Artist: Mathias Kollros

Name: Black Annis

[KMW:U]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 4

Capacity: 9

Discipline: 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.

Artist: David Day

Name: The Black Beast

[HttB:R]

Cardtype: Combat

Clan: Salubri antitribu

Burn Option

Only usable before range is determined in combat with a Camarilla vampire.

Put this card on this vampire. When in combat with a Camarilla vampire, this vampire gets +1 strength and may burn this card for a press, only usable to continue combat. A vampire may have only one Black Beast.

Artist: Brian LeBlanc

Name: Black Cat

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 5

Discipline: pot pre CEL

Camarilla: -{Equipment costs}- Black Cat 1 less pool (but never less than 0 pool).

Artist: Heather Hudson

Name: Black Forest Base

[Third:R]

Cardtype: 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.

Artist: Jeremy McHugh

Name: Black Gloves

[BH:R, Third:R]

Cardtype: Equipment

Cost: 3 pool

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.

Artist: Jim Nelson

Name: Black Hand Emissary

[SoC:R]

Cardtype: Action

Cost: 1 pool

+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.

Artist: Andrew Trabbold

Name: Black Hand Ritual

[Gehenna:C]

Cardtype: 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).

Artist: Brian LeBlanc

Name: Blackhorse Tanner

[BH:U2]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 3

Capacity: 7

Discipline: 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.

Artist: Andrew Trabbold

Name: Black Lotus

[KMW:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 5

Discipline: aus obf ser DOM

Sabbat.

Artist: Steve Ellis

Name: Blackmail

[FN:C2/PS]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Black Metamorphosis

[SW:R, Third:R]

Cardtype: Action

Cost: 2 blood

Discipline: Obtenebration

[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.

Artist: Mike Danza

Name: Black Spiral Buddy

[Sabbat:U, KMW:PG, Third:U]

Cardtype: Ally

Clan: Gangrel antitribu

Cost: 4 pool

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.

Artist: Jeff Miracola

Name: Black Sunrise

[KMW:C, LotN:PA3]

Cardtype: 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.

Artist: Beth Trott

Name: The Black Throne

[LotN:R]

Cardtype: Master

Clan: Assamite

Cost: 1 pool

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.

Artist: Mark Poole

Name: Black Wallace
[KMW:U, HttB:PKia]
Cardtype: Vampire
Clan: Lasombra
Group: 4
Capacity: 6
Discipline: obt tha DOM POT
Sabbat.
Artist: Mark Poole

Name: Blade Clot
[TR:R]
Cardtype: 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.
Artist: Heather Kreiter

Name: Blade of Enoch
[Third:R, KoT:R]
Cardtype: Equipment
Cost: 1 pool
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.
Artist: Patrick McEvoy

Name: Blaise
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 2
Capacity: 7
Discipline: obf vic ANI CEL
Sabbat: +1 strength.
Artist: Ken Meyer, Jr.

Name: Blanche Hill
[BL:R2]
Cardtype: Vampire
Clan: Salubri
Group: 2
Capacity: 6
Discipline: aus FOR OBE
Independent: Once per turn, when Blanche successfully hunts, untap her at the end of the action.
Scarce.
Artist: Christopher Shy

Name: Blanket of Night
[SW:R, HttB:PKia]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Obtenebration
[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.

Artist: Brian LeBlanc

Name: Bleeding the Vine
[Anarchs:R, KoT:PM]
Cardtype: Master
Cost: 1 pool
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.

Artist: Joel Biske

Name: Blessed Audience
[LoB:R]

Cardtype: Action

Cost: X blood

Discipline: Melpominee/Auspex

[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).

Artist: Andrew Trabbold

Name: Blessed Resilience
[HttB:R]

Cardtype: Master

Master.

Choose a vampire in your ash heap with superior Fortitude [FOR] and superior Necromancy [NEC] who was burned from play. Move that vampire to your ready region.

Artist: Leif Jones

Name: Blessing of Chaos
[Sabbat:R, CE:PM, Third:PM]

Cardtype: Action

Cost: 1 blood

Discipline: Dementation

+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.

Artist: Hannibal King

Name: Blessing of Durga Syn
[DS:C2, FN:PR]
Cardtype: Combat
Cost: 2 blood
Discipline: Chimerstry
[chi] Strike: steal equipment.
[CHI] Strike: steal equipment with First Strike.
Artist: Ron Spencer

Name: Blessing of the Beast
[HttB:R2]
Cardtype: Master
Clan: Ahrimanes
Burn Option
Master.
Put this card on an Ahrimane with any number of cards that require Spiritus [spi] from your hand (face down). You may look at these cards at any time. This Ahrimane may play these cards as if from your hand. Burn this card when it has no more of these cards on it. A vampire may have only one Blessing of the Beast.
Artist: Paul Tobin

Name: Blessing of the Name
[BL:R2, LoB:R, HttB:PSal]
Cardtype: Action
Clan: Salubri antitribu
Cost: 1 blood
+1 stealth action.
Usable by a tapped Salubri antitribu. You may not play this card if you have a Blessing of the Name in play. Put this card in play and choose this acting vampire and up to two other minions you control. The chosen minions untap, and they have +1 intercept and inflict +1 damage with melee weapons while this card is in play. During your untap phase, burn this card and tap the chosen minions.
Artist: William O'Connor

Name: Blind Spot
[SoC:C, HttB:PKia2]
Cardtype: 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.
Artist: Pat McEvoy

Name: Bliss
[HttB:R]
Cardtype: Combat/Reaction
Discipline: Dominate & Presence
[dom][pre] [COMBAT][REACTION] Cancel a frenzy card as it is played. Usable by a vampire not involved in the current combat, if any.
[DOM][PRE] [COMBAT] Strike: combat ends.
Artist: Sandra Chang-Adair

Name: Blissful Agony

[BL:R1, LoB:R, HttB:PSa]

Cardtype: Combat

Cost: 1 blood

Discipline: Valeren/Animalism

[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.

Artist: Becky Cloonan

Name: Blister

[Third:V]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 4

Capacity: 3

Discipline: obf pot

Sabbat.

Artist: Richard Thomas

Name: Blithe Acceptance

[LotN:C/PS2]

Cardtype: Action

Cost: 1 blood

Discipline: Obfuscate

[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.

Artist: Imaginary Friends Studios

Name: Blood Agony

[AH:R2, FN:PA]

Cardtype: Combat

Cost: 1 blood

Discipline: Quietus

[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.

Artist: Ron Spencer

Name: Blood Awakening

[LotN:C/PA3]

Cardtype: Action Modifier/Reaction

Cost: 1 blood

Discipline: Quietus

[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.

Artist: Peter Bergting

Name: Bloodbath

[Sabbat:R, SW:R, Third:R]

Cardtype: Action

Cost: 1 blood

+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.

Artist: John Matson

Name: Blood Bond

[Jyhad:U, VTES:U, Tenth:B]

Cardtype: Action

Cost: 2 blood

+1 stealth action.

(D) Put this card on any vampire. The vampire with this card cannot block this acting vampire.

Artist: Harold Arthur McNeill

Name: Blood Brother Ambush

[Sabbat:R, SW:R/PB]

Cardtype: Action Modifier

Clan: Brujah antitribu

Cost: 2 blood

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.

Artist: Ted Naifeh

Name: Blood Clots

[FN:C2]

Cardtype: Action

Cost: 1 blood

Discipline: Quietus

+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.

Artist: Brian LeBlanc

Name: Blood Cult Awareness Network

[NoR:R]

Cardtype: 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.

Artist: Mark Poole

Name: Blood Doll

[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]

Cardtype: 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.

Artist: Lawrence Snelly; Anson Maddocks

Name: Blood Feast

[Sabbat:U, SW:PL2/PT, BH:PN, Third:PTz]

Cardtype: Action

Cost: 1 blood

+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.

Each ready Sabbat vampire you control gains 1 blood from the blood bank.

Artist: Ken Meyer, Jr.

Name: Bloodfeud

[Third:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 2

Discipline: obf

Sabbat.

Artist: Jim Pavelec

Name: Bloodform

[SW:R]

Cardtype: 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.

Artist: Mike Danza

Name: Blood Fury

[Jyhad:C, VTES:C, CE:PTr4, BH:PTr2, KMW:PB3]

Cardtype: Combat

Cost: 1 blood

Discipline: Thaumaturgy

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.

Artist: Daniel Gelon

Name: Blood Hunt

[Jyhad:U, VTES:U, CE:U/PB, KoT:U]

AKA: Bloodhunt

Cardtype: 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.

Artist: Pete Venters; Mike Danza

Name: Bleeding

[BH:C/PM2/PN2]

Cardtype: 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 Bleeding.

Artist: Andrew Bates

Name: Bleeding by the Code

[LoB:C, HttB:PSal2]

Cardtype: Master

Clan: Salubri antitribu

Cost: 1 pool

Capacity: +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 Bleeding by the Code.

Artist: Veronica Jones

Name: Bloodlust

[LotN:R]

Cardtype: Action

Cost: X blood

Discipline: Presence

+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.

Artist: Jeff Holt

Name: Blood of Acid

[Sabbat:U, SW:PT]

Cardtype: Combat

Cost: 2 blood

Discipline: Vicissitude

[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.

Artist: Rick O'Brien

Name: Blood of Sandman

[KoT:U]

Cardtype: Action

Cost: 2 blood

Discipline: Thaumaturgy

[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.

Artist: Brian LeBlanc

Name: Blood of the Cobra

[FN:R2]

Cardtype: 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)}.

Artist: William O'Connor

Name: Blood of the Sabbat

[SW:R, Third:R]

Cardtype: Action

Cost: 1 blood

+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.

Artist: Patrick Lambert

Name: Blood Puppy

[Jyhad:R, VTES:R, CE:R]

Cardtype: Master

Cost: 2 pool

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.

Artist: Steve Ellis; Drew Tucker

Name: Blood Rage

[Jyhad:C, VTES:C, CE:C, Third:PTr3]

Cardtype: 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.

Artist: Chris Stevens

Name: Blood Shield

[EK:R]

Cardtype: Equipment

Clan: Osebo

Cost: 2 pool

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.

Artist: Ron Spencer

Name: Blood Siege

[SW:R]

Cardtype: 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.

Artist: William O'Connor

Name: Bloodstone

[KMW:C]

Cardtype: 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.

Artist: Steve Eidson

Name: Bloodstorm of Chorazin

[KMW:C/PB2]

Cardtype: Reaction

Clan: Baali

Burn Option

Only usable when {this} 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.

Artist: Mark Poole

Name: Blood Sweat

[AH:C2, FN:PA5]

Cardtype: Combat

Cost: 1 blood

Discipline: Quietus

[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.

Artist: Rob Alexander

Name: Blood Tears of Kephra

[AH:C2, FN:PR, LoB:PG2]

Cardtype: 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).

Artist: Ron Spencer

Name: Blood Tempering

[HttB:R2]

Cardtype: Action

Cost: 1 blood

Discipline: Fortitude & Quietus

+1 stealth action.

[for][qui] Put this card on an equipment. This melee weapon inflicts an additional damage each strike.

When this equipment prevents damage in combat, it can prevent an additional point. An equipment can have only one Blood Tempering.

[FOR][QUI] As above, and untap this acting vampire.

Artist: Heather V. Kreiter

Name: Blood to Water

[AH:C2, CE:C/PTTr]

Cardtype: Combat

Cost: 2 blood

Discipline: Thaumaturgy

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.

Artist: Liz Danforth

Name: Blood Trade

[Gehenna:R]

Cardtype: 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.

Artist: Steve Ellis

Name: Blood Turnip

[TR:R]

Cardtype: 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).

Artist: Tom Biondillo

Name: Blood Weakens

[Gehenna:R, KoT:R]

Cardtype: 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.

Artist: Jeff Holt

Name: Bloodwork

[BH:C]

Cardtype: 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.

Artist: Fred Harper

Name: Bloody Mary

[KoT:V]

Cardtype: Vampire

Clan: Malkavian

Group: 5

Capacity: 8

Discipline: pre AUS DEM OBF

Camarilla primogen: +1 bleed.

Artist: Leif Jones

Name: Blow Torch

[Anarchs:C, Third:C]

Cardtype: Equipment

Cost: 2 pool

Weapon.

1 aggravated damage each strike.

Artist: James Stowe

Name: Blur

[Jyhad:C, VTES:C, Sabbat:C, SW:PB3, CE:C/PB4, BH:PTo4, KMW:PAI5, Third:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Celerity

[cel] Additional strike.

[CEL] Two additional strikes.

Artist: Ken Meyer, Jr.; Harold Arthur McNeill

Name: Blythe Candeleria
[DS:V, CE:PTr]
Cardtype: Vampire
Clan: Tremere
Group: 2
Capacity: 3
Discipline: aus THA
Camarilla: Blythe gets -1 strength when in combat with a Malkavian.
Artist: Ken Meyer, Jr.

Name: Bobby Lemon
[Anarchs:PAG]
Cardtype: Vampire
Clan: Gangrel
Group: 3
Capacity: 4
Discipline: pro ANI
Independent.
Artist: Christopher Shy

Name: Body Arsenal
[Sabbat:C, SW:PT2, Third:PTz4]
Cardtype: Combat
Cost: 2 blood
Discipline: Vicissitude
[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.
Artist: Mark Tedin

Name: Body Bag
[Anarchs:C]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Body Flare
[Sabbat:R, SW:R, Third:R]
Cardtype: Combat
Cost: 2 blood
Discipline: Protean
[pro] Strike: 2 aggravated damage.
[PRO] Strike: 2R aggravated damage.
Artist: Randy Gallegos

Name: Body of Sun

[Jyhad:R, VTES:R]

Cardtype: Combat

Cost: 4 blood

Discipline: Protean

[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.

Artist: Mark Tedin

Name: Bomb

[Jyhad:U, VTES:U, CE:PN, Third:U, KoT:U]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Amy Weber; Mark Nelson

Name: Bond

[NoR:C]

Cardtype: 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).}-

Artist: Thomas Manning

Name: Bonding

[Jyhad:C, VTES:C, Sabbat:C, SW:PL/PV3, CE:C/PV2, BH:PTTr4, Third:PTTr4, HttB:PKia6]

Cardtype: Action Modifier

Discipline: Dominate

You cannot play another action modifier to increase this bleed amount. (Only usable during a bleed action.)

[dom] +1 bleed.

[DOM] +1 stealth and +1 bleed.

Artist: Douglas Shuler; Harold Arthur McNeill; Gary Chatterton

Name: Bond with the Mountain

[BL:R2]

Cardtype: Combat

Cost: 1 blood

Discipline: Visceratika/Thaumaturgy

[tha] Strike: dodge, with an optional press.

[vis] Strike: combat ends. Untap both combatants.

[VIS] Strike: combat ends. Untap this vampire.

Artist: Talon Dunning

Name: Bonecraft

[Sabbat:C, SW:C/PT, Third:PTz3]

Cardtype: Combat

Cost: 1 blood

Discipline: Vicissitude

[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.

Artist: Ron Spencer

Name: Bone Spur

[Sabbat:C, Anarchs:C/PG3]

Cardtype: Combat

Cost: 1 blood

Discipline: Protean

[pro] For the remainder of this round, this vampire's hand damage is aggravated.

[PRO] As above, but for the remainder of this combat.

Artist: Mike Dringenberg

Name: The Book of Going Forth by Night

[KMW:PB]

Cardtype: Equipment

Cost: 1 pool

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).

Artist: Steve Eidson

Name: Border Skirmish

[Anarchs:C2/PAG3]

Cardtype: 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.

Artist: Fred Hooper

Name: Boss Callihan

[Anarchs:U2]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 5

Discipline: dom for pro PRE

Camarilla: Callihan cannot rescue other vampires from torpor.

Artist: Joel Biske

Name: Botched Move

[Promo-20061026]

Cardtype: 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.

Artist: Josh Timbrook

Name: Bothwell

[Anarchs:U2]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 3

Discipline: ani for

Independent.

Artist: Mike Huddleston

Name: Bounty

[CE:U, KoT:U]

Cardtype: Master

Cost: X pool

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.

Artist: Steve Ellis

Name: Bowl of Convergence

[Tenth:A/B, KoT:R/PT]

Cardtype: 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.

Artist: Jeff Holt

Name: Boxed In

[Jyhad:C, VTES:C, Sabbat:C, SW:PL/PV, CE:C/PN3, Anarchs:PAG, Third:C]

Cardtype: Combat

Do not replace until after combat.

Press.

Artist: William O'Connor; Matt Cavotta

Name: Boy Toy
[Sabbat:V, BH:PM]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 2
Capacity: 2
Discipline: dem
Sabbat.
Artist: Lawrence Snelly

Name: Brachah
[AH:V3, CE:PB]
Cardtype: Vampire
Clan: Brujah
Group: 2
Capacity: 5
Discipline: for CEL = {PRE}=
Camarilla.
Artist: Dave Roach

Name: Brainwash
[Jyhad:C, VTES:C, CE:U]
Cardtype: 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.
Artist: Edward Beard, Jr.

Name: Brass Knuckles
[Sabbat:C, SW:C/PT/PV, CE:C, LoB:PG, Third:C]
Cardtype: Equipment
Melee weapon.
Strength+1 damage each strike, only usable once each combat.
Artist: Ron Spencer

Name: Bravo
[Gehenna:C]
Cardtype: 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.
Artist: Nilson

Name: Brazil
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Malkavian
Group: 1
Capacity: 2
Discipline: aus
Camarilla.
Artist: Drew Tucker

Name: Break the Code
[NoR:R]
Cardtype: Event
Gehenna.
Imbued get -1 intercept when attempting to block monsters. A ready monster can enter combat with an imbued as a (D) action.
Artist: Veronica Jones

Name: Breath of Thanatos
[KMW:C]
Cardtype: Action Modifier/Combat
Cost: 1 blood
Discipline: Necromancy
[nec] +2 stealth. Only usable on an action to employ or to recruit a wraith.
[NEC] Strike: 1 aggravated damage.
Artist: Lawrence Snelly

Name: Breath of the Dragon
[Sabbat:R, SW:PT, Third:PTz]
Cardtype: Combat
Cost: 1 blood
Discipline: Vicissitude
[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.
Artist: Pete Venters

Name: Brian Thompson
[LotN:PR2]
Cardtype: Vampire
Clan: Ravnos
Group: 4
Capacity: 4
Discipline: ani chi for
Independent.
Artist: Andrew Trabbold

Name: Bribes

[Jyhad:C, VTES:C, Sabbat:C, SW:C/PV2, CE:PT02/PV2, Anarchs:PAB4, KMW:PA3/PAI, Third:PB3]

Cardtype: 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.

Artist: Corey Macourek

Name: Brick by Brick

[HttB:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Visceratika / Thaumaturgy

[tha] Maneuver.

[vis] Strike: 2R damage, with an optional maneuver.

[VIS] Only usable before range is determined. This vampire sets the range this round.

Artist: Peter Bergting

Name: Brick Laying

[BH:C/PN, LoB:PO2, KoT:C]

Cardtype: 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.

Artist: Fred Harper

Name: Brigitte Gebauer (Wraith)

[FN:R2]

Cardtype: Ally

Clan: Giovanni

Cost: 3 pool

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.

Artist: Mike Danza

Name: Brigitte Mandisa

[HttB:U]

Cardtype: Vampire

Clan: Samedi

Group: 6

Capacity: 5

Discipline: for obf thn NEC

Independent.

Artist: Samuel Araya

Name: Brinksmanship

[Anarchs:R]

Cardtype: Political Action

Cost: 1 pool

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.

Artist: Peter Bergting

Name: Bronwen

[Sabbat:V, SW:PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 10

Discipline: dom obt CEL POT PRE

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

Artist: Ken Meyer, Jr.

Name: Brooke

[Sabbat:V, BH:PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 3

Discipline: dom tha

Sabbat.

Artist: John Bolton

Name: Brother in Arms

[LoB:C, HttB:PSa2]

Cardtype: Action

Clan: Salubri antitribu

Cost: 1 pool

Capacity: 2

+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.

Artist: Andrew Trabbold

Name: Brother's Blood

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Durwin Talon

Name: Brothers Grimm

[CE:R]

Cardtype: 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.

Artist: James Stowe

Name: Bruce de Guy

[Gehenna:U]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 10

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: The Bruisers

[Sabbat:U]

Cardtype: Ally

Clan: Brujah antitribu

Cost: 3 pool

Unique -{mortal}- with 2 life. 2 {strength}, 0 bleed.

The Bruisers may take a (D) action to burn a location controlled by your prey.

Artist: Matt Cavotta

Name: Brujah Debate

[DS:U, Tenth:A]

Cardtype: Master

Clan: Brujah

Cost: 1 pool

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 my burn this card as a (D) action.

Artist: Edward Beard, Jr.

Name: Brujah Frenzy

[Jyhad:U, VTES:U]

Cardtype: Master

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.}

Artist: Dan Frazier

Name: Brujah Justicar

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: 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.

Artist: Heather Hudson; Steve Prescott

Name: Brunhilde

[Anarchs:U2]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 8

Discipline: pre ANI FOR PRO

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

Artist: Christopher Shy

Name: Brutal Influence

[EK:C]

Cardtype: Action

Cost: 1 blood

Discipline: Potence

[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.

Artist: James Stowe

Name: Brute Force

[LotN:C/PG3, KoT:C/PB6]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Bryan Van Duesen

[Sabbat:V, BH:PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 7

Discipline: aus pre DOM THA

Sabbat: +1 bleed.

Artist: Jeff Miracola

Name: Bujo

[KMW:R]

Cardtype: Action

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.

Artist: Ken Meyer, Jr.

Name: Bulscu

[KoT:V]

Cardtype: Vampire

Clan: Ventrue

Group: 5

Capacity: 8

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Bum's Rush

[Jyhad:C, VTES:C, SW:PB2, FN:PA3/PG3, CE:C/PB7/PN5, Anarchs:PG4, KMW:PG4/PAI3, LoB:PA4, HttB:PGar3]

Cardtype: 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.

Artist: Bryon Wackwitz; Gary Chatterton

Name: Bundi
[LotN:C/PG3, KoT:C/PB2]
Cardtype: Equipment
Cost: 2 pool
Melee weapon.
Strike: hand strike {at +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.
Artist: Franz Vohwinkel

Name: Bupe Kuila
[LoB:U]
Cardtype: Vampire
Clan: Follower of Set
Group: 4
Capacity: 7
Discipline: pre OBF POT SER
Laibon: +1 intercept.
Artist: Jim Pavelec

Name: Burden the Mind
[LotN:C]
Cardtype: Master
Cost: 1 pool
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.
Artist: Brian LeBlanc

Name: Bureaucratic Overload
[DS:U2, CE:PM]
Cardtype: 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.
Artist: Drew Tucker

Name: Burning Touch
[BL:C2, LoB:C]
Cardtype: 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.
Artist: Leif Jones

Name: Burning Wrath
[DS:C2, SW:PB, FN:PG, CE:PB, LoB:PG2, Third:U/PB]
Cardtype: Combat
Cost: 3 blood
Discipline: Potence
[pot] Strike: hand strike at +1 damage, aggravated.
[POT] Strike: hand strike at +2 damage, aggravated.
Artist: L. A. Williams

Name: Burnt Offerings
[AH:U5]
Cardtype: Reaction
Cost: 1 blood
Discipline: Auspex
[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.
Artist: Michael Astrachan

Name: Burst of Sunlight
[Jyhad:R2, VTES:R, CE:U, BH:PTr2, KMW:PB3, Third:U, KoT:U]
Cardtype: 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.
Artist: Heather Hudson; Andrew Trabbold

Name: Business Pressure
[Jyhad:R2, VTES:R, Tenth:B]
Cardtype: 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.
Artist: Ne Ne Thomas

Name: Byzar
[HttB:U]
Cardtype: Vampire
Clan: Harbinger of Skulls
Group: 6
Capacity: 10
Discipline: dom pre AUS FOR NEC OBF
Sabbat: If Byzar would be burned, put a burn counter on him and move him to torpor instead. If he has three burn counters, remove him from the game. +1 stealth.
Artist: Larry Snelly

Name: Cadet

[SoC:C]

Cardtype: 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.

Artist: Leif Jones

Name: Cagliostro, The Grand Copht

[KMW:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 8

Discipline: 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.

Artist: Mark Poole

Name: Caiaphas Smith

[Tenth:A/B]

Cardtype: Ally

Cost: 1 pool

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.

Artist: Ken Meyer, Jr.

Name: Cailean

[Sabbat:V, SW:U, BH:PN]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 2

Capacity: 10

Discipline: 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.

Artist: Will Simpson

Name: Cairo Int'l Airport

[AH:R2, CE:PB]

Cardtype: Master

Cost: 2 pool

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.

Artist: Pat Morrissey

Name: Caitlin
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 2
Capacity: 6
Discipline: aus dom ANI PRO
Sabbat bishop
Artist: Doug Alexander

Name: Calebos
[Sabbat:V, SW:U, BH:PN]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 2
Capacity: 8
Discipline: cel ANI OBF POT
Sabbat bishop: +1 strength.
Artist: Lawrence Snelly

Name: Calebros, The Martyr
[FN:U, CE:PN]
Cardtype: Vampire
Clan: Nosferatu
Group: 2
Capacity: 5
Discipline: 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.
Artist: John Van Fleet

Name: Caliban
[SW:C]
Cardtype: Vampire
Clan: Tzimisce
Group: 2
Capacity: 6
Discipline: ANI AUS VIC
Sabbat
Artist: Christopher Shy

Name: Callirus
[KMW:U]
Cardtype: Vampire
Clan: Ravnos
Group: 4
Capacity: 5
Discipline: ani CHI FOR
Independent: During your untap phase, Callirus can burn 1 blood to burn one card on him.
Artist: Brian LeBlanc

Name: Call of the Hungry Dead

[FN:C2, LotN:PG3]

Cardtype: 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.

Artist: Brian LeBlanc

Name: The Call

[BL:R2, Third:PM]

Cardtype: 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.

Artist: William O'Connor

Name: Call the Great Beast

[BL:R1, KMW:PB]

Cardtype: Action

Clan: Baali

Cost: 1 blood

+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.

Artist: Fred Hooper

Name: Call the Lamprey

[Sabbat:U]

Cardtype: 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.

Artist: Alan Rabinowitz

Name: Call the Wild Hunt

[Promo-20060213]

Cardtype: 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.

Artist: Matt Mitchell

Name: Calvin Cleaver

[TR:U]

Cardtype: Vampire

Clan: Gangrel

Group: 4

Capacity: 3

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Camarilla Exemplary

[Jyhad:C, VTES:C, CE:C/PV2]

Cardtype: 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.

Artist: Douglas Shuler

Name: Camarilla Threat

[Sabbat:R, SW:R, BH:PTo]

Cardtype: 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.

Artist: Jason Brubaker

Name: Camarilla Vitae Slave

[Sabbat:R]

Cardtype: Retainer

Clan: Lasombra

Cost: 2 blood

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.

Artist: Zina Saunders

Name: Camera Phone

[LotN:C/PG2, KoT:C, HttB:PSam3]

Cardtype: 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.

Artist: Craig Grant

Name: Cameron

[Sabbat:V, SW:PL]

Cardtype: Vampire

Clan: Lasombra

Group: 2

Capacity: 3

Discipline: dom pot

Sabbat

Artist: Scott Fischer

Name: Camille Devereux, The Raven

[Jyhad:V, VTES:V, Tenth:A]

AKA: Raven

Cardtype: Vampire

Clan: Gangrel

Group: 1

Capacity: 5

Discipline: ani FOR PRO

Camarilla.

Artist: L. A. Williams; Mark Tedin

Name: Campground Hunting Ground

[Sabbat:U, SW:U, KMW:PG]

Cardtype: Master

Clan: Gangrel antitribu

Cost: 2 pool

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.

Artist: Ron Spencer

Name: Canine Horde

[Jyhad:C, VTES:C, Sabbat:C, SW:PT, CE:C/PN, Anarchs:PG2, LoB:PA, Third:PTz]

Cardtype: Combat

Discipline: Animalism

[ani] Strike: 1R damage.

[ANI] Strike: ranged; destroy equipment with first strike.

Artist: Anson Maddocks; Dave Seeley

Name: Canopic Jar

[FN:C2]

Cardtype: 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.

Artist: Mark Nelson

Name: Can't Take it with You

[LotN:C, KoT:C/PV3]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Capitalist

[BH:C, HttB:PKia2]

Cardtype: 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 bank. A vampire can have only one archetype.

Artist: Aaron Voss

Name: Car Bomb

[Anarchs:C]

Cardtype: 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.

Artist: Andrew Trabbold

Name: Cardano

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 9

Discipline: ani aus cel DOM FOR THA

Camarilla Prince of Boston.

Artist: Richard Kane Ferguson

Name: Cardinal Benediction

[Sabbat:U, SW:U, Third:U]

Cardtype: 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.

Artist: Hannibal King

Name: Cardinal Sin: Failure of Mission

[Sabbat:R, SW:R/PT]

Cardtype: Reaction

Cost: 2 blood

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.

Artist: David Fooden

Name: Cardinal Sin: Insubordination

[Sabbat:U, SW:U, BH:PM, Third:U]

Cardtype: 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.

Artist: Michael Astrachan

Name: Carlak

[KoT:V]

Cardtype: Vampire

Clan: Brujah

Group: 5

Capacity: 8

Discipline: 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.

Artist: Veronica Jones

Name: Carlotta Giovanni

[DS:V, FN:PG]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 7

Discipline: 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.

Artist: Anson Maddocks

Name: Carlton Van Wyk (Hunter)

[Tenth:A/B]

Cardtype: Ally

Cost: 2 pool

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.

Artist: Mark Poole

Name: Carmen
[SoC:V]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 5
Capacity: 5
Discipline: aus dom THA
Sabbat. Black Hand: Non-Camarilla vampires you control get +1 stealth on equip actions.
Artist: Lawrence Snelly

Name: Carmine Giovanni
[KMW:U]
Cardtype: Vampire
Clan: Giovanni
Group: 4
Capacity: 10
Discipline: 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.
Artist: Ken Meyer, Jr.

Name: Carna, The Princess Witch
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Tremere
Group: 3
Capacity: 7
Discipline: AUS DOM THA
Camarilla primogen: During your untap phase, Carna can burn one of her retainers to gain 2 blood. +1 intercept.
Artist: Ken Meyer, Jr.

Name: Carnivale
[Anarchs:R]
Cardtype: 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.
Artist: James Stowe

Name: Caroline Bishops
[Third:V]
Cardtype: Vampire
Clan: Pander
Group: 4
Capacity: 3
Discipline: cel for pot
Sabbat: Caroline cannot block non-Camarilla vampires.
Artist: Lawrence Snelly

Name: Carrion Coffin

[Sabbat:R]

Cardtype: 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.

Artist: Stuart Beel

Name: Carrion Crows

[Sabbat:C, SW:C/PT2, CE:PN2, Anarchs:PG2, BH:PN3, LoB:PA2, Third:C, LotN:PR3, KoT:C]

Cardtype: 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.

Artist: Michael Dixon; Richard Thomas

Name: Carter

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 2

Discipline: cel

Sabbat

Artist: Max Shade Fellwalker

Name: Carthage Remembered

[AH:R2, CE:R]

Cardtype: Master

Clan: Brujah

Cost: 1 pool

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.

Artist: Tom Wanerstrand

Name: Carver's Meat Packing and Storage

[Gehenna:R]

Cardtype: Master

Cost: 1 pool

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.

Artist: Steve Prescott

Name: Caseless Rounds

[Gehenna:C, KoT:U]

Cardtype: Combat

Cost: 1 pool

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.

Artist: Jeff Holt

Name: Casino Reeds

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 9

Discipline: 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).

Artist: Christopher Shy

Name: Cassandra Langely, The Waif

[KoT:PM2]

Cardtype: Vampire

Clan: Malkavian

Group: 4

Capacity: 2

Discipline: dem

Camarilla.

Artist: Leif Jones

Name: Cassandra, Magus Prime

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 10

Discipline: cel pre AUS DOM THA

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

Artist: Rob Alexander

Name: Catacombs

[AH:C2, FN:PS, Third:PM]

Cardtype: Equipment

Cost: 1 blood

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.

Artist: Liz Danforth

Name: Catatonic Fear

[Sabbat:U, SW:U, FN:PS, CE:PTo, LoB:PI2, Third:U]

Cardtype: Combat

Cost: 1 blood

Discipline: Presence

[pre] Strike: combat ends.

[PRE] As above, and inflict 1 damage to the opposing minion once combat ends if the range is close.

Artist: Clint Langley

Name: Cat Burglary

[Jyhad:R, VTES:R, CE:R]

Cardtype: 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.

Artist: Dave Roach; Steve Ellis

Name: Catherine du Bois

[CE:V, Anarchs:PAB, BSC:X]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 5

Discipline: for obf pre DOM

Camarilla.

Artist: Christopher Shy

Name: Cats' Guidance

[Jyhad:C, VTES:C, Sabbat:C, SW:C/PT3, FN:PR4, CE:C/PN3, Anarchs:PG3, BH:PN3, LoB:PG3]

Cardtype: 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.

Artist: Greg Simanson; Margaret Organ-Kean

Name: Cauldron of Blood

[Jyhad:C, VTES:C, Sabbat:C, CE:PTTr2]

Cardtype: Combat

Cost: 1 blood

Discipline: Thaumaturgy

Not usable on the first round of combat.

[tha] Strike: {hand strike at} +2 damage.

[THA] Strike: {hand strike at} +4 damage.

Artist: Drew Tucker; Sandra Everingham

Name: Cavalier

[HttB:R]

Cardtype: Master

Master: archetype.

Put this card on a vampire you control. Once per turn, when this vampire successfully performs an action that costs 1 or more blood, he or she may burn an additional blood to untap. = {A vampire can have only one archetype.} =

Artist: Brian LeBlanc

Name: Cave of Apples

[LotN:R]

Cardtype: Master

Clan: Follower of Set

Cost: 3 pool

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.

Artist: Alexander Dunnigan

Name: Cedric

[LoB:U, HttB:PGar2]

Cardtype: Vampire

Clan: Gargoyle

Group: 4

Capacity: 6

Discipline: 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].

Artist: David Day

Name: Celerity [cel]

[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]

Cardtype: Master

Capacity: +1

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.

Artist: Greg Simanson; Nicola Leonard; Peter Morbacher

Name: Celeste Lamontagne

[Gehenna:U]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 5

Discipline: for ANI PRO

Sabbat: Celeste 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.

Artist: Chad Michael Ward

Name: Celeste, The Voice of a Secret

[BL:U2]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 2

Capacity: 3

Discipline: pre mel

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

Artist: Christopher Shy

Name: Celestial Harmony

[BH:R]

Cardtype: 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.

Artist: Fred Harper

Name: Celine Chevalier

[FN:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 3

Discipline: obf ser

Independent

Artist: Christopher Shy

Name: Census Taker

[SoC:R]

Cardtype: Master

Cost: 1 pool

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.

Artist: Eric Lofgren

Name: Centralized Background Check

[Gehenna:R]

Cardtype: Master

Master: unique location.

Weapons cost an additional pool.

Artist: William O'Connor

Name: Cesar Holfield

[KoT:V]

Cardtype: Vampire

Clan: Caitiff

Group: 4

Capacity: 1

Discipline: obf

Camarilla: ={After}= the end of your minion phase, if there are any Gehenna cards in play and Cesar did not hunt, he burns 1 blood.

Artist: Justin Norman

Name: Cesewayo

[LoB:PO2]

Cardtype: Vampire

Clan: Osebo

Group: 4

Capacity: 10

Discipline: ani AUS CEL DOM POT THA

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

Artist: Abrar Ajmal

Name: Cesewayo

[EK:U]

Cardtype: Vampire

Clan: Osebo

Level: Advanced

Group: 4

Capacity: 10

Discipline: ani AUS CEL DOM POT THA

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

[MERGED] Cesewayo gets two additional votes.

Artist: Leif Jones

Name: Chain of Command

[Gehenna:C, KoT:C]

Cardtype: Action

Cost: X blood

Discipline: Dominate

+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.

Artist: Joel Biske

Name: Chainsaw
[Jyhad:U2]
Cardtype: Equipment
Cost: 2 pool
Weapon.
3 damage {as a strike}, usable only once each combat.
Artist: Mark Poole

Name: Chair of Hades
[LotN:R]
Cardtype: 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.
Artist: Veronica Jones

Name: Chalice of Kinship
[BH:R]
Cardtype: Equipment
Cost: 1 pool
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.
Artist: Jeff Holt

Name: Chameleon
[TR:R]
Cardtype: Action
Cost: X blood
+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).
Artist: Jim Pavelec

Name: Chameleon's Colors
[BL:C2, LoB:C]
Cardtype: Combat
Cost: 1 blood
Discipline: Spiritus/Animalism
[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.
Artist: Becky Cloonan

Name: Champion

[NoR:R]

Cardtype: 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.

Artist: Peter Bergting

Name: Chandler Hungerford

[DS:V, Anarchs:PG]

Cardtype: Vampire

Clan: Gangrel

Group: 2

Capacity: 3

Discipline: PRO

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

Artist: Ron Spencer

Name: Changeling

[Sabbat:C, SW:C/PT2, Third:C/PTz3]

Cardtype: 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.

Artist: Jeff Miracola

Name: Changeling Skin Mask

[Sabbat:R, SW:R]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Mark Tedin

Name: Change of Target

[Jyhad:U, VTES:U, CE:U, Anarchs:PAB2, LoB:PG2/PI2, KoT:U/PM3]

Cardtype: 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.

Artist: Chris Stevens; Dan Frazier

Name: Chanjelin Ward

[BL:R2, LoB:R]

Cardtype: Master

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.

Artist: Brian LeBlanc

Name: Channel 10

[Tenth:A/B, HttB:PKia]

Cardtype: Master

Cost: 2 pool

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.

Artist: Steve Ellis

Name: Channeling the Beast

[Sabbat:C]

Cardtype: Combat

Cost: 1 blood

Strike: hand strike or {use a melee weapon strike. This strike is} at +1 damage.

Artist: Michael Astrachan

Name: Chantry

[Jyhad:U, VTES:U, CE:U, HttB:PGar]

Cardtype: Master

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.

Artist: Jeff Holt; Dan Smith

Name: Charge of the Buffalo

[HttB:R]

Cardtype: Action

Discipline: Spiritus / Fortitude

[for] (D) Enter combat with a tapped minion.

[spi] (D) Enter combat with a minion. The first round of that combat, range is automatically close, and this vampire's initial strike is strike: hand strike at +1 damage.

[SPI] As [spi] above, but the strike is at +2 damage.

Artist: Jim DiBartolo

Name: Charice Fontaine
[BH:U2]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 3
Capacity: 6
Discipline: for pot AUS DOM
Sabbat.
Artist: Steve Prescott

Name: Charigger, The Axe
[LotN:R]
Cardtype: Retainer
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.
Artist: Alexander Dunnigan

Name: Charisma
[FN:R2, KoT:R]
Cardtype: 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).
Artist: Talon Dunning

Name: Charismatic Aura
[KoT:U]
Cardtype: 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.
Artist: Juan Antonio Serrano Garcia

Name: Charlie Tyne
[Third:V]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 4
Discipline: obf pro ser
Sabbat.
Artist: Lawrence Snelly

Name: Charming Lobby

[Jyhad:U, VTES:U, CE:U/PTo, LoB:PG, KoT:U]

Cardtype: 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.

Artist: Heather Hudson; Brian LeBlanc; Steve Prescott

Name: Charnas the Imp

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: Retainer

Clan: Tremere

Cost: 1 blood

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.

Artist: Dave Roach & Pete Burges; Mark Nelson

Name: Chas Giovanni Tello

[FN:U2]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 4

Discipline: 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.

Artist: Christopher Shy

Name: Chaundice

[HttB:U]

Cardtype: Vampire

Clan: Gargoyle

Group: 4

Capacity: 8

Discipline: vic FOR POT VIS

Sabbat. Tremere antitribu slave: Twice each combat, Chaundice may prevent up to 2 non-aggravated damage from the opposing minion's strikes that round. Flight [FLIGHT].

Artist: Samuel Araya

Name: Chavi Oraczko

[LotN:U]

Cardtype: Vampire

Clan: Ravnos

Group: 5

Capacity: 7

Discipline: 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.

Artist: Leif Jones

Name: Cheat the Fates

[HttB:R]

Cardtype: Action

Cost: 3 blood

Discipline: Temporis / Presence

[pre] (D) Bleed at +2 bleed.

[tem] (D) Bleed. Minions without Temporis cannot block, and this minion cannot play other cards that require Disciplines this action.

[TEM] As [tem] above, and this acting minion untaps at the end of the action.

Artist: Doug Stambaugh

Name: Chester DuBois

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Nosferatu

Group: 1

Capacity: 7

Discipline: for obf ANI POT

Camarilla primogen.

Artist: Daniel Gelon

Name: Cheval de Bataille

[Third:U]

Cardtype: 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.

Artist: Patrick McEvoy

Name: Childling Muse

[KoT:U]

Cardtype: Retainer

Clan: Malkavian

Cost: 1 pool

Changeling with 1 life.

This Malkavian gets +1 bleed.

Artist: Heather Kreiter

Name: Children of Osiris

[AH:R2]

Cardtype: Master

Cost: 2 pool

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.

Artist: Drew Tucker

Name: Chill of Oblivion

[BH:R, LotN:PG]

Cardtype: 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.

Artist: Drew Tucker

Name: Chimerstry [chi]

[DS:C2, FN:PR2, LotN:PR2]

Cardtype: Master

Capacity: +1

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.

Artist: Mark Tedin; Sam Araya

Name: Chiram's Hold

[Anarchs:R2]

Cardtype: Combat

Cost: 1 blood

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.

Artist: Andrew Bates

Name: Chiropteran Marauder

[SW:C/PT3, Third:C]

Cardtype: 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.

Artist: Mike Danza

Name: Choir

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Lawrence Snelly

Name: Christanius Lionel, The Mad Chronicler

[FN:U2, BH:PN]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 2

Capacity: 6

Discipline: pot ANI OBF

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

Artist: Christopher Shy

Name: Christine Boscacci

[Sabbat:V, Tenth:B]

Cardtype: Vampire

Clan: Pander

Group: 2

Capacity: 2

Discipline: dom vic

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

Artist: Ken Meyer, Jr.

Name: Christopher Houghton

[Anarchs:U2]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 10

Discipline: 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.

Artist: Christopher Shy

Name: Chronicle of the Lost Tribe

[BH:R]

Cardtype: 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.

Artist: Ron Van Halen

Name: Church of the Order of St. Blaise

[Gehenna:R]

Cardtype: Master

Master: unique location. Requires a ready Sabbat vampire.

Tap this card to add one counter to a location you control that uses counters.

Artist: Theodore Black

Name: The Church of Vindicated Faith

[NoR:R]

Cardtype: Master

Cost: 1 pool

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.

Artist: David Day

Name: Cicatriz

[SW:C]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 2

Capacity: 5

Discipline: ani obf pot

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

Artist: Christopher Shy

Name: Circle

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Mike Danza

Name: Circumspect Revelation

[BH:C/PM]

Cardtype: 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.

Artist: David Day

Name: City Gangrel Connections

[Sabbat:U, KMW:PG]

Cardtype: Master

Clan: Gangrel antitribu

Master: unique location.

You get 1 additional vote during each political action.

Artist: Fred Harper

Name: Claiming the Body

[LoB:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Sanguinus

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.

Artist: Peter Bergting

Name: Clandestine Contract

[FN:C2, LotN:PA4]

Cardtype: Action

Clan: Assamite

Cost: 1 pool

+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.

Artist: Drew Tucker

Name: Clan Impersonation

[AH:C2, CE:C]

Cardtype: Action

Cost: 2 blood

+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.

Artist: Max Shade Fellwalker

Name: Clan Loyalty

[DS:C2, FN:PG]

Cardtype: Action Modifier

Cost: 1 blood

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.

Artist: Drew Tucker

Name: Clarissa Steinburgen

[Anarchs:U2]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 3

Discipline: ani obf

Camarilla.

Artist: Jim Nelson

Name: Claudio Severino

[Promo-20100401]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 9

Discipline: cel obf AUS DOM THA

Camarilla: Combat cards cost an opposing vampire an additional blood. During your untap phase, burn 1 pool if there are no Gehenna cards in play.

Artist: Gines Quinonero-Santiago

Name: Claus Wegener

[KoT:V, HttB:PGar]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 5

Discipline: aus for tha DOM

Camarilla.

Artist: Sam Arraya

Name: Claven

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 2

Capacity: 4

Discipline: aus dem obf

Sabbat

Artist: Alan Rabinowitz

Name: Claws of the Dead

[Jyhad:C, VTES:C, Anarchs:C/PG3, KMW:PG5, Third:C, KoT:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Protean

[pro] For the remainder of this round, damage from this vampire's hand strikes is aggravated.

[PRO] Maneuver.

Artist: Ron Spencer; Ron Spencer

Name: Clea Auguste d'Holford

[LotN:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 5

Capacity: 6

Discipline: pre ser OBF POT

Independent.

Artist: Ken Meyer, Jr.

Name: Cleansing Ritual

[LoB:R]

Cardtype: Action

Cost: 1 blood

Discipline: Obeah/Dominate

+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.

Artist: Avery Butterworth

Name: Cleave

[NoR:C]

Cardtype: 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.

Artist: Heather Kreiter

Name: Clifton Derrik

[TR:U]

Cardtype: Vampire

Clan: Brujah

Group: 4

Capacity: 2

Discipline: cel

Camarilla.

Artist: Andrew Trabbold

Name: Clio's Kiss

[BL:C2, LoB:R]

Cardtype: Action

Cost: 1 blood

Discipline: Temporis/Dominate

+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 Methuselahs contesting the vampire, place your copy of the vampire face up in your controlled region, untapped.

Artist: Leif Jones

Name: Cloak of Blood

[SoC:R]

Cardtype: 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.

Artist: Becky Jollensten

Name: Cloak of the Abalone
[Promo-20080203]
Cardtype: Equipment
Unique equipment.
Toreador and Toreador antitribu cannot block this minion.
Artist: Brian LeBlanc

Name: Cloak the Gathering
[Jyhad:C, VTES:C, Sabbat:C, SW:C, FN:PS3, CE:C/PM4, BH:PM4, Third:PM6, LotN:PS2, KoT:C, HttB:PSam4]
Cardtype: 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.
Artist: Randy Gallegos; Ted Naifeh; Eric Deschamps

Name: Clockwerx
[HttB:R]
Cardtype: Combat
Discipline: Sanguinus
[san] Only usable before range is determined. Move an equipment from a ready Blood Brother of the same circle to this vampire in combat.
[SAN] As above, but usable any time during combat.
Artist: Marian Churchland

Name: Closed Session
[DS:C2, CE:U, KMW:PAI]
Cardtype: 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.
Artist: Harold Arthur McNeill

Name: Clotho's Gift
[BL:C1, LoB:C]
Cardtype: Action
Cost: 1 blood
Discipline: Temporis/Obfuscate
+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.
Artist: Jim Nelson

Name: Club Illusion

[TR:R]

Cardtype: Master

Cost: 1 pool

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).

Artist: Tom Biondillo

Name: Club Zombie

[FN:R2, Third:PTz]

Cardtype: Master

Cost: 4 pool

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.

Artist: Durwin Talon

Name: Coagulate Blood

[AH:C2, FN:PA2]

Cardtype: Combat

Discipline: Quietus

[qui] Strike: 1R damage, 2R damage to an ally.

[QUI] Strike: 2R damage, 3R damage to an ally.

Artist: Stuart Beel

Name: Coagulated Entity

[BL:R1, LoB:R]

Cardtype: 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.

Artist: Mark Nelson

Name: Cobra Fangs

[LotN:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Serpentinis

[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.

Artist: Mike Chaney

Name: Cock Robin

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 10

Discipline: 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.

Artist: Quinton Hoover

Name: Code of Milan Suspended

[Sabbat:R, SW:R]

Cardtype: Political Action

{Requires a} Sabbat vampire.

Select the Methuselah with the Edge. If this referendum is successful, that Methuselah burns 1 pool.

Artist: Drew Tucker

Name: Code of Samiel

[HttB:R]

Cardtype: Master

Clan: Salubri antitribu

Cost: 2 pool

Burn Option

Unique master.

Put this card in play. During your untap phase, a Salubri antitribu you control gains 1 blood. When a Salubri antitribu burns a ready vampire or sends a vampire to torpor in combat or as a (D) action, he or she untaps after the end of the minion phase.

Artist: Peter Bergting

Name: Codex of the Damned

[Third:R]

Cardtype: 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).

Artist: Jeremy McHugh

Name: Codex of the Edenic Groundskeepers

[Promo-20090929]

Cardtype: Equipment

Cost: 1 pool

Unique equipment.

This minion gets -2 stealth when bleeding. This minion may bleed as a (D) action that costs 1 blood; this action gets +3 bleed if the target Methuselah doesn't control a ready untapped minion.

Artist: Pat Loboyko

Name: Cohn Rose
[CE:V/PTTr, KMW:PB, BSC:X]
Cardtype: Vampire
Clan: Tremere
Group: 3
Capacity: 5
Discipline: aus dom pre THA
Camarilla.
Artist: Alejandro Collucci

Name: Cold Amber's Hold
[Anarchs:R2]
Cardtype: Action
Cost: 2 blood
(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.
Artist: Fred Harper

Name: Cold Aura
[LotN:C, HttB:PSam2]
Cardtype: Combat
Cost: 1 blood
Discipline: Necromancy
[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.
Artist: Veronica Jones

Name: Colin Flynn
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Toreador
Group: 1
Capacity: 3
Discipline: aus cel
Camarilla.
Artist: Steve Casper

Name: Collapse the Arches
[BL:C2, LoB:C]
Cardtype: 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.
Artist: Brian LeBlanc

Name: The Colonel
[BH:PM]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 3
Capacity: 5
Discipline: cel dem obf AUS
Sabbat. Black Hand.
Artist: Jason Alexander Behnke

Name: Coma
[Sabbat:U, SW:U, CE:U, BH:PM3, Third:U]
Cardtype: Combat
Cost: 3 blood
Discipline: Dementation
[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.
Artist: Ash Arnett

Name: Combat Shotgun
[Sabbat:C, SW:C, Third:C]
Cardtype: Equipment
Cost: 3 pool
Weapon, Gun.
3R damage each strike, only usable once each round.
Artist: Michael Dixon

Name: Command
[AH:U5, Third:U]
Cardtype: 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.
Artist: Harold Arthur McNeill

Name: Command of the Beast
[Sabbat:U, SW:U, FN:PG, Third:U]
Cardtype: 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.
Artist: Lee Carter

Name: Command of the Harpies

[DS:U2, CE:PM/PTo]

Cardtype: Political Action

{Requires a} Camarilla vampire.

Choose a ready prince. Successful referendum means the prince loses his or her title.

Artist: Christopher Rush

Name: Command Performance

[HttB:R]

Cardtype: Master

Clan: Daughter of Cacophony

Cost: 2 pool

Burn Option

Unique master.

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

Artist: Marco Nelor

Name: Command the Legion

[LotN:R]

Cardtype: Action

Cost: X blood

Discipline: Dominate

[dom] Tap X-1 allies or younger vampires.

[DOM] As above, but one of the minions may be the same age or older.

Artist: Jeff Laubenstein

Name: Communal Haven: Cathedral

[BH:U2, Third:U]

Cardtype: Master

Cost: 1 pool

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.

Artist: Drew Tucker

Name: Communal Haven: Temple

[Sabbat:U, SW:PL, BH:PM]

Cardtype: Master

Cost: 1 pool

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.

Artist: Drew Tucker

Name: Community Justice

[LotN:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Compel the Spirit

[DS:U2, FN:PG, LotN:PG]

Cardtype: Action

Cost: 1 blood

Discipline: Necromancy

+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.

Artist: Stuart Beel; Eric Deschamps

Name: Compress

[BL:C2, LoB:C, HttB:PSam2]

Cardtype: Combat

Cost: 2 blood

Discipline: Thanatosis/Potence

[pot] Strike: hand strike at +2 damage.

[thn] Strike: 2 aggravated damage.

[THN] Strike: 3 aggravated damage.

Artist: Ron Spencer

Name: Computer Hacking

[Jyhad:C, VTES:C, Sabbat:C, SW:PT, CE:PN4, LoB:PA3, HttB:PSam4]

Cardtype: Action

(D) Bleed with +1 bleed.

Artist: Roger Raupp; Brian Snoddy; Gary Chatterton

Name: Conceal

[LotN:R]

Cardtype: Action

Discipline: Obfuscate

[obf] (D) Burn an equipment card.

[OBF] (D) Burn a location.

Artist: Imaginary Friends Studios

Name: Concealed Weapon

[Jyhad:C, CE:C/PB/PTo, BH:PTo4, KMW:PAI3, LotN:PG2, KoT:C/PT2]

Cardtype: 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.

Artist: Alejandro Collucci; Jeff Menges

Name: Concert Tour

[BL:C1, LoB:R]

Cardtype: Action

Clan: Daughter of Cacophony

Cost: 1 blood

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.

Artist: William O'Connor

Name: Concoction of Vitality

[Sabbat:U, SW:PV, Third:PTr]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Ash Arnett

Name: Concordance

[BL:C1, KMW:PB2]

Cardtype: Action

Cost: 1 blood

Discipline: Daimoinon/Serpentis

+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.

Artist: Steve Ellis

Name: Condemnation: Betrayed

[BL:R1]

Cardtype: 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.

Artist: William O'Connor

Name: Condemnation: Doomed

[BL:R1]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Condemnation: Languid

[BL:R1]

Cardtype: 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.

Artist: Mike Danza

Name: Condemnation: Mute

[KMW:R]

Cardtype: 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.

Artist: Nigel Sade

Name: Condemn the Sins of the Father

[LotN:R]

Cardtype: Action

Cost: 1 blood

Discipline: Quietus

+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.

Artist: Veronica Jones

Name: Conditioning

[Jyhad:C, VTES:C, SW:PL2, FN:PG3, CE:C/PT4, LotN:PG3, KoT:C/PV5, HttB:PGar4]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Dominate

You cannot play another action modifier to increase this bleed amount.

[dom] +2 bleed

[DOM] +3 bleed.

Artist: Mike Raabe; John Bridges

Name: Conductor

[LoB:R]

Cardtype: Master

Clan: Daughter of Cacophony

Cost: 1 pool

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.

Artist: Ken Meyer, Jr.

Name: Conflagration

[BL:C2, KMW:PB3]

Cardtype: Combat

Cost: 1 blood

Discipline: Daimoinon/Potence

[pot] Strike: 2R damage.

[dai] Strike: 1R aggravated damage.

[DAI] Strike: 2R aggravated damage.

Artist: Steve Prescott

Name: Conflict of Interests

[DS:C2]

Cardtype: Reaction

Only usable during a {referendum}.

Cancel the votes of a vampire who belongs to the same clan as this reacting minion.

Artist: Richard Kane Ferguson

Name: Confusion

[Sabbat:C, CE:C/PM4, Third:C/PM4]

Cardtype: 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.

Artist: Gary Leach

Name: Confusion of the Eye

[KMW:C/PG3, LotN:PS3]

Cardtype: 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.

Artist: David Day

Name: Conniver

[Gehenna:C]

Cardtype: 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.

Artist: Theodore Black

Name: Conquer the Beast

[Jyhad:R, VTES:R]

Cardtype: 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.

Artist: Melissa Benson

Name: Conquest of Humanity

[Gehenna:R]

Cardtype: 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.

Artist: Joel Biske

Name: Conrad Adoula
[Third:V]
Cardtype: Vampire
Clan: Lasombra
Group: 4
Capacity: 8
Discipline: ani cel DOM OBT POT
Sabbat: While Conrad is acting, reaction cards cost younger vampires an additional blood.
Artist: Ken Meyer, Jr.

Name: Consanguineous Boon
[Jyhad:C, VTES:C, Sabbat:C, SW:PL/PV3, FN:PG/PS, CE:PTo3/PV2, BH:PTo4, LoB:PG2, Third:C/PB]
Cardtype: Political Action
Boon.
Choose a clan. Successful referendum means each Methuselah gains 1 pool for each member of that clan he or she controls.
Artist: Randy Gallegos; L. A. Williams

Name: Consanguineous Condemnation
[Jyhad:C, VTES:C]
Cardtype: Political Action
Choose a clan. Successful {referendum} taps all vampires of that clan.
Artist: L. A. Williams

Name: Conscripted Statue
[BL:R2, LoB:R]
Cardtype: 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.
Artist: Talon Dunning

Name: Consecration Rites
[Sabbat:U, Tenth:A]
Cardtype: 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.
Artist: Harold Arthur McNeill

Name: Conservative Agitation
[Jyhad:C, VTES:C, SW:C/PV4, FN:PG/PS, CE:PTo4/PV4, Anarchs:PAB2, LoB:PG5, Third:C]
Cardtype: Political Action
Allocate X points among two or more Methuselahs, where X is the number of Methuselahs in the game. Successful referendum means each Methuselah burns 1 pool for each point assigned.
Artist: Mark Poole

Name: Consignment to Duat

[BH:C, KMW:PB2]

Cardtype: Action

Cost: 1 blood

Discipline: Serpentinis

[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.

Artist: James Stowe

Name: Constant Revolution

[TR:R]

Cardtype: Action

+1 stealth action. Requires an anarchy. Unique.

Put this card in play with 1 counter. During your untap phase, put a counter on this card. During each other Methuselah's untap phase, he or she must burn X pool and/or cards at random from his or her hand, where X is the number of counters on this card. Any vampire may burn this card as a (D) action that costs 1 pool.

Artist: Brian LeBlanc

Name: Constanza Vinti

[DS:V, CE:PB]

Cardtype: Vampire

Clan: Brujah

Group: 2

Capacity: 8

Discipline: CEL DOM POT

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

Artist: Lawrence Snelly

Name: Consume the Dead

[LoB:R]

Cardtype: Action/Reaction

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.

Artist: Glenn Osterberger

Name: Contagion

[BL:R1]

Cardtype: Action

Discipline: Daimoinon

+1 stealth action. Requires an Infernal vampire. Unique.

[dai] Put this card on the acting vampire. During each other Methuselah's untap phase, he or she burns 1 pool if this vampire is ready.

[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).

Artist: Durwin Talon

Name: Contingency Planning

[FN:C2, KoT:PT2]

Cardtype: Master

Cost: 1 pool

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.

Artist: Brian LeBlanc

Name: Contract

[AH:C2, FN:PA4]

Cardtype: 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.

Artist: Greg Simanson

Name: Convergence

[Promo-20080203]

Cardtype: Master

Clan: Pander

Master.

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

Artist: Brian LeBlanc

Name: Cooler

[Anarchs:C, KoT:C/PM3]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Aaron Voss

Name: Coordinate Attacks

[BL:C2, LoB:C]

Cardtype: 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.

Artist: William O'Connor

Name: Corine Marcon

[Sabbat:V, SW:PT]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 6

Discipline: ani AUS VIC

Sabbat: +1 strength.

Artist: Christopher Rush

Name: Cornelius Ottavio

[AH:V3, CE:PM]

Cardtype: Vampire

Clan: Malkavian

Group: 2

Capacity: 8

Discipline: pre qui AUS OBF

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

Artist: Heather Hudson

Name: Coroner's Contact

[BL:U2, LoB:R, HttB:PSam2]

Cardtype: Master

Cost: 1 pool

Master.

Search your crypt to find a Samedi. Show it to all players and place it in your uncontrolled region with 1 blood from the bank.

Artist: Steve Ellis

Name: Corporal Reservoir

[BH:C]

Cardtype: 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.

Artist: Fred Harper

Name: Corporate Hunting Ground

[Sabbat:U, SW:U/PV, HttB:PSal]

Cardtype: Master

Clan: Ventrue antitribu

Cost: 2 pool

Master: unique location. Hunting ground.

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

Artist: John Scotello; Gary Chatterton

Name: Corpse Balloon

[BH:C]

Cardtype: 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.

Artist: Mark Nelson

Name: Corpse Minion

[DS:C2, CE:PTTr]

Cardtype: Retainer

Clan: Tremere

Cost: 1 pool

Ghoul with 1 life.

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

Artist: Alan Rabinowitz

Name: Corrupt Construction

[Third:C]

Cardtype: Ally

Cost: 1 pool

Discipline: Vicissitude

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.

Artist: Mark Poole

Name: Corruption

[AH:C2, FN:PS4]

Cardtype: Action

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.

Artist: Anson Maddocks

Name: Corruption's Purge

[AH:V3]

Cardtype: 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.

Artist: Harold Arthur McNeill

Name: Coterie Tactics

[KoT:U]

Cardtype: 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).

Artist: Cos Koniotis

Name: Council of Seraphim

[BH:R]

Cardtype: Action Modifier

Clan:

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.

Artist: Andrew Bates

Name: Count Germaine

[Gehenna:U, KMW:PA_n]

Cardtype: Vampire

Clan: Brujah

Group: 4

Capacity: 8

Discipline: 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.

Artist: Lawrence Snelly

Name: Count Germaine

[KMW:U/PA_n]

Cardtype: Vampire

Clan: Brujah

Level: Advanced

Group: 4

Capacity: 8

Discipline: 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.

Artist: Becky Jollensten

Name: Count Ormonde
[FN:U2]
Cardtype: Vampire
Clan: Follower of Set
Group: 2
Capacity: 5
Discipline: dom pre ser OBF
Independent
Artist: Christopher Shy

Name: Count Vladimir Rustovitch
[Third:PTz]
Cardtype: Vampire
Clan: Tzimisce
Group: 4
Capacity: 9
Discipline: 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].
Artist: David Day

Name: Count Zaroff
[KoT:V]
Cardtype: Vampire
Clan: Caitiff
Group: 5
Capacity: 4
Discipline: 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.
Artist: Ken Meyer, Jr.

Name: Courier
[SW:U, BH:PN, Third:U]
Cardtype: Ally
Clan: Nosferatu antitribu
Cost: 2 blood
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.
Artist: Steve Prescott

Name: Courtland Leighton
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 4
Discipline: dom for pre
Camarilla.
Artist: Dan Smith

Name: Covenant of Blood

[AH:C2, Tenth:B]

Cardtype: Action

Cost: 1 blood

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.

Artist: Lawrence Snelly

Name: The Coven

[SW:R, Anarchs:PAG, KoT:PM]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Covincraft

[LoB:C, HttB:PKia2]

Cardtype: Reaction

Clan: Kiasyd

[REACTION] Reduce a bleed against you by 1.

[REACTION] Only usable during a referendum. This Kiasyd gains 4 votes.

Artist: Brian LeBlanc

Name: Cracking the Wall

[Third:R2]

Cardtype: Master

Clan: Malkavian antitribu

Cost: 1 pool

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.

Artist: Brian LeBlanc

Name: Crawling Chamber

[LoB:C]

Cardtype: 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.

Artist: Mark Poole

Name: Creamy Jade
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 3
Capacity: 5
Discipline: aus cel vic PRE
Sabbat.
Artist: Max Shade Fellwalker

Name: Create Gargoyle
[BL:U2, LoB:R, HttB:PGar]
Cardtype: Action
Clan: Tremere/Tremere antitribu
Cost: 2 pool
Capacity: 2
+1 stealth action. Requires a non-sterile vampire.
Put this card into play; it represents a 2-capacity slave Gargoyle of the same sect enslaved to the acting vampire's clan with basic Visceratika [vis] and flight [FLIGHT]. You may search your hand, library and/or ash heap for a master: Discipline to place on this Gargoyle. Move up to 3 blood from the acting vampire to this Gargoyle. This Gargoyle cannot act this turn.
Artist: Durwin Talon

Name: Creation Rites
[Sabbat:R, SW:R, Third:U]
Cardtype: Action
Cost: 1 blood
Capacity: 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.
Artist: Michael Astrachan

Name: Creeping Infection
[LoB:C]
Cardtype: Combat
Cost: 1 blood
Discipline: Thanatosis
[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.
Artist: Jeff Holt

Name: Creep Show

[BH:C/PN]

Cardtype: 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.

Artist: Rebecca Guay

Name: Creepshow Casino

[FN:R2, Third:PB]

Cardtype: Master

Cost: 2 pool

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.

Artist: William O'Connor

Name: Crematorium

[Promo-20061026]

Cardtype: Master

Clan: Harbinger of Skulls

Cost: 1 pool

Master: unique location.

Tap during your untap phase to burn a vampire in torpor with no blood.

Artist: Peter Bergting

Name: CrimethInc.

[TR:C]

Cardtype: 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.

Artist: John Bridges

Name: Crimson Fury

[FN:R2]

Cardtype: Reaction/Combat

Cost: 1 blood

Discipline: Animalism

{()} 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.)

Artist: Durwin Talon

Name: The Crimson Sentinel

[Sabbat:R, SW:R]

Cardtype: Equipment

Cost: 2 pool

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.

Artist: Mike Weaver

Name: Cristobal Ghiberti

[KMW:U]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 2

Discipline: nec

Independent.

Artist: Steve Prescott

Name: Cristoforo Giovanni

[DS:V2, Tenth:B]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 3

Discipline: nec pot

Independent.

Artist: Anson Maddocks

Name: Cristos Mantigo

[Anarchs:U2]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 3

Capacity: 5

Discipline: 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.

Artist: Matt Mitchell

Name: Crocodile's Tongue

[Gehenna:C, LoB:PO3, KoT:C/PT4]

Cardtype: 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.

Artist: Leif Jones

Name: The Crocodile Temple

[KMW:R, LotN:PS]

Cardtype: Master

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).

Artist: Mark Poole

Name: Crusade: Amsterdam

[Gehenna:R]

Cardtype: 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.

Artist: David Day

Name: Crusade: Aragon

[Promo-20090929]

Cardtype: 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 Aragon. If Lucita is in play and is Sabbat, put this card on her instead.

Artist: Leif Jones

Name: Crusade: Atlanta

[Sabbat:R, SW:R]

Cardtype: 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.

Artist: Richard Thomas

Name: Crusade: Barcelona

[BH:R]

Cardtype: 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.

Artist: Drew Tucker

Name: Crusade: Berlin

[Gehenna:R]

Cardtype: 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.

Artist: Steve Prescott

Name: Crusade: Brussels

[BH:R]

Cardtype: 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.

Artist: Peter Bergting

Name: Crusade: Chicago

[Sabbat:R, BH:PM]

Cardtype: 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.

Artist: James Allen Higgins

Name: Crusade: Detroit

[Sabbat:R, SW:R, Third:PB]

Cardtype: 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.

Artist: Clint Langley

Name: Crusade: Dublin

[Gehenna:R]

Cardtype: 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.

Artist: Theodore Black

Name: Crusade: Frankfurt

[Gehenna:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Crusade: Geneva

[Gehenna:R]

Cardtype: 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.

Artist: Joel Biske

Name: Crusade: Houston

[Sabbat:R, SW:R]

Cardtype: 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.

Artist: Drew Tucker

Name: Crusade: Istanbul

[Gehenna:R]

Cardtype: 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.

Artist: Peter Bergting

Name: Crusade: London

[Gehenna:R]

Cardtype: 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.

Artist: Ken Meyer, Jr.

Name: Crusade: Mexico City

[Sabbat:R, SW:PV]

Cardtype: 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.

Artist: Heather J. McKinney

Name: Crusade: Miami

[Sabbat:R, BH:PTo]

Cardtype: 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.

Artist: Andrew Robinson

Name: Crusade: New York

[SW:R, Third:PM]

Cardtype: 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.

Artist: Mike Danza

Name: Crusade: Paris

[Gehenna:R]

Cardtype: 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.

Artist: Peter Bergting

Name: Crusade: Philadelphia

[Sabbat:R, SW:R, Third:PTr]

Cardtype: 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.

Artist: Dave Seeley

Name: Crusade: Pittsburgh

[Sabbat:R, SW:PT, Third:PTz]

Cardtype: 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.

Artist: Clint Langley

Name: Crusade: Rome

[BH:R, Third:PB]

Cardtype: 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.

Artist: Brian LeBlanc

Name: The Crusader Sword

[NoR:R]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: John Bridges

Name: Crusade: Toronto

[Sabbat:R, Third:PM]

Cardtype: 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.

Artist: Clint Langley

Name: Crusade: Washington, D.C.

[Gehenna:R]

Cardtype: 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.

Artist: Mark Poole

Name: Crusher

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 9

Discipline: for CEL POT PRE

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

Artist: Pete Venters

Name: Cryptic Mission

[Jyhad:C, VTES:C, Sabbat:C, CE:C, BH:PTR5]

Cardtype: 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.

Artist: Anson Maddocks

Name: Cryptic Rider

[Jyhad:U, VTES:U, Sabbat:U, CE:U, Third:U]

Cardtype: Action Modifier

Cost: 1 blood

Only usable on a successful referendum.

The next referendum a vampire you control calls this turn passes automatically.

Artist: Douglas Shuler; Sue Ann Harkey

Name: Crypt's Sons

[TR:R]

Cardtype: Retainer

Cost: 1 pool

Unique mortal with 3 life. Requires an anarch.

Whenever this anarch is blocked, he or she may burn a life from the Sons to cancel combat and continue the action as if unblocked. The Sons inflict 1R damage each round of combat during normal strike resolution.

Artist: Brian LeBlanc

Name: Cry Wolf

[Anarchs:R2]

Cardtype: 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. = {Cry Wolf} = must enter combat with any minion controlled by another Methuselah as a (D) action. He gets one optional press each combat. = {Cry Wolf} = does not untap as normal during your untap phase. If he is tapped during your untap phase, burn him.

Artist: Andrew Bates

Name: Cull the Herd

[Sabbat:R, SW:R, Third:R]

Cardtype: Action

Cost: 1 blood

+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.

Artist: Peter Kim

Name: Cultivated Blood Shortage

[Jyhad:U, VTES:U]

Cardtype: 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.

Artist: Anson Maddocks

Name: Cunctator Motion

[Jyhad:R2, VTES:R]

Cardtype: Political Action

Only usable if playing for ante. Choose how you would rearrange the remaining ante cards among the surviving Methuselchs. Successful {referendum} means you then rearrange the remaining ante cards. = {Added to the V:EKN banned list in 1995.} =

Artist: Michael Weaver

Name: Curmudgeon

[Gehenna:C]

Cardtype: 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.

Artist: Leif Jones

Name: Curse of Nitocris

[Jyhad:R, VTES:R, Tenth:A]

Cardtype: 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.

Artist: L. A. Williams

Name: Cybele

[KMW:U/PB]

Cardtype: Vampire

Clan: Baali

Group: 4

Capacity: 10

Discipline: 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.

Artist: Jim DiBartolo

Name: Cynthia Ingold

[BL:U2]

Cardtype: Vampire

Clan: Ahrimane

Group: 2

Capacity: 6

Discipline: ani for pre SPI

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

Artist: Lawrence Snelly

Name: Cyscek

[Gehenna:U]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 10

Discipline: 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.

Artist: Alejandro Collucci

Name: Dabbler

[HttB:R]

Cardtype: Master

Master: archetype. Trifle.

Put this card on a vampire you control. Once each turn when this vampire uses 3 or more Disciplines to play cards during an action, he or she may gain 1 blood from the bank or burn 1 blood to untap (after the action is resolved). A vampire can have only one archetype.

Artist: Matt Smith

Name: Daemonic Possession

[FN:C2]

Cardtype: Action

Cost: 2 blood

Discipline: Necromancy

[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.

Artist: Mark Nelson

Name: Dagger

[HttB:C]

Cardtype: Equipment

Cost: 1 pool

Melee weapon. Cold iron.

You may put a second Dagger from your hand or ash heap on this minion when you equip this Dagger from your hand. Strike: strength+1 damage. Alternatively, strike: strength ranged damage and, after strike resolution, put this weapon out of play until the end of the action. Burn this weapon if any damage from it is prevented.

Artist: Joel Biske

Name: Dagon's Call

[FN:C2/PA2]

Cardtype: Combat

Cost: 1 blood

Discipline: Quietus

[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}.

Artist: Durwin Talon

Name: Daliyah

[DS:V, CE:PN]

Cardtype: Vampire

Clan: Nosferatu

Group: 2

Capacity: 4

Discipline: obf PRO

Camarilla.

Artist: Ken Meyer, Jr.; Mark Tedin

Name: Damaskenos, Herald of Leandro

[AH:V3, CE:PM]

Cardtype: Vampire

Clan: Malkavian

Group: 2

Capacity: 6

Discipline: 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.

Artist: Anson Maddocks

Name: Dame Hollerton
[LoB:U, HttB:PKia]
Cardtype: Vampire
Clan: Kiasyd
Group: 4
Capacity: 5
Discipline: myt DOM OBT
Sabbat: Cold iron vulnerability.
Artist: Mark Nelson

Name: The Damned
[AH:C2, FN:PS, Third:U]
Cardtype: Master
Cost: 1 pool
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)}.
Artist: Drew Tucker

Name: Dancin' Dana
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Malkavian
Group: 1
Capacity: 6
Discipline: cel obf AUS
Camarilla: +1 strength.
Artist: Melissa Benson

Name: Dani
[Sabbat:V, BH:PN]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 2
Capacity: 2
Discipline: ani
Sabbat.
Artist: Ted Naifeh

Name: Danielle Diron
[Anarchs:U2]
Cardtype: Vampire
Clan: Gangrel
Group: 3
Capacity: 7
Discipline: 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.
Artist: Lawrence Snelly

Name: Dan Murdock

[Promo-19960101]

Cardtype: Vampire

Clan: Caitiff

Group: 1

Capacity: 3

Discipline: aus obf

{Camarilla:}

Dan may take an action to allow you to go though your library, find Giant's Blood, and take it into your hand. Reshuffle afterwards and discard to your maximum hand size.

Artist: Tim Bradstreet & Grant Goleash

Name: Danny Larkshill

[FN:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 7

Discipline: obf obt pot PRE SER

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

Artist: Lawrence Snelly

Name: Danse Macabre

[Third:C]

Cardtype: 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.

Artist: Heather Kreiter

Name: Danylo

[HttB:U]

Cardtype: Vampire

Clan: Blood Brother

Group: 5

Capacity: 4

Discipline: for pro san

Sabbat. Kiev Circle: Danylo may search your library for a location to move to your hand as an action that costs 1 pool (discard afterward). Sterile.

Artist: James Stowe

Name: Daring the Dawn

[Sabbat:R, SW:R/PV, FN:PR, LoB:PI, Third:R]

Cardtype: 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.

Artist: Pete Venters

Name: Darius Styx

[DS:V, FN:PR]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 9

Discipline: 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).

Artist: Ken Meyer, Jr.

Name: Dark Influences

[KoT:U]

Cardtype: Master

Cost: 2 pool

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.

Artist: Sam Arraya

Name: Darkling Trickery

[BL:R1, LoB:R]

Cardtype: 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.

Artist: Dennis Calero

Name: Dark Mirror of the Mind

[KoT:U]

Cardtype: Action

Requires a vampire of capacity 8 or more. +1 stealth action.

Gain 2 pool.

Artist: Marian Churchland

Name: Darkness Within

[SW:U, Third:U, HttB:PKia2]

Cardtype: Combat

Cost: 1 blood

Discipline: Obtenebration

[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). When combat ends, move half the blood (rounded up) on this card to this vampire and burn this card. A minion can play only one Darkness Within each combat.

[OBT] As above, with an optional maneuver.

Artist: William O'Connor

Name: Darksight

[SW:C/PL2, Third:C]

Cardtype: Reaction

Cost: 1 blood

Discipline: Obtenebration

[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.

Artist: Steve Prescott

Name: Darlene Killian

[HttB:U]

Cardtype: Vampire

Clan: Ahrimanes

Group: 5

Capacity: 2

Discipline: ani spi

Sabbat: Allies and retainers cost Darlene an additional blood. Sterile.

Artist: Jami Waggoner

Name: Darrell Boyce, Consul

[SW:C]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 2

Capacity: 6

Discipline: CEL OBF PRO

Sabbat

Artist: Lawrence Snelly

Name: Dartmoor, England

[DS:C2]

Cardtype: Equipment

Cost: 2 blood

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.

Artist: Rob Alexander

Name: Darva Felispa

[CE:V, Anarchs:PAG, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 3

Discipline: ani pot

Camarilla.

Artist: Leif Jones

Name: Darvag, The Butcher of Rus

[Third:V]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 8

Discipline: aus pot pro ANI VIC

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

Artist: Riccardo Fabiani

Name: Dauntain Black Magician (Changeling)

[Sabbat:R, Third:R]

Cardtype: Ally

Clan: Malkavian antitribu

Cost: 3 pool

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.

Artist: Matt Cavotta

Name: David Morgan, The Scourge

[CE:V, Anarchs:PAG, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 3

Discipline: aus pot

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

Artist: Christopher Shy

Name: Dawn Operation

[Jyhad:U, VTES:U, CE:U, Anarchs:PG2, LoB:PA2, KoT:U, HttB:PSal2]

Cardtype: Action Modifier

Discipline: Fortitude

[for] If this action is blocked, all damage inflicted to vampires in the resulting combat is aggravated.

Any vampire attempting to block may now choose not to block.

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

Artist: Christopher Rush; Brian LeBlanc

Name: Day Operation

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Fortitude

[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.

Artist: L. A. Williams; Fred Hooper

Name: Dead-End Alley
[Jyhad:C, VTES:C, SW:PT, FN:PR, CE:C, Anarchs:PAG2]
Cardtype: Combat
Press, only usable to continue combat.
Artist: L. A. Williams

Name: Dead Hand
[KMW:C]
Cardtype: 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].
Artist: Steve Eidson

Name: The Deadliest Sin
[AH:U5]
Cardtype: 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.
Artist: Scott Kirschner

Name: Deal with the Devil
[Jyhad:C, VTES:C, Tenth:B]
Cardtype: Master
Master.
Discard your hand and draw a new one. Do not replace this card until after you discard your hand.
Artist: Jeff Menges

Name: The Death of My Conscience
[AH:U5, FN:PG, LoB:PG]
Cardtype: Combat
Cost: 3 blood
Discipline: Potence
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.
Artist: Edward Beard, Jr.

Name: Death of the Drum

[LoB:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Melpominee/Celerity

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.

Artist: Avery Butterworth

Name: Death Pact

[AH:V3]

Cardtype: {Action}

Cost: 1 blood

Discipline: Necromancy

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.

Artist: Greg Simanson

Name: Death Seeker

[HttB:C/PSal2]

Cardtype: Combat

Clan: Salubri antitribu

Cost: 1 blood

Cancel a combat card played by the opposing minion as it is played (no cost is paid). A vampire can play only one Death Seeker each round.

Artist: Erica Danell

Name: Decapitate

[Sabbat:U, SW:PB, Third:U]

Cardtype: Combat

Cost: 2 blood

Discipline: Potence

[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.

Artist: Randy Gallegos

Name: Decompose

[HttB:R]

Cardtype: Action

Discipline: Thanatosis

+1 stealth action.

[thn] (D) Put this card on a minion. This minion gets -1 stealth on non-hunt actions and cannot use additional strikes. During this minion's untap phase, he or she may burn 2 blood or life to burn this card.

[THN] As [thn] above, and presses cost this minion an additional blood or life to use.

Artist: Brian LeBlanc

Name: Dedefra
[AH:V3, FN:PS]
Cardtype: Vampire
Clan: Follower of Set
Group: 2
Capacity: 5
Discipline: nec obf SER
Independent: Dedefra gets +1 strength when in combat with a Camarilla vampire.
Artist: John Bolton

Name: Deed the Heart's Desire
[BH:C, LotN:PA2]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Quietus
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.
Artist: Andrew Bates; Mike Chaney

Name: Deep Cover Agent
[BH:R]
Cardtype: Action
Clan:
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.
Artist: Andrew Bates

Name: Deep Song
[KoT:C, HttB:PSam2]
Cardtype: 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.
Artist: Jeremy McHugh

Name: Deer Rifle
[Jyhad:C, VTES:C, CE:U, Third:PM]
Cardtype: Equipment
Cost: 2 pool
Weapon: gun.
1R damage each strike, with two optional maneuvers each combat.
Artist: Bryon Wackwitz

Name: Defender of the Haven

[BL:R1, LoB:R, HttB:PGar]

Cardtype: Action

Clan: Tremere/Tremere antitribu

Cost: 1 blood

+1 stealth action.

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

Artist: Jeff Holt

Name: Deflection

[Jyhad:C, VTES:C, SW:PV2, FN:PG2, CE:C/PT3, BH:PT4, HttB:PGar4]

Cardtype: Reaction

Cost: 1 blood

Discipline: Dominate

[dom] Only usable when you are being bled, 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.

Artist: Larry MacDougall; Gary Chatterton

Name: Dela Eden

[LoB:U]

Cardtype: Vampire

Clan: Salubri antitribu

Group: 3

Capacity: 8

Discipline: cel dom AUS FOR VAL

Laibon: +1 strength.

Artist: David Day

Name: Delaying Tactics

[Jyhad:U, VTES:U, CE:U/PN, Third:U, KoT:U]

Cardtype: Reaction

Cost: 1 blood

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.

Artist: Brian LeBlanc; Quinton Hoover

Name: Delilah Easton

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Toreador

Group: 1

Capacity: 2

Discipline: pre

Camarilla.

Artist: Harold Arthur McNeill

Name: Delilah Monroe
[BL:U2]
Cardtype: Vampire
Clan: Daughter of Cacophony
Group: 2
Capacity: 4
Discipline: for pre MEL
Independent: Delilah gets -1 intercept when attempting to block an older vampire.
Artist: John Van Fleet

Name: Delivery Truck
[Anarchs:R, KoT:R]
Cardtype: 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.
Artist: Jeff Holt

Name: Demdemeh
[LoB:U]
Cardtype: Vampire
Clan: Tzimisce
Group: 4
Capacity: 10
Discipline: 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.
Artist: Richard Thomas

Name: Dementation [dem]
[Sabbat:C, SW:C, CE:C/PM2, Third:PM, KoT:PM]
Cardtype: Master
Capacity: +1
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.
Artist: Alan Rabinowitz; Brian LeBlanc

Name: Demetrius Slater
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Toreador
Group: 1
Capacity: 4
Discipline: aus cel pre
Camarilla.
Artist: John Bridges

Name: Democritus
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 10
Discipline: 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.
Artist: Josh Timbrook

Name: Demonstration
[Sabbat:U, SW:PV, Third:U]
Cardtype: Master
Clan: Ventrue antitribu
Cost: 1 pool
Unique master.
Put this card in play. Tap to cancel the votes of any vampire during the referendum of a political action.
Artist: Peter Kim

Name: Denette Stensen
[KMW:PG]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 2
Discipline: obf
Sabbat.
Artist: Rik Martin

Name: Denial of Aphrodite's Favor
[BL:R1]
Cardtype: 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.}=

Artist: Brian LeBlanc

Name: Deny
[FN:R2, BH:PM, Third:PM, KoT:PM2]
Cardtype: Action Modifier/Combat
Discipline: Dementation
[dem] [COMBAT] Press.
[DEM] [ACTION MODIFIER] +1 stealth.
Artist: Jim Nelson

Name: Deploy the Hand

[BH:C/PTO, Third:C]

Cardtype: 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.

Artist: Jeff Holt

Name: Depravity

[AH:V3, FN:PG, KMW:PAI, Third:U, HttB:PGar]

Cardtype: Master

Cost: 1 pool

Unique master.

Put this card on a ready vampire you control. This vampire has +1 strength, and he or she gets +1 stealth on diablerie actions. He or she cannot recruit allies or employ retainers.

Artist: Scott Kirschner; Gary Chatterton

Name: Derange

[Sabbat:R, CE:R, Third:R]

Cardtype: Action

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.

Artist: Eric LaCombe

Name: DeSalle

[Third:V]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 4

Capacity: 7

Discipline: CEL POT PRE

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

Artist: Heather Kreiter

Name: Descent into Darkness

[Gehenna:C]

Cardtype: Action

Cost: 1 blood

Discipline: Obtenebration

+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.

Artist: David Day

Name: Desert Eagle

[Gehenna:C, KoT:C/PT3]

Cardtype: Equipment

Cost: 1 pool

Weapon, gun.

Strike: 2R damage.

Artist: Steve Prescott

Name: Despiral

[EK:C]

Cardtype: Action

Clan: Ishtarri

Cost: 1 blood

+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.

Artist: Heather V. Kreiter

Name: Destructive Secrets

[DS:C2]

Cardtype: Action

Clan: Nosferatu

Cost: 1 blood

+1 stealth action.

(D) Choose any minion; {the chosen} minion cannot block Nosferatu until the end of the turn.

Artist: Stuart Beel

Name: Detect Authority

[TR:C]

Cardtype: 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.

Artist: Peter Bergting

Name: Detection
[Sabbat:U, SW:R/PT]
Cardtype: 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.

Artist: Greg Simanson

Name: Determine
[NoR:C]
Cardtype: Reaction
Cost: 1 Conviction
Virtue: Vision

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.

Artist: Avery Butterworth

Name: Development
[HttB:C]

Cardtype: Master
Master: trifle.

When drawing to replace this card, you may take your choice of one of the cards from your research area instead of drawing from your library.

Artist: Jenny Frison

Name: Deviki Prasanta
[KMW:R]

Cardtype: Ally
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.

Artist: Steve Eidson

Name: Devil-Channel: Back
[LoB:C]

Cardtype: 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.

Artist: Steve Ellis

Name: Devil-Channel: Feet

[EK:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Abombwe

[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 Aye on him or her to untap.

Artist: Justin Norman

Name: Devil-Channel: Hands

[LoB:C/PA4]

Cardtype: Combat

Cost: 1 blood

Discipline: Abombwe

[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.

Artist: Abrar Ajmal

Name: Devil-Channel: Throat

[LoB:C/PA4]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Abombwe

[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.

Artist: Abrar Ajmal

Name: Devin Bisley

[Sabbat:V, SW:U/PT]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 5

Discipline: vic ANI AUS

Sabbat

Artist: Karl Waller

Name: Devyn
[KMW:U]
Cardtype: Vampire
Clan: Ravnos
Group: 4
Capacity: 4
Discipline: ani chi pre
Sabbat.
Artist: Becky Jollensten

Name: D'habi Revenant
[BL:C1, KMW:PB]
Cardtype: Retainer
Clan: Baali
Burn Option
Ghoul with 2 life.
The Baali with this retainer gets +1 bleed.
Artist: Fred Hooper

Name: Diabolic Lure
[HttB:C]
Cardtype: Reaction
Discipline: Daimoinon/Auspex
[aus] Reduce a bleed against you by 1.
[dai] Requires an infernal vampire. Only usable when this vampire successfully blocks. Put 4 pact counters on the acting minion. If the number of pact counters equals or exceeds his or her capacity or cost, burn them to make him or her infernal.
[DAI] As [dai] above, and the acting minion's controller burns 1 pool.
Artist: Matt Smith

Name: Dia de los Muertos
[BH:R]
Cardtype: Master
Cost: 1 pool
Master.
The first referendum a Sabbat vampire you control calls on this turn automatically passes. Only one Dia de los Muertos may be played in a game.
Artist: Pete Burges

Name: The Diamond Thunderbolt
[Gehenna:C]
Cardtype: 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.
Artist: Leif Jones

Name: Diana Vick
[CE:V/PV, BSC:X]
Cardtype: Vampire
Clan: Ventrue
Group: 3
Capacity: 3
Discipline: dom pre
Camarilla.
Artist: Brian LeBlanc

Name: Didi Meyers
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Malkavian
Group: 1
Capacity: 5
Discipline: aus cel obf DOM
Camarilla.
Artist: Tony Harris

Name: Diego Giovanni
[LotN:U]
Cardtype: Vampire
Clan: Giovanni
Group: 5
Capacity: 8
Discipline: ani CHI DOM NEC POT
Independent: Diego may burn a location as a (D) action that costs 2 blood.
Artist: Andrew Trabbold

Name: Dieter Kleist
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Toreador
Group: 1
Capacity: 2
Discipline: aus
Camarilla.
Artist: Douglas Shuler

Name: Dimple
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Nosferatu
Group: 1
Capacity: 2
Discipline: obf
Camarilla.
Artist: Anson Maddocks

Name: Din of the Damned

[HttB:C]

Cardtype: Action Modifier

Clan: Harbinger of Skulls

Only usable on an undirected action as the action is announced.

Equipment and conviction cards cannot grant intercept this action (any intercept they grant is lost).

Reaction cards (and powers) that grant intercept for this action cost an additional blood or life.

Artist: Avery Butterworth

Name: Direct Intervention

[Sabbat:U, SW:PB, Third:U]

Cardtype: Master

Cost: 1 pool

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.)

Artist: Harold Arthur McNeill

Name: Dirk

[TR:U]

Cardtype: Vampire

Clan: Caitiff

Group: 4

Capacity: 1

Discipline: pre

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

Artist: Lawrence Snelly

Name: Dirty Contract

[BL:C1, LoB:C]

Cardtype: Master

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.

Artist: Brian LeBlanc

Name: Dirty Little Secrets

[Sabbat:U, Tenth:B]

Cardtype: Action Modifier

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.

Artist: Ron Spencer

Name: Disarm

[Sabbat:R, SW:R, CE:PB, BH:PN, KMW:PAI, Third:R]

Cardtype: 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.

Artist: L. A. Williams

Name: Disarming Presence

[Jyhad:U, VTES:U, CE:PTo]

Cardtype: 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.

Artist: Brian LeBlanc; Mike Raabe

Name: Discern

[NoR:C]

Cardtype: Power

Virtue: Judgment

[REACTION]+1 intercept. Only usable when a monster is acting.

Artist: Thomas Manning

Name: Disease

[AH:C2, FN:PA2]

Cardtype: Combat

Cost: 1 blood

Discipline: Quietus

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.

Artist: Pat Morrissey

Name: Disengage

[KMW:C, Third:PM2]

Cardtype: 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).

Artist: Roel Wielinga

Name: Disguised Weapon

[Jyhad:C, VTES:C, Sabbat:C, SW:C, CE:C/PM2, LoB:PO]

Cardtype: 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.

Artist: Eric LaCombe; Anson Maddocks

Name: Dismemberment of Osiris

[FN:R2]

Cardtype: Action

Cost: 1 blood

Discipline: Serpents

[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.

Artist: Steve Ellis

Name: Dis Pater

[KMW:R]

Cardtype: Master

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.

Artist: Ken Meyer, Jr.

Name: Disputed Territory

[Jyhad:C, VTES:C, Sabbat:C, SW:PL/PV2, FN:PG, CE:PN/PV, Anarchs:PAB, BH:PTo, LoB:PG, Third:PB]

Cardtype: Political Action

Choose a location and a Methuselah. Successful referendum means the chosen Methuselah takes control of the chosen location.

Artist: Stuart Beel; L. A. Williams

Name: Dissolution

[Sabbat:U, SW:U, Third:U]

Cardtype: Combat

Cost: 1 blood

Discipline: Protean

[pro] Maneuver or press.

[PRO] Maneuver, with an optional press.

Artist: Ron Spencer

Name: Distant Friend

[KMW:R]

Cardtype: 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.

Artist: Brad Williams

Name: Distraction

[Jyhad:R2, VTES:R, SW:PB, CE:PTo]

Cardtype: Action

Cost: 1 blood

Discipline: Celerity

+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.

Artist: Mark Poole

Name: Dive Bomb

[HttB:C]

Cardtype: Action

Discipline: Flight

+1 stealth action.

[FLIGHT] (D) Enter combat with a ready minion. In the first round of this combat, this minion gets an optional maneuver. If this action is blocked, the blocking minion gets an optional press in the first round of the resulting combat.

Artist: Brian LeBlanc

Name: Dive into Madness

[Gehenna:C, KoT:C]

Cardtype: 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.

Artist: William O'Connor

Name: Diversion

[Anarchs:C2/PAG4]

Cardtype: 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.

Artist: Andrew Bates

Name: Diversity
[Gehenna:C, KMW:PA2, KoT:C]
Cardtype: Political Action
Successful referendum means each Methuselah gains X pool, where X is the number of clans to which his or her ready vampires belong.
Artist: Brian LeBlanc

Name: Divine Image
[LotN:U]
Cardtype: Action Modifier
Cost: 2 blood
Discipline: Serpents
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.
Artist: Jim DiBartolo

Name: Divine Sign
[Gehenna:C, LotN:PG2, HttB:PSam]
Cardtype: 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 against 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 if this minion successfully blocks the chosen minion, his or her controller plays with an open hand in the resulting combat.
Artist: David Day

Name: Djuhah, The Bronze Bow
[LotN:U]
Cardtype: Vampire
Clan: Assamite
Group: 5
Capacity: 7
Discipline: aus cel pre OBF QUI
Sabbat. Black Hand. Seraph: (The blood curse does not affect Djuhah.)
Artist: Ken Meyer, Jr.

Name: Dmitra Ilyanova
[KoT:V]
Cardtype: Vampire
Clan: Brujah
Group: 5
Capacity: 9
Discipline: 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.
Artist: Kari Christensen

Name: Dmitri Borodin

[LotN:PA2]

Cardtype: Vampire

Clan: Assamite

Group: 4

Capacity: 10

Discipline: 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.

Artist: Lawrence Snelly

Name: Doctor Streck

[BH:U2]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 3

Capacity: 8

Discipline: aus pot CEL OBF PRE

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

Artist: Andrew Trabbold

Name: Dodd

[Sabbat:V, SW:PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 5

Discipline: dom pre CEL

Sabbat

Artist: Tim Bradstreet & Grant Goleash

Name: Dodge

[Jyhad:C, VTES:C, SW:PV, CE:C, Anarchs:PAB/PAG, Third:C]

Cardtype: Combat

Do not replace until after combat.

Strike: dodge.

Artist: L. A. Williams

Name: Dog Pack

[AH:R2, Anarchs:PG]

Cardtype: Retainer

Clan: Gangrel

Cost: 2 pool

Animal with 1 life.

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

Artist: Randy Gallegos

Name: Dogs of War

[Third:U/PB]

Cardtype: Political Action

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.

Artist: Mark Poole

Name: Dolie

[LoB:PA2]

Cardtype: Vampire

Clan: Akunanse

Group: 4

Capacity: 3

Discipline: abo ani

Laibon.

Artist: Leif Jones

Name: Dollface

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Malkavian

Group: 1

Capacity: 3

Discipline: aus obf

Camarilla.

Artist: Daniel Gelon

Name: Dolphin Black

[SW:C, BH:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 2

Capacity: 6

Discipline: AUS DEM OBF

Sabbat.

Artist: Leif Jones

Name: Domain Challenge

[Jyhad:C, VTES:C, CE:C/PV2, Anarchs:PAB, LoB:PG2]

Cardtype: Political Action

Successful referendum means each Methuselah burns 1 pool for each tapped minion he or she controls.

Artist: Douglas Shuler

Name: Domain of Evernight

[BL:C1, LoB:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Dominate [dom]

[Jyhad:C, VTES:C, Sabbat:C, SW:C/PL/PV, FN:PG, CE:C, Third:PTTr, KoT:PV, HttB:PKia]

Cardtype: Master

Capacity: +1

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.

Artist: Douglas Shuler; Mike Dringenberg; Marco Marzoni

Name: Dominate Kine

[Jyhad:R, VTES:R, CE:R/PV, Third:PTTr, LotN:PG2, KoT:PV]

AKA: Kine Dominance

Cardtype: Action

Cost: 2 blood

Discipline: Dominate

[dom] +1 stealth action. (D) Bleed with +1 bleed.

[DOM] (D) Take control of a location controlled by another Methuselah.

Artist: Mark Poole; Brian LeBlanc

Name: Dominion

[BH:C/PM2]

Cardtype: 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.

Artist: Drew Tucker

Name: Dominique

[Sabbat:V, SW:PV]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 2

Capacity: 7

Discipline: 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.

Artist: Tim Bradstreet & Grant Goleash

Name: Dominique

[BH:U2]

Cardtype: Vampire

Clan: Ventrue antitribu

Level: Advanced

Group: 2

Capacity: 7

Discipline: 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.

Artist: Mark Nelson

Name: Dominique Santo Paulo

[Third:V]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 4

Capacity: 6

Discipline: pot pre AUS CEL

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

Artist: Steve Ellis

Name: Donald Cargill

[KoT:V]

Cardtype: Vampire

Clan: Caitiff

Group: 5

Capacity: 1

Discipline: aus

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

Artist: Justin Norman

Name: Donal O'Connor

[DS:V, CE:PB]

Cardtype: Vampire

Clan: Brujah

Group: 2

Capacity: 8

Discipline: CEL DOM POT

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

Artist: Lawrence Snelly

Name: Donate

[NoR:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Donatello Giovanni

[Gehenna:U]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 5

Discipline: 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.

Artist: Monte Moore

Name: Donatien

[Sabbat:V, SW:U, BH:PTo]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 9

Discipline: 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.

Artist: Rick Berry

Name: Don Caravelli

[KoT:V]

Cardtype: Vampire

Clan: Brujah

Group: 5

Capacity: 8

Discipline: 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.

Artist: Kari Christensen

Name: Don Cerro
[KoT:V]
Cardtype: Vampire
Clan: Brujah
Group: 5
Capacity: 7
Discipline: aus dom for pre pro CEL POT
Camarilla.
Artist: Mathias Tapia

Name: Don Cruetz, The Idealist
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Brujah
Group: 1
Capacity: 10
Discipline: ani dom pro CEL POT PRE
Camarilla Brujah Justicar: Once each combat, Don Cruetz may burn 1 blood to get one maneuver.
Artist: Mark Poole

Name: Don Michael Antonio Giovanni
[KMW:U]
Cardtype: Vampire
Clan: Giovanni
Group: 4
Capacity: 7
Discipline: 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.
Artist: James Stowe

Name: Dorian Strack
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Toreador
Group: 1
Capacity: 4
Discipline: cel AUS
Camarilla.
Artist: Randy Gallegos

Name: Doris McMillon
[BL:U2]
Cardtype: Vampire
Clan: Salubri antitribu
Group: 2
Capacity: 2
Discipline: val
Sabbat
Artist: Christopher Shy

Name: Dovey Ebfwe

[HttB:U]

Cardtype: Vampire

Clan: Ahrimanes

Group: 6

Capacity: 7

Discipline: ani for PRE SPI

Sabbat. Black Hand: Dovey gets an additional +1 stealth when employing retainers. Sterile.

Artist: Ken Meyer, Jr.

Name: Doyle Fincher

[KMW:U]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 7

Discipline: 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.

Artist: Steve Ellis

Name: Draba

[FN:C2]

Cardtype: Action/Reaction

Cost: 1 blood

Discipline: Chimerstry

{() }

[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.

Artist: Brian LeBlanc

Name: Draeven Softfoot (Changeling)

[HttB:R]

Cardtype: Ally

Clan: Kiasyd

Burn Option

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

Draeven may tap to prevent 1 damage done in combat to a Kiasyd. Cards that require Chimerstry [chi] cannot target him nor be played while he is acting, blocking or in combat. He cannot block a minion who has a cold iron card.

Artist: Paul Ballard

Name: Dragonbound

[Gehenna:R, LotN:PA, HttB:PSa]

Cardtype: 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.

Artist: Richard Thomas

Name: Dragon's Breath Rounds

[Jyhad:U, VTES:U, CE:U/PTo, Third:U, KoT:U]

Cardtype: 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.

Artist: Quinton Hoover; Steve Prescott

Name: Dragos

[Sabbat:V, SW:PT]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 7

Discipline: vic ANI AUS

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

Artist: Mark Tedin

Name: Drain Essence

[Jyhad:U, VTES:U, CE:U, Third:PTTr]

Cardtype: Combat

Cost: 1 blood

Discipline: Thaumaturgy

Not usable on the first round of combat.

[tha] Strike: ranged; steal 2 blood.

[THA] Strike: ranged; steal 4 blood.

Artist: Leif Jones; Anson Maddocks

Name: Dr. Allan Woodstock

[Anarchs:U/PAG]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 5

Discipline: ani aus for PRO

Independent.

Artist: Lawrence Snelly

Name: Dramatic Upheaval

[Jyhad:V, VTES:V, CE:U, Anarchs:PAB, BH:PM]

Cardtype: Political Action

Choose another Methuselah. Successful referendum means you switch places with that Methuselah.

= {Added to the V:EKN banned list in 2005.} =

Artist: Heather Hudson; Mike Huddleston

Name: Draught of the Soul

[BL:R1]

Cardtype: 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.

Artist: Durwin Talon

Name: Drawing Out the Beast

[Jyhad:C, VTES:C, SW:PT, FN:PR, CE:C, Anarchs:PG2, BH:PN3, Third:PTz3]

Cardtype: 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.

Artist: Bryon Wackwitz

Name: Dr. Douglas Netchurch

[CE:V/PM, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 6

Discipline: dem dom AUS OBF

Camarilla.

Artist: Ken Meyer, Jr.

Name: Dread Gaze

[Jyhad:C, VTES:C, Sabbat:C, SW:PB2, CE:PB2, Anarchs:PAB, BH:PTo2]

Cardtype: Reaction

Discipline: Presence

Only usable during a referendum.

[pre] This reacting vampire gains 2 votes.

[PRE] This reacting vampire gains 4 votes.

Artist: John Bridges; Hannibal King

Name: Dreams of the Sphinx

[AH:R2, FN:PG, KMW:PG/PAn, Third:R2, HttB:PSam]

Cardtype: Master

Cost: 1 pool

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 bank to a vampire in your uncontrolled region.

Artist: Sandra Everingham; Gary Chatterton

Name: Dream World

[LotN:C/PS4]

Cardtype: 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.

Artist: Jim DiBartolo

Name: Dre, Leader of the Cold Dawn

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 3

Discipline: cel pot

Camarilla.

Artist: Lawrence Snelly

Name: Drink the Blood of Ahriman

[SoC:R]

Cardtype: Action

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.

Artist: Eric Lofgren

Name: Dr. Jest

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Malkavian

Group: 1

Capacity: 8

Discipline: 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).

Artist: Daniel Gelon

Name: Dr. John Casey
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Tremere
Group: 1
Capacity: 3
Discipline: aus tha
Camarilla.
Artist: Richard Thomas

Name: Dr. John Dee
[KoT:V]
Cardtype: Vampire
Clan: Tremere
Group: 4
Capacity: 9
Discipline: 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.
Artist: Trevor Claxton

Name: Dr. Julius Sutphen
[Gehenna:U]
Cardtype: Vampire
Clan: Lasombra
Group: 3
Capacity: 5
Discipline: dom obt POT
Sabbat bishop: Younger vampires must burn 1 blood to attempt to block Julius.
Artist: Monte Moore

Name: Dr. Julius Sutphen
[Third:V]
Cardtype: Vampire
Clan: Lasombra
Level: Advanced
Group: 3
Capacity: 5
Discipline: 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.
Artist: Ken Meyer, Jr.

Name: Dr. Marisa Fletcher, CDC

[KMW:R]

Cardtype: 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.

Artist: Ken Meyer, Jr.

Name: Dr. Morrow, The Skinductor

[SoC:V]

Cardtype: Vampire

Clan: Tzimisce

Group: 5

Capacity: 5

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Droescher One-Eye

[Third:V]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 3

Discipline: ani vic

Sabbat.

Artist: Leif Jones

Name: Drop Point Network

[SoC:R]

Cardtype: Master

Cost: 1 pool

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.

Artist: Becky Jollensten

Name: Dr. Solomon Grey

[KoT:V]

Cardtype: Vampire

Clan: Caitiff

Group: 5

Capacity: 2

Discipline: dom pre

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

Artist: Erica Danell

Name: Drum of Xipe Totec
[Anarchs:R, Third:R, KoT:PB]
Cardtype: Equipment
Cost: 2 pool
Unique equipment.
The vampire with this equipment has superior Celerity [CEL]. This vampire gets one optional maneuver each combat.
Artist: Mark Nelson

Name: Drusilla Euphemia
[Third:V]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 4
Capacity: 6
Discipline: 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.
Artist: Rebecca Guay

Name: Dual Form
[KMW:R]
Cardtype: Action
Cost: 2 blood
Discipline: Protean
+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.
Artist: Monte Moore

Name: Duality
[Promo-20060710, Third:PTz]
Cardtype: Vampire
Clan: Tzimisce
Group: 4
Capacity: 6
Discipline: ani AUS VIC
Sabbat: When Duality plays a card that requires Vicissitude, you may draw an additional card.
Artist: Josh Timbrook

Name: Duck
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Nosferatu
Group: 1
Capacity: 3
Discipline: obf pot
Camarilla.
Artist: Tony Harris

Name: Duma Rafiki

[LoB:C]

Cardtype: Retainer

Clan: Akunanse

Cost: 1 blood

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.

Artist: Leif Jones

Name: Dummy Corporation

[Anarchs:C, KMW:PB2, LoB:PG, Third:PB, LotN:PS, HttB:PSam]

Cardtype: Master

Master: unique location.

You may burn this card when you are being bled to reduce the bleed amount by 2.

Artist: James Stowe

Name: Durga Syn

[LotN:PR2]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 9

Discipline: 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.

Artist: Andrew Trabbold

Name: Dusk Work

[EK:C]

Cardtype: Action Modifier

Clan:

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.

Artist: Justin Norman

Name: Dust to Dust

[BL:R2, LoB:R]

Cardtype: 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.

Artist: Ron Spencer

Name: Dylan
[Sabbat:V, SW:PV]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 2
Capacity: 6
Discipline: aus cel dom for pro
Sabbat: +1 bleed.
Artist: Ken Meyer, Jr.

Name: Dylan
[KMW:U]
Cardtype: Vampire
Clan: Ventrue antitribu
Level: Advanced
Group: 2
Capacity: 6
Discipline: aus cel dai dom pro FOR
Advanced, Sabbat. Red List: Dylan gets +1 stealth when bleeding. +1 strength. Infernal.
Artist: Ken Meyer, Jr.

Name: Eagle's Sight
[Jyhad:U, VTES:U, CE:U, BH:PM3, LoB:PO2, Third:PTz2, KoT:U/PT3]
Cardtype: 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.
Artist: Larry MacDougall; Chris Stevens

Name: Earl
[CE:V, Anarchs:PAG, BSC:X]
Cardtype: Vampire
Clan: Ventrue
Group: 3
Capacity: 4
Discipline: dom for pot
Camarilla.
Artist: Becky Cloonan

Name: Earl "Shaka74" Deams
[NoR:U]
Cardtype: Imbued
Creed: Visionary
Group: 4
Life: 6
Virtue: 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].
Artist: David Day

Name: Ears of the Hare
[HttB:C]
Cardtype: Reaction
Discipline: Spiritus / Protean
[pro] This vampire burns 1 blood to get +1 intercept.
[spi] +1 intercept.
[SPI] +2 intercept.
Artist: Veronica Jones

Name: Earth Control
[Jyhad:C, VTES:C, Anarchs:C/PG3]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Protean
[pro] +1 stealth.
[PRO] +2 stealth.
Artist: Jeff Menges

Name: Earth-Feeder
[LoB:R]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Earth Meld
[Jyhad:C, VTES:C, Anarchs:C/PG2]
Cardtype: Combat
Discipline: Protean
[pro] Strike: combat ends.
[PRO] As above, and this vampire untaps before combat ends.
Artist: Ron Spencer

Name: Earthshock
[KMW:C, KoT:C]
Cardtype: Combat
Cost: 1 blood
Discipline: Potence
[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.
Artist: Richard Thomas

Name: Earth Swords
[BL:C2, LoB:C]
Cardtype: Combat
Discipline: Mytherceria/Potence
[pot] Strike: 1R damage.
[myt] Strike: 2R damage.
[MYT] Strike: 3R damage.
Artist: Kieran Yanner

Name: Ebanezer Roush
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Nosferatu
Group: 1
Capacity: 8
Discipline: 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.
Artist: Daniel Gelon

Name: Ebony Fox Hunt
[BH:U]
Cardtype: Master
Cost: 1 pool
Master: out-of-turn.
Cancel a blood hunt called on a Black Hand vampire you control. You may play this card during your turn.
Artist: Peter Bergting

Name: Eccentric Billionaire
[SoC:C]
Cardtype: Ally
Clan: Toreador antitribu
Cost: 3 pool
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.
Artist: Pat McEvoy

Name: Echo
[Promo-20050115, KMW:PAI]
Cardtype: Vampire
Clan: Nosferatu
Group: 4
Capacity: 7
Discipline: aus dom CEL OBF POT
Camarilla: Echo gets +1 strength in combat with a Red List minion.
Artist: Rik Martin

Name: Echo of Harmonies

[BL:R2, LoB:R]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Melpominee/Presence

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).

Artist: Brian LeBlanc

Name: Ecoterrorists

[Jyhad:R, VTES:R, Anarchs:R, KoT:R]

AKA: Eco Terrorists

Cardtype: Master

Clan: Gangrel

Cost: 2 pool

Master: unique location.

During your influence phase, tap to move 1 blood from the blood bank to a Gangrel in your uncontrolled region.

Artist: Dan Smith; Joel Biske

Name: Ecstasy

[FN:C2/PS2, KMW:PB2, LotN:PS3]

Cardtype: 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).

Artist: Brian LeBlanc

Name: Ecstatic Agony

[FN:R2, Anarchs:PAG]

Cardtype: 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.

Artist: Drew Tucker

Name: Eddie Gaines

[Anarchs:PAG]

Cardtype: Vampire

Clan: Caitiff

Group: 3

Capacity: 1

Discipline: dem pot

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

Artist: Lawrence Snelly

Name: Edged Illusion

[KMW:C, LotN:PR2]

Cardtype: Action

Cost: 2 blood

Discipline: Chimerstry

[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.

Artist: Rik Martin

Name: Edge Explosion

[NoR:R]

Cardtype: 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.} =

Artist: John Bridges

Name: Edge of the World

[EK:R]

Cardtype: Action Modifier

Clan: Gurohi

Usable by a ready Gurohi you control, acting or not. Only usable if you have gained a victory point during this action. You gain 4 pool. If this Gurohi 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.

Artist: Leif Jones

Name: Edge Vitiation

[FN:R2]

Cardtype: Action

Cost: 1 blood

Discipline: Serpents

+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.

Artist: Durwin Talon

Name: Edith Blount

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 5

Discipline: aus cel pot vic

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

Artist: Christopher Shy

Name: Edward Neally

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 3

Capacity: 7

Discipline: 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.

Artist: Mike Huddleston

Name: Edward Vignes

[CE:V/PV, BSC:X]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 6

Discipline: for DOM PRE

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

Artist: Lawrence Snelly

Name: Effective Management

[Jyhad:C, VTES:C, SW:PL, FN:PS, CE:PM/PV, LoB:PA, Third:PM, KoT:U/PM2, HttB:PGar2]

Cardtype: Master

Master.

Move the top card from your crypt to your uncontrolled region.

Artist: Ne Ne Thomas; Brian LeBlanc

Name: Effie Lowery

[LoB:U]

Cardtype: Vampire

Clan: Ahrimane

Group: 4

Capacity: 5

Discipline: obf ANI SPI

Sabbat: Sterile.

Artist: Christopher Shy

Name: Egothha
[BL:U2]
Cardtype: Vampire
Clan: Harbinger of Skulls
Group: 2
Capacity: 7
Discipline: 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.
Artist: Lawrence Snelly

Name: Ehrich Weiss
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Tremere
Group: 3
Capacity: 3
Discipline: dom tha
Camarilla.
Artist: Quinton Hoover

Name: Elder Impersonation
[AH:C2, FN:PS, CE:C/PM2, BH:PN2, KMW:PB2, Third:C/PM2]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Obfuscate
[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.
Artist: Steve Casper

Name: Elder Intervention
[VTES:C, CE:C, Anarchs:PG2, HttB:PSam2]
Cardtype: Reaction
Cost: 1 blood
Do not replace until the end of this action.
Only usable during a bleed against you. This vampire gets +2 intercept. A vampire cannot play both Pack Tactics and Elder Intervention in the same action.
Artist: Michael Weaver; Melissa Uran

Name: Elder Kindred Network
[Jyhad:U, VTES:U, CE:U/PV, KoT:U]
Cardtype: Reaction
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.
Artist: Peter Bergting; Dan Frazier

Name: Elder Library
[Jyhad:C, VTES:C, SW:PT, FN:PG, CE:U, LoB:PG]
Cardtype: Master
Cost: 1 pool
Master: unique location.
+1 hand size.
Artist: Mark Poole

Name: Elder Michaelis's Hold
[Anarchs:R2]
Cardtype: Reaction
Cost: 1 blood
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.
Artist: Peter Bergting

Name: The Eldest Are Kholo
[LoB:R]
Cardtype: Action Modifier/Reaction
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.
Artist: Brad Williams

Name: The Eldest Command Undeath
[LoB:R]
Cardtype: Political Action
Cost: X blood
{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.
Artist: Roel Wielinga

Name: Eldritch Glimmer
[Sabbat:U, BH:PTTr2]
Cardtype: Combat
Cost: 1 blood
Discipline: Thaumaturgy
[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.
Artist: Richard Thomas

Name: Elemental Stoicism

[BL:R1]

Cardtype: 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.

Artist: Dennis Calero

Name: Elena Gutierrez

[CE:V/PV, BSC:X]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 4

Discipline: aus dom pre

Camarilla.

Artist: Scott Fischer

Name: Elena Mendoza Vasquez

[Anarchs:U2]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 3

Capacity: 6

Discipline: dom obt AUS THA

Sabbat.

Artist: Peter Bergting

Name: Elephant Guardian

[LoB:C/PG2]

Cardtype: Retainer

Cost: 1 blood

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.

Artist: Brian LeBlanc

Name: Elihu

[KMW:U]

Cardtype: Vampire

Clan: Baali

Group: 4

Capacity: 6

Discipline: dai for POT PRE

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

Artist: James Stowe

Name: Elimelech the Twice-Damned

[SoC:V]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 5

Capacity: 11

Discipline: pro AUS DEM DOM FOR OBF

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

Artist: Jeff Laubenstein

Name: Elliott Sinclair, Virtuoso Thespian

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Toreador

Group: 1

Capacity: 7

Discipline: aus cel PRE

Camarilla primogen: +1 strength.

Artist: Douglas Shuler

Name: Elisabetta Romano

[AH:V3, CE:PTTr]

Cardtype: Vampire

Clan: Tremere

Group: 2

Capacity: 6

Discipline: dom pro qui tha

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

Artist: L. A. Williams

Name: Elixir of Distillation

[TR:C]

Cardtype: 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.

Artist: Tom Biondillo

Name: Elizabeth Conde

[EK:U]

Cardtype: Vampire

Clan: Ishtarri

Group: 4

Capacity: 5

Discipline: pre CEL FOR

Laibon.

Artist: Leif Jones

Name: Elizabeth Westcott
[Anarchs:U2, Third:PTz]
Cardtype: Vampire
Clan: Tzimisce
Group: 3
Capacity: 5
Discipline: ani cel vic AUS
Sabbat.
Artist: David Day

Name: Ellen Fence, the Tracker
[SW:U]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 2
Capacity: 8
Discipline: aus CEL OBF PRO
Sabbat bishop: Ellen can enter combat with any tapped minion controlled by your predator or prey as a (D) action.
Artist: Christopher Shy

Name: Ellison Humboldt
[CE:V/PN, BSC:X]
Cardtype: Vampire
Clan: Nosferatu
Group: 3
Capacity: 9
Discipline: 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.
Artist: Christopher Shy

Name: Eluding the Arms of Morpheus
[LotN:C/PG2/PS2, KoT:C]
Cardtype: Reaction
Cost: 1 blood
Only usable by a tapped vampire.
This vampire untaps and attempts to block.
Artist: Brian LeBlanc

Name: Elysian Fields
[Sabbat:U, SW:PL, Third:U]
Cardtype: Master
Clan: Lasombra
Cost: 2 pool
Master: unique location.
Tap to give a Lasombra you control +1 stealth for the current action.
Artist: Ken Meyer, Jr.

Name: Elysium: Sforzesco Castle

[Gehenna:R, KoT:R]

Cardtype: Master

Cost: 1 pool

Master: unique location.

When a vampire you control blocks a Camarilla vampire, you may tap this card instead of tapping the blocking vampire.

Artist: Mark Poole

Name: Elysium: The Arboretum

[Jyhad:U, VTES:U, CE:U/PM, KoT:U/PM]

Cardtype: 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.

Artist: Brian LeBlanc; Margaret Organ-Kean

Name: Elysium: The Palace of Versailles

[DS:U2, CE:PTO, KoT:U]

Cardtype: Master

Cost: 2 pool

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.

Artist: Dave Roach; Pete Burges; Avery Butterworth

Name: Ember Wright

[BH:PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 3

Capacity: 3

Discipline: aus dom

Sabbat.

Artist: Andrew Trabbold

Name: The Embrace

[Jyhad:R2, VTES:R, CE:R2, KoT:R]

Cardtype: Action

Cost: 2 blood

Capacity: 1

+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.

Artist: Pete Venters; Mark Nelson

Name: Emergency Powers

[Gehenna:R]

Cardtype: Action

Clan:

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.

Artist: Leif Jones

Name: Emergency Preparations

[Gehenna:C]

Cardtype: 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.

Artist: David Day

Name: Emergency Rations

[LoB:R]

Cardtype: Action

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.

Artist: Peter Bergting

Name: Emerson Bridges

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Ventrue

Group: 1

Capacity: 8

Discipline: pot DOM FOR PRE

Camarilla Prince of Washington, DC.

Artist: John Bridges

Name: Emerson Wilkeshire III

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 2

Discipline: pre

Camarilla.

Artist: Kieran Yanner

Name: Emily Carson

[KoT:V]

Cardtype: Vampire

Clan: Ventrue

Group: 5

Capacity: 5

Discipline: for pre DOM

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

Artist: Trevor Claxton

Name: Emissary

[Anarchs:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Empowering the Puppet King

[SoC:C, KoT:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Dominate

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.

Artist: Pat McEvoy

Name: Enchanted Marionette

[Sabbat:R, SW:R, Third:PM]

Cardtype: Equipment

Clan: Malkavian antitribu

Cost: 3 pool

Unique equipment.

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

Artist: Sandra Everingham

Name: Enchant Kindred

[Jyhad:C, VTES:C, SW:PB3, FN:PS3, CE:C/PB5/PTo2, Anarchs:PAB3, KMW:PAn3, LoB:PI5, Third:C]

Cardtype: 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.

Artist: Harold Arthur McNeill

Name: Enforcer
[LoB:C/PO3]
Cardtype: Action
Clan: Osebo
+1 stealth action.
Put this card on the acting Osebo. This Osebo gets +1 strength. A minion can have only one Enforcer.
Artist: Roel Wielinga

Name: Engling Fury
[BL:R1, LoB:R]
Cardtype: 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.
Artist: Steve Prescott

Name: Enhanced Senses
[Jyhad:C, VTES:C, Sabbat:C, SW:PT2/PV3, CE:C/PM/PTo/PTTr3, Anarchs:PAG, BH:PM4/PTTr4, KMW:PAI3, Third:C/PTTr3/PTz5, HttB:PSal3]
Cardtype: Reaction
Discipline: Auspex
[aus] +1 intercept.
[AUS] +2 intercept.
Artist: Phillip Tan; Amy Weber; Bob Stevlic

Name: Enid Blount
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Toreador
Group: 3
Capacity: 5
Discipline: 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.
Artist: Christopher Shy

Name: Enkidu, The Noah
[KMW:U/PG]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 11
Discipline: 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.
Artist: Mark Nelson

Name: Enkil Cog

[KoT:R]

Cardtype: 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.

Artist: Marian Churchland

Name: Enrage

[SoC:C, KoT:C/PB4]

Cardtype: 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.

Artist: Becky Jollensten

Name: Ensconced

[HttB:R]

Cardtype: Action / Reaction

Discipline: Visceratika

[vis] [ACTION] +1 stealth action. Put this card on a location and untap this vampire. While this vampire is ready, his or her controller may burn this card during a (D) action against this location to cause the acting minion to enter combat with this vampire (the action is unsuccessful).

[VIS] [REACTION] Play (and burn) during a (D) action against a location as above.

Artist: Marian Churchland

Name: Ensemble

[Promo-20061026]

Cardtype: Action Modifier

Clan: Daughter of Cacophony

Cost: 1 blood

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.

Artist: Durwin Talon

Name: Enticement

[FN:C2, KMW:PB, LotN:PS2]

Cardtype: Action

Discipline: Serpentinis

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.

Artist: Steve Ellis

Name: Entombment
[Sabbat:R, SW:R/PL]
Cardtype: Combat
Cost: 2 blood
Discipline: Obtenebration
[obt] Strike: burn the opposing ally.
[OBT] Strike: send the opposing vampire into torpor.
Artist: L. A. Williams

Name: Entrancement
[Jyhad:R, VTES:R, CE:R, LoB:PI, KoT:PT]
Cardtype: Action
Discipline: Presence
[pre] (D) Bleed with +1 bleed.
[PRE] (D) +1 stealth action. Take control of an ally controlled by another Methuselah.
Artist: Margaret Organ-Kean; Steve Ellis

Name: Entrenching
[Gehenna:C, KMW:PA, KoT:PB2]
Cardtype: Action
+1 stealth action.
If this vampire has 4 or more blood, he or she gains 4 blood.
Artist: Attila Adorjany

Name: Enzo Giovanni, Pentex Board of Directors
[DS:V, FN:PG]
Cardtype: Vampire
Clan: Giovanni
Group: 2
Capacity: 8
Discipline: 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.
Artist: Mark Tedin

Name: Ephor
[KoT:R]
Cardtype: Master
Clan: Ventrue
Cost: 1 pool
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.
Artist: Vince Locke

Name: Epikasta Rigatos

[KoT:PT2]

Cardtype: Vampire

Clan: Toreador

Group: 4

Capacity: 8

Discipline: 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).

Artist: Becky Jollensten

Name: Epiphany

[SoC:R]

Cardtype: 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.

Artist: Leif Jones

Name: The Erciyas Fragments

[Promo-20040301]

Cardtype: 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.

Artist: UDON

Name: Erebus Mask

[BL:R1, LoB:R]

Cardtype: Equipment

Clan: Harbinger of Skulls

Cost: 1 pool

Burn Option

Unique equipment.

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

Artist: Kieran Yanner

Name: Erichtho

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Tremere

Group: 3

Capacity: 8

Discipline: cel obf AUS DOM THA

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

Artist: Lawrence Snelly

Name: Eric Kressida

[Third:V]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 4

Capacity: 8

Discipline: 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.

Artist: Jeff Holt

Name: Erick "Shophet125" Franco

[NoR:U]

Cardtype: Imbued

Creed: Judge

Group: 4

Life: 4

Virtue: 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).

Artist: Jim Pavelec

Name: Eric Milliner

[LotN:U]

Cardtype: Vampire

Clan: Giovanni

Group: 5

Capacity: 2

Discipline: pot

Independent.

Artist: Ken Meyer, Jr.

Name: Erinyi

[BL:U1]

Cardtype: Vampire

Clan: Gargoyle

Group: 2

Capacity: 3

Discipline: pot vis

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

Artist: Christopher Shy

Name: Ermenegildo, The Rake

[Third:V, HttB:PKia]

Cardtype: Vampire

Clan: Lasombra

Group: 4

Capacity: 5

Discipline: pot DOM OBT

Sabbat. Black Hand.

Artist: Ken Meyer, Jr.

Name: Erosion

[AH:U5, FN:PA]

Cardtype: Action

Cost: 1 blood

Discipline: Quietus

+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.

Artist: Alan Rabinowitz

Name: Eruption of Vitae

[FN:R2]

Cardtype: Combat

Cost: 1 blood

Discipline: Quietus

[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.

Artist: William O'Connor

Name: Esau

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 10

Discipline: 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.

Artist: Lawrence Snelly

Name: Esbat

[Third:C]

Cardtype: 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.

Artist: Peter Bergting

Name: Escaped Mental Patient

[Sabbat:U, SW:U, BH:PM2, Third:U/PM]

Cardtype: Ally

Clan: Malkavian antitribu

Cost: 2 pool

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.

Artist: Lawrence Snelly

Name: Esgrima
[Gehenna:C, KoT:PV2]
Cardtype: 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.
Artist: Eric Kim & Attila Adorjany

Name: Esoara
[Third:PTr2]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 4
Capacity: 5
Discipline: aus for pot DOM
Sabbat.
Artist: Richard Thomas

Name: Esteem
[KMW:C]
Cardtype: Action Modifier
Only usable at the end of a successful (D) action directed at the Methuselah with the edge.
You gain the edge.
Artist: Jeff Holt

Name: The Eternal Mask
[LotN:C]
Cardtype: Action
Cost: 1 blood
Discipline: Serpentis
+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.
Artist: Jim DiBartolo

Name: The Eternals of Sirius
[LotN:U]
Cardtype: Master
Cost: 4 pool
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.
Artist: Alexander Dunnigan

Name: Eternal Vigilance

[SW:U/PV, Third:U/PTTr, HttB:PKia]

Cardtype: Action

Cost: 1 blood

+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.

Put this card on the acting vampire. During an action, this Sabbat vampire can burn 1 blood to untap and attempt to block. Burn this card if this vampire goes to torpor.

Artist: Brian LeBlanc

Name: Ethan Locke

[Sabbat:V, Tenth:A]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 9

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Etienne Fauberge

[Anarchs:U2]

Cardtype: Vampire

Clan: Ravnos

Group: 3

Capacity: 8

Discipline: 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.

Artist: Jeff Holt

Name: Etrius

[DS:V, CE:PTTr]

Cardtype: Vampire

Clan: Tremere

Group: 2

Capacity: 11

Discipline: 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.

Artist: Steve Casper

Name: Eugene

[KoT:PT2]

Cardtype: Vampire

Clan: Toreador

Group: 4

Capacity: 8

Discipline: AUS CEL FOR PRE

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

Artist: Mathias Kollros

Name: Eugenio Estevez
[CE:V, Anarchs:PAG, BSC:X]
Cardtype: Vampire
Clan: Tremere
Group: 3
Capacity: 6
Discipline: dom for AUS THA
Camarilla.
Artist: Chris Stevens

Name: Eurayle Gelasia Mylonas
[LoB:U]
Cardtype: Vampire
Clan: Salubri
Group: 4
Capacity: 6
Discipline: 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.
Artist: Peter Bergting

Name: Evangeline
[SW:C]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 2
Capacity: 4
Discipline: cel pot pre
Sabbat
Artist: Christopher Shy

Name: Evan Klein
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Malkavian
Group: 3
Capacity: 5
Discipline: aus dem pre OBF
Camarilla.
Artist: Christopher Shy

Name: Evan Rogers
[LotN:PA2]
Cardtype: Vampire
Clan: Assamite
Group: 4
Capacity: 3
Discipline: cel qui
Independent: Blood cursed.
Artist: Lawrence Snelly

Name: Evil Eye

[HttB:C]

Cardtype: Combat/Reaction

Clan:

Cost: 1 blood

Discipline: Maleficia

Burn Option

Do not replace until your untap phase.

[mal] [COMBAT] Cancel a strike card played by the opposing minion as it is played (no cost is paid).

The opposing minion cannot choose another strike and gets no strike instead. [mal] is not a Discipline.

[MAL] [REACTION] Cancel an action card as it is played and tap the acting minion.

Artist: Marian Churchland

Name: Evil Jensen

[HttB:U]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 4

Capacity: 6

Discipline: mel nec pot FOR PRE

Independent: Evil can search your crypt for a vampire to move to your uncontrolled region as a +1 stealth action that costs 2 pool. She must burn 1 blood to attempt to block older vampires.

Artist: Chad Michael Ward

Name: Excellent Thirst

[LoB:R]

Cardtype: Action Modifier

Requires a ready Laibon with no blood. Only usable when a hunt is successful.

This Laibon gains 2 additional blood.

Artist: Avery Butterworth

Name: Exclusion Principle

[TR:C]

Cardtype: Political Action

Successful referendum means each Methuselah gains 1 pool for each ready independent vampire he or she controls.

Artist: Eric Deschamps

Name: Excommunication

[Sabbat:U, SW:PB, Third:PTr]

Cardtype: Political Action

Requires a Sabbat vampire.

Choose a ready archbishop. Successful referendum means the chosen archbishop loses his or her title.

Artist: Richard Thomas

Name: Exile

[EK:C]

Cardtype: Action

Cost: 2 blood

Discipline: Presence

+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.

Artist: Vince Locke

Name: Ex Nihilo

[FN:R2, LotN:PG]

Cardtype: Action

Cost: 1 blood

Discipline: Necromancy

+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.

Artist: Steve Ellis

Name: Expiate

[NoR:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Extortion

[FN:C2]

Cardtype: Reaction

Cost: 1 blood

Discipline: Serpents

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.

Artist: Jim Nelson

Name: Extremis Boon

[BH:R]

Cardtype: Master

Master: out-of-turn. ={Boon.}=

Only usable when you are being ousted. Other Methuselahs may bid pool to keep you in the game. If one does, put this card in play. As a master phase action, the high bidder may steal up to 2 pool from you. You may burn this card by giving that Methuselah 6 pool during your master phase.

Artist: David Day

Name: Exuding Blood

[FN:C2]

Cardtype: 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.

Artist: Steve Ellis

Name: Eye of Hazimel

[Promo-20021101]

Cardtype: Equipment

Cost: 3 pool

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 -{()}-. 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.

Artist: Kieran Yanner

Name: Eye of Unforgiving Heaven

[LoB:U, HttB:PSa]

Cardtype: 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.

Artist: Abrar Ajmal

Name: Eyes of Argus

[KoT:C, HttB:PSa3]

Cardtype: Reaction

Discipline: Auspex

[aus] Only usable during a (D) action against 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.

Artist: Heather Kreiter

Name: Eyes of Blades

[LotN:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Eyes of Chaos

[Sabbat:C, SW:C, CE:C/PM4, BH:PM4, Third:PM5, KoT:C/PM6]

Cardtype: Action Modifier

Discipline: Dementation

You cannot play another action modifier to increase this bleed amount.

[dem] +1 bleed.

[DEM] +2 bleed.

Artist: Eric LaCombe

Name: Eyes of the Beast

[KoT:C]

Cardtype: 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.

Artist: Sam Arraya

Name: Eyes of the Dead

[DS:C2]

Cardtype: 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.

Artist: Max Shade Fellwalker

Name: Eyes of the Night

[Sabbat:C, SW:PL2]

Cardtype: 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.

Artist: Harold Arthur McNeill

Name: Eyes of the Serpent

[AH:C2]

Cardtype: Action Modifier/Combat

Discipline: Serpentis

{()}

[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.

Artist: Alan Rabinowitz

Name: Ezekiel, Lord of Montreal

[BH:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 3

Capacity: 6

Discipline: obf pot PRE SER

Sabbat. Black Hand.

Artist: David Day

Name: Eze, The Demon Prince

[LoB:U]

Cardtype: Vampire

Clan: Gurohi

Group: 3

Capacity: 11

Discipline: 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.

Artist: Mark Poole

Name: Ezmerelda

[FN:R]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 11

Discipline: 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.

Artist: Christopher Shy

Name: Ezra Hawthorne

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 4

Capacity: 2

Discipline: tha

Camarilla.

Artist: Mattias Tapia

Name: Fabrizia Contreraz

[Third:V]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 4

Discipline: dem pot

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

Artist: Chad Michael Ward

Name: Faceless Night

[Jyhad:C, VTES:C, CE:C/PM4, BH:PM4/PN4, KMW:PB3, Third:C]

Cardtype: 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).

Artist: Harold Arthur McNeill

Name: Fade from View

[Sabbat:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Obfuscate

[obf] Press.

[OBF] Strike: dodge.

Artist: Jeff Klimek

Name: Fae Contortion

[LoB:C, HttB:PKia3]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Faerie Wards

[HttB:C]

Cardtype: Reaction

Cost: 2 blood

Discipline: Mytherceria / Auspex

Only usable when an ally or younger vampire is taking a (D) action against you.

[aus] +2 intercept.

[myt] The action fails. Tap this reacting vampire.

[MYT] As [myt] above, and the acting minion does not untap as normal during his or her next untap phase.

Artist: Aaron Acevedo

Name: Fahd al-Zawba'a
[Gehenna:U]
Cardtype: Vampire
Clan: Toreador
Group: 4
Capacity: 4
Discipline: cel for pre
Camarilla.
Artist: Randy Gallegos

Name: Failsafe
[TR:R]
Cardtype: 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.
Artist: Tom Biondillo

Name: Fairuza
[SoC:V]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 5
Capacity: 4
Discipline: 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.
Artist: Ken Meyer, Jr.

Name: Faithful Servant
[DS:C2]
Cardtype: Retainer
Cost: 2 blood
-{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.
Artist: Max Shade Fellwalker

Name: Fake Out
[Jyhad:C, VTES:C, Sabbat:C, SW:PT, CE:PN3/PTr2, Anarchs:PAG]
Cardtype: Combat
Do not replace until after combat.
Maneuver.
Artist: Corey Macourek; Mark Poole

Name: Fakir al Sidi

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 4

Capacity: 11

Discipline: 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.

Artist: Ed Tadem

Name: Falcon's Eye

[BL:C1, LoB:C]

Cardtype: 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.

Artist: Kieran Yanner

Name: Falhu Shibaba

[LoB:U]

Cardtype: Vampire

Clan: Ishtarri

Group: 3

Capacity: 8

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Fall of the Camarilla

[Gehenna:R]

Cardtype: 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.

Artist: Mark Poole

Name: Fall of the Sabbat

[Gehenna:R]

Cardtype: 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.

Artist: matrix von z

Name: False Resonance

[LotN:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Chimerstry

[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.

Artist: Alexander Dunnigan

Name: Fame

[Jyhad:U, VTES:U, SW:PB, CE:PB, Anarchs:PG, BH:PN2, KMW:PAI, Third:PTz, KoT:U/PT2, HttB:PGar/PSa]

Cardtype: Master

Unique master.

Put this card on a ready vampire. If this vampire goes to torpor, his or her controller burns 3 pool.

While this vampire is in torpor, each Methuselah burns 1 pool during his or her untap phase.

Artist: Kaja Foglio; Brian LeBlanc

Name: Familial Bond

[EK:C]

Cardtype: Reaction

Cost: 1 blood

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.

Artist: Brian LeBlanc

Name: Fanfare for Elysium

[HttB:R2]

Cardtype: Political Action

Discipline: Melpominee

[mel] Choose up to five older vampires. Successful referendum means each chosen vampire gains 1 blood.

[MEL] As above, and (if the referendum passes) put this card in play. Unique. You may burn this card before range to end any combat.

Artist: Aaron Acevedo

Name: Fantasy World

[LotN:R]

Cardtype: Action

Cost: 2 blood

Discipline: Chimerstry

[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.

Artist: Brian LeBlanc

Name: Far Fatuus
[DS:C2, FN:PR]
Cardtype: Combat
Cost: 2 blood
Discipline: Chimerstry
[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.
Artist: Harold Arthur McNeill

Name: Far Mastery
[Jyhad:R2, VTES:R, SW:PV, FN:PG, BH:PTTr, Third:R2]
Cardtype: Action
Cost: 1 blood
Discipline: Dominate
+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.
Artist: Dan Smith

Name: Faruq
[AH:V3, Anarchs:PG]
Cardtype: Vampire
Clan: Gangrel
Group: 2
Capacity: 8
Discipline: 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.
Artist: Phillip Tan

Name: Fast Hands
[Jyhad:U, VTES:U, Sabbat:U, SW:C/PB, FN:PA, CE:PB, Anarchs:PAB/PAG, Third:PB, KoT:U]
Cardtype: Combat
Cost: 1 blood
Discipline: Celerity
[cel] Strike: steal weapon.
[CEL] Strike: steal weapon with first strike.
Artist: Harold Arthur McNeill; Karl Waller; Avery Butterworth

Name: Fast Reaction
[Jyhad:C, VTES:C, CE:U, BH:PTTr2, LoB:PO]
Cardtype: 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.
Artist: Mike Raabe

Name: Fata Amria

[FN:R2, LotN:PR]

Cardtype: Combat/Reaction

Cost: 1 blood

Discipline: Chimerstry

[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).

Artist: Drew Tucker

Name: Fata Morgana

[DS:C2, FN:PR4, LotN:PR4]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Chimerstry

[chi] +1 stealth.

[CHI] +1 bleed, or +1 bleed and +1 stealth. You cannot play another action modifier to increase this bleed amount.

Artist: Dave Roach & Pete Burges; Brian LeBlanc

Name: Father Juan Carlos

[Third:PB2]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 4

Capacity: 6

Discipline: aus cel pot tha PRE

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

Artist: Jim Pavelec

Name: Fatima al-Faqadi

[Promo-20010428, FN:PA]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 8

Discipline: 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)

Artist: John Van Fleet

Name: Fatuus Mastery

[KMW:C, LotN:PR2]

Cardtype: 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.

Artist: Roel Wielinga

Name: FBI Special Affairs Division

[KMW:R]

Cardtype: 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.

Artist: Jim DiBartolo

Name: Fear of Mekhet

[DS:U, CE:PV]

Cardtype: Master

Cost: 2 pool

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).

Artist: Pete Venters

Name: Fear of the Void Below

[BL:C1, KMW:PB]

Cardtype: Combat

Cost: 1 blood

Discipline: Daimoinon/Obfuscate

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.

Artist: Jim Nelson

Name: Federico di Padua

[KoT:V, HttB:PSam]

Cardtype: Vampire

Clan: Nosferatu

Group: 5

Capacity: 7

Discipline: ani AUS OBF POT

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

Artist: Tony Shasteen

Name: Fee Stake: Boston

[Anarchs:R/PAB]

Cardtype: 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.

Artist: James Stowe

Name: Fee Stake: Corte

[Anarchs:R]

Cardtype: 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.

Artist: Jeff Holt

Name: Fee Stake: Los Angeles

[Anarchs:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Fee Stake: New York

[Anarchs:R/PAB]

Cardtype: 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.

Artist: Brian LeBlanc; Steve Ellis

Name: Fee Stake: Perth

[Anarchs:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Fee Stake: Seattle

[Anarchs:R/PAB]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Felicia Mostrom

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Toreador

Group: 1

Capacity: 5

Discipline: pre AUS CEL

Camarilla.

Artist: Margaret Organ-Kean

Name: Feline Saboteur

[BL:U2]

Cardtype: 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.

Artist: Kieran Yanner

Name: Felix "Fix" Hessian (Wraith)

[FN:R2]

Cardtype: Ally

Clan: Giovanni

Cost: 2 pool

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.

Artist: Mike Danza

Name: Femur of Toomler

[Sabbat:U, SW:PT]

Cardtype: Equipment

Clan: Tzimisce

Cost: 2 pool

Unique melee weapon.

Strength+1 aggravated damage each strike.

Artist: Mark Tedin

Name: Feo Ramos

[Anarchs:U2]

Cardtype: Vampire

Clan: Pander

Group: 3

Capacity: 1

Discipline: aus

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

Artist: Christopher Shy

Name: Feral Spirit

[BL:C1, LoB:C]

Cardtype: 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.

Artist: Mark Nelson

Name: Fergus Alexander

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 5

Capacity: 3

Discipline: pot pro

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

Artist: Justin Norman

Name: Ferox, The Rock Lord

[BL:U1]

Cardtype: Vampire

Clan: Gargoyle

Group: 2

Capacity: 7

Discipline: 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].

Artist: Christopher Shy

Name: Ferox, The Rock Lord

[Gehenna:U]

Cardtype: Vampire

Clan: Gargoyle

Level: Advanced

Group: 2

Capacity: 7

Discipline: ani FOR POT VIS

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

[MERGED] Ferox gets +1 intercept when attempting to block (D) actions.

Artist: Mark Nelson

Name: Ferraille

[KMW:R]

Cardtype: Master

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.

Artist: Mark Poole

Name: Festivo dello Estinto

[Sabbat:U, SW:U/PL, Third:PTz]

Cardtype: Master

Cost: 1 pool

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.

Artist: Patrick Kochakji

Name: Fetish Club Hunting Ground

[Sabbat:U, SW:U, BH:PTo]

Cardtype: Master

Clan: Toreador antitribu

Cost: 2 pool

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.)-

Artist: Mike Dringenberg

Name: Fida'i

[FN:U2]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 2

Discipline: 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)

Artist: Christopher Shy

Name: Fidus, The Shrunken Beast

[BL:U2]

Cardtype: Vampire

Clan: Gargoyle

Group: 2

Capacity: 4

Discipline: for tha vis

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

Artist: Christopher Shy

Name: Fiendish Tongue

[Anarchs:C2, Third:C]

Cardtype: 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.

Artist: Fred Harper

Name: Fifth Tradition: Hospitality

[Jyhad:U, VTES:U, CE:U, KoT:U]

AKA: Fifth Tradition: Hospitality, The

Cardtype: Action

Cost: 1 blood

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

Move 4 blood from the blood bank to a vampire other than this acting vampire.

Artist: Melissa Benson; Peter Bergting

Name: Filchware's Pawn Shop

[Anarchs:R]

Cardtype: 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).

Artist: Brian LeBlanc

Name: Fillip

[LotN:C/PR2]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Final Loosening

[TR:R]

Cardtype: 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.

Artist: Peter Bergting

Name: The Final Nights

[FN:C2, KMW:PA_n]

Cardtype: Political Action

Successful referendum means each vampire burns 1 blood. If this referendum fails, the acting vampire burns 1 blood.

Artist: Drew Tucker

Name: Finding the Path

[Gehenna:C, KMW:PB2, Third:PTz, KoT:C/PB2]

Cardtype: Political Action

Choose at least half of the Methuselahs in the game. Successful referendum means each chosen Methuselah burns 1 pool and each of the other Methuselahs gains 1 pool.

Artist: Ken Meyer, Jr.

Name: Firebrand

[Anarchs:C/PAB]

Cardtype: 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.

Artist: Andrew Bates

Name: Fire Dance

[Sabbat:U, Tenth:A]

Cardtype: 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.

Artist: David Fooden

Name: Fire in the Blood

[Sabbat:R, SW:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Potence

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).

Artist: Ted Naifeh

Name: Fire on the Mountain

[LoB:R]

Cardtype: 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.

Artist: Greg Boychuk

Name: First Tradition: The Masquerade

[Jyhad:R2, VTES:R, CE:R, KoT:R]

AKA: First Tradition: The Masquerade, The

Cardtype: 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.

Artist: Pete Venters; Mike Danza

Name: Fish

[LoB:U]

Cardtype: Vampire

Clan: Gurohi

Group: 4

Capacity: 5

Discipline: pre ANI POT

Laibon.

Artist: Steve Ellis

Name: Fists of Death

[Jyhad:R, VTES:R, CE:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Potence

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.

Artist: L. A. Williams; Steve Prescott

Name: Flak Jacket
[Jyhad:C, VTES:C, SW:PL, FN:PS, CE:PB/PM2/PTr, LoB:PG]
Cardtype: Equipment
Cost: 1 pool
Equipment.
The minion with this equipment may prevent 1 damage each combat.
Artist: Mike Raabe

Name: Flames of Insurrection
[Promo-20080810]
Cardtype: Master
Unique master. Requires a ready anarchy.
={Put this card in play.}= When a minion opposing an anarchy in combat leaves the ready region, the controller of that anarchy 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.
Artist: EM Gist

Name: Flames of the Netherworld
[HttB:C]
Cardtype: Combat
Discipline: Daimoinon/Thaumaturgy
[tha] Only usable at long range. This vampire burns 1 blood to strike for 1R aggravated damage.
[dai] Strike: 1 aggravated damage.
[DAI] Strike: 1R aggravated damage.
Artist: Sandra Chang-Adair

Name: Flamethrower
[Jyhad:U, VTES:U, Sabbat:U, SW:PT, CE:PM2, Third:U]
Cardtype: Equipment
Cost: 4 pool
Weapon.
2R aggravated damage each strike.
Artist: Matt Wilson; Brian Snoddy

Name: Flaming Candle
[BH:R]
Cardtype: 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.
Artist: Becky Jollensten

Name: Flash
[Jyhad:C, VTES:C, Sabbat:C, SW:C/PB2, FN:PA5, CE:C/PB6/PTo3, Anarchs:PAG3, Third:PB5]
Cardtype: Combat
Discipline: Celerity
[cel] Maneuver or press.
[CEL] Maneuver, with an optional press this round.
Artist: Harold Arthur McNeill; John McCrea

Name: Flash Grenade

[Gehenna:C]

Cardtype: 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.

Artist: Andrew Trabbold

Name: Fleecing the Gaje

[FN:R2]

Cardtype: Action

Clan: Ravnos

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

Artist: Dennis Calero

Name: Fleetness

[KoT:C]

Cardtype: Action

Cost: 1 blood

Discipline: Celerity

+1 stealth action.

[cel] (D) Bleed.

[CEL] (D) Enter combat with a tapped minion. This acting vampire gets an optional maneuver during this combat.

Artist: John Bridges

Name: Flesh Bond

[LotN:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Animalism

[ani] Strike: 2R damage.

[ANI] Strike: combat ends.

Artist: Peter Bergting

Name: Fleshcraft

[Sabbat:C, SW:PT]

Cardtype: 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.

Artist: Pete Venters

Name: Flesh of Marble

[Jyhad:R2, VTES:R, Anarchs:C/PG, KMW:PG3, KoT:U]

Cardtype: 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.

Artist: Pete Venters; Jenny Frison

Name: Fleurdumal

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: Florentina Lengauer

[KoT:PM2]

Cardtype: Vampire

Clan: Malkavian

Group: 4

Capacity: 4

Discipline: aus OBF

Camarilla.

Artist: Andrew Trabbold

Name: Flow Within the Mountain

[BL:C1, LoB:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Visceratika/Thaumaturgy

[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.

Artist: Mark Nelson

Name: Flurry of Action

[Gehenna:C, KMW:PG2, Third:C, LotN:PA2, KoT:C]

Cardtype: 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.

Artist: Steve Prescott

Name: Fode Kourouma
[EK:U]
Cardtype: Vampire
Clan: Gurohi
Group: 4
Capacity: 5
Discipline: ani aus pre POT
Laibon.
Artist: Justin Norman

Name: Foldable Machine Gun
[HttB:C]
Cardtype: Equipment
Cost: 2 pool
Weapon. Gun.
1R damage each strike, with an optional maneuver each combat. This maneuver cannot be used on the first round. When bearer strikes with this gun, he or she gets an optional additional strike this round, only usable to strike with this gun.
Artist: Brian LeBlanc

Name: Folderol
[BL:C2, LoB:C, HttB:PKia2]
Cardtype: 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 Methuselah by 1.
Artist: Steve Prescott

Name: Follow the Alpha
[KMW:R]
Cardtype: Action Modifier
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.
Artist: Newel Anderson

Name: Follow the Blood
[SoC:R]
Cardtype: 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.
Artist: Andrew Trabbold

Name: Forced Awakening

[Sabbat:C, SW:C/PB2/PT5/PV2, FN:PA2/PS2, CE:PTr4, BH:PM3/PTr4, LoB:PO4, Third:PTz3]

Cardtype: 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.

Artist: Alan Rabinowitz

Name: Forced March

[KMW:C/PAn2, LoB:PI4, LotN:PR]

Cardtype: 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).

Artist: Steve Ellis

Name: Forced Vigilance

[SoC:C, LotN:PR2, KoT:C]

Cardtype: Reaction

Cost: 1 blood

Discipline: Fortitude

[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.

Artist: Andrew Trabbold

Name: Force of Personality

[KoT:C]

Cardtype: Action Modifier / Combat

Cost: 1 blood

Discipline: Presence

[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.

Artist: Mathias Kollros

Name: Force of Will

[DS:C2, FN:PR2, Anarchs:PAG/PG2, KMW:PG, Third:C]

Cardtype: Action

Cost: 1 blood

Discipline: Fortitude

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.

Artist: Ron Spencer

Name: Forearm Block

[LotN:C]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Foresee

[NoR:R]

Cardtype: 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.

Artist: Eric Lofgren

Name: Foreshadowing Destruction

[AH:C2, FN:PG3, Third:C]

Cardtype: 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.

Artist: Harold Arthur McNeill

Name: Forest of Shadows

[DS:U, CE:PM]

Cardtype: Master

Clan: Malkavian

Cost: 1 pool

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.

Artist: Ken Meyer, Jr.

Name: Forger's Hammer

[Third:U, LotN:PG]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Forgery

[CE:C, Third:C/PTz2, KoT:C/PM5]

Cardtype: Action

Requires a ready vampire with capacity 5 or more.

(D) Bleed. If the bleed is successful, this acting vampire gains 1 blood.

Artist: Fred Hooper

Name: Forgotten Labyrinth

[Sabbat:U, SW:U, FN:PA, CE:PN, BH:PM2, KMW:PAn/PG2, Third:U]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Obfuscate

Not usable on a bleed action.

[obf] +2 stealth.

[OBF] +3 stealth.

Artist: Drew Tucker

Name: Form of Corruption

[AH:R2, FN:PS, KMW:PB, LotN:PS]

Cardtype: 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.

Artist: Richard Thomas

Name: Form of Mist

[Jyhad:U2, VTES:U, Anarchs:C/PG3, KMW:PG2, Third:C, KoT:C]

Cardtype: Combat

Discipline: Protean

[pro] Strike: dodge.

[PRO] Strike: combat ends. If this vampire is acting -{and needs stealth when this strike resolves}-, he or she may burn 1 blood after combat ends to continue the action at +1 stealth as if unblocked. A vampire may play only one Form of Mist at superior each action.

Artist: Chet Masters; Rob Alexander; Mike Chaney

Name: Form of the Ghost

[Jyhad:C, VTES:C, Anarchs:C/PG2]

Cardtype: Combat

Discipline: Protean

[pro] Maneuver.

[PRO] Press.

Artist: Bryon Wackwitz

Name: Form of the Serpent
[AH:C2, FN:PS3]
Cardtype: Action Modifier/Combat
Cost: 1 blood
Discipline: Serpents
[ser] +1 stealth.
[SER] Maneuver.
Artist: Sandra Everingham

Name: Fortitude [for]
[Jyhad:C, VTES:C, Sabbat:C, SW:C/PV, FN:PR, CE:C, Anarchs:PAG, LoB:PI, KoT:PV, HttB:PSa]
Cardtype: Master
Capacity: +1
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.
Artist: Richard Thomas; Ron Spencer; Ron Spencer

Name: Fortschritt Library
[Gehenna:R]
Cardtype: 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.
Artist: William O'Connor

Name: Fortune Teller
[DS:C2]
Cardtype: Retainer
Clan: Ravnos
Cost: 1 blood
-{Mortal}- with 1 life.
During your minion phase, you may look at one card picked at random from your prey's hand.
Artist: Daniel Gelon

Name: Fortune Teller Shop
[DS:C2, FN:PR, LotN:PR]
Cardtype: Master
Clan: Ravnos
Cost: 2 pool
Master: unique location.
Tap to give a Ravnos +1 stealth for the current action.
Artist: Michael Weaver; Sam Araya

Name: Foul Blood

[AH:U5, FN:PA, LotN:PA2]

Cardtype: Reaction

Cost: 1 blood

Discipline: Quietus

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.

Artist: Anson Maddocks; Brad Williams

Name: Foundation Exhibit

[BH:R2]

Cardtype: Master

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.

Artist: Steve Ellis

Name: Founders of the Ebony Kingdom

[LoB:C]

Cardtype: Action

Clan: Gurohi

Cost: 1 blood

+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.

Artist: Andrew Trabbold

Name: Foureyes

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 4

Capacity: 3

Discipline: obf pot

Camarilla.

Artist: Joel Biske

Name: The Fourth Cycle

[Promo-20090401]

Cardtype: 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.

Artist: Jeremy McHugh

Name: Fourth Tradition: The Accounting
[Jyhad:U, VTES:U, CE:U, KoT:U/PV3]
AKA: Fourth Tradition: The Accounting, The
Cardtype: Action
Cost: 1 blood
+1 stealth action. Requires a ready prince or justicar.
Move 3 blood from the blood bank to a younger vampire in your uncontrolled region.
Artist: Kieran Yanner; Mark Poole

Name: Fractura
[HttB:R]
Cardtype: Combat
Cost: X blood
Discipline: Striga / Celerity
[cel] X is 0. Strike: dodge.
[str] This vampire gets X additional strikes each round. Those additional strikes can only be hand strikes. [str] is not a Discipline.
[STR] As [str] above, and this vampire gets +1 strength for the remainder of this combat.
Artist: Chad Michael Ward

Name: Fractured Armament
[Sabbat:C, SW:C/PL, CE:PB, LoB:PG]
Cardtype: Combat
Discipline: Potence
[pot] Strike: destroy equipment.
[POT] As above, with 1 damage.
Artist: Dave Seeley

Name: Fragment of the Book of Nod
[Jyhad:R, VTES:R, CE:R2, KoT:R]
Cardtype: 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.
Artist: Brian LeBlanc; Rob Alexander

Name: Framing an Ancient Grudge
[SoC:R]
Cardtype: Master
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.
Artist: Pat McEvoy

Name: The Framing

[TR:R]

Cardtype: Action

Cost: 2 blood

+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).

Artist: Brian LeBlanc

Name: Francesca Giovanni

[DS:V, FN:PG]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 4

Discipline: dom nec pot

Independent

Artist: John Bolton

Name: Francisco Domingo de Polonia

[SW:PL]

Cardtype: Vampire

Clan: Lasombra

Group: 2

Capacity: 9

Discipline: 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.

Artist: Christopher Shy

Name: Franciscus

[DS:V, Tenth:B]

Cardtype: Vampire

Clan: Caitiff

Group: 2

Capacity: 1

Discipline: aus

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

Artist: Mark Tedin

Name: Francis Milliner

[LotN:PG2]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 6

Discipline: pre vic NEC POT

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

Artist: Ken Meyer, Jr.

Name: Francois Villon
[DS:V, CE:PTo]
Cardtype: Vampire
Clan: Toreador
Group: 2
Capacity: 10
Discipline: chi obf pot AUS CEL PRE
Camarilla Prince of Paris: Francois may steal up to 2 blood from a younger vampire as a +1 stealth (D) action. +1 bleed.
Artist: Anson Maddocks

Name: Francois "Warden" Loehr
[NoR:U]
Cardtype: Imbued
Creed: Judge
Group: 4
Life: 3
Virtue: def jud
-{Other Methuselahs'}- actions that target Francois cost an additional blood or life.
Artist: Jim Pavelec

Name: Frank Litzpar
[Third:V]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 4
Capacity: 5
Discipline: ani for pot OBF
Sabbat.
Artist: Joel Biske

Name: Frank Weissshadel
[KoT:V, HttB:PGar]
Cardtype: Vampire
Clan: Tremere
Group: 4
Capacity: 4
Discipline: dom pot tha
Camarilla.
Artist: Mathias Kollros

Name: Freak Drive
[Jyhad:R2, VTES:R, CE:U/PV2, Anarchs:PG, LoB:PA2, Third:U, LotN:PR, KoT:PV3, HttB:PSam2]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Fortitude
[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).
Artist: Nilson; Daniel Gelon

Name: Freddy Gage
[KoT:V]
Cardtype: Vampire
Clan: Caitiff
Group: 5
Capacity: 1
Discipline: pot
Camarilla: Titled vampires get +1 bleed when bleeding you.
Artist: Veronica Jones

Name: Frederick the Weak
[Sabbat:V, SW:U/PB]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 2
Capacity: 2
Discipline: pre
Sabbat
Artist: Mike Dringenberg

Name: Free Fight
[LoB:R]
Cardtype: 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.
Artist: Andrew Trabbold

Name: Free States Rant
[FN:C2, Anarchs:PAB2, KMW:PAn3, LotN:PA]
Cardtype: 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.
Artist: Drew Tucker

Name: Frenzy
[Jyhad:C, VTES:C, CE:C, Anarchs:PG, LoB:PO, Third:C]
Cardtype: 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.
Artist: Pete Venters

Name: Frere Marc
[Third:V]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 6
Discipline: aus for PRO THA
Sabbat.
Artist: Peter Bergting

Name: Friend of Mine
[Gehenna:C]
Cardtype: Reaction
Cost: 1 blood
Discipline: Fortitude/Necromancy/Obtenebration
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.
Artist: Leif Jones

Name: From a Sinking Ship
[KMW:R, KoT:R]
Cardtype: Master
Cost: 1 pool
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.
Artist: Brad Williams

Name: Frondator
[Third:PTTr]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 4
Capacity: 5
Discipline: dom tha AUS
Sabbat bishop: Rescuing a vampire from torpor costs Frondator 1 less blood.
Artist: Rik Martin

Name: Frontal Assault
[Third:U, LotN:PA, KoT:U]
Cardtype: 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.
Artist: David Day

Name: Frozen Object

[BL:R1, LoB:R]

Cardtype: 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).

Artist: Steve Ellis

Name: Fueled by Heart's Blood

[Gehenna:R]

Cardtype: 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.

Artist: Randy Asplund

Name: Fustuk

[HttB:U]

Cardtype: Vampire

Clan: Gargoyle

Group: 5

Capacity: 6

Discipline: obt pot FOR VIS

Sabbat. Tremere antitribu slave: You may tap Fustuk to untap a Tremere antitribu. Flight [FLIGHT].

Artist: Ed Tadem

Name: Gabriel de Cambrai

[Third:V]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 4

Capacity: 5

Discipline: aus cel dem obf pre

Sabbat. Black Hand.

Artist: Steve Ellis

Name: Gabrielle di Righetti

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 10

Discipline: 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.

Artist: Matt Smith

Name: Gabrin

[FN:U2]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 8

Discipline: dom for ANI CHI

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

Artist: Christopher Shy

Name: Gael Pilet

[BL:U1]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 2

Capacity: 6

Discipline: chi pre FOR MEL

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

Artist: Christopher Shy

Name: Galaric's Legacy

[Anarchs:C/PAG4]

Cardtype: 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.

Artist: Jim Nelson

Name: Gambit Accepted

[Anarchs:R, KoT:R]

Cardtype: 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.

Artist: Christopher Shy

Name: Game of Malkav

[Jyhad:U, VTES:U, CE:U]

Cardtype: Master

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.

Artist: John Bridges

Name: Games of Instinct

[Gehenna:C, KMW:PG2]

Cardtype: 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.

Artist: Steve Ellis

Name: Ganesh

[LotN:U]

Cardtype: Vampire

Clan: Ravnos

Group: 5

Capacity: 6

Discipline: CHI DEM FOR

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

Artist: Heather Kreiter

Name: Gangrel Atavism

[Jyhad:U, VTES:U]

AKA: Gangrel De-evolution

Cardtype: Master

Clan: ={-none-}=

Master.

Put this card on a Gangrel. {This} vampire gets -1 bleed.

Artist: Pete Venters

Name: Gangrel Conspiracy

[Sabbat:R, SW:R, Third:R]

Cardtype: Master

Clan: Gangrel antitribu

Master: out-of-turn.

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

Artist: Corey Macourek

Name: Gangrel Justicar

[Jyhad:R, VTES:R, Tenth:B]

Cardtype: 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.

Artist: L. A. Williams

Name: Gangrel Revel

[DS:U, Anarchs:PG]

Cardtype: Master

Clan: Gangrel

Cost: 1 pool

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.

Artist: Ron Spencer

Name: Gang Tactics

[Sabbat:R, SW:R, Third:R]

Cardtype: Action Modifier

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.

Artist: Pete Venters

Name: Gang Territory

[Sabbat:R, SW:R, Third:R]

Cardtype: Master

Clan: Brujah antitribu

Cost: 2 pool

Master: unique location.

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

Artist: Fred Harper

Name: Ganhuru

[LoB:PI2]

Cardtype: Vampire

Clan: Ishtarri

Group: 4

Capacity: 7

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Gargoyle Slave

[Sabbat:U]

Cardtype: Ally

Clan: Tremere antitribu

Cost: 3 pool

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.

Artist: Alan Rabinowitz

Name: Garibaldi-Meucci Museum

[TR:R]

Cardtype: Master

Master: unique location.

Tap and burn 1 pool during your untap phase to exchange a card in your ash heap that requires an anarchy for a card from your hand. Tap before range is determined to end combat between an anarchy you control and another anarchy.

Artist: Brian LeBlanc

Name: Garret

[KoT:PB2]

Cardtype: Vampire

Clan: Brujah

Group: 4

Capacity: 3

Discipline: pot pre

Camarilla.

Artist: Efrem Palacios

Name: Garrote

[FN:C/PA, Third:C, LotN:PA2]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: William O'Connor

Name: Gaspare Giovanni

[DS:V, FN:PG]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 6

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Gas-Powered Chainsaw

[Sabbat:C, SW:C/PB, CE:C]

Cardtype: Equipment

Cost: 1 pool

Melee weapon.

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

Artist: Randy Gallegos

Name: Gather
[Anarchs:R, KoT:R]
Cardtype: Action
Clan: Gangrel
Cost: 1 pool

+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.

Artist: James Stowe

Name: Gatjil Munyarryun
[SoC:V]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 5
Capacity: 5
Discipline: cel obt pre POT
Sabbat. Black Hand.
Artist: Mark Poole

Name: Gavrylo
[HttB:U]
Cardtype: Vampire
Clan: Blood Brother
Group: 5
Capacity: 4
Discipline: pot pro san
Sabbat. Kiev Circle: Allies and younger vampires get -1 intercept when Gavrylo is acting. Sterile.
Artist: Ed Tadem

Name: Gear Up
[Gehenna:C]
Cardtype: Action
Cost: 1 blood
Discipline: Necromancy/Presence/Vicissitude
+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.
Artist: Joel Biske

Name: Gem Ghastly
[KoT:V]
Cardtype: Vampire
Clan: Malkavian
Group: 5
Capacity: 6
Discipline: aus DEM OBF
Camarilla primogen: You and Gem may play cards that require Ventrue as if Gem were a Ventrue.
Artist: Efreem Palacios

Name: Gemini
[CE:V/PN, BSC:X]
Cardtype: Vampire
Clan: Nosferatu
Group: 3
Capacity: 5
Discipline: 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.
Artist: Christopher Shy

Name: Gemini's Mirror
[BH:C, LotN:PA3]
Cardtype: Combat
Cost: 1 blood
Discipline: Obfuscate
[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.
Artist: Jeff Holt

Name: General Perfidio Dios
[Anarchs:U2, BH:PM, Third:PM]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 3
Capacity: 5
Discipline: 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.
Artist: Christopher Shy

Name: Genevieve
[Sabbat:V, Tenth:A]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 2
Capacity: 10
Discipline: aus dom ANI FOR PRO
Sabbat priscus: Genevieve gets one additional vote (in the main referendum) during each political action.
Artist: Lawrence Snelly

Name: Gengis

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

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 3

Discipline: 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.

Artist: Christopher Shy

Name: Genina, The Red Poet

[Promo-20050914]

Cardtype: Vampire

Clan: Samedi

Group: 3

Capacity: 8

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Gentha Shale

[LoB:U]

Cardtype: Vampire

Clan: Ahrimane

Group: 4

Capacity: 6

Discipline: pot spi ANI PRE

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

Artist: Christopher Shy

Name: George Frederick

[BL:U2]

Cardtype: Vampire

Clan: Samedi

Group: 2

Capacity: 6

Discipline: nec obf FOR THN

Camarilla

Artist: Christopher Shy

Name: Gerald Windham

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 9

Discipline: AUS DOM FOR THA

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

Artist: Mattias Tapia

Name: Gerard

[Sabbat:V, SW:PV]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 2

Capacity: 5

Discipline: aus dom for obt

Sabbat

Artist: Lawrence Snelly

Name: Gerard Rafin

[CE:V, Anarchs:PAG, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 6

Discipline: 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.

Artist: James Stowe

Name: Gestalt

[BL:R2, LoB:R]

Cardtype: 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.

Artist: Andrew Trabbold

Name: Gharston Roland

[Gehenna:U]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 4

Discipline: ani pot CHI

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

Artist: Peter Bergting

Name: Ghivran Dalaal, The Dead God

[FN:U2]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 5

Discipline: ani aus chi FOR

Independent

Artist: Christopher Shy

Name: Ghost-Eater

[LoB:R]

Cardtype: Action

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.

Artist: Steve Eidson

Name: Ghouled

[Anarchs:C]

Cardtype: Action Modifier

Cost: 1 blood

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.

Artist: Brian LeBlanc

Name: Ghouled Street Thug

[Sabbat:R, SW:R]

Cardtype: Ally

Clan: Pander

Cost: 2 pool

-(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.

Artist: John Scotello

Name: Ghoul Escort

[Jyhad:R, VTES:R, Tenth:A]

Cardtype: 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.)

Artist: Jeff Rebner

Name: Ghoul Messenger

[LoB:R]

Cardtype: 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.

Artist: Jeff Holt

Name: Ghoul Retainer

[Jyhad:R2, VTES:R, CE:R2, KoT:U/R]

Cardtype: Retainer

Cost: 2 pool

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.

Artist: L. A. Williams; Richard Thomas

Name: The Ghouls of Plaza Moreria

[FN:R2]

Cardtype: Ally

Clan: Assamite

Cost: 2 pool

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.

Artist: Drew Tucker

Name: Giangaleazzo, The Traitor

[Gehenna:U]

Cardtype: Vampire

Clan: Lasombra

Group: 4

Capacity: 8

Discipline: 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 .

Artist: Christopher Shy

Name: Gianmaria Giovanni
[LotN:U]
Cardtype: Vampire
Clan: Giovanni
Group: 5
Capacity: 5
Discipline: dom nec obt POT
Independent.
Artist: Ken Meyer, Jr.

Name: Giant's Blood
[Jyhad:R, VTES:R, CE:R, LoB:PG, Third:R, LotN:PG, KoT:R/PM]
Cardtype: 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.
Artist: Richard Thomas; Edward Beard, Jr.

Name: Gideon Fontaine
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 3
Discipline: PRE
Camarilla.
Artist: Heather Hudson

Name: Gift of Bellona
[BL:R1, LoB:R]
Cardtype: 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.
Artist: Durwin Talon

Name: Gift of Experience
[Anarchs:R2]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Gift of Sleep

[HttB:C]

Cardtype: Action Modifier / Reaction

Discipline: Obeah / Obfuscate

[obf] [ACTION MODIFIER] +1 stealth.

[obe] [ACTION MODIFIER][REACTION] Only usable when this vampire is about to enter combat with an ally. Tap that ally and end the action. If this vampire is blocking, do not tap him or her.

[OBE] [ACTION MODIFIER] +1 stealth.

Artist: Heather V. Kreiter

Name: Gilbert Duane

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Malkavian

Group: 1

Capacity: 7

Discipline: AUS DOM OBF

Camarilla Prince of Miami.

Artist: Pete Venters

Name: Gillespi Giovanni

[FN:U2]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 7

Discipline: aus DOM NEC POT

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

Artist: Christopher Shy

Name: Gillian Krader

[Sabbat:V, Tenth:A]

Cardtype: Vampire

Clan: Pander

Group: 2

Capacity: 2

Discipline: ani dem

Sabbat: Gillian cannot attempt political actions.

Artist: Lawrence Snelly

Name: Giotto Verducci

[BL:U2]

Cardtype: Vampire

Clan: Baali

Group: 2

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Giovanni Acceptance

[DS:U2, Tenth:B]

Cardtype: 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.

Artist: Richard Kane Ferguson

Name: Giovanni del Georgio

[LotN:U]

Cardtype: Vampire

Clan: Giovanni

Group: 5

Capacity: 8

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Giovanni Discrimination

[DS:C2]

Cardtype: Master

Cost: 1 pool

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.

Artist: Richard Kane Ferguson

Name: Gird Minions

[Jyhad:C, VTES:C, CE:PN]

Cardtype: Master

Master.

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

Artist: Brian LeBlanc; Mike Raabe

Name: Gisela Harden, The Winnower

[BL:U2]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 2

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Gitane St. Claire
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Gangrel
Group: 1
Capacity: 7
Discipline: ANI FOR PRO
Camarilla primogen.
Artist: Quinton Hoover

Name: Giuliano Vincenzi
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Gangrel
Group: 1
Capacity: 2
Discipline: for
Camarilla.
Artist: John Bridges

Name: Giuseppe, Gravedigger
[DS:C2, FN:PG]
AKA: Guiseppe, Gravedigger
Cardtype: Retainer
Clan: Giovanni
Cost: 1 blood
Unique mortal with 1 life.
The Vampire with this retainer gets +1 stealth on any action that requires Necromancy [nec].
Artist: Pete Venters

Name: Glancing Blow
[Third:C/PM3, KoT:C/PM4]
Cardtype: Combat
Do not replace until your next untap phase.
Prevent 1 damage from the opposing minion's strike.
Artist: Patrick McEvoy

Name: Glare of Lies
[LoB:C]
Cardtype: 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.
Artist: Brad Williams

Name: Glaser Rounds

[Jyhad:U, VTES:U, CE:U]

Cardtype: 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.

Artist: Jeff Holt; Ne Ne Thomas

Name: Glass Walker Pact

[KMW:R]

Cardtype: Master

Clan: Giovanni

Cost: 2 pool

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.

Artist: Richard Thomas

Name: Gleam of Red Eyes

[Jyhad:C, VTES:C, Sabbat:C, KMW:PG2]

Cardtype: Combat

Discipline: Protean

[pro] Press.

[PRO] Maneuver.

Artist: Ron Spencer; Harold Arthur McNeill

Name: Gloria Giovanni

[DS:V, FN:PG]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 4

Discipline: nec DOM

Independent

Artist: Ken Meyer, Jr.

Name: Glutton

[LoB:R]

Cardtype: Master

Clan: Ishtarri

Cost: X pool

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.

Artist: Heather Kreiter

Name: Go Anarch

[Anarchs:C2/PAB4]

Cardtype: 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.

Artist: Andrew Bates

Name: Goblinism

[LoB:R, HttB:PKia]

Cardtype: 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).

Artist: Roel Wielinga

Name: Golconda: Inner Peace

[Jyhad:R, VTES:R, CE:R, Third:PTTr, KoT:R/PV]

Cardtype: 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.

Artist: Kaja Foglio; James Stowe

Name: Goodnight, Sweet Prince

[DS:U]

Cardtype: Master

Clan: Ravnos

Cost: 2 pool

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.

Artist: Drew Tucker

Name: Goratrix

[FN:U]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 10

Discipline: vic ANI AUS DOM THA

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

Artist: Christopher Shy

Name: Goratrix
[BH:U2]
Cardtype: Vampire
Clan: Tremere
Level: Advanced
Group: 2
Capacity: 10
Discipline: 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.
Artist: David Day

Name: Goth Band
[Sabbat:U]
Cardtype: Ally
Clan: Toreador antitribu
Cost: 2 pool
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}=.
Artist: Matt Wilson

Name: Gotsdam, The Tired Warrior
[KoT:PV2]
Cardtype: Vampire
Clan: Ventrue
Group: 4
Capacity: 9
Discipline: 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.
Artist: Jim DiBartolo

Name: Govern the Unaligned
[Jyhad:C, VTES:C, SW:PL2/PV, FN:PG2, CE:C/PV4, Anarchs:PAG, KMW:PAI3, Third:PTr5, HttB:PKia6/PSal4]
Cardtype: Action
Cost: 1 blood
Discipline: Dominate
[dom] (D) Bleed with +2 bleed.
[DOM] +1 stealth action. Move 3 blood from the bank to a younger vampire in your uncontrolled region.
Artist: Mark Poole; Oliver Meinerding

Name: Gracetius

[KoT:V]

Cardtype: Vampire

Clan: Brujah

Group: 5

Capacity: 10

Discipline: 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.

Artist: Marian Churchland

Name: Gracis Nostinus

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 7

Discipline: 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.

Artist: Max Shade Fellwalker

Name: Graham Gottesman

[KoT:V]

Cardtype: Vampire

Clan: Ventrue

Group: 5

Capacity: 7

Discipline: obf pre tha DOM FOR

Camarilla Prince of Miami.

Artist: Leif Jones

Name: Gramle

[LotN:C]

Cardtype: Action

Cost: 1 pool

+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 Methuselabs, and move it to your hand (discard afterward) or uncontrolled region.

Artist: Becky Jollensten

Name: The Grandest Trick

[BL:R2, LoB:R]

Cardtype: Action Modifier

Clan: Kiasyd

Cost: 2 blood

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.

Artist: Brian LeBlanc

Name: Grand Temple of Set

[AH:R2, FN:PS]

Cardtype: Master

Clan: Follower of Set

Cost: 2 pool

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.

Artist: Pat Morrissey

Name: Gran Madre di Dio, Italy

[Promo-20061126]

Cardtype: 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.

Artist: Gines Quinonero

Name: Grasp of the Python

[KMW:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Serpents

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.

Artist: James Stowe

Name: Grasp the Ghostly

[FN:C2]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Gratiano

[Sabbat:V, SW:U/PL]

Cardtype: Vampire

Clan: Lasombra

Group: 2

Capacity: 8

Discipline: obf pot DOM OBT

Sabbat priscus: Gratiano gets one additional vote during the prisci sub-referendum. +1 bleed.

Artist: Doug Alexander

Name: Graverobbing

[Jyhad:U, VTES:U, CE:U/PTTr, KMW:PAI, Third:PTTr, LotN:PG, KoT:U, HttB:P]

AKA: Grave RobbingSal

Cardtype: 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.

Artist: Mike Danza; Edward Beard, Jr.

Name: Gravitnir

[Third:V]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 10

Discipline: 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).

Artist: Joel Biske

Name: Greater Curse

[HttB:C]

Cardtype: Action

Cost: 1 blood

Discipline: Maleficia / Daimoinon

+1 stealth action.

[dai] (D) Bleed and gain 1 pool.

[mal] (D) Put this card on an ally or a younger vampire. Bleed actions and combat cards cost this minion an additional blood or life. A minion can have only one Greater Curse. [mal] is not a Discipline.

[MAL] As [mal] above, but the vampire need not be younger.

Artist: Mathias Kollros

Name: Great Symposium

[HttB:R]

Cardtype: Master

Clan: Kiasyd

Master.

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

Artist: Peter Bergting

Name: Greensleeves

[Third:V]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 4

Capacity: 7

Discipline: for pot ANI OBF

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

Artist: Richard Thomas

Name: Greer Worder

[HttB:U]

Cardtype: Vampire

Clan: Kiasyd

Group: 6

Capacity: 4

Discipline: obt MYT

Sabbat: Cold iron vulnerability.

Artist: Justin Norman

Name: Greger Anderssen

[DS:V, CE:PM]

Cardtype: Vampire

Clan: Malkavian

Group: 2

Capacity: 7

Discipline: dom pro AUS OBF

Camarilla Prince of Stockholm.

Artist: Lawrence Snelly

Name: Gregory Winter

[CE:R, LoB:PA, KoT:R]

Cardtype: Ally

Cost: 2 pool

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.

Artist: Chris Stevens

Name: Gremlins

[HttB:C]

Cardtype: Action

Discipline: Mytherceria / Dominate

[dom] (D) Bleed at +1 bleed.

[myt] +1 stealth action. (D) Burn an equipment. Not usable on melee weapons.

[MYT] +1 stealth action. (D) Bleed at +1 bleed.

Artist: Peter Bergting

Name: Grenade

[Jyhad:U2, VTES:U, CE:U]

Cardtype: 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.

Artist: Mark Poole; Jeff Holt

Name: Grendel the Worm-Eaten

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Nosferatu

Group: 1

Capacity: 5

Discipline: ani pot OBF

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

Artist: Richard Kane Ferguson

Name: Greta Kircher

[SW:C, BH:PTo]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Grey Thorne

[TR:R]

Cardtype: Ally

Cost: 2 blood

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.

Artist: Matt Dixon

Name: Groaning Corpse

[HttB:C]

Cardtype: Combat

Cost: X blood

Discipline: Thanatosis

Only usable before range is determined.

[thn] X is the number of Groaning Corpses already played this combat. The opposing minion takes 1 damage each round of combat during strike resolution if the range is close.

[THN] As above, but for 2 damage. A vampire may play only one Groaning Corpse at superior each combat.

Artist: Juan Calle

Name: Grooming the Protege

[Third:C]

Cardtype: 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.

Artist: Heather Kreiter

Name: Grotesque

[HttB:U2]

Cardtype: Vampire

Clan: Gargoyle

Group: 6

Capacity: 3

Discipline: for pot vis

Camarilla. Tremere slave: Non-unique. When played, choose a location you control not chosen for a Grotesque. Remove this Grotesque from the game if you no longer control the location. Flight

[FLIGHT].

Artist: Samuel Araya

Name: Groundfighting

[KMW:C]

Cardtype: 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.

Artist: Chris Richards

Name: Growing Fury

[Jyhad:C, VTES:C]

Cardtype: 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.

Artist: Heather Hudson

Name: Gualtiero Ghiberti

[LoB:U]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 7

Discipline: 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).

Artist: Sam Araya

Name: Guard Dogs

[Sabbat:C, SW:C/PT2, FN:PR2, CE:PN4, Anarchs:PG3, BH:PN5, Third:C/PTz3]

Cardtype: 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.

Artist: Michael Dixon

Name: Guard Duty

[FN:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Guarded Rubrics

[SoC:R]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Pat McEvoy

Name: Guardian Angel

[AH:C2, FN:PR, LoB:PO2, Third:C, HttB:PGar]

Cardtype: Master

Cost: 2 pool

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.

Artist: Anson Maddocks; Anna Christenson

Name: Guardian Ghoul

[Sabbat:R, SW:R]

Cardtype: Ally

Clan: Tzimisce

Cost: 1 pool

-{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.

Artist: Ted Naifeh

Name: Guedado

[Third:V]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 4

Discipline: aus obf vic

Laibon.

Artist: Richard Thomas

Name: Guido Lucciano

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Lasombra

Group: 2

Capacity: 5

Discipline: dom obf OBT

Sabbat

Artist: Joe Ziolkowski

Name: Guide and Mentor

[Promo-20100401]

Cardtype: Master

Master.

Put this card into play. A vampire you control may search your library for a master: archetype and move 1 blood from the bank and that card to himself or herself as a +1 stealth action that costs X pool where X is the number of copies of that card on minions you control (requirements and cost apply as normal).

Artist: Michael Gaydos

Name: Guillaume Giovanni

[LotN:PG2]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 9

Discipline: 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.

Artist: Heather Kreiter

Name: Guillermo Arsuaga

[Gehenna:U]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 4

Capacity: 6

Discipline: aus for CEL PRE

Sabbat: A haven played on or by Guillermo costs 1 less blood or pool.

Artist: Alejandro Collucci

Name: Guinea-Bissau Carnival

[EK:R]

Cardtype: 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.

Artist: Mathias Kollros

Name: Gunnar

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 4

Capacity: 4

Discipline: for PRO

Independent.

Artist: Mattias Tapia

Name: Gunther, Beast Lord

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Gangrel

Group: 1

Capacity: 7

Discipline: aus for pro ANI

Camarilla: During your discard phase, Gunther may burn 1 blood to untap.

Artist: Ron Spencer

Name: Gurchon Hall

[Third:R2]

Cardtype: Master

Cost: 3 pool

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.

Artist: Heather Kreiter

Name: Guru

[BH:C/PM]

Cardtype: 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.

Artist: James Stowe

Name: The Gurohi Are the Land

[LoB:C/PG4]

Cardtype: Action Modifier

Clan: Gurohi

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

If this is a bleed action, this Gurohi 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 Gurohi gains an additional blood if successful. If this is an equip action, this Gurohi untaps if the action is successful.

Artist: William O'Connor

Name: Gurohi Kholo

[LoB:PG]

Cardtype: Action Modifier/Reaction

Clan: Gurohi

Only usable during a {referendum}. Usable by a tapped vampire. Title.

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

Artist: Ken Meyer, Jr.

Name: Gustaphe Brunnelle

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 4

Capacity: 8

Discipline: obf ANI DOM POT

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

Artist: Joel Biske

Name: Gustav Breidenstein

[KoT:PV2]

Cardtype: Vampire

Clan: Ventrue

Group: 4

Capacity: 10

Discipline: aus cel pot DOM FOR PRE

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

Artist: Matt Smith

Name: Gustav Mallenhous

[FN:U2]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 2

Capacity: 8

Discipline: for obt AUS DOM

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

Artist: Christopher Shy

Name: Gustavo Morales

[Anarchs:U2]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 4

Discipline: ani cel for

Independent.

Artist: Lawrence Snelly

Name: Gwen Brand

[LotN:U]

Cardtype: Vampire

Clan: Ravnos

Group: 5

Capacity: 3

Discipline: 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.

Artist: Leif Jones

Name: Gwendolyn

[DS:V, CE:PB]

Cardtype: Vampire

Clan: Brujah

Group: 2

Capacity: 11

Discipline: aus tha CEL FOR POT PRE

Camarilla Inner Circle: +2 bleed.

Artist: Ken Meyer, Jr.

Name: Gwyedd

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 4

Capacity: 10

Discipline: 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.

Artist: Brian LeBlanc

Name: Gypsies

[Jyhad:U, VTES:U]

Cardtype: Ally

Clan: Gangrel

Cost: 3 pool

Unique -{mortal}- with 1 life. 1 {strength}, 1 bleed.

Gypsies get +1 stealth on each of their actions.

Artist: Pete Venters

Name: Haakon Mortensen

[FN:U2]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 2

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: Hadrian Garrick

[AH:V3, FN:PS]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 4

Discipline: obf pre

Independent: +1 strength.

Artist: Lawrence Snelly

Name: Hafsa, The Watcher

[LotN:U]

Cardtype: Vampire

Clan: Assamite

Group: 5

Capacity: 6

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Hagar Stone

[SoC:V]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 5

Capacity: 6

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Hag's Wrinkles

[BL:R1, LoB:R, HttB:PSam]

Cardtype: 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.

Artist: Mark Nelson

Name: Halim Bey

[LotN:PS2]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 6

Discipline: obf tha DOM SER

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

Artist: Mark Poole

Name: Hall of Hades' Court

[LoB:R]

Cardtype: Action Modifier/Reaction

Cost: 1 blood

Discipline: Temporis/Dominate

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.

Artist: Sam Araya

Name: Hand Contract

[SoC:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Hand Intervention

[BH:C/PM, Third:PTR]

Cardtype: 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.

Artist: matrix von z

Name: Hand of Conrad

[Sabbat:R, SW:R]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: L. A. Williams

Name: Hanging Fermata

[LoB:C]

Cardtype: Master

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.

Artist: Avery Butterworth

Name: Hanna Redmonds

[Anarchs:U2]

Cardtype: Vampire

Clan: Caitiff

Group: 3

Capacity: 2

Discipline: obf tha

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

Artist: David Day

Name: Hannibal
[Sabbat:V, SW:U, BH:U2/PM]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 2
Capacity: 10
Discipline: cel dom AUS DEM OBF
Sabbat cardinal: Hannibal may steal up to 2 blood from any Sabbat vampire as a (D) action.
Artist: Doug Alexander

Name: Hannibal
[Promo-20040409]
Cardtype: Vampire
Clan: Malkavian antitribu
Level: Advanced
Group: 2
Capacity: 10
Discipline: cel dom AUS DEM OBF
Advanced, Sabbat cardinal: Once during each Methuselah's minion phase, Hannibal may burn 2 blood to untap.
Artist: Steve Prescott

Name: Hannigan
[FN:U2]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 2
Capacity: 5
Discipline: dom AUS THA
Sabbat
Artist: Christopher Shy

Name: Haqim's Law: Judgment
[KMW:R, LotN:PA]
Cardtype: Master
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.
Artist: Brian LeBlanc

Name: Haqim's Law: Leadership
[LotN:C/PA]
Cardtype: Action
Clan: Assamite
+1 stealth action.
Each Methuselah who controls any of the oldest ready Assamites gains 2 pool.
Artist: Eric Lofgren

Name: Harass

[CE:C/PTr4, Anarchs:PAG, BH:PTr4, LoB:PA3, Third:C/PTr4, LotN:PG4, KoT:C/PB5]

Cardtype: 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.

Artist: Mike Danza

Name: Hard Case

[LotN:R]

Cardtype: Reaction

Cost: 1 blood

Discipline: Fortitude

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.

Artist: Mark Poole

Name: Hardestadt

[KoT:PV2]

Cardtype: Vampire

Clan: Ventrue

Group: 4

Capacity: 11

Discipline: 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.

Artist: Efrem Palacios

Name: Harika Guljan

[AH:V3, FN:PA]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 3

Discipline: QUI

Independent: (Blood Cursed)

Artist: Max Shade Fellwalker

Name: Harlan Graves

[HttB:U]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 6

Capacity: 4

Discipline: mel pre FOR

Independent: If Harlan is diablerized, no blood hunt can be called. He gets -1 intercept against non-bleed actions.

Artist: Andrew Trabbold

Name: Harmony

[HttB:R]

Cardtype: Action

Clan: Daughter of Cacophony

+1 stealth action.

(D) Your prey burns 3 pool for each Choir card you control. Burn all Choir cards you control.

Artist: E.M. Gist

Name: Harold Tanner

[KoT:V, HttB:PSam]

Cardtype: Vampire

Clan: Nosferatu

Group: 4

Capacity: 6

Discipline: ani dom obf POT

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

Artist: Mathias Tapia

Name: Harold Zettler, Pentex Director

[Third:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 9

Discipline: vic AUS DEM OBF POT

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

Artist: Rik Martin

Name: Harrod

[DS:V, CE:PN]

Cardtype: Vampire

Clan: Nosferatu

Group: 2

Capacity: 11

Discipline: 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.

Artist: Lawrence Snelly

Name: Harry Reese

[Anarchs:U2, KMW:PG]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 3

Capacity: 6

Discipline: cel obf FOR PRO

Sabbat: Damage-dealing strikes Harry makes against non-mortal allies are at +1 damage.

Artist: Joel Biske

Name: Hartmut Stover
[Gehenna:U, KMW:PG]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 3
Capacity: 10
Discipline: 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.
Artist: Alejandro Collucci

Name: Harvest Rites
[Third:U]
Cardtype: Action
Cost: 1 blood
+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.
Artist: Abrar Ajmal

Name: Harzomatuili
[KMW:R]
Cardtype: Ally
Cost: 5 pool
Requires a ready cardinal {or regent}. Unique werewolf with 4 life. 2 strength, 0 bleed.
Harzomatuili 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 Harzomatuili has fewer than 4 life during your untap phase, he gains 1 life from the blood bank.
Artist: James Stowe

Name: Hasani
[LoB:U]
Cardtype: Vampire
Clan: Akunanse
Group: 4
Capacity: 4
Discipline: for ABO
Laibon.
Artist: Leif Jones

Name: Hasina Kesi
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Caitiff
Group: 1
Capacity: 1
Discipline: pot
Camarilla: Burn 1 pool each time Hasina goes into torpor.
Artist: Susan Van Camp

Name: Hatchling
[LoB:R, HttB:PGar]
Cardtype: Action
Clan: Gargoyle
Cost: 2 blood
Capacity: 1

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

Put this card into play. This card represents a 1-capacity Gargoyle of the same sect with basic Visceratika [vis]. Move 1 blood from the bank to this Gargoyle. This Gargoyle cannot act this turn. Once this game, this Gargoyle can burn 1 blood during your untap phase to gain flight [FLIGHT].
Artist: Richard Thomas

Name: Hatch the Viper
[HttB:R]
Cardtype: Retainer
Cost: 1 blood
Discipline: Protean & Serpents
Retainer with 1 life.

[pro][ser] This minion can prevent 1 damage each combat. The opposing minion takes 1 damage each round during strike resolution when the range is close.

[PRO][SER] As above, but the opposing minion takes 2 damage.

Artist: Justin Norman

Name: Haunt
[FN:C2/PG]
Cardtype: Action
Cost: 1 blood
Discipline: Necromancy

+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.

Artist: Michael Gaydos

Name: The Haunting
[SW:C, CE:C, BH:PM3, KoT:C]
Cardtype: 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.

Artist: Leif Jones

Name: Haven Affinity
[SW:R, Third:R]
Cardtype: Master
Clan: Tzimisce
Cost: 1 pool
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.

Artist: Brian LeBlanc

Name: Haven Hunting

[TR:C]

Cardtype: Action

+1 stealth action. Requires an anarchy.

Put this card in play. At the end of a combat involving an anarchy you control, if both combatants are still ready, you may burn this card to have the two combatants begin another combat.

Artist: Matt Dixon

Name: Haven Uncovered

[Jyhad:C, VTES:C, SW:PB2, FN:PG2, CE:C/PB2, Anarchs:PAG/PG, KMW:PAAn3]

Cardtype: 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.

Artist: Pete Venters

Name: Hawg

[Jyhad:C, VTES:C, SW:PB, CE:PTR]

Cardtype: Equipment

Vehicle.

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

Artist: Tom Wanerstrand

Name: Haymaker

[KMW:C, KoT:PV2]

Cardtype: 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.

Artist: Ben Mirabelli

Name: Hay Ride

[HttB:R]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Sanguinus

[san] Only usable after resolving an action (successfully or not). Choose a Blood Brother of the same circle as this acting vampire. As your next action, that Blood Brother may play the action card used for this action from your ash heap as if from your hand.

[SAN] As above, but the cost of this card is reduced by 1 blood.

Artist: Jeremy McHugh

Name: Hazimel
[Gehenna:U]
Cardtype: Vampire
Clan: Ravnos
Group: 4
Capacity: 11
Discipline: 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.
Artist: Mark Nelson

Name: Healing Touch
[LoB:C]
Cardtype: Action
Cost: 1 blood
Discipline: Obeah/Celerity
+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.
Artist: Glenn Osterberger

Name: Heartblood of the Clan
[AH:U5, FN:PA]
Cardtype: Master
Clan: Assamite
Cost: 1 pool
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.
Artist: Randy Gallegos

Name: Heart of Darkness
[AH:C2, FN:PS, KMW:PB2]
Cardtype: Action
Cost: 2 blood
Discipline: Serpents
[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.
Artist: Dave Roach & Pete Burges

Name: Heart of Nizchetus
[Third:R, KoT:R]
Cardtype: Equipment
Cost: 1 pool
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.
Artist: Patrick McEvoy

Name: Heart of the City

[KMW:R, KoT:R]

Cardtype: Action

Cost: 2 blood

Discipline: Presence

+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.

Artist: Avery Butterworth

Name: Heart's Desire

[LotN:C/PR]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Auspex & Chimerstry

[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.

Artist: Mark Poole

Name: Heather Florent, The Opportunist

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Ventrue

Group: 1

Capacity: 6

Discipline: dom FOR PRE

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

Artist: Jeff Menges

Name: Heaven's Gate

[LoB:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Obeah/Necromancy

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.

Artist: Glenn Osterberger

Name: Hector Sosa
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Brujah
Group: 1
Capacity: 4
Discipline: pre POT
Camarilla.
Artist: Mark Tedin

Name: Hector Trelane
[Gehenna:U, HttB:PGar]
Cardtype: Vampire
Clan: Tremere
Group: 4
Capacity: 5
Discipline: dom nec AUS THA
Independent: On the first round of combat, Hector can use strikes that require Thaumaturgy [tha] that are not usable on the first round. If Hector is sent to torpor or burned in combat, he is burned, and the controller of the opposing minion gains 4 pool.
Artist: Thomas Denmark

Name: Heidelberg Castle, Germany
[DS:U2, FN:PR, KMW:PAI, LoB:PI]
AKA: Heidelberg Castle, Germany
Cardtype: Master
Cost: 2 pool
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.
Artist: L. A. Williams

Name: Heinrich Schlempt
[Sabbat:V, BH:PTTr]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 2
Capacity: 2
Discipline: tha
Sabbat.
Artist: Tim Bradstreet & Grant Goleash

Name: Hektor
[Third:PB2]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 4
Capacity: 9
Discipline: for CEL POT PRE QUI
Sabbat priscus: Damage from Hektor's hand strikes is aggravated. Baali get +1 bleed when bleeding you.
Artist: Abrar Ajmal

Name: Helena
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Toreador
Group: 3
Capacity: 10
Discipline: 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.
Artist: Rebecca Guay

Name: Helena
[Promo-20051001]
Cardtype: Vampire
Clan: Toreador
Level: Advanced
Group: 3
Capacity: 10
Discipline: dai obf pre tha AUS CEL DOM
Advanced, Independent: Helena pays no blood costs for reaction cards that require Auspex [aus] or Dominate [dom]. Infernal.
[MERGED] Helena is immune to damage from demons and gains 1 level of Daimoinon [dai] and Obtenebration [obt].
Artist: Rik Martin

Name: Helena Casimir
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 9
Discipline: cel for DOM POT PRE
Camarilla primogen: +1 bleed.
Artist: Ken Meyer, Jr.

Name: Helen Fairchild
[HttB:U]
Cardtype: Vampire
Clan: Ahrimanes
Group: 6
Capacity: 4
Discipline: cel obf pre spi
Sabbat: Helen cannot have or use equipment. Sterile.
Artist: Larry Snelly

Name: Helicopter
[Third:U/PTr, KoT:U]
Cardtype: Equipment
Cost: 3 pool
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.
Artist: Eric Lofgren

Name: Hell-for-Leather
[TR:C]
Cardtype: Combat
Discipline: Animalism/Celerity/Obtenebration
Requires an anarchy. 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 anarchy is ready and the opposing minion is not. The opposing minion's controller burns 2 pool.
Artist: Peter Bergting

Name: Hellhound
[Jyhad:R2, VTES:R, Tenth:A]
AKA: Hell Hound
Cardtype: Ally
Cost: 2 pool
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.
Artist: Daniel Gelon

Name: Henri Lavenant
[BH:U2]
Cardtype: Vampire
Clan: Lasombra
Group: 3
Capacity: 7
Discipline: pot qui DOM OBT
Sabbat. Black Hand: You have +1 hand size while Henri is in combat.
Artist: Christopher Shy

Name: Henry Taylor

[BH:U2]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 3

Capacity: 6

Discipline: 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.

Artist: James Stowe

Name: Herald of Topheth

[BL:R2]

Cardtype: Ally

Clan: Baali

Cost: 3 pool

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.

Artist: Mark Nelson

Name: Herbert Westin

[KoT:PB2]

Cardtype: Vampire

Clan: Brujah

Group: 4

Capacity: 5

Discipline: pot OBF PRE

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

Artist: Ken Meyer, Jr.

Name: Hermana Hambrienta Mayor

[LoB:C]

Cardtype: Vampire

Clan: Blood Brother

Group: 4

Capacity: 4

Discipline: 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.

Artist: Lawrence Snelly

Name: Hermana Hambrienta Menor

[LoB:C]

Cardtype: Vampire

Clan: Blood Brother

Group: 4

Capacity: 2

Discipline: 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.

Artist: Lawrence Snelly

Name: Heroic Might

[KoT:U]

Cardtype: Action

Cost: 3 blood

Discipline: Potence

+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.

Artist: Mathias Kollros

Name: Hesha Ruhadze

[Promo-20010302, FN:PS]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 6

Discipline: ani obf pre SER

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

Artist: John Van Fleet

Name: Hester Reed

[BH:U2]

Cardtype: Vampire

Clan: Lasombra

Group: 3

Capacity: 3

Discipline: obt pot

Sabbat.

Artist: Rebecca Guay

Name: Hexaped

[Third:U]

Cardtype: Ally

Clan: Tremere antitribu

Cost: 1 pool

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.

Artist: Brian LeBlanc

Name: Hexe

[HttB:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Striga / Daimoinon

[dai] Strike: 2R damage.

[str] Strike: 1R aggravated damage. [str] is not a Discipline.

[STR] As [str] above, and the damage is unpreventable.

Artist: Marian Churchland

Name: Hezekiah Rutledge

[Gehenna:U]

Cardtype: Vampire

Clan: Brujah

Group: 4

Capacity: 5

Discipline: ani cel pot PRE

Camarilla.

Artist: Christopher Shy

Name: Hidden Lurker

[Jyhad:C, VTES:C, SW:C, CE:U, KMW:PA4]

Cardtype: 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.

Artist: Steve Casper

Name: Hidden Pathways

[Sabbat:R, SW:R, Third:R]

Cardtype: Action

Cost: 1 blood

Discipline: Obfuscate

[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.

Artist: Craig Maher

Name: Hidden Strength
[AH:C2, CE:C, LoB:PI4]
Cardtype: Combat
Cost: X blood
Discipline: Fortitude
[for] Prevent X+1 damage.
[FOR] As above, with an optional press.
Artist: Steve Casper

Name: Hide
[NoR:R]
Cardtype: 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.
Artist: Peter Bergting

Name: Hide the Heart
[HttB:C/PSal2]
Cardtype: Reaction
Discipline: Valeren / Auspex

[aus] Reduce a bleed against you by 1.
[val] The action ends (unsuccessfully). The acting minion may burn 1 blood to cancel this card as it is played. Only one Hide the Heart may be played at [val] each action.
[VAL] Reduce a bleed against you by 2, or tap to reduce a bleed against any Methuselah by 2.
Artist: Kari Christensen

Name: Hide the Mind
[LotN:R]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Hiding in the Open
[EK:R]
Cardtype: 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.
Artist: Avery Butterworth

Name: Hierophant

[KMW:C, LotN:PS]

Cardtype: Political Action

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).

Artist: John Bridges

Name: High Aye

[LoB:C]

Cardtype: Action Modifier

Clan:

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).

Artist: Roel Wielinga

Name: High Ground

[CE:C, Third:C, KoT:C]

Cardtype: 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.

Artist: Alejandro Collucci

Name: High Museum of Art, Atlanta

[SW:R, KoT:PM]

Cardtype: 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).

Artist: William O'Connor

Name: High Orun

[LoB:C]

Cardtype: Action Modifier/Reaction

Clan:

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.

Artist: Greg Boychuk

Name: High Priest Angra Mainyu

[BL:U2]

Cardtype: Vampire

Clan: Baali

Group: 2

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: High Stakes

[Jyhad:R2, VTES:R]

Cardtype: Political Action

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.}}=

Artist: Stuart Beel

Name: High Top

[BL:R1, LoB:R]

Cardtype: Ally

Clan: Ahrimane

Cost: 4 pool

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.

Artist: Mark Nelson

Name: Highway Haven: RV

[Anarchs:C]

Cardtype: 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.

Artist: Steve Prescott

Name: Hillanvale

[HttB:U]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 6

Capacity: 5

Discipline: obf FOR MEL

Independent: Once each bleed action, Hillanvale may burn a blood and a card that requires Melpominee from your hand to get +1 bleed. She gets -1 intercept against non-Independent vampires.

Artist: Ken Meyer, Jr.

Name: Hive Mind

[HttB:C]

Cardtype: Action

Cost: 1 blood

Discipline: Sanguinus

+1 stealth action.

[san] Untap this vampire and another ready Blood Brother of the same circle. Only one Hive Mind may be played at [san] each turn.

[SAN] Move 3 blood from the bank to a Blood Brother of the same circle in your uncontrolled region.

Artist: Jami Waggoner

Name: Homa

[LoB:U]

Cardtype: Vampire

Clan: Osebo

Group: 4

Capacity: 6

Discipline: AUS CEL POT

Laibon.

Artist: Ken Meyer, Jr.

Name: Homunculus

[Jyhad:U, VTES:U, Tenth:A]

Cardtype: 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.

Artist: Bryon Wackwitz

Name: Honest Abe

[KoT:V]

Cardtype: Vampire

Clan: Brujah

Group: 5

Capacity: 2

Discipline: pre

Camarilla.

Artist: Marian Churchland

Name: Honorine Ateba
[LoB:PI2]
Cardtype: Vampire
Clan: Ishtarri
Group: 4
Capacity: 6
Discipline: cel nec FOR PRE
Laibon.
Artist: Rebecca Guay

Name: Honor the Elders
[FN:C2, KMW:PA2, Third:C, KoT:C/PV5]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Horatio
[Sabbat:V, SW:U/PT]
Cardtype: Vampire
Clan: Tzimisce
Group: 2
Capacity: 2
Discipline: vic
Sabbat
Artist: Jeff Miracola

Name: Horatio Ballard
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Ventrue
Group: 3
Capacity: 7
Discipline: 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.
Artist: Mike Huddleston

Name: The Horde
[HttB:U2]
Cardtype: Vampire
Clan: Baali
Group: 6
Capacity: 3
Discipline: dai obf pre
Independent: Non-unique. The Horde may tap to give another infernal minion +1 bleed for the current action. Infernal.
Artist: James Stowe

Name: Horrid Form

[Sabbat:U, SW:PT, Third:U/PTz2]

Cardtype: Combat

Cost: 1 blood

Discipline: Vicissitude

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.

Artist: Craig Maher

Name: Horrid Reality

[DS:U2, FN:PR]

Cardtype: Combat

Cost: 2 blood

Discipline: Chimerstry

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.

Artist: Anson Maddocks

Name: Horrific Countenance

[DS:C2, Anarchs:PG]

Cardtype: Action Modifier

Cost: 4 blood

Discipline: Protean

Only usable when this vampire is blocked.

[pro] Untap the blocking minion. This action is not blocked, and it is now unblockable.

Artist: Pete Venters

Name: Horrock

[Anarchs:U2]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 6

Discipline: vic ANI PRO

Independent: Protean cards cost Horrock 1 less blood -{()}-.

Artist: Matthew Mitchell

Name: Horseshoes

[KoT:C, HttB:PSam2]

Cardtype: Action

Discipline: Potence

[pot] (D) Inflict 1 unpreventable damage on a ready minion.

[POT] (D) Inflict 2 unpreventable damage on a ready minion.

Artist: Jim Pavelec

Name: Hospital Food

[Anarchs:C]

Cardtype: 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.

Artist: Christopher Shy

Name: Hostile Takeover

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: Master

Clan: Ventrue

Cost: 1 pool

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.

Artist: Mike Raabe; James Stowe

Name: Houngan

[LoB:C, HttB:PSam]

Cardtype: Master

Clan: Samedi

Cost: 1 pool

Unique master.

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

Artist: Durwin Talon

Name: Hourglass of the Mind

[LoB:R]

Cardtype: 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.

Artist: Jeff Holt

Name: House of Sorrow

[Promo-20081119]

Cardtype: Master

Cost: 1 pool

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.

Artist: Andrew Trabbold

Name: Howler

[BL:U1]

Cardtype: Vampire

Clan: Ahrimane

Group: 2

Capacity: 8

Discipline: obf ANI PRE SPI

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

Sterile.

Artist: Lawrence Snelly

Name: Hrothulf

[CE:V, Anarchs:PAG, BSC:X]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 8

Discipline: 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.

Artist: Tom Baxa

Name: Huang, Blood Cultist

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Pander

Group: 2

Capacity: 1

Discipline: pro

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

Artist: Zina Saunders

Name: Hugo

[Sabbat:V, SW:PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 4

Discipline: pre vic POT

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

Artist: Anson Maddocks

Name: Huitzilopochtli

[BL:R2]

Cardtype: Vampire

Clan: Baali

Group: 2

Capacity: 10

Discipline: 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.

Artist: Christopher Shy

Name: Hukros

[Third:V]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 10

Discipline: 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.

Artist: Abrar Ajmal

Name: Humanitas

[AH:V3, FN:PS]

Cardtype: 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.

Artist: Stuart Beel

Name: Humo

[Third:V]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 4

Capacity: 6

Discipline: 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.

Artist: James Stowe

Name: Hunger Moon

[HttB:R]

Cardtype: Event

Transient.

Whenever a vampire successfully hunts, move 1 blood from that vampire to this card. Burn this card when it has five counters.

Artist: Joel Biske

Name: The Hungry Coyote

[Sabbat:R, SW:R, Third:R]

Cardtype: Master

Cost: 2 pool

Master: unique location.

Whenever a Sabbat vampire you control hunts successfully, he or she gains an additional blood.

Artist: Mike Dringenberg

Name: The Hunt Club

[DS:C]

Cardtype: 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}.

Artist: Richard Kane Ferguson

Name: Husamettin

[AH:V3, FN:PA]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 8

Discipline: 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)

Artist: Lawrence Snelly

Name: I am Legion

[HttB:R]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Daimoinon & Obfuscate

[dai] +1 stealth.

[dai][obf] Cancel a card that requires Auspex [aus] as it is played.

[DAI][OBF] As [dai][obf] above, and/or gain 1 pool if this action is successful (after resolving the action).

Artist: Mathias Kollros

Name: Ian Forestal

[Sabbat:V, BH:PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 8

Discipline: 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.

Artist: Drew Tucker

Name: Ian Wallingford
[Sabbat:V, BH:PTo]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 2
Capacity: 6
Discipline: aus CEL PRE
Sabbat bishop.
Artist: Drew Tucker

Name: Ibn Khaldun, Scholar
[LoB:U]
Cardtype: Vampire
Clan: True Brujah
Group: 4
Capacity: 7
Discipline: for POT PRE TEM
Independent: During your discard phase, Ibn Khaldun may burn a blood to untap. He cannot use cards that require Celerity [cel]. Scarce.
Artist: Christopher Shy

Name: Icarus, The Manchurian
[Third:V]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 4
Capacity: 7
Discipline: ani for pro OBF POT
Sabbat: When Icarus bleeds a Methuselah successfully, you may look at that Methuselah's hand.
Artist: Joel Biske

Name: Idalia, Prophet of Guadalajara
[SW:C]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 2
Capacity: 4
Discipline: dem AUS
Sabbat: If Idalia successfully performs an equip action, untap her at the end of the turn.
Artist: Christopher Shy

Name: Idrissa
[LoB:U]
Cardtype: Vampire
Clan: Osebo
Group: 4
Capacity: 4
Discipline: aus CEL
Laibon.
Artist: Matt Mitchell

Name: Ignacio, The Black Priest

[Sabbat:V, SW:U/PL]

Cardtype: Vampire

Clan: Lasombra

Group: 2

Capacity: 4

Discipline: dom obt pot

Sabbat

Artist: Mike Dringenberg

Name: Ignatius

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 4

Discipline: aus dom tha

Camarilla.

Artist: Harold Arthur McNeill

Name: Ignazio Giovanni

[BH:U2]

Cardtype: Vampire

Clan: Giovanni

Group: 3

Capacity: 9

Discipline: 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.

Artist: Matt Mitchell

Name: Ignis Fatuus

[DS:C2, FN:PR2, LotN:PR4]

Cardtype: Reaction

Cost: 1 blood

Discipline: Chimerstry

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

[CHI] Reduce a bleed against any Methuselah by 1.

Artist: Ron Spencer

Name: Ignore the Searing Flames

[KMW:C/PB2]

Cardtype: 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.

Artist: Jim DiBartolo

Name: Igoli's Loyalty

[LoB:C]

Cardtype: Action Modifier

Clan: Ishtarri

Cost: 1 blood

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.

Artist: John Bridges

Name: Igo the Hungry

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Caitiff

Group: 1

Capacity: 1

Discipline: pre pro

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

Artist: Edward Beard, Jr.

Name: Iliana

[AH:V3, Anarchs:PG]

Cardtype: Vampire

Clan: Gangrel

Group: 2

Capacity: 7

Discipline: tha DOM FOR PRO

Camarilla: Contracts cannot be placed on Iliana.

Artist: Dave Roach; John Kent

Name: Ilias cel Frumos

[Third:V]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 3

Discipline: aus vic

Sabbat.

Artist: Eric Deschamps

Name: Illegal Search and Seizure

[Jyhad:C, VTES:C, CE:PB]

Cardtype: 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.

Artist: Mark Poole

Name: Illuminate

[NoR:C]

Cardtype: 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.

Artist: Peter Bergting

Name: Illusions of the Kindred

[AH:V3, FN:PR]

Cardtype: Combat

Cost: 2 blood

Discipline: Chimerstry

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.

Artist: Randy Gallegos

Name: Ilomba

[EK:R]

Cardtype: 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.

Artist: Ron Spencer

Name: Ilse

[BL:U1]

Cardtype: Vampire

Clan: Blood Brother

Group: 2

Capacity: 6

Discipline: for pro POT SAN

Sabbat. Torrance Circle: Sterile.

Artist: Christopher Shy

Name: Ilyana Ravidovich

[CE:V, Anarchs:PAB, BSC:X]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 5

Discipline: 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.

Artist: Quinton Hoover

Name: Immaculate Vitae

[AH:C2]

Cardtype: Reaction

Cost: 2 blood

Discipline: Quietus

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.

Artist: David Kimmel

Name: Immense Size

[KMW:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Immortal Grapple

[Jyhad:R2, VTES:R, Sabbat:U, SW:U/PB, FN:PG, CE:U/PB2, Third:U, LotN:PG2, KoT:U/PB3, HttB:PGar3]

Cardtype: 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.

Artist: Clint Langley; L. A. Williams; Avery Butterworth

Name: Imogen

[Sabbat:V, BH:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 2

Capacity: ={9}=

Discipline: 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.

Artist: Thea Maia

Name: Imperator
[Promo-20090401]
Cardtype: 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.

Artist: Justin Norman

Name: Imperial Decree
[AH:C2]
Cardtype: Action
Cost: 1 blood

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.

Artist: Rebecca Guay

Name: Imposing Phantasm
[FN:R2]
Cardtype: Combat
Cost: 1 blood

Discipline: Chimerstry

[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.

Artist: Brian LeBlanc

Name: Imprison
[NoR:R]
Cardtype: Combat
Cost: 2 Conviction
Virtue: Judgment

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.

Artist: Brian LeBlanc

Name: Improvised Flamethrower
[BL:U2, LoB:PO2, Third:U, KoT:U]
Cardtype: Equipment
Cost: 2 pool

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.

Artist: Brian LeBlanc

Name: Improvised Tactics

[Anarchs:C2/PAG2]

Cardtype: 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.

Artist: Chet Masters

Name: Impundulu

[EK:R]

Cardtype: Ally

Cost: 3 blood

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.

Artist: Ron Spencer

Name: Inbase Discotek, Frankfurt

[DS:C2, FN:PR]

Cardtype: Master

Cost: 2 pool

Master: unique location.

Tap to give a vampire who successfully hunts an additional blood from the blood bank. (Ignore excess blood.)

Artist: Michael Weaver

Name: Inceptor

[Promo-20090401]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Inconnu Tutelage

[Third:R]

Cardtype: 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).

Artist: Heather Kreiter

Name: Increased Strength

[AH:C2, FN:PG2, CE:C/PN3, BH:PN2, LoB:PO2, Third:PB2]

Cardtype: 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.

Artist: L. A. Williams

Name: Incriminating Videotape

[DS:C2, Tenth:A]

Cardtype: Equipment

Cost: 1 pool

Equipment.

Choose a minion your prey controls. The chosen minion cannot block the minion with this equipment.

Artist: Greg Simanson

Name: Indomitability

[Jyhad:C, VTES:C, CE:C/PV2, LotN:PR4, KoT:C, HttB:PSa15]

Cardtype: Combat

Discipline: Fortitude

[for] Prevent 1 damage.

[FOR] Press, or prevent 1 damage with an optional press.

Artist: Dan Smith; Chris Stevens

Name: Inez "Nurse216" Villagrande

[NoR:U]

Cardtype: Imbued

Creed: Innocent

Group: 4

Life: 3

Virtue: 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.

Artist: Jim Pavelec

Name: Infamous Insurgent

[Promo-20100401]

Cardtype: Master

Unique Master.

Put this card on a Red List anarch vampire. This vampire is infernal, Bahari, and gets 2 additional votes. During this vampire's minion phase, his or her controller may untap a ready anarch he or she controls.

Artist: Erica Danell

Name: Infamous Warlock

[Sabbat:R]

Cardtype: Master

Master.

Put this card on a Tremere antitribu with a title. The vampire with this card cannot cast votes.

Artist: James Allen Higgins

Name: Infection

[BL:C1, LoB:R]

Cardtype: Combat

Cost: 2 blood

Discipline: Thanatosis/Fortitude

[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.

Artist: Steve Ellis

Name: Infernal Familiar

[Sabbat:R, CE:R, Third:R]

Cardtype: Retainer

Cost: 2 blood

Discipline: Thaumaturgy

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.

Artist: L. A. Williams; Chet Masters; Mike Chaney

Name: Infernal Pact

[Sabbat:R, BH:PTTr, Third:R/PTTr]

Cardtype: Master

Clan: Tremere antitribu

Cost: 1 pool

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.

Artist: Ron Spencer

Name: Infernal Pursuit

[Jyhad:U2, VTES:U, CE:U/PB, LoB:PO]

Cardtype: 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.

Artist: Ron Spencer

Name: Infernal Servitor

[HttB:R2]

Cardtype: Ally

Cost: 1 pool

Discipline: Daimoinon

Unique demon with 2 life. 1 strength, 3 bleed. Requires an infernal vampire.

[dai] Move the servitor to the ready region when recruited. Remove her from the game if she successfully performs an action (after resolution) or if you control no infernal vampires.

[DAI] As above, and the servitor may play cards requiring Daimoinon [dai] or Obfuscate [obf] as a vampire.

Artist: Erica Danell

Name: Inflict

[NoR:C]

Cardtype: Combat

Cost: 1 Conviction

Virtue: Martyrdom

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.

Artist: Brian LeBlanc

Name: Informant

[LoB:R]

Cardtype: Ally

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.

Artist: William O'Connor

Name: Information Highway

[Jyhad:U, VTES:U, Sabbat:U, SW:PT, CE:PT/PV, LoB:PI, Third:U, HttB:PSa]

Cardtype: Master

Master: unique location.

During your influence phase, you get 2 additional transfers.

Artist: William O'Connor; Sue Ann Harkey; Melissa Uran

Name: Information Network

[BH:R2, Third:R]

Cardtype: Master

Clan: Nosferatu antitribu

Cost: 1 pool

Unique master.

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

Artist: James Stowe

Name: Ingram Frizer
[BH:PN]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 3
Capacity: 6
Discipline: ani pot AUS OBF
Sabbat. Black Hand.
Artist: Brian LeBlanc

Name: Ingrid Rossler
[DS:V, Anarchs:PG]
Cardtype: Vampire
Clan: Gangrel
Group: 2
Capacity: 9
Discipline: dom ANI FOR PRO
Camarilla Prince of Geneva: If Ingrid is ready, you get two additional transfers during your influence phase.
Artist: Ron Spencer

Name: Ingrid Russo
[Sabbat:V, SW:U/PV]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 2
Capacity: 4
Discipline: for DOM
Sabbat.
Artist: Doug Alexander

Name: Iniko, The Black Lion
[LoB:U]
Cardtype: Vampire
Clan: Gurohi
Group: 4
Capacity: 9
Discipline: cel ANI OBT POT PRE
Laibon: +1 stealth.
Artist: Matt Mitchell

Name: Inner Essence
[SW:U/PT, Third:PTz2]
Cardtype: 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.
Artist: Steve Prescott

Name: Innocent Bystander

[Sabbat:R]

Cardtype: Action Modifier

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.

Artist: Peter Kim

Name: Inquisition

[KMW:PG]

Cardtype: 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.

Artist: David Day

Name: Inscription

[BH:U]

Cardtype: 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.

Artist: David Day

Name: Inspire

[NoR:R]

Cardtype: 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.

Artist: Thomas Manning

Name: Inspire Greatness

[LoB:C, LotN:PG]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Potence & Presence

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.

Artist: Brad Williams

Name: Instability
[Third:U, KoT:U/PV2]
Cardtype: 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.

Artist: Patrick McEvoy

Name: Instinctive Reaction
[Gehenna:C, LoB:PA3, Third:C, LotN:PR3, KoT:C]
Cardtype: 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.

Artist: Leif Jones

Name: Institution Hunting Ground
[Sabbat:U, SW:U, BH:PM, Third:PM]
Cardtype: Master
Clan: Malkavian antitribu

Cost: 2 pool

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.

Artist: Greg Loudon

Name: Insurance Scam
[Tenth:A/B]
Cardtype: 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.

Artist: Lawrence Snelly

Name: Internal Recursion
[BL:U2, LoB:R]
Cardtype: Reaction
Cost: 1 blood

Discipline: Temporis/Presence

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.

Artist: Andrew Trabbold

Name: Intimidation
[Sabbat:R, SW:R, CE:PV, Third:R]
Cardtype: Action
Discipline: Presence
[pre] (D) Bleed with +1 bleed.
[PRE] (D) Bleed with +2 bleed.
Artist: Karl Waller

Name: Intisar
[FN:PS]
Cardtype: Vampire
Clan: Follower of Set
Group: 2
Capacity: 8
Discipline: 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.
Artist: Lawrence Snelly

Name: Into the Fire
[Anarchs:C]
Cardtype: Master
Master. Trifle.
Choose a ready non-Sabbat vampire you control. That vampire becomes Sabbat. (His or her clan is not affected.)
Artist: Brian LeBlanc

Name: Into Thin Air
[LotN:C/PS2, KoT:C/PM6]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Inveraray, Scotland
[DS:U3]
Cardtype: Equipment
Cost: 1 blood
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.
Artist: Drew Tucker

Name: Investiture

[Sabbat:R, SW:R]

Cardtype: 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.

Artist: Rick O'Brien

Name: Invitation Accepted

[AH:V3, Tenth:B]

Cardtype: 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.

Artist: Pete Burges

Name: Invoke Poison Glands

[EK:C]

Cardtype: 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.

Artist: Leif Jones

Name: Invoking the Beast

[LoB:C/PA4]

Cardtype: 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.

Artist: Steve Ellis

Name: Ira Rivers

[CE:V, Anarchs:PAB, BSC:X]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 7

Discipline: 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).

Artist: Lawrence Snelly

Name: IR Goggles
[Jyhad:U2, VTES:U, CE:PB/PTo, BH:PN2, LoB:PO, Third:U, KoT:U/PT2]
Cardtype: Equipment
Electronic equipment.
This minion gets an optional maneuver each combat.
Artist: Jeff Holt; Anson Maddocks

Name: Iris Bennett
[KoT:V]
Cardtype: Vampire
Clan: Caitiff
Group: 5
Capacity: 1
Discipline: pro
Camarilla: When an older vampire blocks Iris, his or her controller may look at your hand (before combat, if any).
Artist: Mathias Tapia

Name: Iron Glare
[BH:C, KMW:PAn, LoB:PG4, Third:PB3]
Cardtype: 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.
Artist: Steve Ellis

Name: Iron Heart
[BL:R1]
Cardtype: Reaction
Cost: 1 blood
Discipline: Potence & Presence
[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].
Artist: Leif Jones

Name: Irregular Protocol
[Anarchs:C]
Cardtype: Reaction
Cost: 1 blood
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).
Artist: Brian LeBlanc

Name: Isabel de Leon
[AH:V3, CE:PTo]
Cardtype: Vampire
Clan: Toreador
Group: 2
Capacity: 3
Discipline: AUS
Camarilla
Artist: Anson Maddocks

Name: Isabel Giovanni
[FN:PG]
Cardtype: Vampire
Clan: Giovanni
Group: 2
Capacity: 5
Discipline: pot DOM NEC
Independent
Artist: John Van Fleet

Name: Isanwayen
[HttB:U/PKia2]
Cardtype: Vampire
Clan: Kiasyd
Group: 4
Capacity: 6
Discipline: DOM MYT OBT
Sabbat: While ready, Isanwayen may tap to give you an additional master phase action. Rescuing him from torpor costs an additional blood. Cold iron vulnerability.
Artist: James Stowe

Name: Ishtarri Kholo
[LoB:PI]
Cardtype: Action Modifier/Reaction
Clan: Ishtarri
Only usable during a {referendum}. Usable by a tapped vampire. Title.
Put this card on this {Laibon} Ishtarri to represent the unique Laibon title of Ishtarri Kholo (worth 2 votes). Not usable if there are any older ready untitled {Laibon} Ishtarri. Whenever this vampire is not a ready {Laibon} Ishtarri or there is an older ready untitled {Laibon} Ishtarri, move this card to (one of) the oldest ready untitled {Laibon} Ishtarri (if any).
Artist: Alejandro Collucci

Name: Ishtarri Warlord
[EK:R]
Cardtype: Master
Clan: Ishtarri
Cost: 1 pool
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.
Artist: Brian LeBlanc

Name: Island of Yiaros

[AH:R2, CE:R]

Cardtype: Master

Clan: Ventrue

Cost: 2 pool

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).

Artist: Pat Morrissey

Name: Ismitta

[LoB:PO2]

Cardtype: Vampire

Clan: Osebo

Group: 4

Capacity: 4

Discipline: aus cel pot

Laibon.

Artist: Rebecca Guay

Name: Isouda de Blaise

[Third:V]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 4

Capacity: 7

Discipline: aus CEL OBF PRE

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

Artist: Rebecca Guay

Name: Itzakh Levine

[AH:V3, CE:PV]

Cardtype: Vampire

Clan: Ventrue

Group: 2

Capacity: 3

Discipline: cel pre

Camarilla

Artist: Terese Nielsen

Name: Ivan Krenyenko

[FN:U2]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 10

Discipline: 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.

Artist: Christopher Shy

Name: Ivory Bow
[Jyhad:R, VTES:R, CE:R, Third:R, KoT:R/PT]
Cardtype: Equipment
Cost: 1 pool
Unique weapon.
Strike: 1R aggravated damage.
Artist: Tom Wanerstrand; Jeff Holt

Name: Izhim abd Azrael
[LotN:U]
Cardtype: Vampire
Clan: Assamite
Group: 5
Capacity: 9
Discipline: 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.)
Artist: Torstein Nordstrand

Name: Jack
[BL:U1]
Cardtype: Vampire
Clan: Blood Brother
Group: 2
Capacity: 6
Discipline: 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.
Artist: Lawrence Snelly

Name: Jackal
[AH:U5]
Cardtype: Retainer
Cost: 1 blood
Discipline: Animalism
-{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.
Artist: Daniel Gelon

Name: Jack Dawson
[BL:U1]
Cardtype: Vampire
Clan: Samedi
Group: 2
Capacity: 8
Discipline: 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).
Artist: Christopher Shy

Name: Jack Dawson

[LoB:U]

Cardtype: Vampire

Clan: Samedi

Level: Advanced

Group: 2

Capacity: 8

Discipline: 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.

Artist: James Stowe

Name: Jack Drake

[TR:U]

Cardtype: Vampire

Clan: Brujah

Group: 4

Capacity: 8

Discipline: 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.

Artist: Leif Jones

Name: Jack "Hannibal137" Harmon

[NoR:U]

Cardtype: Imbued

Creed: Defender

Group: 4

Life: 4

Virtue: def jud

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

Artist: Lawrence Snelly

Name: Jackie

[Third:V]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 3

Discipline: DEM

Sabbat.

Artist: Heather Kreiter

Name: Jackie Therman

[Jyhad:R2, VTES:R, CE:R, KoT:R]

Cardtype: Retainer

Unique mortal with 1 life.

This minion gets an optional maneuver each combat.

Artist: Melissa Benson; Fred Hooper

Name: Jacko

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 8

Discipline: 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.

Artist: Tim Bradstreet & Grant Goleash

Name: Jack of Both Sides

[Gehenna:C, Third:PTz, LotN:PG2]

Cardtype: Action

Cost: 1 blood

+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.

Artist: Brian LeBlanc

Name: Jackson Asher

[KoT:PV2]

Cardtype: Vampire

Clan: Ventrue

Group: 4

Capacity: 2

Discipline: dom

Camarilla.

Artist: Ken Meyer, Jr.

Name: Jack Tredegar

[KoT:V]

Cardtype: Vampire

Clan: Ventrue

Group: 5

Capacity: 2

Discipline: pre

Camarilla.

Artist: Leif Jones

Name: Jacob Bragg

[Sabbat:V, SW:PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 3

Discipline: cel pot

Sabbat

Artist: Ash Arnett

Name: Jacob Fermor

[TR:U]

Cardtype: Vampire

Clan: Gangrel

Group: 4

Capacity: 5

Discipline: ani tha PRO

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

Artist: Ken Meyer, Jr.

Name: Jacob, The Glitch

[Gehenna:U]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 3

Capacity: 2

Discipline: 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.

Artist: Thomas Denmark

Name: Jacques Molay

[Third:V]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 4

Capacity: 9

Discipline: obf val CEL POT PRE

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

Artist: Jeremy McHugh

Name: Jaggedy Andy

[Third:V]

Cardtype: Vampire

Clan: Pander

Group: 4

Capacity: 1

Discipline: pot

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

Artist: Rik Martin

Name: Jake Washington (Hunter)

[FN:R2, KoT:R]

Cardtype: 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.

Artist: Steve Ellis

Name: Jalal Sayad

[FN:U2]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 6

Discipline: 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)

Artist: Christopher Shy

Name: Jalan-Aajav

[BH:U2]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 3

Capacity: 9

Discipline: 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.

Artist: James Stowe

Name: Jamal

[LotN:U]

Cardtype: Vampire

Clan: Assamite

Group: 5

Capacity: 10

Discipline: 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.

Artist: Leif Jones

Name: Jane Sims

[KMW:U, Third:PTz]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 4

Discipline: ani aus pro VIC

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

Artist: Steve Ellis

Name: Janet Langer
[HttB:U]
Cardtype: Vampire
Clan: Daughter of Cacophony
Group: 5
Capacity: 3
Discipline: pre MEL
Independent: Janet must burn 1 blood to attempt to block.
Artist: Andrew Trabbold

Name: Janey Pickman
[KMW:U]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 6
Discipline: 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.
Artist: Steve Prescott

Name: Janine
[Third:PTTr]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 4
Capacity: 4
Discipline: aus dom tha
Sabbat.
Artist: Rebecca Guay

Name: Jann Berger
[KoT:PB2]
Cardtype: Vampire
Clan: Brujah
Group: 4
Capacity: 10
Discipline: dem for CEL POT PRE
Camarilla Prince of Monaco: Cards that require Potence cost Jann 1 less blood. +1 bleed.
Artist: Marian Churchland

Name: Janni
[KMW:U]
Cardtype: Vampire
Clan: Assamite
Group: 4
Capacity: 5
Discipline: 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.
Artist: David Day

Name: Jan Pieterzoon

[FN:U, CE:PV]

Cardtype: Vampire

Clan: Ventrue

Group: 2

Capacity: 7

Discipline: pot pre DOM FOR

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

Artist: John Van Fleet

Name: Jan Pieterzoon

[Gehenna:U]

Cardtype: Vampire

Clan: Ventrue

Level: Advanced

Group: 2

Capacity: 7

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Jara Drory

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Jar of Skin Eaters

[HttB:C]

Cardtype: Equipment

Clan: Tremere / Tremere antitribu

Weapon.

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

Artist: Erica Danell

Name: Jaroslav Pascek
[CE:V, KMW:PAI, BSC:X]
Cardtype: Vampire
Clan: Brujah
Group: 3
Capacity: 10
Discipline: 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.
Artist: Christopher Shy

Name: Jar the Soul
[DS:C2, FN:PG2]
Cardtype: Action
Discipline: Necromancy
+1 stealth action.
[nec] (D) Tap any ready minion.
[NEC] (D) As above, and that minion burns 1 blood.
Artist: Anson Maddocks

Name: Jason, The World's Voice
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Malkavian
Group: 3
Capacity: 8
Discipline: 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.
Artist: William O'Connor

Name: Javier Montoya
[DS:V, CE:PTTr]
Cardtype: Vampire
Clan: Tremere
Group: 2
Capacity: 9
Discipline: ani cel pre AUS THA
Camarilla Prince of Barcelona: Javier burns 1 less blood when rescuing a vampire in torpor. +1 bleed.
Artist: Sandra Everingham

Name: Jayakumar
[LotN:U]
Cardtype: Vampire
Clan: Ravnos
Group: 5
Capacity: 6
Discipline: chi tha ANI FOR
Independent: Jayakumar may steal an equipment from any minion as a (D) action that costs 2 blood.
Artist: Jeff Laubenstein

Name: Jayne Jonestown

[KMW:PAñ]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 4

Capacity: 2

Discipline: 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.

Artist: Steve Ellis

Name: Jazz Wentworth

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Ventrue

Group: 1

Capacity: 5

Discipline: dom for PRE

Camarilla: If the Edge is not controlled, Jazz may give you control of it as a +1 stealth action.

Artist: Sandra Everingham

Name: Jefferson Foster

[Third:V, HttB:PSa]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 6

Discipline: for tha AUS DOM

Sabbat bishop.

Artist: Thomas Manning

Name: Jeffrey Mullins

[KMW:PG2]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 4

Discipline: cel OBF

Sabbat.

Artist: Lawrence Snelly

Name: Jennie "Cassie247" Orne

[NoR:U]

Cardtype: Imbued

Creed: Visionary

Group: 4

Life: 5

Virtue: 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 untap phase.

Artist: David Day

Name: Jennifer "Flame61" Vidisania

[NoR:U]

Cardtype: Imbued

Creed: Avenger

Group: 4

Life: 4

Virtue: ven vis

Weapons cost Jennifer 1 less pool or blood. +1 bleed. -1 stealth.

Artist: Lawrence Snelly

Name: Jephta Hester

[Third:V, HttB:PSa]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 5

Discipline: aus DOM FOR

Sabbat.

Artist: Eric Deschamps

Name: Jeremiah Noble

[Anarchs:U2]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 3

Capacity: 6

Discipline: obt pre CEL POT

Sabbat.

Artist: Peter Bergting

Name: Jeremy MacNeil

[CE:V, Anarchs:PAB2, BSC:X]

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 7

Discipline: cel chi AUS POT PRE

Camarilla.

Artist: Becky Cloonan

Name: Jeremy MacNeil

[Anarchs:U/PAB]

Cardtype: Vampire

Clan: Brujah

Level: Advanced

Group: 3

Capacity: 8

Discipline: 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.

Artist: rk post

Name: Jeremy Talbot

[Anarchs:U2]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 4

Discipline: 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.

Artist: Jeff Holt

Name: Jeremy "Wix" Wyzchovsky

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 4

Capacity: 5

Discipline: ani obf pot

Camarilla: Jeremy may bleed at +1 bleed as a (D) action.

Artist: Andrew Trabbold

Name: Jericho Founding

[LotN:C]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Jerry

[BL:U1]

Cardtype: Vampire

Clan: Blood Brother

Group: 2

Capacity: 5

Discipline: 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.

Artist: Lawrence Snelly

Name: Jesus Alcala
[BH:U2, KMW:PG]
AKA: Jesus Alcala
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 3
Capacity: 2
Discipline: cel
Sabbat.
Artist: Steve Prescott

Name: Jesse Menks
[Gehenna:U]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 3
Capacity: 8
Discipline: ani AUS DOM FOR
Sabbat Archbishop of Amsterdam: If you play a Gehenna card and Jesse is ready, he untaps.
Artist: Nilson

Name: Jessica
[Sabbat:V, BH:U2/PTo]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 2
Capacity: 7
Discipline: AUS CEL OBT PRE
Sabbat bishop.
Artist: Ken Meyer, Jr.

Name: Jessica
[BH:PTo, Promo-20040409]
Cardtype: Vampire
Clan: Toreador antitribu
Level: Advanced
Group: 2
Capacity: 8
Discipline: AUS CEL OBT PRE
Advanced, Sabbat bishop: Jessica gets +1 stealth on political actions.
[MERGED] Archbishop of Brussels.
Artist: Rebecca Guay

Name: Jezebel
[Gehenna:U]
Cardtype: Vampire
Clan: Gangrel
Group: 4
Capacity: 4
Discipline: ani for pro
Camarilla: If you don't control a ready prince, Jezebel gets an additional vote in any referendum to declare a prince called by another vampire.
Artist: Christopher Shy

Name: Jibade el-Bahrawi
[LoB:PI2]
Cardtype: Vampire
Clan: Ishtarri
Group: 4
Capacity: 9
Discipline: 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.
Artist: Rik Martin

Name: Jibade el-Bahrawi
[EK:U]
Cardtype: Vampire
Clan: Ishtarri
Level: Advanced
Group: 4
Capacity: 9
Discipline: 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.
Artist: James Stowe

Name: Jimmy Dunn
[Sabbat:V, Tenth:B]
Cardtype: Vampire
Clan: Pander
Group: 2
Capacity: 4
Discipline: 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.
Artist: Mike Dringenberg

Name: Jing Wei
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Tremere
Group: 1
Capacity: 3
Discipline: dom tha
Camarilla.
Artist: Margaret Organ-Kean

Name: Joao Bile
[KoT:PV2]
Cardtype: Vampire
Clan: Ventrue
Group: 4
Capacity: 5
Discipline: pre DOM FOR
Camarilla: While Joao has no title, he cannot block titled vampires. He gets +1 stealth on actions to put vampires into play.
Artist: Trevor Claxton

Name: Joaquina Amaya
[DS:V, FN:PR]
Cardtype: Vampire
Clan: Ravnos
Group: 2
Capacity: 6
Discipline: ANI CHI FOR
Independent: Joaquina gets an additional +1 stealth when equipping.
Artist: John Bolton

Name: Joaquin Murietta
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Toreador
Group: 3
Capacity: 9
Discipline: 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.
Artist: Becky Cloonan

Name: Joe "Boot" Hill

[KMW:U]

Cardtype: Vampire

Clan: Assamite

Group: 4

Capacity: 7

Discipline: 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.)

Artist: James Stowe

Name: Johannes Castelein

[KoT:PV2]

Cardtype: Vampire

Clan: Ventrue

Group: 4

Capacity: 9

Discipline: 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.

Artist: Matt Smith

Name: Johann Matheson

[LotN:U]

Cardtype: Vampire

Clan: Ravnos

Group: 5

Capacity: 4

Discipline: ani aus chi

Independent: Ecstasy, The Jones and XTC-Laced Blood cannot target Johann.

Artist: L. Snelly & D. Fryendall

Name: Johan Wrede

[KoT:V]

Cardtype: Vampire

Clan: Caitiff

Group: 4

Capacity: 1

Discipline: tha

Camarilla: While Johan is bleeding, any older vampire can burn 1 blood to reduce the bleed amount by 1.

Artist: Kari Christensen

Name: John "Cop90" O'Malley

[NoR:U]

Cardtype: Imbued

Creed: Avenger

Group: 4

Life: 4

Virtue: jud ven

John may enter combat with a monster as a (D) action that costs 1 conviction [1 CONVICTION].

Artist: Lawrence Snelly

Name: John Paleologus

[Gehenna:U]

Cardtype: Vampire

Clan: Tzimisce

Group: 3

Capacity: 9

Discipline: 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.

Artist: Mark Nelson

Name: Jonathan Gursel

[Third:V]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 4

Capacity: 3

Discipline: aus pre

Sabbat.

Artist: Ken Meyer, Jr.

Name: The Jones

[FN:C2/PS2, LotN:PS3]

Cardtype: 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 superior each round.

Artist: Brian LeBlanc

Name: Jorge De La Muerte, The Agent

[BL:U2]

Cardtype: Vampire

Clan: Samedi

Group: 2

Capacity: 7

Discipline: cel for nec OBF THN

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

Artist: Christopher Shy

Name: Josef
[Sabbat:V, BH:PN]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 2
Capacity: 4
Discipline: ani obf obt
Sabbat.
Artist: Drew Tucker

Name: Josef von Bauren
[KoT:V]
Cardtype: Vampire
Clan: Nosferatu
Group: 4
Capacity: 11
Discipline: 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.
Artist: Joel Biske

Name: Joseph Cambridge
[Third:V]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 4
Capacity: 6
Discipline: ani dom obf POT
Sabbat bishop: Joseph gets an additional +1 stealth on political actions.
Artist: James Stowe

Name: Joseph DiGiacomo
[KoT:V]
Cardtype: Vampire
Clan: Ventrue
Group: 5
Capacity: 6
Discipline: aus dom for PRE
Camarilla: Joseph untaps whenever any Methuselah puts a master: location in play.
Artist: Jim Pavelec

Name: Joseph O'Grady
[Anarchs:U2]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 3
Capacity: 7
Discipline: aus cel DOM FOR
Sabbat: During a referendum, Joseph may burn 1 blood to gain 1 vote. +1 strength.
Artist: Lawrence Snelly

Name: Joseph Pander

[SoC:R]

Cardtype: Master

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.

Artist: Heather Kreiter

Name: Josette

[HttB:U]

Cardtype: Vampire

Clan: Samedi

Group: 6

Capacity: 8

Discipline: pot pre FOR OBF THN

Independent: Josette may move a minion from any torpor or incapacitated region to your own as a (D) action that costs 2 blood.

Artist: Samuel Araya

Name: Joshua Tarnopolski

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 7

Discipline: 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.

Artist: Mike Danza

Name: Jost Werner

[Sabbat:V, SW:U, BH:PTo]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 6

Discipline: ani AUS PRE

Sabbat: +1 stealth.

Artist: Pete Venters

Name: J. Oswald "Ozzy" Hyde-White

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 8

Discipline: 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.

Artist: Lawrence Snelly

Name: Joumlon's Axe

[HttB:R]

Cardtype: Equipment

Unique melee weapon. Cold iron.

Strike: strength+1 damage. Once each combat, bearer may cancel a grapple card played by the opposing minion as it is played (no cost is paid), and bearer's initial strike this round must be (or have been) with this weapon (not usable otherwise).

Artist: Eric Lofgren

Name: Journal of Hrorsh

[HttB:R]

Cardtype: Equipment

Clan: Salubri

Burn Option

Unique equipment.

When this Salubri performs a successful action, put a counter on this card. Burn these counters if this card is moved. You may remove this ready Salubri from the game to move these counters to your pool (not usable during an action).

Artist: Brian LeBlanc

Name: Jozz

[HttB:U]

Cardtype: Vampire

Clan: Nagaraja

Group: 6

Capacity: 2

Discipline: nec

Independent: Jozz may enter combat with a vampire no more than twice his capacity or with an ally as a (D) action. Scarce.

Artist: Jim Pavelec

Name: J. S. Simmons, Esq.

[Jyhad:R2, VTES:R, SW:PL, CE:R2, Third:R, HttB:PGar]

Cardtype: Retainer

Unique mortal with 1 life.

The minion with this retainer gets +1 bleed.

Artist: Chris McLoughlin; Bob Stevlic

Name: Juan Cali

[Sabbat:V, SW:U/PV]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 2

Capacity: 3

Discipline: aus for

Sabbat

Artist: John Bolton

Name: Juanita Santiago

[BL:U2]

Cardtype: Vampire

Clan: Ahrimane

Group: 2

Capacity: 4

Discipline: ani pre spi

Sabbat: Sterile.

Artist: Lawrence Snelly

Name: Jua Vema

[EK:C]

Cardtype: 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.

Artist: Avery Butterworth

Name: Jubal

[LoB:U]

Cardtype: Vampire

Clan: Akunanse

Group: 4

Capacity: 6

Discipline: for pot ABO ANI

Laibon: Jubal gets +1 intercept when attempting to block a Follower of Set.

Artist: Matt Mitchell

Name: Judah

[AH:V3, CE:PN]

Cardtype: Vampire

Clan: Nosferatu

Group: 2

Capacity: 6

Discipline: ani dom POT

Camarilla primogen.

Artist: Mark Tedin

Name: Judgment: Camarilla Segregation

[DS:U, CE:R2]

Cardtype: Action

Cost: 1 blood

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.

Artist: Richard Kane Ferguson

Name: Judgment: Death to the Brujah!

[DS:U]

Cardtype: Action

Cost: 1 blood

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.

Artist: L. A. Williams

Name: Juggler

[Anarchs:U2, KMW:PAI]

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Julian Sanders

[FN:U2]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 6

Discipline: pot CEL PRE

Sabbat: Julian gets one optional press each combat.

Artist: Christopher Shy

Name: Julia Prima

[BL:U2]

Cardtype: Vampire

Clan: Kiasyd

Group: 2

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Julio Martinez

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 3

Capacity: 9

Discipline: 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.

Artist: Thomas Baxa

Name: Julius
[AH:V3, Tenth:B]
Cardtype: Vampire
Clan: Caitiff
Group: 2
Capacity: 1
Discipline: qui ser
Camarilla: If Julius goes into torpor, burn him.
Artist: Alan Rabinowitz

Name: Jungle Hunting Ground
[LoB:PA]
Cardtype: Master
Clan: Akunanse
Cost: 1 pool
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.
Artist: Mark Poole

Name: Juniper
[TR:U]
Cardtype: Vampire
Clan: Ventrue
Group: 4
Capacity: 6
Discipline: ani dom pre FOR
Camarilla: Juniper may steal an ally controlled by your predator or prey as a +1 stealth (D) action.
Artist: Leif Jones

Name: Justicar Retribution
[VTES:U, CE:U, KoT:U]
Cardtype: Political Action
Requires a Camarilla vampire.
Successful referendum burns all vampires with a current bleed of 3 or more.
Artist: Andrew Trabbold; Michael Weaver

Name: Justine Chen, Innocent
[Third:V]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 4
Capacity: 2
Discipline: pre
Sabbat.
Artist: Jim DiBartolo

Name: Justine, Elder of Dallas

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 8

Discipline: obf AUS DOM THA

Camarilla primogen: Justine does not tap when she successfully blocks a vampire with a capacity below 4.

Artist: Sandra Everingham

Name: Kabede Maru

[LotN:U]

Cardtype: Vampire

Clan: Assamite

Group: 5

Capacity: 9

Discipline: abo pot AUS CEL OBF QUI

Laibon magaji: Kabede gets +1 intercept against political actions. (The blood curse does not affect Kabede.)

Artist: Ken Meyer, Jr.

Name: Kahina the Sorceress

[Anarchs:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 3

Capacity: 9

Discipline: 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.

Artist: Christopher Shy

Name: Kai Simmons

[Third:V]

Cardtype: Vampire

Clan: Pander

Group: 4

Capacity: 1

Discipline: 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.

Artist: Jim DiBartolo

Name: Kalila
[KoT:V]
Cardtype: Vampire
Clan: Malkavian
Group: 5
Capacity: 3
Discipline: aus obf
Camarilla: Kalila gets +1 stealth when performing a (D) action that targets a location.
Artist: Ed Tadem

Name: Kalinda
[AH:V3, FN:PA]
Cardtype: Vampire
Clan: Assamite
Group: 2
Capacity: 6
Discipline: tha CEL OBF
Independent: Kalinda can bleed with +1 bleed as a +1 stealth (D) action that costs 2 blood. (Blood Cursed)
Artist: Ken Meyer, Jr.

Name: Kali's Fang
[AH:R2, FN:PA]
Cardtype: Equipment
Clan: Assamite
Cost: 3 pool
Unique melee weapon.
Strength+1 aggravated damage each strike.
Artist: Christopher Rush

Name: Kallista, Master Sculptor
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Toreador
Group: 1
Capacity: 6
Discipline: pre pro AUS CEL
Camarilla.
Artist: Dan Smith

Name: Kamaria
[LoB:U]
Cardtype: Vampire
Clan: Osebo
Group: 4
Capacity: 3
Discipline: aus pot
Laibon.
Artist: Rebecca Guay

Name: Kamau Jafari
[LoB:U]
Cardtype: Vampire
Clan: Assamite
Group: 4
Capacity: 4
Discipline: obf QUI
Laibon: (The blood curse does not affect Kamau.)
Artist: Steve Ellis

Name: Kamiri wa Itherero
[LoB:PA2]
Cardtype: Vampire
Clan: Akunanse
Group: 4
Capacity: 10
Discipline: 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.
Artist: Rik Martin

Name: Kamiri wa Itherero
[EK:U]
Cardtype: Vampire
Clan: Akunanse
Level: Advanced
Group: 4
Capacity: 10
Discipline: 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.
Artist: James Stowe

Name: Kanimana Belghazi
[BL:R2]
Cardtype: Vampire
Clan: Nagaraja
Group: 2
Capacity: 7
Discipline: 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.
Artist: Christopher Shy

Name: Kanya Akhtar
[AH:V3, FN:PA]
Cardtype: Vampire
Clan: Assamite
Group: 2
Capacity: 2
Discipline: cel
Independent: (Blood Cursed)
Artist: Max Shade Fellwalker

Name: Karavalanisha Vrana
[LotN:R]
Cardtype: Equipment
Clan: Ravnos
Cost: 2 pool
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.
Artist: Eric Lofgren

Name: Karen Suadela
[KoT:V]
Cardtype: Vampire
Clan: Brujah
Group: 5
Capacity: 7
Discipline: 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.
Artist: Heather Kreiter

Name: Karl
[BL:U1]
Cardtype: Vampire
Clan: Blood Brother
Group: 2
Capacity: 6
Discipline: pre san FOR POT
Sabbat. Torrance Circle: Sterile.
Artist: Lawrence Snelly

Name: Karsh
[Anarchs:U2]
Cardtype: Vampire
Clan: Gangrel
Group: 3
Capacity: 10
Discipline: 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.
Artist: Christopher Shy

Name: Karsh
[Promo-20100401]
Cardtype: Vampire
Clan: Gangrel
Level: Advanced
Group: 3
Capacity: 10
Discipline: ANI CEL FOR POT PRO
Advanced, Camarilla: Karsh may play a Blood Hunt card from your hand or ash heap as a prince. He gets 3 additional votes in blood hunt referendums. He cannot block infernal vampires/
[MERGED] Imperator (3 votes): +1 intercept.
Artist: Chad Michael Ward

Name: Kashan
[LotN:PA2]
Cardtype: Vampire
Clan: Assamite
Group: 4
Capacity: 7
Discipline: obt pre CEL OBF QUI
Independent: Kashan has 1 vote (titled). Blood cursed.
Artist: Torstein Nordstrand

Name: Kassiyim Malikhair
[BL:U2]
Cardtype: Vampire
Clan: Kiasyd
Group: 2
Capacity: 6
Discipline: dom for OBT MYT
Sabbat: During your untap phase, you can move 1 blood from Kassiyim to any ready Pander. Cold iron vulnerability.
Artist: Christopher Shy

Name: Katarina
[DS:V, Anarchs:PG]
Cardtype: Vampire
Clan: Gangrel
Group: 2
Capacity: 9
Discipline: pot pro ANI FOR
Camarilla Prince of Glasgow: Katarina gets +1 bleed when bleeding a Methuselah who controls a ready Ravnos.
Artist: Stuart Beel

Name: Katarina Kornfeld
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Ventrue
Group: 3
Capacity: 8
Discipline: ani DOM FOR PRE
Camarilla primogen: If another ready vampire you control is a prince, Katarina gets +1 stealth.
Artist: Scott Fischer

Name: Kateline Nadasdy
[KoT:PT2]
Cardtype: Vampire
Clan: Toreador
Group: 4
Capacity: 7
Discipline: AUS CEL PRE
Camarilla: During a political action, Kateline may burn 1 blood to force a non-acting vampire to abstain.
Artist: Mike Gaydos

Name: Katherine Stoddard
[BH:U2]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 3
Capacity: 4
Discipline: 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.
Artist: Brian LeBlanc

Name: Kaymakli Barrier
[BH:R]
Cardtype: Action
Cost: 1 pool
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.
Artist: Fred Harper

Name: Kaymakli Fragment

[Promo-20081023]

Cardtype: 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.

Artist: Justin Norman

Name: Kaymakli Nightmares

[Gehenna:R]

Cardtype: 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.

Artist: William O'Connor

Name: Kay Polerno

[LotN:U]

Cardtype: Vampire

Clan: Giovanni

Group: 5

Capacity: 4

Discipline: dom nec pro

Independent.

Artist: Leif Jones

Name: Kazimir Savostin

[BH:U2]

Cardtype: Vampire

Clan: Tzimisce

Group: 3

Capacity: 7

Discipline: ani pot AUS VIC

Sabbat. Black Hand Seraph: If Kazimir blocks an action, he gets an optional press in the resulting combat.

Artist: Matt Mitchell

Name: Kduva's Mask

[LoB:R]

Cardtype: Equipment

Cost: 2 pool

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.

Artist: Brian LeBlanc

Name: Keep it Simple

[Third:C, KoT:C]

Cardtype: Reaction

Cost: 1 blood

Reduce a bleed against you by 1 for each point of stealth the acting minion has when this card is played.

Artist: Glenn Osterberger

Name: Keith Moody

[Third:V]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 4

Capacity: 3

Discipline: 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.

Artist: Katie McCaskill

Name: Keller Thiel

[KoT:V]

Cardtype: Vampire

Clan: Malkavian

Group: 5

Capacity: 4

Discipline: aus dem

Camarilla: While Keller is ready and untapped, any minion who successfully bleeds you burns 1 blood or life.

Artist: Mathias Tapia

Name: Kemintiri

[AH:V3, FN:PS]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 10

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Kemintiri
[KMW:U]
Cardtype: Vampire
Clan: Follower of Set
Level: Advanced
Group: 2
Capacity: 10
Discipline: 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)}.
Artist: Lawrence Snelly

Name: Kendrick
[Sabbat:V, BH:PN]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 2
Capacity: 7
Discipline: 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.
Artist: Jeff Klimek

Name: Kenyatta
[LoB:PI2]
Cardtype: Vampire
Clan: Ishtarri
Group: 4
Capacity: 4
Discipline: cel for pre
Laibon.
Artist: Brian LeBlanc

Name: Kephamos, High Priest of Marrakech
[AH:V3, FN:PS]
Cardtype: Vampire
Clan: Follower of Set
Group: 2
Capacity: 8
Discipline: dom obf pre SER
Independent: Kephamos has 2 votes. +1 bleed.
Artist: Daniel Gelon

Name: Kerrie
[LoB:C/PI2]
Cardtype: Equipment
Cost: 1 pool
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.
Artist: John Bridges

Name: Kervos, The Lieutenant
[BL:U2]
Cardtype: Vampire
Clan: Salubri antitribu
Group: 2
Capacity: 3
Discipline: aus val
Sabbat
Artist: Christopher Shy

Name: Kestrelle Hayes
[Promo-20070101, SoC:V]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 5
Capacity: 6
Discipline: 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.
Artist: Katie McCaskill

Name: Kevlar Vest
[KoT:U]
Cardtype: Equipment
Cost: 1 pool
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.
Artist: Juan Calle

Name: Keystone Kine
[TR:C]
Cardtype: Action
Discipline: Celerity/Necromancy/Obfuscate
Requires an anarch.
[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.
Artist: Peter Bergting

Name: The Khabar: Community
[AH:C2, Tenth:A]
Cardtype: Master
Clan: Assamite
Cost: 2 pool
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.
Artist: Drew Tucker

Name: Khabar: Glory

[KMW:C, LotN:PA]

Cardtype: Action

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.

Artist: John Bridges

Name: The Khabar: Honor

[AH:V3, FN:PA2, LotN:PA2]

Cardtype: Combat

Clan: Assamite

Only usable if this Assamite has been chosen for a contract on the opposing minion.

Strike: hand strike at +3 damage.

Artist: Michael Astrachan; Jeff Holt

Name: Khabar: Loyalty

[FN:R2]

Cardtype: Action

Clan: Assamite

+1 stealth action.

Move 2 blood from the blood bank to a younger Assamite in your uncontrolled region.

Artist: Michael Gaydos

Name: Khalid

[CE:V/PN, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 9

Discipline: 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.

Artist: Christopher Shy

Name: Khalil Anvari

[AH:V3, FN:PS]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 3

Discipline: pre ser

Independent

Artist: Michael Astrachan

Name: Khalil Ravana
[FN:PR]
Cardtype: Vampire
Clan: Ravnos
Group: 2
Capacity: 5
Discipline: ani CHI for pre
Independent: Khalil gets +1 stealth when performing a diablerie action.
Artist: John Van Fleet

Name: Khalu
[LoB:PO2]
Cardtype: Vampire
Clan: Osebo
Group: 3
Capacity: 7
Discipline: 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).
Artist: Ken Meyer, Jr.

Name: Khay'tall, Snake of Eden
[FN:U2]
Cardtype: Vampire
Clan: Follower of Set
Group: 2
Capacity: 9
Discipline: 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.
Artist: Lawrence Snelly

Name: Khazar's Diary (Endless Night)
[LotN:C]
Cardtype: Action
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.
Artist: John Bridges

Name: Kherebutu (Bane Mummy)

[AH:R2]

Cardtype: Ally

Clan: Follower of Set

Cost: 5 pool

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.

Artist: Pete Venters

Name: Khobar Towers, Al-Khubar

[FN:R2, LotN:PS]

Cardtype: Master

Clan: Follower of Set

Cost: 2 pool

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.

Artist: Michael Gaydos

Name: Kij Dansky

[Sabbat:V, BH:PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 8

Discipline: obt AUS DOM THA

Sabbat priscus.

Artist: Rick Berry

Name: The Kikiyaon

[LoB:U]

Cardtype: Vampire

Clan: Akunanse

Group: 4

Capacity: 5

Discipline: abo ani FOR

Laibon: Once each combat, The Kikiyaon may burn a blood to get a maneuver. Flight [FLIGHT].

Artist: Leif Jones

Name: Kindred Coercion

[DS:U2, FN:PG, CE:PTR]

Cardtype: Reaction

Cost: X blood

Discipline: Dominate

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.)

Artist: Stuart Beel

Name: Kindred Intelligence

[Jyhad:R2, VTES:R, CE:U, KoT:U]

Cardtype: Action

Clan: Nosferatu

+1 stealth action.

Move the top card from your crypt to your uncontrolled region.

Artist: Michael Weaver; Mike Danza

Name: Kindred Manipulation

[SW:R/PV, Third:R]

Cardtype: Action Modifier

Clan: Ventrue antitribu

Cost: 1 blood

Only usable during a referendum.

Change the votes of a younger vampire to votes of your choice.

Artist: Brian LeBlanc

Name: Kindred Restructure

[Jyhad:V, VTES:V, CE:U/PV]

Cardtype: 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.} =

Artist: Quinton Hoover

Name: Kindred Segregation

[Jyhad:V, VTES:V, CE:PTO, Third:U]

Cardtype: 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.

Artist: Nilson; Ne Ne Thomas

Name: Kindred Society Games

[Jyhad:R, VTES:R, CE:R]

Cardtype: Master

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.

Artist: Leif Jones; Mark Poole

Name: Kindred Spirits

[Sabbat:C, SW:C, CE:C, BH:PM5, Third:C/PM5, KoT:C/PM6]

Cardtype: 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.

Artist: Greg Loudon; Jenny Frison

Name: Kine Resources Contested

[Jyhad:C, VTES:C, CE:C/PTo2, Anarchs:PAB3, BH:PM5, LoB:PG3, Third:PB6, KoT:C/PT4/PV6]

Cardtype: Political Action

Allocate 4 points among two or more Methuselaha. Successful referendum means each Methuselah burns 1 pool for each point assigned.

Artist: Heather Hudson; Brian LeBlanc

Name: King of the Mountain

[FN:C2]

Cardtype: Combat

Cost: 2 blood

Discipline: Fortitude

[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.

Artist: Brian LeBlanc

Name: King's Favor

[LoB:PG]

Cardtype: Reaction

Clan: Gurohi

Only usable during a referendum. Boon.

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

Artist: Durwin Talon

Name: King's Rising

[Third:C, KoT:C]

Cardtype: 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.

Artist: Avery Butterworth

Name: Kingston Penitentiary, Ontario

[KMW:R]

Cardtype: Master

Cost: 4 pool

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.

Artist: Travis Ingram

Name: Kiradin

[LotN:PR2]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 8

Discipline: ani pot CHI DEM FOR

Independent: Once each round, Kiradin may burn a blood to get an additional strike.

Artist: Heather Kreiter

Name: Kisha Bhimji

[Promo-20061026]

Cardtype: Vampire

Clan: Osebo

Group: 3

Capacity: 5

Discipline: cel obf pot AUS

Laibon magaji: Kisha gets -1 stealth on non-hunt actions.

Artist: Ken Meyer, Jr.

Name: Kiss of Lachesis

[BL:C1, LoB:C]

Cardtype: Action

Cost: 1 blood

Discipline: Temporis/Serpentis

+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.

Artist: Dennis Calero

Name: The Kiss of Ra

[AH:U5, FN:PR, CE:PV, Anarchs:PG, LoB:PI]

Cardtype: Action Modifier

Cost: 3 blood

Discipline: Fortitude

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.

Artist: Sandra Everingham

Name: Kite

[SW:C, BH:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 2

Capacity: 7

Discipline: obf pre AUS DEM

Sabbat bishop: +1 intercept.

Artist: Lawrence Snelly

Name: Klaus Konrecht

[Third:V]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 4

Capacity: 8

Discipline: for pot AUS CEL PRE

Sabbat cardinal.

Artist: Jim DiBartolo

Name: Klaus van der Veken

[DS:V, CE:PTo]

Cardtype: Vampire

Clan: Toreador

Group: 2

Capacity: 9

Discipline: aus obf tha CEL PRE

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

Artist: Sandra Everingham

Name: The Knights

[Jyhad:R, VTES:R, CE:R]

Cardtype: Ally

Clan: Brujah

Cost: 1 pool

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

Artist: Brian LeBlanc; L. A. Williams

Name: Knotted Cord

[HttB:R]

Cardtype: Action Modifier/Reaction

Requires an infernal vampire. Only usable during a referendum.

Choose a younger vampire. The chosen vampire abstains. This can cancel that vampire's votes.

Artist: Joel Biske

Name: KoKo

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Nosferatu

Group: 1

Capacity: 2

Discipline: pot

Camarilla.

Artist: L. A. Williams

Name: Konrad Fleischer

[Third:V]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 9

Discipline: tha ANI AUS DOM FOR

Sabbat: Once each round, Konrad may treat 1 aggravated damage as normal. He gets an optional press each combat.

Artist: Avery Butterworth

Name: Korah

[Sabbat:V, SW:U, BH:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 2

Capacity: 7

Discipline: ani AUS DEM OBF

Sabbat priscus.

Artist: Lawrence Snelly

Name: Kostantin, Baro of the Caravan

[DS:V, FN:PR]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 9

Discipline: cel dom ANI CHI FOR

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

Artist: Mark Tedin

Name: Kpist m/45

[LotN:U]

Cardtype: Equipment

Cost: 3 pool

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.

Artist: Peter Bergting

Name: Kraken's Kiss

[SW:C/PT, Third:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Vicissitude

[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.

Artist: Drew Tucker

Name: Krassimir

[BL:R2]

Cardtype: Vampire

Clan: True Brujah

Group: 2

Capacity: 7

Discipline: 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 [cel].

Scarce.

Artist: Brian LeBlanc

Name: KRCG News Radio

[Jyhad:U, VTES:U, CE:U, LoB:PA, LotN:PG, KoT:U/PB]

Cardtype: Master

Cost: 2 pool

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.

Artist: Leif Jones; William O'Connor

Name: Krid

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 2

Discipline: obf

Camarilla.

Artist: Becky Cloonan

Name: Kumpania

[LotN:R]

Cardtype: Master

Clan: Ravnos

Cost: 1 pool

Unique master.

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

Artist: James Stowe

Name: Kurt Densch

[CE:V, Anarchs:PAB, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 8

Discipline: 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.

Artist: Mike Danza

Name: Kurt Strauss

[Sabbat:V, BH:PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 5

Discipline: aus tha DOM

Sabbat.

Artist: Phillip Tan

Name: Kuta

[EK:C]

Cardtype: 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.

Artist: Justin Norman

Name: Kyle Strathcona, Cardinal of Canada

[SW:PV]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 2

Capacity: 9

Discipline: for AUS DOM POT PRE

Sabbat cardinal: During your untap phase, you may move 1 blood from Kyle to any other controlled Sabbat vampire.

Artist: John Van Fleet

Name: Kyoko Shinsegawa

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Tremere

Group: 3

Capacity: 5

Discipline: 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.

Artist: Max Shade Fellwalker

Name: Kyrlo

[HttB:U]

Cardtype: Vampire

Clan: Blood Brother

Group: 5

Capacity: 4

Discipline: for SAN

Sabbat. Kiev Circle: Sterile.

Artist: Ken Meyer, Jr.

Name: The Labyrinth

[Jyhad:U, VTES:U, CE:U, KoT:U]

Cardtype: Master

Clan: Nosferatu

Cost: 1 pool

Master: unique location.

Tap to give a Nosferatu you control +1 stealth for the current action.

Artist: Pete Venters; Mark Nelson

Name: Lachlan, Noddist

[Sabbat:V, BH:PTo]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 8

Discipline: dom AUS CEL PRE

Sabbat Archbishop of Chicago.

Artist: Michael Astrachan

Name: Ladislav Toth, The Torch

[Gehenna:U, Third:PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 3

Capacity: 7

Discipline: for AUS DOM THA

Sabbat Archbishop of Frankfurt.

Artist: Christopher Shy

Name: Lady Constancia

[LotN:PG2]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 10

Discipline: 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.

Artist: Peter Bergting

Name: Lady Zara Slatikov

[Third:PTz2]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 8

Discipline: 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.

Artist: Chad Michael Ward

Name: Laecanus

[TR:U]

Cardtype: Vampire

Clan: Toreador

Group: 4

Capacity: 5

Discipline: obt pre CEL

Camarilla: Once each combat, Laecanus may press to end combat. He is immune to frenzy cards.

Artist: Lawrence Snelly

Name: Laika

[Third:PTz2]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 7

Discipline: chi obf vic ANI AUS

Sabbat: Laika may burn 1 blood to strike for 2R damage.

Artist: Richard Thomas

Name: Lalitha

[AH:V3, FN:PS]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 2

Discipline: ser

Independent

Artist: Max Shade Fellwalker

Name: Lambach
[Sabbat:V, SW:U/PT]
Cardtype: Vampire
Clan: Tzimisce
Group: 2
Capacity: 10
Discipline: 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.
Artist: Tim Bradstreet & Grant Goleash

Name: Lambach
[Promo-20030901]
Cardtype: Vampire
Clan: Tzimisce
Level: Advanced
Group: 2
Capacity: 10
Discipline: 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.
Artist: Christopher Shy

Name: Lam Into
[TR:C]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Lana Butcher
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Ventrue
Group: 3
Capacity: 3
Discipline: dom for
Camarilla.
Artist: Alejandro Collucci

Name: Langa
[LoB:U, HttB:PSa]
Cardtype: Vampire
Clan: Salubri antitribu
Group: 4
Capacity: 5
Discipline: for VAL
Laibon: Langa may enter combat with a vampire controlled by another Methuselah as a (D) action.
Artist: David Day

Name: Lapse
[BL:C2, LoB:C]
Cardtype: Combat
Cost: 2 blood
Discipline: Temporis/Potence
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).
Artist: Leif Jones

Name: Laptop Computer
[Jyhad:C, VTES:C, Sabbat:C, SW:PB/PL2/PT, FN:PR, CE:C, Anarchs:PAG2/PG, BH:PN, LoB:PA]
Cardtype: Equipment
Cost: 1 pool
{Electronic} equipment.
The minion with this equipment gets +1 bleed. A minion may have only 1 Laptop Computer.
Artist: Darryl Elliott; Brian Snoddy

Name: Larry
[BL:U1]
Cardtype: Vampire
Clan: Blood Brother
Group: 2
Capacity: 5
Discipline: dem for pot SAN
Sabbat. Chicago Circle: Once each action, Larry can burn 1 blood to get +1 intercept. Sterile.
Artist: Lawrence Snelly

Name: Last Stand
[BH:R]
Cardtype: Master
Cost: 6 pool
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.
Artist: Peter Bergting

Name: Laszlo Mirac

[Third:V]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 10

Discipline: 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.

Artist: Avery Butterworth

Name: Laurent de Valois

[AH:V3, CE:PN]

Cardtype: Vampire

Clan: Nosferatu

Group: 2

Capacity: 4

Discipline: ani dom obf

Camarilla.

Artist: Anson Maddocks

Name: La Viuda Blanca

[HttB:U]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 6

Capacity: 6

Discipline: for obf AUS NEC

Sabbat: La Viuda may draw up to two cards from your library as a +1 stealth action (discard afterward).

Artist: Samuel Araya

Name: Layla bint-Nadr

[LotN:PA2]

Cardtype: Vampire

Clan: Assamite

Group: 4

Capacity: 5

Discipline: qui CEL OBF

Independent: Blood cursed.

Artist: Jim Pavelec

Name: Lay Low

[Promo-20081119]

Cardtype: Action Modifier/Combat

Cost: 1 blood

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).

Artist: Efrem Palacios

Name: Lazar Dobrescu

[AH:V3, FN:PR]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 3

Discipline: for

Independent: Lazar 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.

Artist: Rebecca Guay

Name: Lazarene Inquisitor

[BL:R1, LoB:R]

Cardtype: Master

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.

Artist: Christopher Shy

Name: Lazarus

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 9

Discipline: cel pot AUS DOM THA

Camarilla primogen: Lazarus may inflict 1R damage as a strike.

Artist: Edward Beard, Jr.

Name: Lazarus

[Anarchs:U2]

Cardtype: Vampire

Clan: Tremere

Level: Advanced

Group: 1

Capacity: 9

Discipline: 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.

Artist: Christopher Shy

Name: Lazarus James
[Gehenna:U]
Cardtype: Vampire
Clan: Malkavian
Group: 4
Capacity: 8
Discipline: obf tha AUS DEM PRE
Camarilla: +1 bleed.
Artist: Monte Moore

Name: Lazverinus, Thrall of Lambach
[Sabbat:V, SW:U/PV]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 2
Capacity: 10
Discipline: pro AUS DOM FOR POT
Sabbat Archbishop of Houston: +2 strength.
Artist: Zina Saunders

Name: Leadership Vacuum
[Gehenna:R, KoT:R]
Cardtype: 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.
Artist: Christopher Shy

Name: Lead Fist
[HttB:C/PGar2]
Cardtype: Combat
Discipline: Visceratika / Thaumaturgy
[tha] Strike: hand strike at +1 damage.
[vis] As [tha] above, and once this round this vampire can burn a blood to get a press, only usable to continue combat.
[VIS] As [vis] above, but at +2 damage.
Artist: Brian LeBlanc

Name: Leaf "Potter116" Pankowski
[NoR:U]
Cardtype: Imbued
Creed: Redeemer
Group: 4
Life: 4
Virtue: inn red vis
During your discard phase, Leaf may tap to gain a conviction from your library (shuffle afterward), hand or ash heap.
Artist: Katie McCaskill

Name: Leandro
[DS:V, CE:PM]
Cardtype: Vampire
Clan: Malkavian
Group: 2
Capacity: 11
Discipline: 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.
Artist: Drew Tucker; Ken Meyer, Jr.

Name: Leapfrog
[LoB:C]
Cardtype: Combat
Discipline: Spiritus/Obfuscate
[obf] Maneuver, only usable to go to long range.
[spi] Maneuver.
[SPI] Strike: combat ends.
Artist: Josh Timbrook

Name: Learjet
[KMW:C, KoT:PM2]
Cardtype: Equipment
Cost: 1 pool
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.
Artist: John Bridges

Name: Leather Jacket
[Sabbat:C, SW:C/PB/PT/PV, FN:PS, CE:PTo/PTr, BH:PN, Third:C/PB2/PM2]
Cardtype: 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.
Artist: Tim Bradstreet & Grant Goleash; T. Bradstreet & G. Goleash

Name: Leathery Hide
[KMW:C/PG3]
Cardtype: Combat
Clan: Gangrel antitribu
A vampire may play only one Leathery Hide each round.
Prevent four non-aggravated damage from the opposing minion's strike.
Artist: Richard Thomas

Name: Lectora
[Third:V]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 4
Capacity: 3
Discipline: aus tha
Sabbat.
Artist: Becky Jollensten

Name: Le Dinh Tho
[BL:R2]
Cardtype: Vampire
Clan: Nagaraja
Group: 2
Capacity: 5
Discipline: 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.
Artist: Christopher Shy

Name: Leech
[KoT:U]
Cardtype: 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.
Artist: Marian Churchland

Name: Left for Dead
[FN:R2, Third:R]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Legacy of Caine
[Sabbat:R, SW:R/PL, Third:R]
Cardtype: 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.
Artist: Harold Arthur McNeill

Name: Legacy of Pander

[Sabbat:R, SW:R]

Cardtype: 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.

Artist: Dave Seeley

Name: Legacy of Power

[DS:U, Tenth:B]

Cardtype: Reaction

Cost: 3 blood

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.

Artist: Steve Casper

Name: Legal Manipulations

[Jyhad:C, VTES:C, SW:PB2, CE:C/PB, BH:PTo2, KMW:PB5, LoB:PI3]

Cardtype: Action

Cost: 1 blood

Discipline: Presence

[pre] (D) Bleed with +2 bleed.

[PRE] As above, and gain 1 pool if the bleed is successful (for 1 or more).

Artist: Stuart Beel

Name: Legendary Vampire

[DS:U2, FN:PA, LoB:PG]

Cardtype: Master

Cost: 2 pool

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.

Artist: Pete Venters

Name: Legend of the Leopard

[LoB:C]

Cardtype: Action

Clan: Osebo

Cost: 1 blood

+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.

Artist: Glenn Osterberger

Name: Legion

[Promo-20030901]

Cardtype: 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.

Artist: Leif Jones

Name: Legwork

[BH:C, Third:C]

Cardtype: Reaction

Cost: 1 blood

Do not replace until your next untap phase.

+1 intercept. Not usable by a vampire with more than 0 intercept.

Artist: Andrew Bates

Name: Leila Monroe

[Third:V]

Cardtype: Vampire

Clan: Lasombra

Group: 4

Capacity: 4

Discipline: dom obt pre

Sabbat: Leila may change the sect of an anarch vampire with no blood to Sabbat as a +1 stealth (D) action.

Artist: Lawrence Snelly

Name: Lena Rowe

[Sabbat:V, Tenth:A]

Cardtype: Vampire

Clan: Pander

Group: 2

Capacity: 3

Discipline: aus obf pre

Sabbat: Lena cannot attempt actions that would give her a title and cannot be chosen as the recipient of a title.

Artist: Ken Meyer, Jr.

Name: Leon

[Sabbat:V, Tenth:A]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 2

Capacity: 3

Discipline: ani for

Sabbat: Gangrel antitribu get -1 intercept when attempting to block Leon.

Artist: John Bolton

Name: Leonardo, Mortician

[DS:U2, FN:PG]

Cardtype: Ally

Clan: Giovanni

Cost: 1 pool

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.

Artist: Drew Tucker

Name: Leo Washington

[Third:V]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 2

Discipline: cel pro

Sabbat: An older vampire opposing Leo gets an optional maneuver on the first round of combat.

Artist: Abrar Ajmal

Name: L'Epuisette

[KMW:U]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 4

Capacity: 4

Discipline: aus cel pro

Sabbat: L'Epuisette gets +1 bleed when bleeding a Methuselah who controls a ready Toreador.

Artist: Mark Poole

Name: Lernean

[Third:V]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 4

Capacity: 10

Discipline: for pro AUS CEL DOM THA

Sabbat cardinal: Once each round, Lernean may burn 1 blood to get an additional strike.

Artist: Jeff Holt

Name: Lesser Boon

[LotN:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Lessons in the Steel

[BH:R]

Cardtype: 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.

Artist: Jeff Holt

Name: Letter from Vienna

[Jyhad:U, VTES:U]

Cardtype: Master

Master.

Tap all ready Tremere.

Artist: Amy Weber

Name: Leverage

[LotN:C/PR2, KoT:C]

Cardtype: 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.

Artist: Jim DiBartolo

Name: Lextalionis

[Jyhad:V, VTES:V, CE:PTo]

Cardtype: 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.

Artist: Pete Venters

Name: Lia Milliner

[Anarchs:U2]

Cardtype: Vampire

Clan: Giovanni

Group: 3

Capacity: 3

Discipline: dom nec

Independent.

Artist: Mike Huddleston

Name: Libertas

[TR:C]

Cardtype: Master

Cost: 1 pool

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.

Artist: Andrew Trabbold

Name: Liberty Club Intrigue

[Anarchs:R, KoT:R]

Cardtype: 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.

Artist: Peter Bergting

Name: Library Hunting Ground

[Sabbat:U, SW:U/PT, Third:PTz]

Cardtype: Master

Clan: Tzimisce

Cost: 2 pool

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.

Artist: Mike Weaver

Name: Life Boon

[Jyhad:U, VTES:U, SW:PV, CE:PTo]

Cardtype: 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.

Artist: Kaja Foglio

Name: Life in the City

[Anarchs:C2, KMW:PA_n, LoB:PA2/PI2, KoT:C/PM4]

Cardtype: Master

Master: trifle.

Move 1 blood from the blood bank to a ready vampire.

Artist: Fred Hooper

Name: Lifeless Tongues

[KMW:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Light Intensifying Goggles

[KoT:U]

Cardtype: 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.

Artist: Juan Calle

Name: Lightning Reflexes

[Sabbat:R, SW:R/PB, KoT:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Celerity

[cel] Additional strike.

[CEL] This vampire may burn X blood to gain X additional strikes.

Artist: Michael Astrachan; Eric Lofgren

Name: Lilith's Blessing

[Promo-20100401]

Cardtype: Master

Cost: 1 pool

Master.

Put this card in play. As a master phase action, you may tap this card to search your library for a master: Discipline card and choose a ready non-Bahari vampire you control who has no blood. That vampire gains the Discipline card (if any) and 3 blood and becomes Bahari.

Artist: Matt Smith

Name: Lille Haake

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Tremere

Group: 3

Capacity: 9

Discipline: 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.

Artist: Alejandro Collucci

Name: Lillian

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 5

Capacity: 3

Discipline: ani pro

Independent.

Artist: Andrew Trabbold

Name: Lily Prelude

[HttB:C]

Cardtype: Political Action

Cost: 1 blood

Discipline: Melpominee

[mel] Allocate 4 points among one or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point assigned.

[MEL] As above, and choose a Methuselah. Successful referendum means that chosen Methuselah gains 1 pool.

Artist: Leif Jones

Name: Lindsay Yates

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 5

Discipline: aus for pre CEL

Camarilla.

Artist: Mike Gaydos

Name: Lin Jun

[TR:U]

Cardtype: Vampire

Clan: Toreador

Group: 4

Capacity: 4

Discipline: aus cel pre tha

Camarilla: If Jun is in torpor, vampires with Thaumaturgy controlled by your predator get +1 bleed.

Artist: Ken Meyer, Jr.

Name: Liquefy the Mortal Coil

[SoC:R]

Cardtype: Combat

Cost: 2 blood

Discipline: Vicissitude

[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.

Artist: Heather Kreiter

Name: Liquidation

[Tenth:A/B]

Cardtype: Master

Master. Do not replace until your discard phase.

Burn seven cards from the top of your library to gain 3 pool.

Artist: James Stowe

Name: Lise
[KoT:V]
Cardtype: Vampire
Clan: Gangrel
Group: 5
Capacity: 6
Discipline: pot pro ANI FOR
Independent.
Artist: Erica Danell

Name: Lisa Noble
[Anarchs:U2]
Cardtype: Vampire
Clan: Caitiff
Group: 3
Capacity: 1
Discipline: ani
Camarilla: Lisa gets -1 strength on the first round of combat.
Artist: David Day

Name: Lisette Vizquel
[Sabbat:V, SW:PL]
Cardtype: Vampire
Clan: Lasombra
Group: 2
Capacity: 6
Discipline: pro DOM POT
Sabbat bishop: Lisette gets +1 intercept against any vampire performing a diablerie action.
Artist: Ken Meyer, Jr.

Name: Lithrac
[BL:U2]
Cardtype: Vampire
Clan: Samedi
Group: 2
Capacity: 5
Discipline: 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.
Artist: Christopher Shy

Name: Little Mountain Cemetery
[LoB:C, HttB:PSam2]
Cardtype: Action
Clan: Samedi
+1 stealth action.
This acting Samedi and all younger Samedi in your uncontrolled region each gain a blood from the bank.
Artist: Brian LeBlanc

Name: Little Tailor of Prague

[SW:U]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 8

Discipline: 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.

Artist: Lawrence Snelly

Name: Little Willie

[Third:V]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 4

Discipline: for obf pro

Sabbat.

Artist: Steve Ellis

Name: Living Manse

[Sabbat:R, SW:R, Third:R]

Cardtype: Equipment

Clan: Tzimisce

Cost: 1 blood

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.

Artist: Mark Tedin

Name: Living Wood Staff

[NoR:R]

Cardtype: Equipment

Creed: Avenger

Cost: X Conviction

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.

Artist: Travis Ingram

Name: Lizette

[LotN:PR2]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 10

Discipline: 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.

Artist: Leif Jones

Name: Liz "Ticket312" Thornton

[NoR:U]

Cardtype: Imbued

Creed: Innocent

Group: 4

Life: 2

Virtue: inn red

Liz doesn't gain a conviction as normal when entering play.

Artist: Lawrence Snelly

Name: Lobotomy

[SW:R, Third:R]

Cardtype: 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.

Artist: Drew Tucker

Name: Local 1111

[BH:R, Third:PTz]

Cardtype: Equipment

Cost: 2 blood

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.

Artist: Brian LeBlanc

Name: Lock

[NoR:C]

Cardtype: 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.

Artist: Peter Bergting

Name: Lodin (Olaf Holte)

[KoT:V]

Cardtype: Vampire

Clan: Ventrue

Group: 5

Capacity: 8

Discipline: aus pro DOM FOR PRE

Camarilla Prince of Chicago: Lodin can prevent 1 damage from the opposing minion's strike once each combat.

Artist: Jim Pavelec

Name: Loki's Gift

[KoT:C]

Cardtype: 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.

Artist: Justin Norman

Name: Lolita

[Sabbat:V, BH:PTo]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 3

Discipline: for pre

Sabbat.

Artist: Ken Meyer, Jr.

Name: Lolita Houston

[Sabbat:V, SW:PT]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 4

Discipline: aus VIC

Sabbat

Artist: Tim Bradstreet & Grant Goleash

Name: London Evening Star, Tabloid Newspaper

[DS:U2, FN:PR, Third:PB]

Cardtype: Master

Cost: 3 pool

Master: unique location.

Tap to give any minion +1 intercept for the current action.

Artist: Dave Roach & Pete Burges

Name: Loner

[Gehenna:C]

Cardtype: 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.

Artist: David Day

Name: Loonar
[Third:V]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 4
Capacity: 4
Discipline: cel PRE
Sabbat.
Artist: Ken Meyer, Jr.

Name: Loose Cannon
[Gehenna:C]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Dementation/Thaumaturgy/Vicissitude
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.
Artist: Alejandro Collucci

Name: Lord Aaron Wesley Wilkshire
[Third:V]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 4
Capacity: 8
Discipline: ani obf CEL POT PRE
Sabbat. Black Hand: Frenzy cards played on Aaron cost an additional blood or pool.
Artist: Steve Ellis

Name: Lord Ashton
[Anarchs:PG]
Cardtype: Vampire
Clan: Gangrel
Group: 3
Capacity: 5
Discipline: 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
Artist: Lawrence Snelly

Name: Lord Ephraim Wainwright

[KoT:V, HttB:PGar]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 6

Discipline: 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.

Artist: Leif Jones

Name: Lord Fianna

[KoT:V]

Cardtype: Vampire

Clan: Malkavian

Group: 5

Capacity: 8

Discipline: cel pro AUS DEM OBF

Camarilla. Red List: Allies cannot block Lord Fianna. +1 stealth.

Artist: Warren Mahy

Name: Lord of Serenity

[HttB:C]

Cardtype: Action

Cost: 3 blood

Discipline: Obeah/ Fortitude

+1 stealth action.

[for] Rescue up to two vampires from torpor. Any ready vampire may attempt to block this action.

[obe] Put this card on the acting vampire. During your untap phase, this vampire gains 1 blood. Any vampire may burn this card as a (D) action.

[OBE] As [obe] above, but this vampire gains 2 blood.

Artist: Vatche Mavlian

Name: Lord Vauxhall

[Third:V, HttB:PKia]

Cardtype: Vampire

Clan: Lasombra

Group: 4

Capacity: 7

Discipline: DOM OBT POT THA

Sabbat.

Artist: Leif Jones

Name: Lorenzo Detuono

[LotN:U]

Cardtype: Vampire

Clan: Giovanni

Group: 5

Capacity: 9

Discipline: 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.

Artist: Andrew Trabbold

Name: Lorrie Dunsirn

[KMW:U]

Cardtype: Vampire

Clan: Abomination

Group: 4

Capacity: 4

Discipline: 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.

Artist: Katie McCaskill

Name: Loss

[LotN:C/PA3]

Cardtype: Action

Cost: 1 blood

Discipline: Quietus

[qui] (D) Burn an equipment or location on a minion controlled by your predator or prey.

[QUI] (D) Bleed at +2 bleed.

Artist: Veronica Jones

Name: Lost in Crowds

[Jyhad:C, VTES:C, Sabbat:C, FN:PS3, CE:C/PM6/PN4, BH:PM4, KMW:PG2, Third:C/PM4, HttB:PSam4]

Cardtype: Action Modifier

Discipline: Obfuscate

[obf] +1 stealth. Into Thin Air and Lost in Crowds cannot both be played on the same action.

[OBF] As above, but for +2 stealth.

Artist: Doug Gregory; Drew Tucker; Melissa Uran

Name: Lost in Translation

[LotN:C/PA]

Cardtype: Reaction

Cost: 2 blood

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.

Artist: Becky Jollensten

Name: Louhi

[KMW:U]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 10

Discipline: 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).

Artist: Steve Prescott

Name: Louis de Maisonneuve

[Third:V]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 5

Discipline: aus dom obf FOR

Sabbat.

Artist: John Bridges

Name: Louis Fortier

[TR:U]

Cardtype: Vampire

Clan: Ventrue

Group: 4

Capacity: 5

Discipline: aus dom for obf pre

Camarilla.

Artist: Ken Meyer, Jr.

Name: The Louvre, Paris

[DS:C2, CE:PTo]

Cardtype: Master

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.

Artist: Ken Meyer, Jr.

Name: Loving Agony

[HttB:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Valeren/Animalism

Only usable at close range.

[ani] Strike: hand strike at +1 damage.

[val] Strike: combat ends and the opposing minion takes 1 damage.

[VAL] As [val] above, and this vampire may burn 1 blood to untap before combat ends.

Artist: Juan Calle

Name: Loyalist

[BH:C]

Cardtype: Reaction

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.

Artist: Christopher Shy

Name: Loyal Street Gang

[Jyhad:U, VTES:U, CE:U, KoT:U]

Cardtype: Ally

Clan: Brujah

Cost: 1 pool

Mortal with 2 life. 1 strength, 0 bleed.

Artist: Chris Stevens; Bryon Wackwitz

Name: Luanda Magere

[EK:U]

Cardtype: Vampire

Clan: Ishtarri

Group: 4

Capacity: 8

Discipline: for CEL PRE PRO

Laibon: Luanda gets +1 strength for each Orun he has.

Artist: Pat Loboyko

Name: Lubomira Hradok

[SoC:V]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 5

Capacity: 3

Discipline: 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.

Artist: Lawrence Snelly

Name: Luc

[Third:V]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 5

Discipline: 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.

Artist: Thomas Manning

Name: Luca Italicus
[Third:V, HttB:PKia]
Cardtype: Vampire
Clan: Lasombra
Group: 4
Capacity: 10
Discipline: tha DOM FOR NEC OBT POT
Sabbat Archbishop of Philadelphia: Once each round after the first, Luca can strike for 2R damage.
Artist: Jim DiBartolo

Name: Lucas Halton
[CE:V/PTTr, KMW:PAI, BSC:X]
Cardtype: Vampire
Clan: Tremere
Group: 3
Capacity: 10
Discipline: 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).
Artist: Alejandro Collucci

Name: Luccia Paciola
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 6
Discipline: for pre DOM
Camarilla: +1 strength.
Artist: Larry MacDougall

Name: Lucian
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Malkavian
Group: 1
Capacity: 10
Discipline: cel tha AUS DOM OBF
Camarilla Malkavian Justicar: Lucian may steal equipment as a strike.
Artist: Drew Tucker

Name: Lucian, the Perfect
[EK:U]
Cardtype: Vampire
Clan: Gurohi
Group: 4
Capacity: 11
Discipline: 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.
Artist: Vince Locke

Name: Lucina
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Toreador
Group: 3
Capacity: 7
Discipline: 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.
Artist: Max Shade Fellwalker

Name: Lucinde, Alastor
[CE:V, KMW:PAI, BSC:X]
Cardtype: Vampire
Clan: Ventrue
Group: 3
Capacity: 10
Discipline: 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.
Artist: Matt Mitchell

Name: Lucita
[Promo-20020811, SW:PL]
Cardtype: Vampire
Clan: Lasombra
Group: 2
Capacity: 8
Discipline: cel pot DOM FOR OBT
Independent: Sabbat vampires younger than Lucita get -1 intercept when attempting to block Lucita.
Artist: John Van Fleet

Name: Lucita
[Anarchs:U2]
Cardtype: Vampire
Clan: Lasombra
Level: Advanced
Group: 2
Capacity: 8
Discipline: 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.
Artist: rk post

Name: Lucky Blow
[Jyhad:C, VTES:C, SW:PT, CE:C, Anarchs:PAG]
Cardtype: Combat
Do not replace until after combat.
Strike: hand strike or {use a} melee weapon strike. {This strike is} at +1 damage.
Artist: Pete Venters

Name: Lucretia, Cess Queen
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Nosferatu
Group: 1
Capacity: 10
Discipline: aus cel for pot ANI OBF
Camarilla primogen: +1 stealth.
Artist: Anson Maddocks

Name: Lucubratio
[Third:PTR2]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 4
Capacity: 10
Discipline: 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.
Artist: Becky Jollensten

Name: Lucy Markowitz
[Third:V]
Cardtype: Vampire
Clan: Lasombra
Group: 4
Capacity: 3
Discipline: dom obt
Sabbat.
Artist: Jim DiBartolo

Name: Lukas
[Third:V]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 4
Capacity: 8
Discipline: pre ser ANI OBF POT
Sabbat Archbishop of Toronto.
Artist: James Stowe

Name: Luke Fellows
[Third:V]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 7
Discipline: CEL OBF PRO
Sabbat: If Luke bleeds successfully, he untaps at the end of the action.
Artist: Peter Bergting

Name: Lula Burch
[Third:V]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 3
Discipline: for pro
Sabbat.
Artist: Lawrence Snelly

Name: Luma, Stone Beauty
[BL:U1]
Cardtype: Vampire
Clan: Gargoyle
Group: 2
Capacity: 5
Discipline: aus pot vis FOR
Camarilla Tremere Slave: Flight [FLIGHT].
Artist: Christopher Shy

Name: Lumumba
[LoB:PG2]
Cardtype: Vampire
Clan: Gurohi
Group: 4
Capacity: 4
Discipline: ani PRE
Laibon.
Artist: Jim Pavelec

Name: Luna Giovanni
[LotN:U]
Cardtype: Vampire
Clan: Giovanni
Group: 5
Capacity: 10
Discipline: 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.
Artist: James Stowe

Name: Lunatic Eruption
[SW:R, Third:R]
Cardtype: Action
Cost: 2 blood
Discipline: Dementation
[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.
Artist: Steve Prescott

Name: Lupe "Cabbie22" Droin

[NoR:U]

Cardtype: Imbued

Creed: Defender

Group: 4

Life: 4

Virtue: def ven

If Lupe has a vehicle, once each action she may burn a conviction [1 CONVICTION] to get +1 stealth or +1 intercept.

Artist: Lawrence Snelly

Name: Lupine Assault

[FN:R, Third:R]

Cardtype: Master

Cost: 1 pool

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.

Artist: Steve Prescott

Name: Lupo

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 2

Discipline: pot

Camarilla.

Artist: Josh Timbrook

Name: Lure of the Serpent

[AH:U5, FN:PS]

Cardtype: Action

Cost: 1 blood

Discipline: Serpents

[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.

Artist: Ron Spencer

Name: Luther

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 2

Capacity: 6

Discipline: for obt pro ANI

Sabbat: Luther gets +1 bleed when bleeding a Methuselah who controls a ready Pander.

Artist: Mike Dringenberg

Name: Lutz von Hohenzollern

[KoT:PM2]

Cardtype: Vampire

Clan: Malkavian

Group: 4

Capacity: 11

Discipline: 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.

Artist: Warren Mahy

Name: Lydia, Grand Praetor

[HttB:U]

Cardtype: Vampire

Clan: True Brujah

Group: 6

Capacity: 9

Discipline: dom pre AUS FOR POT TEM

Independent: Lydia has 1 vote (titled). Once each action, she can burn 1 blood for +1 stealth. She cannot play cards that require Celerity [cel]. Scarce.

Artist: Ken Meyer, Jr.

Name: Lydia Van Cuelen

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 6

Discipline: aus dom pre tha

Camarilla: +1 bleed.

Artist: Christopher Rush

Name: Lyndhurst Estate, New York

[Sabbat:U]

Cardtype: Equipment

Cost: 3 blood

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}.

Artist: Mike Dringenberg

Name: Lynn Thompson

[KoT:V]

Cardtype: Vampire

Clan: Brujah

Group: 5

Capacity: 3

Discipline: cel pot

Camarilla: Lynn cannot have a haven. Any haven that she would receive is burned instead.

Artist: Heather Kreiter

Name: Maabara

[LoB:R]

Cardtype: Master

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.

Artist: Eric Lofgren

Name: MacAlister Marshall

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 6

Discipline: aus dom obf pre THA

Camarilla: Other Tremere get +1 intercept when attempting to block a (D) action directed at MacAlister.

Artist: Ken Meyer, Jr.

Name: Machine Blitz

[Sabbat:R]

Cardtype: 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.

Artist: Clint Langley

Name: Macoute

[LoB:U, HttB:PSam]

Cardtype: Vampire

Clan: Samedi

Group: 4

Capacity: 6

Discipline: obf thn FOR NEC

Independent.

Artist: James Stowe

Name: Madame Guil

[CE:V, KMW:PAI, BSC:X]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 10

Discipline: for pot ser AUS CEL PRE

Camarilla Toreador Justicar: +1 bleed.

Artist: Rebecca Guay

Name: Madman's Quill

[BL:R2]

Cardtype: Action

Cost: 1 blood

Discipline: Auspex & Dementation

[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.

Artist: Brian LeBlanc

Name: Madness Network

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: Master

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.

Artist: Leif Jones; Anson Maddocks

Name: Madness of the Bard

[DS:U]

Cardtype: Master

Clan: Malkavian

Cost: 2 pool

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.} =

Artist: Harold Arthur McNeill

Name: Madrigal

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Dennis Calero

Name: Magazine

[Anarchs:R, KoT:R]

Cardtype: 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).

Artist: Aaron Voss

Name: Magdalena Schaefer

[DS:V, Tenth:A]

Cardtype: Vampire

Clan: Caitiff

Group: 2

Capacity: 2

Discipline: THA

Camarilla: Strike cards that require Thaumaturgy cost Magdalena an additional blood.

Artist: Ken Meyer, Jr.

Name: Magic of the Smith

[Jyhad:R, VTES:R, CE:PTTr, Third:R, KoT:R]

Cardtype: Action

Cost: 1 blood

Discipline: Thaumaturgy

+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.

Artist: Andrew Trabbold; Jeff Menges

Name: Majesty

[Jyhad:C, VTES:C, CE:C/PV4, Anarchs:PAB2, LoB:PI2, LotN:PS4, KoT:C/PV4]

Cardtype: Combat

Cost: 1 blood

Discipline: Presence

[pre] Strike: combat ends.

[PRE] As above, and this vampire untaps before combat ends.

Artist: Brian Snoddy; Joel Biske

Name: Major Boon

[Jyhad:U, VTES:U, CE:U, KMW:PG, LoB:PA, Third:U, KoT:U/PB2]

Cardtype: 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.

Artist: Kaja Foglio; Ron Spencer

Name: Makarios, The Seducer

[AH:V3, CE:PTo]

Cardtype: Vampire

Clan: Toreador

Group: 2

Capacity: 8

Discipline: 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.

Artist: Ken Meyer, Jr.; Alan Rabinowitz

Name: Make an Example

[EK:R]

Cardtype: Action Modifier

Clan: Gurohi

Only usable by a non-acting Gurohi 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).

Artist: Justin Norman

Name: Malabranca

[Third:V]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 4

Capacity: 9

Discipline: 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.

Artist: Katie McCaskill

Name: Malachai

[HttB:U]

Cardtype: Vampire

Clan: Gargoyle

Group: 6

Capacity: 5

Discipline: for pot pre VIS

Independent: Flight [FLIGHT].

Artist: Ed Tadem

Name: Malajit Chandramouli

[LotN:R]

Cardtype: Retainer

Cost: 1 pool

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.

Artist: John Bridges

Name: Maldavis
[Anarchs:U2]
Cardtype: Vampire
Clan: Caitiff

Group: 3

Capacity: 4

Discipline: 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.

Artist: Christopher Shy

Name: Maleficia [mal]

[HttB:C]

Cardtype: Master

Master: trifle.

Put this card on an infernal vampire. This vampire may play cards that require Maleficia [mal] (not a Discipline). With two of these cards, he or she may play cards that require superior Maleficia [MAL].

Burn this card if this vampire is not infernal.

Artist: Aaron Acevedo

Name: Malgorzata

[Third:V]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 4

Capacity: 9

Discipline: 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.

Artist: Mark Poole

Name: Malkavian Dementia

[Jyhad:U, VTES:U]

Cardtype: Master

Clan: ={-none-}=

Master.

Take control of a ready Malkavian that another Methuselah controls until your next untap phase.

Artist: Anson Maddocks

Name: Malkavian Derangement: Alternate Personality

[DS:U2]

Cardtype: Master

Cost: 2 pool

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.

Artist: Anson Maddocks

Name: Malkavian Derangement: Paranoia

[Sabbat:U, SW:R]

Cardtype: 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.

Artist: Phillip Tan

Name: Malkavian Game

[Sabbat:U, BH:PM2, Third:PM]

Cardtype: Master

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.

Artist: Patrick Kochakji

Name: Malkavian Justicar

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: 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.

Artist: Andrew Trabbold; Ken Meyer, Jr.

Name: Malkavian Prank

[Jyhad:R2, VTES:R, CE:R2, KoT:R]

Cardtype: Master

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.

Artist: Dan Frazier; Mike Huddleston

Name: Malkavian Rider Clause

[AH:R2, CE:R]

Cardtype: Reaction

Clan: Malkavian

Cost: 1 blood

Only usable during a referendum before voting occurs.

If the referendum passes, then the next referendum a vampire you control successfully calls passes automatically.

Artist: Steve Casper

Name: The Malkavian Seven Miseries

[DS:C2]

Cardtype: Master

Clan: Malkavian

Cost: 1 pool

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.

Artist: Christopher Rush

Name: Malkavian Time Auction

[Jyhad:R, VTES:R]

Cardtype: Master

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.

Artist: Amy Weber

Name: Malleable Visage

[FN:R2]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Vicissitude

[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.

Artist: Talon Dunning

Name: Mamadou Keita

[EK:U]

Cardtype: Vampire

Clan: Osebo

Group: 4

Capacity: 7

Discipline: 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.

Artist: Justin Norman

Name: Maman Boumba

[NoR:U]

Cardtype: Imbued

Creed: Martyr

Group: 4

Life: 4

Virtue: 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.

Artist: Thomas Manning

Name: Manstopper Rounds

[Jyhad:U2, VTES:U, Sabbat:U, SW:U/PB, CE:U, LoB:PO]

Cardtype: 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.

Artist: Mike Raabe; Ne Ne Thomas

Name: Mantle of the Bestial Majesty

[SoC:R]

Cardtype: Action

Cost: 1 blood

Discipline: Protean

[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.

Artist: Leif Jones

Name: Mantle of the Moon

[LotN:U]

Cardtype: Action Modifier

Clan: Ravnos

Cost: 4 blood

Only usable as the action is announced.

This action is unblockable.

Artist: Nicole Cardiff

Name: Mapatano Utando

[EK:R]

Cardtype: Master

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.

Artist: Heather V. Kreiter

Name: Marcel de Breau
[Gehenna:U, Third:PB]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 3
Capacity: 9
Discipline: 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.
Artist: Mark Poole

Name: Marcellus
[AH:V3, CE:PTo]
Cardtype: Vampire
Clan: Toreador
Group: 2
Capacity: 8
Discipline: pro AUS CEL
Camarilla Prince of Monaco: If Marcellus is ready, political actions cost Nosferatu 1 additional blood. +1 bleed.
Artist: Michael Astrachan

Name: March Halcyon
[Sabbat:V, SW:PV]
Cardtype: Vampire
Clan: Pander
Group: 2
Capacity: 1
Discipline: for
Sabbat: If March is diablerized, no one can call a blood hunt against the diablerist.
Artist: Ken Meyer, Jr.

Name: Marcia Felicia Licinia
[LotN:U]
Cardtype: Vampire
Clan: Ravnos
Group: 5
Capacity: 9
Discipline: dom ANI CHI FOR THA
Independent: Marcia has 2 votes (titled). Once each combat, Marcia may burn 1 blood to dodge as a strike.
Artist: Lawrence Snelly

Name: Marciana Giovanni, Investigator

[FN:U2]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 2

Discipline: 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}.

Artist: Christopher Shy

Name: Marconius

[BL:U1]

Cardtype: Vampire

Clan: Kiasyd

Group: 2

Capacity: 9

Discipline: pot DOM MYT OBT

Sabbat Archbishop of Strasbourg: Cards requiring Mytherceria cost Marconius 1 less blood -{()}- +1 strength. Cold iron vulnerability.

Artist: Christopher Shy

Name: Marcus Vitel

[Promo-20020704, CE:V, KMW:PAn, BSC:X]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 10

Discipline: 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.

Artist: Dave Leri; E.M. Gist

Name: Marcus Vitel

[Anarchs:U2, KMW:PAn]

Cardtype: Vampire

Clan: Lasombra

Level: Advanced

Group: 3

Capacity: 10

Discipline: 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.

Artist: Mike Huddleston

Name: Margaret Milliner

[LotN:PG2]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 5

Discipline: dom for nec pot pre

Independent: Margaret gets +1 bleed if Francis Milliner is ready. Cards that require Fortitude cost her an additional blood.

Artist: Ken Meyer, Jr.

Name: Margarite

[Third:V]

Cardtype: Vampire

Clan: Pander

Group: 4

Capacity: 1

Discipline: obt

Sabbat: Any Tzimisce controlled by another Methuselah may enter combat with Margarite as a (D) action.

Artist: Lawrence Snelly

Name: Marge Khan

[SoC:V]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 5

Capacity: 7

Discipline: aus for DEM OBF POT

Sabbat. Black Hand.

Artist: Mark Poole

Name: Marguerite Foccart

[TR:U]

Cardtype: Vampire

Clan: Brujah

Group: 4

Capacity: 6

Discipline: aus pot CEL PRE

Camarilla: Marguerite gets +1 intercept vs. political actions.

Artist: Leif Jones

Name: Mariana Gilbert

[Promo-19960101]

Cardtype: Vampire

Clan: Toreador

Group: 1

Capacity: 4

Discipline: cel PRE

{Camarilla}

Artist: Alan Rabinowitz

Name: Marianna

[FN:U2]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: Mariano Pomposo

[BH:U2]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 3

Capacity: 4

Discipline: aus cel pot

Sabbat. Black Hand.

Artist: David Day

Name: Maria Stone

[BH:U2, KMW:PA]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 3

Capacity: 5

Discipline: cel obf pro FOR

Sabbat.

Artist: Brian LeBlanc

Name: Maria Stone

[LoB:U]

Cardtype: Vampire

Clan: Ahrimane

Level: Advanced

Group: 3

Capacity: 5

Discipline: 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].

Artist: Josh Timbrook

Name: Marie Faucigny

[Gehenna:U]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 3

Capacity: 7

Discipline: 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.

Artist: Thomas Denmark

Name: Mariel, Lady Thunder

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Malkavian

Group: 1

Capacity: 7

Discipline: 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.

Artist: Anson Maddocks

Name: Mariel St. John

[Third:V, HttB:PSa]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 6

Discipline: dom pro AUS FOR

Sabbat.

Artist: Becky Jollensten

Name: Marijava Ghoul

[AH:U1/V2, FN:PS, CE:PTo, LoB:PI, Third:U]

Cardtype: Retainer

Cost: 2 blood

Ghoul with 2 life.

The minion with this retainer gets +1 stealth when attempting an action that requires Presence [pre].

Artist: Lawrence Snelly

Name: Marijava Thuggee

[BH:U2/PN2]

Cardtype: Ally

Cost: 2 pool

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.

Artist: James Stowe

Name: Marino Reymundo Vasquez
[BH:U2]
AKA: Marino Reymundo Vasquez
Cardtype: Vampire
Clan: Tremere antitribu
Group: 3
Capacity: 9
Discipline: ani AUS DOM NEC THA
Sabbat Archbishop of Barcelona: +1 bleed.
Artist: Peter Bergting

Name: Mario Giovanni
[AH:V3, FN:PG]
Cardtype: Vampire
Clan: Giovanni
Group: 2
Capacity: 3
Discipline: nec pot
Independent
Artist: Alan Rabinowitz

Name: Marion French
[KMW:U]
Cardtype: Vampire
Clan: Ravnos
Group: 4
Capacity: 3
Discipline: ani chi
Independent.
Artist: Monte Moore

Name: Marion "Teacher193" Perks
[NoR:U]
Cardtype: Imbued
Creed: Redeemer
Group: 4
Life: 4
Virtue: red jud
Marion gets an optional press each combat.
Artist: Thomas Manning

Name: Maris Streck
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Malkavian
Group: 3
Capacity: 9
Discipline: 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.
Artist: Christopher Shy

Name: Mark
[BL:U1]
Cardtype: Vampire
Clan: Blood Brother
Group: 2
Capacity: 6
Discipline: for obf pot SAN
Sabbat bishop. Torrance Circle: Mark gets +1 intercept when attempting to block a bleed action.
Sterile.
Artist: Lawrence Snelly

Name: Marked Path
[Sabbat:R, SW:R, CE:PM, Third:R, HttB:PSam]
Cardtype: Action Modifier
Discipline: Obfuscate
Only usable after a successful (D) action.
[obf] Put this card on the acting vampire. During a (D) action against the same Methuselah (or same set of Methuselahs), this vampire may burn this card to get +1 stealth.
[OBF] As above, but for +2 stealth.
Artist: Harold Arthur McNeill; Joe Slucher

Name: Market Square
[AH:U5, FN:PA, LotN:PA]
Cardtype: Master
Clan: Assamite
Cost: 1 pool
Master: unique location.
Tap to give an Assamite you control +1 intercept.
Artist: Pat Morrissey; Jeff Holt

Name: Mark of Damnation
[AH:C2, FN:PS]
Cardtype: Action
Cost: 1 blood
Discipline: Serpents
[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.
Artist: Alan Rabinowitz

Name: Mark of the Damned
[AH:C2]
Cardtype: 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.
Artist: Mark Tedin

Name: Mark V
[BL:R1, KoT:PT]
Cardtype: Equipment
Cost: 2 pool
Weapon, gun.
Strike: 4R damage, only usable once each round and only at long range.
Artist: Jeff Holt

Name: Marla Kenyon
[LotN:PS2]
Cardtype: Vampire
Clan: Follower of Set
Group: 4
Capacity: 4
Discipline: ser PRE
Independent.
Artist: James Stowe

Name: Marlina
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Brujah
Group: 3
Capacity: 5
Discipline: cel pre POT
Camarilla: Marlina does not tap when performing a recruit ally action. She can perform only 1 recruit ally action each turn.
Artist: Steve Prescott

Name: Marlene, The Infernalist
[Sabbat:V, SW:PV]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 2
Capacity: 6
Discipline: dem for tha AUS DOM
Sabbat
Artist: Lawrence Snelly

Name: The Marrakesh Codex
[Promo-20090401]
Cardtype: 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.
Artist: Juan Antonio Serrano Garcia

Name: Marta
[Third:V]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 4
Capacity: 3
Discipline: aus dem
Sabbat: When Marta diablerizes an older vampire, she gains a blood (after receiving a master: Discipline card, if any).
Artist: Becky Jollensten

Name: Marthe Dizier
[Gehenna:U]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 3
Capacity: 10
Discipline: 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.
Artist: Peter Bergting

Name: Martial Ritus
[BH:C, Third:C]
Cardtype: Action
Cost: 1 blood
+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.
Artist: James Stowe

Name: Martinelli's Ring
[Third:R, KoT:PV]
Cardtype: 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.
Artist: Eric Lofgren

Name: Martin Franckel
[Anarchs:U2]
Cardtype: Vampire
Clan: Tremere
Group: 3
Capacity: 3
Discipline: tha AUS
Camarilla: Martin gets -1 bleed when bleeding a Methuselah who controls neither a ready Tremere nor a ready Tremere antitribu.
Artist: Lawrence Snelly

Name: Marty Lechtansi
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Nosferatu
Group: 1
Capacity: 9
Discipline: ani for DOM OBF POT
Camarilla primogen: Once each combat, Marty may burn 1 blood to get one press.
Artist: Quinton Hoover

Name: Martyr's Resilience
[BL:R1]
Cardtype: 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.
Artist: Durwin Talon

Name: Mary Anne Blaire
[KoT:V]
Cardtype: Vampire
Clan: Ventrue
Group: 5
Capacity: 10
Discipline: 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.
Artist: Matt Smith

Name: Mary Johnson
[Third:V]
Cardtype: Vampire
Clan: Pander
Group: 4
Capacity: 2
Discipline: for pre
Sabbat: Any older vampire with Presence [pre] can steal Mary for his or her controller as a (D) action.
Artist: Jim Pavelec

Name: Mary the Black
[BL:U2]
Cardtype: Vampire
Clan: Baali
Group: 2
Capacity: 7
Discipline: 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.
Artist: Christopher Shy

Name: Masai Blood Milk

[LoB:R]

Cardtype: Action

Cost: 1 blood

+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.

Artist: Gines Quinonero

Name: Masca

[HttB:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Striga / Obfuscate

[obf] +1 stealth.

[str] This acting vampire gets an optional additional strike each round of combat until the end of this action. [str] is not a Discipline.

[STR] As [str] above, but with +2 stealth.

Artist: Andrew Hepworth

Name: Masdela

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 5

Discipline: aus cel pre POT

Camarilla.

Artist: Mike Gaydos

Name: Masika

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Toreador

Group: 1

Capacity: 10

Discipline: AUS CEL PRE

Camarilla primogen: During any Methuselah's discard phase, Masika may untap. +1 bleed.

Artist: Mark Poole

Name: Masika St. John

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Tremere

Group: 3

Capacity: 3

Discipline: THA

Camarilla.

Artist: Christopher Shy

Name: Mask Empathy

[BH:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Maskini

[LoB:U]

Cardtype: Vampire

Clan: Gurohi

Group: 4

Capacity: 7

Discipline: 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.

Artist: Leif Jones

Name: Mask of a Thousand Faces

[Jyhad:U, VTES:U, CE:U, KMW:PB2, LotN:PA, KoT:U, HttB:PSam2]

Cardtype: 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.

Artist: Jeff Menges; Leif Jones

Name: Masochism

[Sabbat:R, SW:R]

Cardtype: 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.

Artist: Will Simpson

Name: Masque of Judas

[BH:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Auspex & Obfuscate

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.

Artist: Rebecca Guay

Name: Masquerade Endangered

[Jyhad:U, VTES:U, CE:U]

Cardtype: 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.

Artist: William O'Connor

Name: Masquerade Enforcement

[Jyhad:V, VTES:V, CE:U]

Cardtype: 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.

Artist: Mark Poole

Name: Masquer (Wraith)

[FN:C2/PG]

Cardtype: Retainer

Cost: 2 blood

Discipline: Necromancy

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.

Artist: Michael Gaydos

Name: Massassi

[LoB:U]

Cardtype: Vampire

Clan: Osebo

Group: 4

Capacity: 9

Discipline: 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.

Artist: Abrar Ajmal

Name: Massassi's Honor

[LoB:C]

Cardtype: Action Modifier

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.

Artist: Brian LeBlanc

Name: Mass Reality

[AH:C2, FN:PR]

Cardtype: Action

Cost: 2 blood

Discipline: Chimerstry

[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.

Artist: Greg Simanson

Name: Mata Hari

[KMW:U/PAn]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 7

Discipline: 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.

Artist: Steve Prescott

Name: Matata

[LoB:U]

Cardtype: Vampire

Clan: Akunanse

Group: 3

Capacity: 9

Discipline: aus cel obf ABO ANI FOR

Laibon: Matata gets an optional press each combat. +1 strength.

Artist: Leif Jones

Name: Mateusz Gryzbowsky

[BH:U2]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 3

Capacity: 8

Discipline: ANI OBF POT

Sabbat: At long range, Mateusz's strikes inflict 1 less damage. +2 strength.

Artist: Mark Nelson

Name: Matteus, Flesh Sculptor

[Sabbat:V, BH:PTo]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 10

Discipline: 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.

Artist: Mark Tedin

Name: Matthew

[HttB:U]

Cardtype: Vampire

Clan: Salubri

Group: 6

Capacity: 7

Discipline: cel AUS FOR OBE

Independent: Once each turn, if Matthew is ready, he may reduce the cost of a non-out-of-turn master card you play by 1 pool. Scarce.

Artist: Jami Waggoner

Name: Matthew Romans

[Gehenna:U]

Cardtype: Vampire

Clan: Pander

Group: 4

Capacity: 7

Discipline: 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.

Artist: Lawrence Snelly

Name: Matthias

[BL:R2]

Cardtype: Vampire

Clan: Salubri

Group: 2

Capacity: 7

Discipline: nec AUS FOR OBE

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

Artist: Christopher Shy

Name: Maureen, Dark Priestess

[KMW:PB2]

Cardtype: Vampire

Clan: Baali

Group: 4

Capacity: 6

Discipline: 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.

Artist: David Day

Name: The Mausoleum, Venice

[DS:U, FN:PG]

Cardtype: Master

Clan: Giovanni

Cost: 1 pool

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.

Artist: Ken Meyer, Jr.

Name: Max Lowell

[FN:U2]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 2

Capacity: 3

Discipline: cel obf

Sabbat.

Artist: Christopher Shy

Name: Maxwell

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 9

Discipline: 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.

Artist: James Stowe

Name: Mayaparisatya

[BH:C, LotN:PR2]

Cardtype: Combat

Cost: 2 blood

Discipline: Chimerstry

[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.

Artist: Jeff Holt

Name: Mazz
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Brujah
Group: 3
Capacity: 3
Discipline: cel pre
Camarilla.
Artist: Lawrence Snelly

Name: Mbare Market, Harare
[LoB:R]
Cardtype: Master
Cost: 3 pool
Master: unique location.
Tap to add 1 blood from the blood bank to a Laibon in your uncontrolled region.
Artist: Mark Poole

Name: Meat Cleaver
[Sabbat:U, SW:C/PB/PL, CE:PB, BH:PTo3]
Cardtype: Equipment
Cost: 1 pool
Melee weapon.
Strength+1 damage each strike.
Artist: Michael Astrachan

Name: Meat Hook
[FN:C, Anarchs:PAG, BH:PTTr2, KMW:PAI2, KoT:C]
Cardtype: 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.
Artist: Jeff Holt

Name: The Meddling of Semsith
[Promo-20020201]
Cardtype: 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.
Artist: Mike Huddleston

Name: Media Influence

[Sabbat:C, SW:C, KMW:PAn, Third:C]

Cardtype: Action

Cost: 1 blood

Discipline: Presence

[pre] (D) Bleed with +2 bleed.

[PRE] Each of your untapped vampires gains 1 blood from the blood bank.

Artist: Darryl Elliott

Name: Mehemet of the Ahl-i-Batin (Mage)

[AH:R2]

Cardtype: Ally

Cost: 3 pool

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.

Artist: Lawrence Snelly

Name: Melange

[Sabbat:R, SW:R, Third:PM, HttB:PSa]

Cardtype: Reaction

Discipline: Auspex

[aus] +1 intercept.

[AUS] As above, and if this vampire successfully blocks, put this card on the acting minion; you still control this card. When bleeding the controller of the minion with this card, this reacting vampire may burn this card to get +1 bleed.

Artist: Harold Arthur McNeill; Britt Martin

Name: Meld with the Land

[SW:C/PT2, Third:C]

Cardtype: Combat

Discipline: Vicissitude

[vic] Strike: combat ends and untap the opposing minion -{(even at long range)}-.

[VIC] Strike: combat ends.

Artist: Mike Danza

Name: Melek

[AH:V3, FN:PA]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 7

Discipline: cel pre OBF QUI

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

Artist: L. A. Williams

Name: Melinda Galbraith
[Third:V]
Cardtype: Vampire
Clan: Lasombra
Group: 4
Capacity: 10
Discipline: obt AUS CEL DOM POT PRE
Sabbat cardinal.
Artist: Jim Pavelec

Name: Melinda Galbraith
[Third:V]
Cardtype: Vampire
Clan: Toreador antitribu
Level: Advanced
Group: 4
Capacity: 10
Discipline: 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.
Artist: Jim Pavelec

Name: Melisande
[FN:U2]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 2
Capacity: 9
Discipline: tha AUS CEL DOM PRE
Sabbat: Melisande gets an optional additional strike on the first round of combat.
Artist: Christopher Shy

Name: Melissa Barton
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 5
Discipline: cel dom for pre
Camarilla: If any Methuselah burns the Edge for a vote, Melissa gains 1 blood.
Artist: Melissa Benson

Name: Member of the Entourage
[HttB:R2]
Cardtype: Ally
Clan: Daughter of Cacophony
Mortal with 2 life. 0 strength, 0 bleed.
This ally cannot take actions. During a (D) action directed at you, this ally may burn 1 life to get +1 intercept. Burn this ally if he successfully blocks a vampire (no combat occurs).
Artist: Phil Wohr

Name: Memories of Mortality

[AH:U5, CE:U]

Cardtype: Master

Cost: 1 pool

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.}=

Artist: Scott Kirschner

Name: Memory's Fading Glimpse

[AH:U5, BH:PM]

Cardtype: Action

Cost: 3 blood

Discipline: Obfuscate

[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.

Artist: Harold Arthur McNeill

Name: Menele

[CE:V/PB, KMW:PAI, BSC:X]

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 10

Discipline: 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.

Artist: Lawrence Snelly

Name: Menele

[Promo-20090929]

Cardtype: Vampire

Clan: Brujah

Level: Advanced

Group: 3

Capacity: 10

Discipline: aus dom CEL POT PRE THA

Independent: If Helena is ready, minion cards cost Menele 1 less blood.

[MERGED] Menele may steal 2 blood as a strike.

Artist: Vince Locke

Name: Meno Ngari

[LoB:PA2]

Cardtype: Vampire

Clan: Akunanse

Group: 4

Capacity: 2

Discipline: abo

Laibon.

Artist: Leif Jones

Name: Mental Maze

[LotN:C/PS2]

Cardtype: Reaction

Cost: 1 blood

Discipline: Obfuscate

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.

Artist: Jeff Laubenstein

Name: Mercury's Arrow

[LotN:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Celerity

[cel] Strike: 1R damage, with an optional maneuver.

[CEL] Strike: 3R damage.

Artist: Peter Bergting

Name: Mercy for Seth

[KMW:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Necromancy

[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.

Artist: Steve Ellis

Name: Mercy for the Weak

[AH:C2]

Cardtype: Combat

Cost: 2 blood

Strike: combat ends. Only usable if this vampire has more blood than the opposing vampire.

Opposing vampire gains 1 blood -{(even at long range)}-.

Artist: Ron Spencer

Name: Mercy, Knight Inquisitor

[SW:C]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 5

Discipline: cel dom pre AUS

Sabbat

Artist: Christopher Shy

Name: Merrill Molitor
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Tremere
Group: 1
Capacity: 5
Discipline: aus dom THA
Camarilla: Once each combat, Merrill may change 1 aggravated damage inflicted on him to normal damage.
Artist: Douglas Shuler

Name: Meshenka
[Sabbat:V, SW:PT]
Cardtype: Vampire
Clan: Tzimisce
Group: 2
Capacity: 8
Discipline: ANI AUS VIC
Sabbat priscus: Cards that require Vicissitude cost Meshenka one less blood -{()}-.
Artist: Doug Alexander

Name: Mesmerize
[BH:R]
Cardtype: Action
Discipline: Dominate
+1 stealth action.
[dom] (D) Steal equipment from an ally.
[DOM] (D) Steal equipment from a younger vampire.
Artist: David Day

Name: Mesu Bedshet
[LotN:C/PS]
Cardtype: Action
Clan: Follower of Set
Cost: 1 blood
+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.
Artist: Alexander Dunnigan

Name: Metro Underground
[Jyhad:U, VTES:U, CE:U, KoT:U]
Cardtype: Master
Master: unique location.
During your discard phase, you may tap this card and burn 1 pool to untap a vampire you control.
Artist: Becky Cloonan; Randy Gallegos

Name: Michael diCarlo

[KMW:U/PG]

Cardtype: Vampire

Clan: Assamite

Group: 4

Capacity: 5

Discipline: 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.

Artist: Lawrence Snelly

Name: Michael Luther

[Anarchs:U/PAB]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 4

Discipline: 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.

Artist: Quinton Hoover

Name: Mictlantecuhtli

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 5

Capacity: 10

Discipline: 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.

Artist: Brian LeBlanc

Name: Midget

[BH:U2]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 3

Capacity: 3

Discipline: obf pre DEM

Sabbat: Infernal. Animal retainers lose their abilities while Midget is acting or is in combat.

Artist: James Stowe

Name: Might of the Camarilla

[AH:R2, Tenth:A]

Cardtype: 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.

Artist: L. A. Williams

Name: Mighty Grapple

[Jyhad:C, VTES:C, SW:PL, CE:C/PB, BH:PN2, KMW:PAI, Third:PB]

Cardtype: 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.

Artist: William O'Connor

Name: Miguel Cordovera

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 6

Discipline: 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.

Artist: Mattias Tapia

Name: Miguel Santo Domingo

[BH:U2]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 3

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Mikael Birkholm

[HttB:U]

Cardtype: Vampire

Clan: True Brujah

Group: 6

Capacity: 8

Discipline: aus for pot PRE TEM

Independent: When choosing a gun strike, Mikael may use the first aim card found in your library (shuffle afterward). He cannot play cards that require Celerity [cel]. +1 hand size. Scarce.

Artist: Ken Meyer, Jr.

Name: Miller Delmardigan, Teacher of Bahari

[SW:C, BH:PTo]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 8

Discipline: aus pro CEL PRE

Sabbat bishop: Cards that require Celerity cost Miller one less blood -{()}- +1 strength.

Artist: Lawrence Snelly

Name: Millicent Smith, Puritan Vampire Hunter

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: 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.

Artist: Heather Hudson; Steve Ellis

Name: Milo, The Invisible Horror

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 3

Discipline: aus obf

Camarilla.

Artist: Ken Meyer, Jr.

Name: Mina Grotius

[LoB:U]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 3

Capacity: 6

Discipline: 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.

Artist: Sam Araya

Name: Mind Numb

[AH:C2, FN:PS2, CE:PV2]

Cardtype: Action

Cost: 1 blood

Discipline: Presence

[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.

Artist: Scott Kirschner

Name: Mind of a Child

[Sabbat:U, CE:U]

Cardtype: Action

Cost: 3 blood

Discipline: Dementation

[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.

Artist: Michael Astrachan

Name: Mind of a Killer

[KMW:R]

Cardtype: 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.

Artist: Brian Miskelley

Name: Mind of the Wilds

[HttB:C]

Cardtype: Action Modifier

Discipline: Animalism & Auspex

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

[ANI][AUS] As above, with +1 stealth.

Artist: Brian LeBlanc

Name: Mind Rape

[Sabbat:R, SW:R, KoT:R]

Cardtype: Action

Cost: 2 blood

Discipline: Dominate

[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.

Artist: Scott M. Bakal; Brian LeBlanc

Name: Mind Tricks

[Sabbat:C, CE:C, Third:PM2]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Dementation

[dem] +1 stealth.

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

Artist: Eric LaCombe

Name: Minion Tap

[Jyhad:C, VTES:C, SW:PT/PV, FN:PA, CE:C/PB/PV, Anarchs:PAB3/PG, KMW:PAI3, LoB:PG3]

Cardtype: Master

Master.

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

Artist: Bryon Wackwitz

Name: Ministry

[BH:C]

Cardtype: Reaction

Cost: 1 blood

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.

Artist: Rik Martin

Name: Minor Boon

[Jyhad:U, VTES:U, CE:U, KoT:U]

Cardtype: 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.

Artist: Alejandro Collucci; Kaja Foglio

Name: Minor Curse

[HttB:R]

Cardtype: Action

Clan:

Discipline: Maleficia

Burn Option

+1 stealth action.

[mal] (D) Put this card on any minion. This minion's controller doesn't replace cards played by this minion until the end of the action. [mal] is not a Discipline.

[MAL] As above, but the cards are not replaced until the discard phase of that turn.

Artist: Avery Butterworth

Name: Minor Irritation

[Third:C, KoT:C/PT4]

Cardtype: 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.

Artist: David Day

Name: Miranda Sanova
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Brujah
Group: 1
Capacity: 8
Discipline: aus obf pot CEL PRE
Camarilla primogen: Other Brujah get -1 intercept when attempting to block Miranda.
Artist: Ken Meyer, Jr.

Name: Mirembe Kabbada
[AH:V3, Anarchs:PG]
Cardtype: Vampire
Clan: Gangrel
Group: 2
Capacity: 5
Discipline: ani PRO SER
Camarilla.
Artist: Terese Nielsen

Name: Miriam Benyona
[BL:R2]
Cardtype: Vampire
Clan: Salubri
Group: 2
Capacity: 5
Discipline: 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.
Artist: Christopher Shy

Name: Mirror Image
[FN:C2/PR, LotN:PR2]
Cardtype: Action Modifier/Combat
Cost: 1 blood
Discipline: Chimerstry
[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.
Artist: William O'Connor

Name: Mirror's Visage
[LotN:R]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Chimerstry
[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.
Artist: Jim DiBartolo

Name: Mirror Walk
[Third:C, KoT:C]
Cardtype: 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).
Artist: Brian LeBlanc

Name: Misdirection
[Jyhad:C, VTES:C, SW:PL, FN:PS, CE:PM2/PV, LoB:PI]
Cardtype: Master
Cost: 1 pool
Master.
Tap a minion.
Artist: Mark Poole

Name: Misrak
[LoB:PO2]
Cardtype: Vampire
Clan: Osebo
Group: 4
Capacity: 2
Discipline: pot
Laibon.
Artist: Rebecca Guay

Name: The Missing Voice
[BL:C2, LoB:C]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Mistaken Identity
[Sabbat:U, SW:R/PB]
Cardtype: Reaction
Cost: 1 blood
Play when a Ventrue antitribu attempts to hunt. This action is -{ended (unsuccessfully)}-, and the acting vampire goes into torpor.
Artist: Brian Horton

Name: Mistress Fanchon

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 4

Capacity: 11

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Mistrust

[BH:R]

Cardtype: Master

Cost: 1 pool

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).

Artist: Rik Martin

Name: Mitchell, The Headhunter

[Sabbat:V, SW:PL]

Cardtype: Vampire

Clan: Pander

Group: 2

Capacity: 2

Discipline: obt pot

Sabbat: Rescuing Mitchell from torpor costs an additional blood.

Artist: John Bolton

Name: Mitru the Hunter

[KMW:U/PG]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 8

Discipline: ani for CEL OBF PRO

Sabbat: Cards that require Celerity cost Mitru 1 less blood -{()}-.

Artist: Steve Prescott

Name: Mob Connections

[Jyhad:U, VTES:U, Sabbat:U, SW:PB, CE:PB/PTTr, LoB:PO, Third:U]

Cardtype: 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.

Artist: William O'Connor; Greg Simanson

Name: Mob Rule

[Anarchs:C, KMW:PAn3]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Moise Kasavubu

[NoR:R]

Cardtype: Ally

Cost: 2 pool

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).

Artist: Veronica Jones

Name: Mokole Blood

[LotN:R]

AKA: Mokole Blood

Cardtype: Equipment

Clan: Follower of Set

Cost: 1 pool

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.

Artist: Eric Lofgren

Name: Mole's Tunneling

[HttB:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Spiritus / Animalism

[ani] Only usable when an ally or younger vampire is attempting to block. Allies and younger vampires get -1 intercept this action.

[spi] +1 stealth.

[SPI] This vampire burns an additional blood to get +2 stealth.

Artist: Marian Churchland

Name: The Mole

[Anarchs:C2/PAB4]

Cardtype: 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.

Artist: Steve Prescott

Name: Molotov Cocktail

[Anarchs:C]

Cardtype: 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.

Artist: Richard Thomas

Name: Momentary Delay

[HttB:C]

Cardtype: Action Modifier

Requires a vampire with capacity 7 or more.

Only usable at the end of an action blocked by an ally or a vampire of capacity 5 or less (after any combats). Not usable if more than one round of combat has occurred nor if this vampire has lost 3 or more blood this action or ended combat before the press step. The action continues as if unblocked.

Artist: Brian LeBlanc

Name: Momentum's Edge

[Gehenna:R, KoT:R]

Cardtype: 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.

Artist: David Day

Name: Monastery of Shadows

[KoT:R]

Cardtype: Master

Cost: 3 pool

Master: unique location.

You have +1 hand size. Tap to give a vampire with capacity 8 or more +1 stealth.

Artist: Brian LeBlanc

Name: Monique

[Sabbat:V, Tenth:B]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 2

Capacity: 5

Discipline: ani aus for pro

Sabbat.

Artist: Max Shade Fellwalker

Name: Monique Kim
[Third:V]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 4
Capacity: 3
Discipline: aus cel
Sabbat.
Artist: John Bridges

Name: Monkey Wrench
[TR:C]
Cardtype: Action Modifier
Cost: X blood
Requires an anarch.
+X bleed. X must be 1, 2 or 3. You cannot play another action modifier to increase this bleed amount.
Artist: Brian LeBlanc

Name: Monocle of Clarity
[Jyhad:R, CE:R, KoT:R]
Cardtype: 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.
Artist: Jeff Holt; Margaret Organ-Kean

Name: Monomancy
[Sabbat:U, SW:U, Third:PTz]
Cardtype: 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.
Artist: Corey Macourek

Name: Monster
[LotN:R]
Cardtype: 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.
Artist: Peter Bergting

Name: Montecalme

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 10

Discipline: obt AUS CEL DOM PRE

Camarilla Toreador Justicar: Montecalme may call a referendum to burn any location as a +1 stealth political action.

Artist: Ken Meyer, Jr.

Name: Monty Coven

[LotN:U]

Cardtype: Vampire

Clan: Assamite

Group: 5

Capacity: 8

Discipline: 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.)

Artist: Mark Poole

Name: Mordechai Ben-Nun

[HttB:U]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 5

Capacity: 8

Discipline: ANI AUS FOR NEC

Sabbat: +1 intercept.

Artist: Ken Meyer, Jr.

Name: Morel

[KoT:PM2]

Cardtype: Vampire

Clan: Malkavian

Group: 4

Capacity: 6

Discipline: AUS DEM OBF

Camarilla.

Artist: Andrew Trabbold

Name: Morgue Hunting Ground

[DS:C2, FN:PG, LotN:PG]

Cardtype: Master

Clan: Giovanni

Cost: 2 pool

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.

Artist: Harold Arthur McNeill; Jeff Holt

Name: Morlock
[HttB:U]
Cardtype: Vampire
Clan: Samedi
Group: 4
Capacity: 8
Discipline: obf FOR NEC THN
Sabbat. Black Hand: Morlock can burn a retainer as a ranged strike. +1 bleed.
Artist: Ken Meyer, Jr.

Name: Morphean Blow
[HttB:C]
Cardtype: Combat
Cost: 1 blood
Discipline: Valeren / Celerity
Only usable at close range.
[cel] Strike: combat ends.
[val] Strike: combat ends and put this card on the opposing minion. This minion cannot take actions or block. Burn this card at the end of the turn.
[VAL] As [val] above, and if this vampire was blocked while performing an action other than bleeding, the action continues as if unblocked.
Artist: Michael Gaydos

Name: Morrow the Sage
[Third:V]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 6
Discipline: cel vic OBF PRO
Sabbat: Once each action, Morrow may burn 2 blood to get +1 stealth.
Artist: Lawrence Snelly

Name: Mosfair
[Third:V]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 4
Capacity: 4
Discipline: cel dom tha
Sabbat. Black Hand.
Artist: Mark Poole

Name: Mouse
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Nosferatu
Group: 3
Capacity: 2
Discipline: ani
Camarilla.
Artist: Christopher Shy

Name: Mouthpiece
[KoT:C]
Cardtype: 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.
Artist: Juan Calle

Name: Movement of the Mind
[Jyhad:C, VTES:C]
Cardtype: Combat
Discipline: Thaumaturgy
[tha] Press, only usable to end combat.
[THA] Maneuver.
Artist: Edward Beard, Jr.

Name: Movement of the Slow Body
[Jyhad:U, Anarchs:U2, KoT:U]
Cardtype: 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.
Artist: Jeff Menges; Christopher Shy

Name: Mowgli
[Third:V]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 5
Discipline: ani cel FOR PRO
Sabbat: Mowgli cannot use maneuvers to maneuver to long range and cannot use presses to end combat.
Artist: Rebecca Guay

Name: Mozambique Allure

[LoB:C]

Cardtype: 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.

Artist: Abrar Ajmal

Name: Mr. Noir

[LoB:U]

Cardtype: Vampire

Clan: Salubri

Group: 4

Capacity: 3

Discipline: for obe

Independent: If Mr. Noir is burned in combat, you gain 2 pool. Scarce.

Artist: Peter Bergting

Name: Mr. Winthrop

[Jyhad:R2, VTES:R, SW:PB, CE:R2, HttB:PKia]

Cardtype: Retainer

Unique mortal with 1 life.

The minion with this retainer gets +1 intercept.

Artist: Pete Venters; Anna Christenson

Name: Muaziz, Archon of Ulugh Beg

[AH:V3, CE:PTTr]

Cardtype: Vampire

Clan: Tremere

Group: 2

Capacity: 7

Discipline: aus dom for THA

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

Artist: Terese Nielsen

Name: Muddled Vampire Hunter

[Jyhad:U, VTES:U, CE:U/PM, KoT:U]

Cardtype: Ally

Clan: Malkavian

Cost: 2 pool

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.

Artist: Anson Maddocks; Mike Danza

Name: Mugur Sabau
[Third:V]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 9
Discipline: vic CEL NEC OBF PRO
Sabbat Archbishop of Pittsburgh: Each time Mugur commits diablerie, he gets an additional +1 bleed.
Artist: Leif Jones

Name: Muhandis
[Gehenna:U]
Cardtype: Vampire
Clan: Toreador
Group: 4
Capacity: 8
Discipline: for qui AUS CEL PRE
Camarilla.
Muhandis must burn 1 blood to attempt to block a vampire. +1 bleed.
Artist: Ken Meyer, Jr.

Name: Muhsin Samir
[Gehenna:U, KMW:PAI, HttB:PGar]
Cardtype: Vampire
Clan: Tremere
Group: 4
Capacity: 6
Discipline: aus pot DOM THA
Camarilla.
Artist: Thomas Denmark

Name: Mukhtar Bey
[Gehenna:U]
Cardtype: Vampire
Clan: Caitiff
Group: 4
Capacity: 7
Discipline: 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.
Artist: Lawrence Snelly

Name: Mummify
[AH:U5]
Cardtype: 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} =.
Artist: Richard Thomas

Name: Mummy's Tongue

[AH:V3, FN:PS]

Cardtype: Equipment

Clan: Follower of Set

Cost: 1 pool

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.

Artist: Richard Thomas

Name: Mundane

[EK:C]

Cardtype: 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.

Artist: Michael Gaydos

Name: Murat

[AH:V3, CE:PN]

Cardtype: Vampire

Clan: Nosferatu

Group: 2

Capacity: 7

Discipline: ser OBF POT

Camarilla Prince of Istanbul: Combat cards requiring Serpentis [ser] {cost Followers of Set an additional blood} when in combat with Murat.

Artist: Pete Venters

Name: Murder of Crows

[Jyhad:R2, VTES:R, CE:R]

Cardtype: Retainer

Cost: 1 blood

Discipline: Animalism

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.

Artist: Richard Thomas

Name: Muricia

[LoB:U]

Cardtype: Vampire

Clan: Ahrimane

Group: 4

Capacity: 7

Discipline: 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.

Artist: Steve Ellis

Name: Murcia's Call

[BL:R1, LoB:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Muriel Foucade

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 2

Capacity: 5

Discipline: aus DEM

Sabbat: +1 strength.

Artist: Max Shade Fellwalker

Name: Murmur of the False Will

[LotN:C/PG4, KoT:C/PV5, HttB:PKia4]

Cardtype: 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.

Artist: Jim DiBartolo

Name: Muse

[BL:U2]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 2

Capacity: 3

Discipline: ani for mel

Sabbat: -1 intercept.

Artist: Christopher Shy

Name: Muse of Flame

[NoR:C]

Cardtype: 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.

Artist: Eric Lofgren

Name: Mustafa Rahman
[AH:V3, CE:PTTr]
Cardtype: Vampire
Clan: Tremere
Group: 2
Capacity: 2
Discipline: dom
Camarilla.
Artist: Alan Rabinowitz

Name: Mustafa, The Heir
[Gehenna:U]
Cardtype: Vampire
Clan: Ventrue
Group: 4
Capacity: 6
Discipline: 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.
Artist: David Day

Name: Mustajib
[SoC:C]
Cardtype: 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.
Artist: Andrew Trabbold

Name: My Enemy's Enemy
[Sabbat:R, SW:R, Anarchs:PAG, LoB:PO2, Third:U]
Cardtype: 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.
Artist: Dave Seeley

Name: My Kin Against the World
[EK:C]
Cardtype: Political Action
Cost: X blood
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.
Artist: Justin Norman

Name: Mylan Horseed (Goblin)

[Gehenna:R, KMW:PB, Third:R]

Cardtype: Ally

Cost: 1 pool

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.

Artist: Richard Thomas

Name: Myrna Goldman

[HttB:U]

Cardtype: Vampire

Clan: Kiasyd

Group: 6

Capacity: 9

Discipline: ANI DOM MYT OBT

Sabbat: During your untap phase you may look at the top three cards of your library. +1 bleed. Cold iron vulnerability.

Artist: Marco Nelor

Name: Mythic Form

[FN:R]

Cardtype: Combat

Cost: 3 blood

Discipline: Protean

[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.

Artist: Jeff Holt

Name: Nadima

[Anarchs:U2]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 8

Discipline: ani aus FOR PRO SER

Independent: +1 intercept

Artist: Lawrence Snelly

Name: Nahir

[BH:U2]

Cardtype: Vampire

Clan: Lasombra

Group: 3

Capacity: 10

Discipline: 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.

Artist: Christopher Shy

Name: Nahum Enosh

[HttB:U]

Cardtype: Vampire

Clan: Salubri

Group: 6

Capacity: 10

Discipline: for pre AUS OBE OBF VAL

Independent: If Nahum is ready during your untap phase, another ready vampire you control gains 1 blood. +1 bleed. Scarce.

Artist: Robin Chyo

Name: Nails

[SoC:V]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 4

Capacity: 5

Discipline: ani obf pro POT

Sabbat. Black Hand.

Artist: Lawrence Snelly

Name: Nakhthorheb

[LotN:PS2]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 10

Discipline: OBF PRE SER

Independent: Nakhthorheb may untap once during each of your minion phases. Minions with your corruption counters cannot block him. +1 strength.

Artist: Mark Poole

Name: Nakova, Advocate of Golconda

[AH:V3, CE:PV]

Cardtype: Vampire

Clan: Ventrue

Group: 2

Capacity: 6

Discipline: pot FOR

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

Artist: Christopher Rush

Name: The Name Forgotten

[KMW:R]

Cardtype: 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.

Artist: John Bridges

Name: Nana Buruku

[EK:U]

Cardtype: Vampire

Clan: Gurohi

Group: 4

Capacity: 8

Discipline: ANI POT PRE

Laibon: While Nana is ready, you get two master phase actions (instead of one) each master phase and +1 hand size.

Artist: Avery Butterworth

Name: Nangila Were

[LoB:PG2]

Cardtype: Vampire

Clan: Gurohi

Group: 4

Capacity: 9

Discipline: 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.

Artist: Rik Martin

Name: Narrow Minds

[LotN:R]

Cardtype: Event

Inconnu. Do not replace until your untap phase.

-(Minion)- cards that change the target of a bleed cost an additional blood or life.

Artist: John Bridges

Name: Natalia

[DS:V, FN:PR]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 7

Discipline: chi dom for ANI

Independent: +1 bleed.

Artist: Max Shade Fellwalker

Name: Natasha Volfchek
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 9
Discipline: cel dom pot FOR PRE
Camarilla primogen: Natasha gets +1 stealth on political actions. +1 bleed.
Artist: Heather Hudson

Name: National Guard Support
[FN:R2, KoT:PV2]
Cardtype: 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.
Artist: Jeff Holt

Name: Navar McClaren
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Caitiff
Group: 1
Capacity: 1
Discipline: ani
Camarilla: Navar cannot block older vampires.
Artist: Melissa Benson

Name: Necromancy [nec]
[DS:C2, FN:PG2, LotN:PG]
Cardtype: Master
Capacity: +1
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.
Artist: Anson Maddocks; Sam Araya

Name: Nedal, The Careless
[Anarchs:U2]
Cardtype: Vampire
Clan: Caitiff
Group: 3
Capacity: 1
Discipline: cel nec
Camarilla: Combat cards Nedal plays are not replaced until your next untap phase.
Artist: Joel Biske

Name: Neebi

[EK:C]

Cardtype: Combat

Clan:

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.

Artist: Michael Gaydos

Name: Neel Ramanathan

[LotN:PR2]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 3

Discipline: ani for

Independent.

Artist: Heather Kreiter

Name: Nefertiti

[FN:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 10

Discipline: 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.

Artist: Lawrence Snelly

Name: Neferu

[KMW:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 9

Discipline: 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.

Artist: Jim DiBartolo

Name: Nehemiah

[LoB:U]

Cardtype: Vampire

Clan: True Brujah

Group: 4

Capacity: 9

Discipline: 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 [cel]. Scarce.

Artist: Christopher Shy

Name: Nehsi

[FN:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 10

Discipline: aus for OBF PRE PRO SER

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

Artist: Lawrence Snelly

Name: Neighborhood Watch Commander (Hunter)

[Gehenna:C, Third:PTz]

Cardtype: Ally

Cost: 2 blood

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.

Artist: Ken Meyer, Jr.

Name: Neighbor John

[Third:V, HttB:PSal]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 5

Discipline: dom for AUS

Sabbat: +1 intercept.

Artist: Jim Pavelec

Name: Neonate Breach

[KoT:C]

Cardtype: 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.

Artist: Jeremy McHugh

Name: Nepata
[AH:V3, FN:PS]
Cardtype: Vampire
Clan: Follower of Set
Group: 2
Capacity: 4
Discipline: obf pre ser
Independent
Artist: Ken Meyer, Jr.

Name: Nephandus (Mage)
[Sabbat:R, Tenth:A, Third:R]
Cardtype: Ally
Clan: Tremere antitribu
Cost: 2 pool
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.
Artist: Lawrence Snelly

Name: Nephren-Ka
[LotN:R]
Cardtype: Ally
Clan: Follower of Set
Cost: 3 pool
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.
Artist: Mark Poole

Name: Nergal
[Promo-20051001]
Cardtype: Vampire
Clan: Baali
Group: 5
Capacity: 10
Discipline: 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.
Artist: Mark Poole

Name: Nergal
[Promo-20080203]
Cardtype: Vampire
Clan: Baali
Level: Advanced
Group: 5
Capacity: 10
Discipline: 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.
Artist: Ron Lemon

Name: Nest of Eagles
[LotN:C/PA2]
Cardtype: Reaction
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].
Artist: Peter Bergting

Name: Nestor Kaba
[EK:U]
Cardtype: Vampire
Clan: Akunanse
Group: 4
Capacity: 4
Discipline: abo ani for
Laibon.
Artist: Michael Gaydos

Name: Nettie Hale
[BL:U2]
Cardtype: Vampire
Clan: Ahrimane
Group: 2
Capacity: 5
Discipline: ani cel pre spi pro
Sabbat: Nettie gets +1 stealth when employing retainers and recruiting allies. Sterile.
Artist: Lawrence Snelly

Name: Neutral Guard
[BL:R2, LoB:R]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Obeah/Fortitude
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.
Artist: William O'Connor

Name: New Carthage

[KoT:R]

Cardtype: Master

Clan: Brujah

Cost: 3 pool

Master: unique location.

Titled Brujah vampires get +1 bleed and 1 additional vote. Ventrue get 1 fewer vote.

Artist: Peter Bergting

Name: The New Inquisition

[Gehenna:R]

Cardtype: 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.

Artist: Steve Ellis

Name: New in Town

[LoB:PO]

Cardtype: 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.

Artist: David Day

Name: New Management

[Third:R2, KoT:R]

Cardtype: 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.

Artist: Mark Poole

Name: New Moon Sigil

[HttB:R]

Cardtype: Action

Clan:

Cost: 2 blood

Discipline: Spiritus

Burn Option

+1 stealth action. Moon sigil.

[spi] Put this card on a vampire you control. This vampire gets an optional maneuver each combat. A vampire can have only one moon sigil.

[SPI] As above, and once each action, this vampire may burn 2 blood to get +1 stealth for the current action.

Artist: Doug Stambaugh

Name: Ngozi Ekwensu

[EK:U]

Cardtype: Vampire

Clan: Gurohi

Group: 5

Capacity: 9

Discipline: 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.

Artist: Michael Gaydos

Name: Nichodemus

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 5

Capacity: 2

Discipline: pot

Camarilla.

Artist: Leif Jones

Name: Nicholas Chang

[BH:U2]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 3

Capacity: 2

Discipline: aus

Sabbat.

Artist: Matt Mitchell

Name: Nickolai, The Survivor

[Third:V]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 4

Capacity: 6

Discipline: 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.

Artist: Mark Poole

Name: Nicomedes

[HttB:U]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 4

Capacity: 5

Discipline: aus for nec vic

Sabbat. Black Hand: Once each of your turns, Nicomedes may burn a blood to shuffle your hand into your library (draw afterward).

Artist: Ken Meyer, Jr.

Name: Nigel the Shunned
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 2
Capacity: 5
Discipline: obf ANI POT
Sabbat
Artist: Tim Bradstreet & Grant Goleash

Name: Nightmare Curse
[BL:R1, LotN:PR]
Cardtype: Action
Cost: 2 blood
Discipline: Auspex & Chimerstry
[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.
Artist: Fred Hooper

Name: Nightmares upon Nightmares
[Gehenna:R]
Cardtype: 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.
Artist: Mark Nelson

Name: Night Moves
[Jyhad:U2, VTES:U, Sabbat:U, CE:C/PN3, HttB:PSam3]
Cardtype: 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.
Artist: Jason Alexander Behnke; Britt Martin

Name: Nightshades
[KMW:C]
Cardtype: 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.
Artist: John Bridges

Name: Nightstick

[LotN:U]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Peter Bergting

Name: Nik

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Caitiff

Group: 1

Capacity: 1

Discipline: cel

Camarilla: Brujah get +1 intercept when attempting to block Nik.

Artist: Dan Smith

Name: Nikolaus Vermeulen

[DS:V, CE:PN]

Cardtype: Vampire

Clan: Nosferatu

Group: 2

Capacity: 7

Discipline: 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.

Artist: Quinton Hoover; Pete Venters

Name: Nimble Feet

[Jyhad:C, VTES:C, CE:C, KMW:PG4, LoB:PO3, Third:PB3]

Cardtype: Combat

Discipline: Celerity

[cel] Press.

[CEL] Additional strike.

Artist: Nicola Leonard

Name: Nitidas

[HttB:U]

Cardtype: Vampire

Clan: Kiasyd

Group: 6

Capacity: 5

Discipline: ani dom myt obt pre

Sabbat: You may tap Nitidas to get +1 hand size for the remainder of the turn. Cold iron vulnerability.

Artist: Eric Lofgren

Name: Nizzam al-Latif

[SoC:V]

Cardtype: Vampire

Clan: Assamite

Group: 5

Capacity: 9

Discipline: dem ANI CEL OBF QUI

Sabbat. Black Hand: Damage from Nizzam's hand strikes is aggravated. (The Blood Curse does not affect Nizzam.)

Artist: Mark Poole

Name: Nkechi

[LoB:U, HttB:PSa]

Cardtype: Vampire

Clan: Salubri antitribu

Group: 4

Capacity: 4

Discipline: 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.

Artist: David Day

Name: Nkishi

[EK:R]

Cardtype: 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.

Artist: Vince Locke

Name: Nkule Galadima

[LoB:U]

Cardtype: Vampire

Clan: Akunanse

Group: 4

Capacity: 8

Discipline: 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.

Artist: Matt Mitchell

Name: No Confidence

[TR:C]

Cardtype: Action Modifier

Play after resolving a successful action that requires an anarchy.

Put this card on a titled non-anarchy vampire controlled by the target of the action (or by your predator or prey if the action is undirected). A vampire with two No Confidence cards loses the benefit of his or her title. Burn this card if this acting vampire leaves the ready region.

Artist: Brian LeBlanc

Name: Nocturn
[SoC:C, HttB:PKia2]
Cardtype: Ally
Cost: 1 blood
Discipline: Obtenebration
Demon with 1 life. 1 strength, 1 bleed.
[obt] Move Nocturn to the ready region when recruited. If this is this vampire's first successful recruit action this turn, he or she untaps. Nocturn can play non-ally cards that require basic Obtenebration as a vampire. Burn Nocturn during your untap phase.
[OBT] As above, and this vampire may perform this action again this turn, with the cost increased by 1 blood.
Artist: Leif Jones

Name: Nocturn Theater
[KoT:R]
Cardtype: Master
Cost: 2 pool
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.
Artist: Brian LeBlanc

Name: Nod
[Gehenna:C, KoT:PB]
Cardtype: 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.
Artist: Joel Biske

Name: Normal
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Malkavian
Group: 1
Capacity: 2
Discipline: obf
Camarilla.
Artist: Tim Bradstreet & Grant Goleash

Name: No Secrets From the Magaji
[LoB:C]
Cardtype: 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.
Artist: Heather Kreiter

Name: Nose of the Hound

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Mike Danza

Name: Nosferatu Bestial

[Anarchs:R, KoT:R]

Cardtype: Action

Clan: Nosferatu

Cost: 1 pool

+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.

Artist: Mark Nelson

Name: Nosferatu Hosting

[DS:U]

Cardtype: Master

Clan: Nosferatu

Cost: 1 pool

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.

Artist: Drew Tucker

Name: Nosferatu Justicar

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: 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.

Artist: Mark Tedin; Fred Hooper

Name: Nosferatu Kingdom

[Sabbat:R, SW:R, BH:PN, Third:R]

Cardtype: Master

Clan: Nosferatu antitribu

Cost: 2 pool

Master: unique location.

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

Artist: Richard Thomas

Name: Nosferatu Performance Art

[DS:U, CE:PN]

Cardtype: Action

Clan: Nosferatu

Cost: 2 blood

(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.

Artist: Mark Tedin

Name: Nosferatu Putrescence

[Jyhad:U, VTES:U]

Cardtype: 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.

Artist: Pete Burges & Dave Roach

Name: Nostoket

[Third:V]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 8

Discipline: 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.

Artist: Glenn Osterberger

Name: Notorious Brutality

[SoC:C]

Cardtype: Action Modifier

Cost: 1 blood

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.

Artist: Leif Jones

Name: No Trace

[KoT:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Obfuscate

[obf] Only usable at long range. Strike: combat ends.

[OBF] Strike: combat ends.

Artist: Erica Danell

Name: Not to Be

[KMW:R]

Cardtype: Master

Cost: 1 pool

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.

Artist: Mark Poole

Name: NRA PAC

[Third:R, KoT:R]

Cardtype: Event

Government.

Any minion who successfully performs an equip action untaps at the end of the turn.

Artist: Eric Lofgren

Name: NSA Trio

[KMW:R]

Cardtype: 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.

Artist: Avery Butterworth

Name: Nunzio Giovanni

[LotN:PG2]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 3

Discipline: nec pot

Independent.

Artist: James Stowe

Name: Nu, The Pillar

[BL:R2]

Cardtype: Vampire

Clan: True Brujah

Group: 2

Capacity: 9

Discipline: 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 [cel]. Scarce.

Artist: Jim Nelson

Name: Oath of Loyalty

[AH:R2]

Cardtype: 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.

Artist: Greg Simanson

Name: The Oath

[KoT:C]

Cardtype: 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.

Artist: Sandra Chang

Name: Obaluaye

[HttB:U]

Cardtype: Vampire

Clan: Salubri

Group: 5

Capacity: 5

Discipline: abo aus obe FOR

Laibon: Obaluaye gets +1 stealth when hunting. If you control four or more Salubri, burn Obaluaye. Scarce.

Artist: Robin Chyo

Name: Obedience

[Jyhad:U, VTES:U, Sabbat:U, SW:PV, CE:U, Third:U, HttB:PKia3]

Cardtype: 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.

Artist: L. A. Williams; Ron Spencer; Oliver Meinerding

Name: Obfuscate [obf]

[Jyhad:C, VTES:C, Sabbat:C, SW:C, FN:PS, CE:C, KMW:PB, Third:PM, KoT:PM2]

Cardtype: Master

Capacity: +1

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.

Artist: John Bridges; Lawrence Snelly

Name: Obsession

[Sabbat:R, SW:R]

Cardtype: Master

Cost: 2 pool

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.

Artist: Mark Tedin

Name: Obsidian

[BL:U1]

Cardtype: Vampire

Clan: Gargoyle

Group: 2

Capacity: 5

Discipline: for pot VIS

Independent: Flight [FLIGHT].

Artist: Christopher Shy

Name: Obtenebration [obt]

[Sabbat:C, SW:C/PL, HttB:PKia]

Cardtype: Master

Capacity: +1

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Obtenebration [obt]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Obtenebration.

Artist: Alan Rabinowitz; Melissa Uran

Name: Occlusion

[Gehenna:C, LotN:PR4]

Cardtype: Action Modifier/Combat

Discipline: Chimerstry

[chi] [COMBAT] Strike: dodge.

[CHI] [ACTION MODIFIER] +1 stealth.

Artist: Christopher Shy

Name: Octopod

[BL:C2, LoB:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Sanguinus

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.

Artist: Lawrence Snelly

Name: Off Kilter
[HttB:C/PSam2]
Cardtype: Action
Clan: Samedi
+1 stealth action.

Gain 1 pool. If you do not have the Edge, you get the Edge. Otherwise, you may burn the Edge to gain 1 additional pool.
Artist: Leif Jones

Name: Of Noble Blood
[DS:U2, CE:U]
Cardtype: Action
Cost: 1 blood

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.
Artist: Josh Timbrook

Name: Ogwon
[LotN:U]
Cardtype: Vampire
Clan: Follower of Set
Group: 5
Capacity: 7

Discipline: 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).
Artist: Leif Jones

Name: Ohanna
[AH:V3, CE:PM]
Cardtype: Vampire
Clan: Malkavian
Group: 2
Capacity: 2
Discipline: dom
Camarilla.
Artist: Rebecca Guay

Name: Ohoyo Hopoksia (Bastet)
[LoB:R]
Cardtype: Ally
Clan: Ahrimane
Cost: 3 pool

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.
Artist: James Stowe

Name: Old Friends

[KoT:U]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Obfuscate

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.

Artist: Jeremy McHugh

Name: Old Neddacka

[Third:V]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 4

Capacity: 2

Discipline: obf

Sabbat.

Artist: Sam Araya

Name: Olga Triminov

[BH:U2]

Cardtype: Vampire

Clan: Pander

Group: 3

Capacity: 1

Discipline: vic

Sabbat: Any Black Hand vampire can steal Olga for his or her controller as a (D) action that costs 1 pool.

Artist: Rebecca Guay

Name: Olid Loa

[HttB:R]

Cardtype: Combat

Clan: Samedi

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

Artist: Juan Calle

Name: Oliver Thrace

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Tremere

Group: 3

Capacity: 9

Discipline: 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.

Artist: Christopher Shy

Name: Olivia
[Sabbat:V, BH:PN]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 2
Capacity: 5
Discipline: vic OBF POT
Sabbat bishop.
Artist: Pete Venters

Name: Olugbenga
[LoB:U]
Cardtype: Vampire
Clan: Assamite
Group: 4
Capacity: 7
Discipline: 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.)
Artist: Matt Mitchell

Name: Omael Kuman
[LotN:R]
Cardtype: Retainer
Clan: Assamite
Cost: 1 pool
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.
Artist: Eric Lofgren

Name: Omayia
[SW:C]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 2
Capacity: 7
Discipline: pro ANI AUS FOR
Sabbat: Omayia may prevent one damage each combat.
Artist: Mike Danza

Name: Omme Enberbenight
[LoB:U, HttB:PKia]
Cardtype: Vampire
Clan: Kiasyd
Group: 4
Capacity: 7
Discipline: cel dom MYT OBT
Sabbat priscus: Cards that require Mytherceria cost Omme 1 less blood. Cold iron vulnerability.
Artist: Mark Nelson

Name: Onaedo

[LoB:U]

Cardtype: Vampire

Clan: Lasombra

Group: 4

Capacity: 6

Discipline: aus pot DOM OBT

Laibon: If Otieno is ready, Onaedo gets +1 stealth when attempting a diablerie action.

Artist: Rebecca Guay

Name: Ondine "Boudicca" Sinclair

[SoC:V]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 5

Capacity: 9

Discipline: obt AUS CEL PRE PRO

Sabbat. Black Hand: While you have the Edge, Ondine gets +1 stealth when bleeding. +1 strength.

Artist: Lawrence Snelly

Name: On the Qui Vive

[Third:C/PB2/PM2/PTr2, KoT:C/PB3/PM3/PT2, HttB:PKia3/PSam4]

Cardtype: 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.

Artist: David Day

Name: Open Dossier

[LotN:C]

Cardtype: Reaction

Cost: 1 blood

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.

Artist: Becky Jollensten

Name: Open Grate

[Jyhad:C, VTES:C, SW:PV]

Cardtype: Combat

Press, only usable to end combat.

Artist: Dan Frazier

Name: Open War

[TR:R]

Cardtype: 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.

Artist: John Bridges

Name: Opium Den

[AH:C2, FN:PS, LotN:PS]

Cardtype: Master

Clan: Follower of Set

Cost: 1 pool

Master: unique location.

Tap to give a Follower of Set you control +1 stealth for the current action.

Artist: William O'Connor

Name: Oppugnant Night

[HttB:C]

Cardtype: Action

Clan: Blood Brothers

+1 stealth action.

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

Artist: Avery Butterworth

Name: Orb of Ulain

[Tenth:A/B]

Cardtype: 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 Serpentis [ser]. Reactions that require any of those Disciplines cost an additional blood while this ally is acting.

Artist: Lawrence Snelly

Name: Order of Hermes Cabal

[DS:U]

Cardtype: Ally

Cost: 4 pool

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.

Artist: Daniel Gelon

Name: Orgy of Blood

[Sabbat:R, SW:R]

Cardtype: 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.)

Artist: Harold Arthur McNeill

Name: Orlando Oriundus

[Third:V]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 4

Capacity: 9

Discipline: 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.

Artist: Jeff Holt

Name: Orun

[LoB:C, EK:C2]

Cardtype: 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.

Artist: Ken Meyer, Jr.

Name: Osebo Kholo

[LoB:PO]

Cardtype: Action Modifier/Reaction

Clan: Osebo

Only usable during a {referendum}. Usable by a tapped vampire. Title.

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

Artist: Alejandro Collucci

Name: Ossian

[KMW:R, KoT:R]

Cardtype: Ally

Cost: 3 pool

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.

Artist: Roel Wielinga

Name: Otieno
[LoB:U]
Cardtype: Vampire
Clan: Lasombra
Group: 4
Capacity: 6
Discipline: ani dom OBT POT
Laibon: Otieno gets +1 bleed when bleeding a Methuselah who controls a ready Guruhi.
Artist: Rik Martin

Name: Oubliette
[SW:U/PL, Third:U, HttB:PKia3]
Cardtype: Combat
Cost: 1 blood
Discipline: Obtenebration
[obt] Strike: combat ends.
[OBT] As above, and the opposing minion burns 1 blood or life after combat (even at long range).
Artist: Patrick Lambert

Name: Outcast Mage
[Jyhad:U, VTES:U]
Cardtype: Ally
Clan: Tremere
Cost: 3 pool
-{Mage}- with 2 life. {0 strength}, 1 bleed.
{Outcast Mage may strike for 2R damage.} Outcast Mage gets one optional maneuver each combat.
Artist: Susan Van Camp

Name: Out of Control
[Sabbat:U, SW:R/PV]
Cardtype: Master
Cost: 2 pool
Master.
Burn a Brujah antitribu with capacity below 6. Only one Out of Control can be played during a game.
Artist: Greg Loudon

Name: Out of the Frying Pan
[Anarchs:C]
Cardtype: Master
Master. Trifle.
Choose a ready Sabbat vampire you control. That vampire becomes Camarilla. (His or her clan is not affected.)
Artist: Brian LeBlanc

Name: Outside the Hourglass

[HttB:C]

Cardtype: Combat

Discipline: Temporis / Obfuscate

[obf] Strike: dodge.

[tem] Maneuver, or strike: dodge, with an optional maneuver.

[TEM] Only usable before range is determined. Inflict 2 damage on the opposing minion. A vampire can play only one Outside the Hourglass at superior each round.

Artist: Jim DiBartolo

Name: Overseer

[LoB:C/PG]

Cardtype: Political Action

{Requires a} Laibon with a capacity above 4. Title.

In this referendum, each Gurohi 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).

Artist: Brian LeBlanc

Name: Owain Evans, The Wanderer

[BH:U2]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 3

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: Owl Companion

[Jyhad:U, VTES:U, CE:U/PN, Anarchs:PG, BH:PN, KMW:PG, LoB:PA2, Third:PTz, LotN:PR, KoT:U]

Cardtype: 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.

Artist: Jeff Holt; L. A. Williams

Name: Oxford University, England

[DS:C2, CE:PB]

Cardtype: Master

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.

Artist: Michael Weaver

Name: Ox, Viceroy of the Hollows

[SW:C]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 2

Capacity: 6

Discipline: ANI OBF POT

Sabbat

Artist: Richard Thomas

Name: Ozmo

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Malkavian

Group: 1

Capacity: 6

Discipline: dom obf AUS

Camarilla: +1 bleed.

Artist: John Bridges

Name: Pack Alpha

[KMW:C]

Cardtype: 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.

Artist: Travis Ingram

Name: Pack Tactics

[Sabbat:C, SW:C, Anarchs:PAG, BH:PN2]

Cardtype: Reaction

Cost: 1 blood

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.

Artist: Patrick Kochakji

Name: Palace Hunting Ground

[LoB:PG]

Cardtype: Master

Clan: Gurohi

Cost: 1 pool

Master: unique location. Hunting ground.

During your untap phase, you may move 1 blood from the blood bank to a ready Gurohi you control.

Not usable to move a blood to a Gurohi with no blood. A vampire can gain blood from only one hunting ground card each turn.

Artist: Mark Poole

Name: Palatial Estate
[DS:C2, FN:PR, Third:PM]
Cardtype: Equipment
Cost: 2 blood

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.

Artist: Greg Simanson

Name: Palla Grande
[Sabbat:R, SW:R, BH:PTo, Third:R]
Cardtype: Master
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.

Artist: Diana Vick

Name: Pallid
[EK:C]
Cardtype: 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.

Artist: Brian LeBlanc

Name: Panacea
[BL:C1, LoB:R]
Cardtype: 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.

Artist: Andrew Trabbold

Name: Panagos Levidis
[AH:V3, Anarchs:PG]
Cardtype: Vampire
Clan: Gangrel
Group: 2
Capacity: 3
Discipline: ani obf
Camarilla.
Artist: Steve Casper

Name: Pandora's Whisper

[LoB:C]

Cardtype: 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.

Artist: Becky Jollensten

Name: Panya, The Wicked

[LoB:U]

Cardtype: Vampire

Clan: Ishtarri

Group: 4

Capacity: 3

Discipline: cel pre

Laibon.

Artist: Matt Mitchell

Name: Paolo Sardenzo

[LotN:U]

Cardtype: Vampire

Clan: Giovanni

Group: 5

Capacity: 7

Discipline: dom pro NEC POT THA

Independent: Whenever a wraith enters play, Paolo gains 1 blood. Giovanni get +1 intercept when attempting to block Paolo.

Artist: Ken Meyer, Jr.

Name: Papa Legba

[LotN:U]

Cardtype: Vampire

Clan: Ravnos

Group: 5

Capacity: 5

Discipline: ani chi for obt

Independent: Once each action, Legba can burn 1 blood to get +1 bleed.

Artist: Jeff Laubenstein

Name: Papillon

[KoT:U]

Cardtype: Master

Cost: 3 pool

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.

Artist: Sandra Chang

Name: Paragon

[Anarchs:R]

Cardtype: Master

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).

Artist: Andrew Trabbold

Name: Pariah

[KMW:U]

Cardtype: Vampire

Clan: Abomination

Group: 2

Capacity: 6

Discipline: 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.

Artist: Richard Thomas

Name: Paris Opera House

[BL:R1, LoB:R]

Cardtype: Master

Clan: Daughter of Cacophony

Cost: 2 pool

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.

Artist: William O'Connor

Name: Parity Shift

[Jyhad:V, VTES:V, CE:U]

Cardtype: 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 Methuselahs (including you), where X is the number of Methuselahs in the game. Successful referendum means the chosen Methuselah loses that pool, and it is allocated as you announced.

Artist: L. A. Williams

Name: Park Hunting Ground

[DS:C2, FN:PR, LotN:PR]

Cardtype: Master

Clan: Ravnos

Cost: 2 pool

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.

Artist: Pete Venters; Sam Araya

Name: Parmenides

[FN:PA]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 4

Discipline: 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)

Artist: Christopher Shy

Name: Parnassus

[AH:V3, FN:PA]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 7

Discipline: aus tha CEL QUI

Independent: +1 strength. (Blood Cursed)

Artist: L. A. Williams

Name: The Parthenon

[AH:V3, FN:PG, LoB:PA, Third:U]

Cardtype: Master

Cost: 2 pool

Master: unique location.

Tap during your master phase to get an additional master phase action.

Artist: Rob Alexander

Name: Passion

[Sabbat:C]

Cardtype: Action

Discipline: Dementation

[dem] (D) Tap a minion controlled by your prey.

[DEM] As above, with +1 stealth.

Artist: Thea Maia

Name: Patagia: Flaps Allowing Limited Flight

[Jyhad:R, VTES:R, CE:R, HttB:PSam]

Cardtype: Action

Clan: Nosferatu

Cost: 1 blood

+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.

Artist: Andrew Trabbold; Anson Maddocks

Name: The Path of Blood

[AH:C2, FN:PA, LotN:PA2]

Cardtype: Master

Clan: Assamite

Cost: 1 pool

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.

Artist: Drew Tucker; Jeff Holt

Name: The Path of Bone

[FN:R2, LotN:PG2]

Cardtype: Master

Clan: Giovanni

Cost: 1 pool

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.

Artist: Michael Gaydos

Name: Path of Death and the Soul

[BH:R]

Cardtype: 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.

Artist: David Day

Name: Path of Evil Revelations

[BH:R]

Cardtype: 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.

Artist: Steve Prescott

Name: The Path of Harmony

[HttB:R]

Cardtype: Master

Clan: Ahrimanes

Cost: 1 pool

Unique master.

Put this card in play. Cards that require Spiritus [spi] cost Ahrimanes 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.

Artist: Paul Tobin

Name: The Path of Lilith

[Gehenna:R]

Cardtype: 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.

Artist: Shane Coppage

Name: The Path of Metamorphosis

[SW:U, Third:U]

Cardtype: Master

Clan: Tzimisce

Cost: 1 pool

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.

Artist: Drew Tucker

Name: The Path of Night

[SW:U, Third:U]

Cardtype: Master

Clan: Lasombra

Cost: 1 pool

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.

Artist: Richard Thomas

Name: The Path of Paradox

[FN:R2, LotN:PR2]

Cardtype: Master

Clan: Ravnos

Cost: 1 pool

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.

Artist: Brian LeBlanc

Name: The Path of Retribution

[LoB:R, HttB:PSa]

Cardtype: Master

Clan: Salubri antitribu

Cost: 1 pool

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 unpreventable damage when this card is burned.

Artist: Ken Meyer, Jr.

Name: The Path of Service

[HttB:R]

Cardtype: Master

Clan: Gargoyle

Cost: 1 pool

Unique master.

Put this card in play. Cards that require Visceratika [vis] cost slave Gargoyles 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.

Artist: Avery Butterworth

Name: The Path of Tears

[LoB:R]

Cardtype: Master

Clan: Salubri

Cost: 1 pool

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.

Artist: Peter Bergting

Name: The Path of the Feral Heart

[SW:U, KMW:PG, Third:U]

Cardtype: Master

Clan: Gangrel antitribu

Cost: 1 pool

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.

Artist: William O'Connor

Name: The Path of the Scorched Heart

[LoB:R]

Cardtype: Action

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.

Artist: Durwin Talon

Name: Path of the Void

[Promo-20080203]

Cardtype: Master

Cost: 1 pool

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.

Artist: Brian LeBlanc

Name: The Path of Typhon

[AH:C2, FN:PS]

Cardtype: Master

Clan: Follower of Set

Cost: 1 pool

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.

Artist: Harold Arthur McNeill

Name: Patrick
[Third:V]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 4
Capacity: 4
Discipline: pre POT
Sabbat.
Artist: Abrar Ajmal

Name: Patrizia Giovanni, Collector of Secrets
[AH:V3, Tenth:A]
Cardtype: Vampire
Clan: Giovanni
Group: 2
Capacity: 5
Discipline: 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.
Artist: Mark Tedin

Name: Patrol
[BL:C1, LoB:C, HttB:PGar4]
Cardtype: Reaction
Discipline: Flight
+1 intercept.
Artist: Steve Prescott

Name: Patronage
[SW:U, BH:PTo, Third:U]
Cardtype: Action
Clan: Toreador antitribu
Cost: 1 pool
+1 stealth action.
Untap a younger Toreador antitribu and this acting vampire. You may play only one Patronage per turn.
Artist: William O'Connor

Name: Patshiv
[FN:C2/PR2]
Cardtype: Action
Clan: Ravnos
+1 stealth action.
Each ready untapped Ravnos gains 1 blood from the blood bank.
Artist: Dennis Calero

Name: Patsy

[TR:R]

Cardtype: 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.

Artist: Eric Deschamps

Name: Patterns in the Chaos

[SW:R, Third:R]

Cardtype: 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.

Artist: Leif Jones

Name: Paul Calderone

[KoT:V]

Cardtype: Vampire

Clan: Brujah

Group: 5

Capacity: 4

Discipline: cel pot pre

Camarilla.

Artist: Steve Ellis

Name: Paul Cordwood

[Third:PTTr2]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 4

Capacity: 8

Discipline: 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.

Artist: Chad Michael Ward

Name: Paul DiCarlo, The Alpha

[FN:U2]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 2

Discipline: pot

Independent

Artist: Christopher Shy

Name: Paul Forrest, False Prophet

[KMW:U]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 5

Discipline: chi for pre

Independent: Once each action, Paul can burn a blood to give an acting Ravnos you control +1 bleed.

Artist: Brian LeBlanc

Name: Paulo de Castille

[Third:V]

Cardtype: Vampire

Clan: Lasombra

Group: 4

Capacity: 4

Discipline: 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.

Artist: Katie McCaskill

Name: Paul "Sixofwords29" Moreton

[NoR:U]

Cardtype: Imbued

Creed: Visionary

Group: 4

Life: 4

Virtue: def vis

During your influence phase, you may move a counter from your pool to an imbued in your uncontrolled region.

Artist: David Day

Name: Pavlo

[HttB:U]

Cardtype: Vampire

Clan: Blood Brother

Group: 5

Capacity: 4

Discipline: pro SAN

Sabbat. Kiev Circle: During your untap phase, you may move a blood from Pavlo to a ready Blood Brother in the Kiev Circle. Sterile.

Artist: Robin Chyo

Name: Peacemaker

[LoB:C]

Cardtype: 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.

Artist: Nicole Cardiff

Name: The Peace of Khetamon

[AH:C2, Tenth:B]

Cardtype: 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).

Artist: Greg Simanson

Name: Peace Treaty

[Jyhad:C, VTES:C, Sabbat:C, SW:PT/PV, CE:PV, Anarchs:PAB, LoB:PG, Third:C]

Cardtype: 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.

Artist: Amy Weber; Michael Astrachan

Name: Pedrag Hasek

[KoT:V]

Cardtype: Vampire

Clan: Ventrue

Group: 5

Capacity: 7

Discipline: aus val DOM FOR PRE

Camarilla: Pedrag cannot commit diablerie.

Artist: Ken Meyer, Jr.

Name: Pedro Cortez

[NoR:U]

Cardtype: Imbued

Creed: Avenger

Group: 4

Life: 4

Virtue: mar ven

+1 strength. Pedro cannot maneuver to long range, press to end combat, or end combat as a strike.

Artist: Lawrence Snelly

Name: Penitent Resilience

[HttB:C]

Cardtype: Action Modifier/Combat

Discipline: Fortitude & Obeah

[for] [COMBAT] This vampire treats aggravated damage as normal damage. Flash Grenades have no effect on this vampire.

[for][obe] [COMBAT] As [for] above, but for the remainder of combat.

[FOR][OBE] [ACTION MODIFIER] Only usable as the action is announced. Choose a vampire. That vampire cannot block this action.

Artist: Sandra Chang-Adair

Name: Pentex(TM) Loves You!

[Sabbat:U, SW:U/PT, Third:U]

Cardtype: Master

Cost: 2 pool

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.

Artist: Michael Weaver

Name: Pentex(TM) Subversion

[DS:U3, FN:PS, Third:U]

Cardtype: Master

Cost: 2 pool

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.

Artist: Pete Venters

Name: Pentweret

[LotN:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 5

Capacity: 9

Discipline: 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.

Artist: Mark Poole

Name: Pere Lachaise, France

[DS:U2]

Cardtype: Master

Cost: 3 pool

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.

Artist: Rob Alexander

Name: Perfect Clarity

[FN:R2, Third:R2]

Cardtype: Action Modifier

Cost: 2 blood

Discipline: Thaumaturgy

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.

Artist: Brian LeBlanc

Name: Perfectionist

[Gehenna:C, KoT:C]

Cardtype: 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.

Artist: Ken Meyer, Jr.

Name: Perfect Paragon

[KoT:U]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Presence

[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.

Artist: Jeremy McHugh

Name: Permanency

[KMW:C]

Cardtype: 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).

Artist: Mark Poole

Name: Permanent Vacation

[LotN:R]

Cardtype: Political Action

Choose a ready ally. Successful referendum means that ally is removed from the game.

Artist: Jim DiBartolo

Name: Perpetual Care

[Third:C]

Cardtype: Political Action

Successful referendum means each Methuselah burns 2 pool for each vampire in torpor he or she controls.

Artist: Joel Biske

Name: Persephone Tar-Anis

[Third:PM2]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 8

Discipline: cel pot AUS DEM OBF

Sabbat: +1 bleed.

Artist: Lawrence Snelly

Name: Persia, The Beautiful Statue

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 5

Discipline: aus obf DEM

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

Artist: Max Shade Fellwalker

Name: Persistent Echo

[LoB:R]

Cardtype: Action

Cost: 1 blood

Discipline: Melpominee/Auspex

+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.

Artist: Abrar Ajmal

Name: Personal Involvement

[Gehenna:R]

Cardtype: Master

Cost: 3 pool

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).

Artist: Randy Asplund

Name: Personal Scourge

[SW:C, CE:C]

Cardtype: 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.

Artist: Patrick Lambert

Name: Persona Non Grata

[KoT:U]

Cardtype: 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.

Artist: Juan Calle

Name: Petaniqua

[KMW:U/PB]

Cardtype: Vampire

Clan: Malkavian

Group: 4

Capacity: 9

Discipline: 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.

Artist: Steve Eidson

Name: Petaniqua

[KMW:U/PB]

Cardtype: Vampire

Clan: Baali

Level: Advanced

Group: 4

Capacity: 9

Discipline: 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.

Artist: Richard Thomas

Name: Peter Blaine
[SW:C]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 2
Capacity: 4
Discipline: aus dom for
Sabbat: Peter gets +1 bleed when bleeding a Methuselah who controls a ready Ventrue.
Artist: William O'Connor

Name: Peter "Outback295" Rophail
[NoR:U]
Cardtype: Imbued
Creed: Redeemer
Group: 4
Life: 4
Virtue: red ven
While Peter is in combat with a monster, he may burn a conviction [1 CONVICTION] to get a maneuver.
Artist: Lawrence Snelly

Name: Petra
[Gehenna:U, HttB:PSam]
Cardtype: Vampire
Clan: Nosferatu
Group: 4
Capacity: 5
Discipline: 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.
Artist: Chad Michael Ward

Name: Petra Resonance
[Anarchs:R, KoT:R]
Cardtype: Action
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.
Artist: Jeff Holt

Name: Petru Sipos
[AH:V3, Tenth:A]
Cardtype: Vampire
Clan: Ravnos
Group: 2
Capacity: 7
Discipline: ani for CHI SER
Independent: Petru can steal 1 blood from a vampire in torpor as a (D) action.
Artist: L. A. Williams

Name: Phaedyne

[LotN:U]

Cardtype: Vampire

Clan: Ravnos

Group: 5

Capacity: 10

Discipline: pre tha ANI CHI DEM FOR

Independent: Phaedyne gets +1 stealth when bleeding a Methuselah who controls a ready Camarilla vampire. +1 strength.

Artist: Heather Kreiter

Name: Phagian

[LoB:U]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 4

Capacity: 8

Discipline: 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.

Artist: Sam Araya

Name: Phantom Speaker

[LoB:C]

Cardtype: 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.

Artist: Peter Bergting

Name: Phased Motion Detector

[KMW:C, KoT:PB]

Cardtype: 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.

Artist: Travis Ingram

Name: Pherydima
[LoB:U, HttB:PKia]
Cardtype: Vampire
Clan: Kiasyd
Group: 4
Capacity: 8
Discipline: obt pot DOM MYT NEC
Sabbat bishop: During your discard phase, you may burn a pool to untap Pherydima. Cold iron vulnerability.
Artist: Mark Nelson

Name: Philippe de Marseilles
[KoT:V]
Cardtype: Vampire
Clan: Toreador
Group: 5
Capacity: 7
Discipline: 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.
Artist: Mathias Kollros

Name: Phillipe Rigaud
[KMW:U/PG]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 7
Discipline: 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).
Artist: Steve Ellis

Name: Phobia
[AH:U5, FN:PS]
Cardtype: 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.
Artist: Ron Spencer

Name: Pier 13, Port of Baltimore
[SW:U/PB, Third:U, KoT:U]
Cardtype: Equipment
Cost: 2 blood
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.
Artist: Steve Prescott

Name: Pieter
[Sabbat:V, Tenth:A]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 2
Capacity: 6
Discipline: for tha OBF PRO
Sabbat.
Artist: Pete Venters

Name: Pieter van Dorn
[CE:V/PTTr, BSC:X]
Cardtype: Vampire
Clan: Tremere
Group: 3
Capacity: 4
Discipline: dom pre tha
Camarilla: Pieter may burn a blood from a ready Tremere as a (D) action.
Artist: Becky Cloonan

Name: Piotr Andreikov
[BH:U2]
Cardtype: Vampire
Clan: Tzimisce
Group: 3
Capacity: 2
Discipline: aus
Sabbat. Black Hand.
Artist: Christopher Shy

Name: Piper
[TR:R]
Cardtype: 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.
Artist: Andrew Trabbold

Name: Plasmic Form
[Sabbat:C, SW:PT2, Third:PTz2]
Cardtype: Action Modifier/Combat
Cost: 1 blood
Discipline: Vicissitude
[vic] [ACTION MODIFIER] +1 stealth.
[VIC] [COMBAT] Strike: dodge.
Artist: Pete Venters

Name: Playing for Keeps

[DS:U]

Cardtype: Master

Cost: X pool

Unique Master. Only usable if playing for ante.

The cost of this card (X) represents the number of Methuselahs currently in the game. When a Methuselah's prey is ousted, the surviving Methuselah wins his or her prey's ante and antes an additional card. = {Added to the V:EKN banned list in 1995.} =

Artist: Harold Arthur McNeill

Name: Poacher's Hunting Ground

[TR:R]

Cardtype: 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 Methuselahs. A vampire can gain blood from only one hunting ground card each turn.

Artist: Leif Jones

Name: Pochtli

[FN:U2]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: Pocket Out of Time

[HttB:C]

Cardtype: Action Modifier

Discipline: Temporis / Obtenebration

[obt] This vampire burns 1 blood to get +1 stealth.

[tem] +1 stealth.

[TEM] After any combat this action, this vampire can burn 1 blood to start a new combat with the opposing minion (if both combatants are still ready).

Artist: Marian Churchland

Name: Poison Pill

[Gehenna:C, KoT:PM2]

Cardtype: 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).

Artist: Jeff Holt

Name: Poison the Well of Life

[LotN:R]

Cardtype: 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).

Artist: Becky Jollensten

Name: Poker

[BL:U2, BH:PTo2, LoB:PI2]

Cardtype: 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.

Artist: Steve Prescott

Name: Polaris Coach

[Tenth:A/B]

Cardtype: Equipment

Cost: 1 blood

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.

Artist: John Bridges

Name: Police Department

[Jyhad:U, VTES:U]

Cardtype: Master

Master: unique location.

Tap to give a press, only usable to end combat, to a minion you control.

Artist: William O'Connor

Name: Political Ally

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: Ally

Clan: Ventrue

Cost: 2 pool

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

Artist: Brian LeBlanc; Kaja Foglio

Name: Political Antagonist
[Sabbat:R, SW:R, Third:R]
Cardtype: Ally
Clan: Ventrue antitribu
Cost: 2 pool
Mortal with 1 life. 1 strength, 1 bleed.
During a political action, the Antagonist may tap to give a Ventrue antitribu +1 intercept.
Artist: Brian Ashmore

Name: Political Backlash
[Jyhad:C, VTES:C, CE:PV]
Cardtype: Reaction
Only usable when a referendum fails.
The controller of the acting vampire burns 2 pool.
Artist: Julian Jackson

Name: Political Flux
[Jyhad:C, VTES:C, CE:C, LoB:PG]
Cardtype: 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).
Artist: Ne Ne Thomas

Name: Political Hunting Ground
[Sabbat:U, SW:U/PL, HttB:PKia]
Cardtype: Master
Clan: Lasombra
Cost: 2 pool
Master: unique location. Hunting ground.
During your untap phase, you may move 1 blood from the bank to a ready vampire you control. A vampire can gain blood from only one hunting ground card each turn.
Artist: John Scotello; Melissa Uran

Name: Political Seizure
[Sabbat:U, SW:U/PL]
Cardtype: Master
Clan: Lasombra
Cost: 2 pool
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.
Artist: Fred Harper

Name: Political Stranglehold

[Sabbat:U, SW:U/PL, FN:PG, LoB:PG, Third:U]

Cardtype: 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.

Artist: Brian Ashmore

Name: Political Struggle

[Sabbat:R, SW:R/PL, Third:R]

Cardtype: Action

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.

Artist: Patrick Kochakji

Name: Polly Kay Fisher

[Third:V, HttB:PSa]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 8

Discipline: for pot AUS DOM THA

Sabbat Archbishop of New York.

Artist: Eric Deschamps

Name: Ponticulus

[KoT:R]

Cardtype: Ally

Clan: Tremere

Cost: 2 pool

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.

Artist: Brian LeBlanc

Name: Porphyron

[LotN:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 5

Capacity: 9

Discipline: 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.

Artist: Leif Jones

Name: Port Authority

[Promo-20041015]

Cardtype: 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.

Artist: John Bridges

Name: Port Hunting Ground

[LoB:PI]

Cardtype: Master

Clan: Ishtarri

Cost: 2 pool

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.

Artist: James Stowe

Name: Portia

[KoT:V]

Cardtype: Vampire

Clan: Ventrue

Group: 5

Capacity: 4

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: The Portrait

[AH:R2, CE:R]

Cardtype: Action

Clan: Toreador

Cost: 1 blood

(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.

Artist: Pete Venters

Name: Possession

[DS:C2, FN:PG2, LotN:PG]

Cardtype: Action

Cost: 2 blood

Discipline: Necromancy

[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.

Artist: Stuart Beel; John Bridges

Name: Potence [pot]

[Jyhad:C, VTES:C, Sabbat:C, SW:C/PB/PL, FN:PG, CE:C, Anarchs:PAG, KMW:PA_n, LoB:PG, Third:PB, KoT:PB]

Cardtype: Master

Capacity: +1

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.

Artist: L. A. Williams; Randy Gallegos; John Bridges

Name: Potio Martyrium

[HttB:R]

Cardtype: Action

Clan: Tremere / Tremere antitribu

+1 stealth action.

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

Artist: Phillip Hilliker

Name: Pounce

[BL:C1, LoB:C, HttB:PGar2]

Cardtype: 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.

Artist: John McCrea

Name: Powder of Rigidity

[KMW:PAI]

Cardtype: 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.

Artist: Travis Ingram

Name: Powerbase: Barranquilla

[Gehenna:R, Third:PTz]

Cardtype: Master

Cost: 1 pool

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.

Artist: Brian LeBlanc

Name: Powerbase: Berlin

[DS:U, CE:R]

Cardtype: Master

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.

Artist: Michael Weaver

Name: Powerbase: Cape Verde

[LoB:R]

Cardtype: Master

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.

Artist: Brad Williams

Name: Powerbase: Chicago

[Jyhad:U, VTES:U, CE:U, KoT:U]

Cardtype: Master

Cost: 1 pool

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.

Artist: William O'Connor; Ken Meyer, Jr.

Name: Powerbase: Los Angeles

[Tenth:A/B]

Cardtype: 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 anarchy or a card that makes a vampire an anarchy, you may untap a ready anarchy. Any anarchy controlled by another Methuselah may steal this location for his or her controller as a (D) action.

Artist: Mark Poole

Name: Powerbase: Luanda

[EK:R]

Cardtype: 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.

Artist: Michael Gaydos

Name: Powerbase: Madrid

[SW:R, BH:PM]

Cardtype: Master

Cost: 1 pool

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.

Artist: Drew Tucker

Name: Powerbase: Mexico City

[Sabbat:U, SW:U/PT, Third:U]

Cardtype: Master

Cost: 2 pool

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.

Artist: Fred Harper

Name: Powerbase: Montreal

[SW:R, Third:R, KoT:R/PV]

Cardtype: 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.

Artist: Patrick Lambert

Name: Powerbase: New York

[Sabbat:U]

Cardtype: Master

Cost: 1 pool

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.

Artist: Ted Naifeh

Name: Powerbase: Rome

[DS:U2, FN:PG]

Cardtype: 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.

Artist: Greg Simanson

Name: Powerbase: Savannah

[LotN:R]

Cardtype: 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.

Artist: Becky Jollensten

Name: Powerbase: Tshwane

[LoB:R]

Cardtype: 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.

Artist: William O'Connor

Name: Powerbase: Washington, D.C.

[Jyhad:U, VTES:U, CE:U]

Cardtype: Master

Cost: 1 pool

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.

Artist: William O'Connor; Michael Weaver

Name: Powerbase: Zurich

[LotN:R]

Cardtype: 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.

Artist: Peter Bergting

Name: Power of All

[TR:C]

Cardtype: Reaction

Cost: 2 blood

Requires a ready anarchy.

Tap this anarchy and one other untapped ready anarchy you control to cancel a library card as it is played. Usable even if there is no action. Not usable during your own turn.

Artist: Eric Deschamps

Name: Power of One

[TR:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Obtenebration/Potence/Presence

Requires an anarchy.

[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.

Artist: Jim Pavelec

Name: Power Structure

[Sabbat:R, SW:R, Third:R]

Cardtype: Master

Clan: Lasombra

Unique master.

Put this card into play. Tap to give each Lasombra you control 1 additional vote for the current political action.

Artist: Patrick Kochakji

Name: Praetorian Backer

[SoC:R]

Cardtype: Action

Cost: 1 pool

+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).

Artist: Andrew Trabbold

Name: Praxis Seizure: Amsterdam

[DS:U2]

Cardtype: 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.

Artist: Michael Weaver

Name: Praxis Seizure: Athens

[AH:R2]

Cardtype: Political Action

Capacity: [TREMERE CLAN ICON]

{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.

Artist: Liz Danforth

Name: Praxis Seizure: Atlanta

[Jyhad:R, VTES:R, CE:R, KoT:PV]

Cardtype: 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.

Artist: Josh Timbrook; Jeff Holt

Name: Praxis Seizure: Barcelona

[DS:U2, KMW:PAI]

Cardtype: Political Action

Capacity: [TREMERE CLAN ICON]

{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.

Artist: Dave Roach; Pete Burges

Name: Praxis Seizure: Berlin

[DS:U2]

Cardtype: Political Action

Capacity: [VENTRUE CLAN ICON]

{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 Ventrue, his or her capacity increases by 1.

Artist: L. A. Williams

Name: Praxis Seizure: Boston

[Jyhad:R, VTES:R, CE:R]

Cardtype: 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.

Artist: Edward Beard, Jr.; Brian LeBlanc

Name: Praxis Seizure: Brussels

[DS:U2]

Cardtype: Political Action

Capacity: [NOSFERATU CLAN ICON]

{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.

Artist: Tom Wanerstrand

Name: Praxis Seizure: Cairo

[AH:R2]

Cardtype: Political Action

Capacity: [VENTRUE CLAN ICON]

{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 Ventrue, his or her capacity increases by 1.

Artist: Pete Venters

Name: Praxis Seizure: Chicago

[Jyhad:R, VTES:R, CE:R, KoT:PM]

Cardtype: 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.

Artist: Robert McNeill; Jim Nelson

Name: Praxis Seizure: Cleveland

[Jyhad:R, VTES:R, CE:R]

Cardtype: 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.

Artist: Ne Ne Thomas; Jim Nelson

Name: Praxis Seizure: Dallas

[Jyhad:R, VTES:R, CE:R]

Cardtype: 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.

Artist: Richard Thomas; Brian LeBlanc

Name: Praxis Seizure: Dublin

[DS:U2]

Cardtype: 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.

Artist: Harold Arthur McNeill

Name: Praxis Seizure: Frankfurt

[DS:U2]

Cardtype: 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.

Artist: Steve Casper

Name: Praxis Seizure: Geneva

[DS:U2]

Cardtype: Political Action

Capacity: [VENTRUE CLAN ICON]

{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 Ventrue, his or her capacity increases by 1.

Artist: Michael Weaver

Name: Praxis Seizure: Glasgow

[DS:U2]

Cardtype: Political Action

Capacity: [GANGREL CLAN ICON]

{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.

Artist: Stuart Beel

Name: Praxis Seizure: Houston

[Jyhad:R, VTES:R, CE:R, KoT:PT]

Cardtype: 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.

Artist: Kaja Foglio; Durwin Talon

Name: Praxis Seizure: Istanbul

[AH:R2]

Cardtype: 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.

Artist: Mark Tedin

Name: Praxis Seizure: London

[DS:U2]

Cardtype: 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.

Artist: Pete Venters

Name: Praxis Seizure: Miami

[Jyhad:R, VTES:R, CE:R, KoT:PV]

Cardtype: 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.

Artist: James Stowe; Richard Thomas

Name: Praxis Seizure: Monaco

[AH:R2]

Cardtype: Political Action

Capacity: [TOREADOR CLAN ICON]

{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.

Artist: Max Shade Fellwalker

Name: Praxis Seizure: Paris

[DS:U2]

Cardtype: Political Action

Capacity: [TOREADOR CLAN ICON]

{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.

Artist: L. A. Williams

Name: Praxis Seizure: Rome

[DS:U2, KMW:PAI]

Cardtype: Political Action

Capacity: [BRUJAH CLAN ICON]

{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.

Artist: L. A. Williams

Name: Praxis Seizure: Seattle

[Jyhad:R, VTES:R, CE:R]

Cardtype: 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.

Artist: Nicola Leonard; Brian LeBlanc

Name: Praxis Seizure: Stockholm

[DS:U2]

Cardtype: Political Action

Capacity: [MALKAVIAN CLAN ICON]

{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.

Artist: Tom Wanerstrand

Name: Praxis Seizure: Venice

[DS:U2]

Cardtype: 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.

Artist: Mark Tedin

Name: Praxis Seizure: Washington, D.C.

[Jyhad:R, VTES:R, CE:R, KoT:PT]

Cardtype: 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.

Artist: John Bridges; William O'Connor

Name: Praxis Solomon

[Jyhad:V, VTES:V]

Cardtype: 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}.

Artist: L. A. Williams

Name: Precision

[LotN:R]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Precognition

[Sabbat:C, SW:C/PT2, CE:PTo2/PTr, Anarchs:PAG, BH:PTr2, KMW:PAI3, Third:C/PM3, HttB:PSaI3]

Cardtype: 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.

Artist: Eric LaCombe; Anna Christenson

Name: Precognizant Mobility

[DS:C2, CE:U/PM2]

Cardtype: Action

Cost: 1 blood

Discipline: Auspex

+1 stealth action.

[aus] Untap a younger vampire or an ally.

[AUS] Untap a vampire.

Artist: Greg Simanson

Name: Predator's Communion

[LoB:C]

Cardtype: 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.

Artist: David Day

Name: Predator's Mastery

[LoB:C/PA4]

Cardtype: 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.

Artist: Alexander Dunnigan

Name: Predator's Transformation

[LoB:C]

Cardtype: 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.

Artist: Ken Meyer, Jr.

Name: Prejudice

[LoB:U]

Cardtype: Vampire

Clan: Nagaraja

Group: 4

Capacity: 4

Discipline: 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.

Artist: Andrew Trabbold

Name: Presence [pre]

[Jyhad:C, VTES:C, Sabbat:C, SW:C, FN:PS, CE:C, Anarchs:PAB2, KoT:PB/PT/PV]

Cardtype: Master

Capacity: +1

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.

Artist: Richard Thomas; Mike Dringenberg

Name: Pressing Flesh

[HttB:R]

Cardtype: Action

Discipline: Thanatosis

+1 stealth action.

[thn] Choose an ally that was burned from play. Move that ally from the ash heap to your ready region with this card and life equal to its starting life. This ally is a zombie instead of what it used to be, gets -1 bleed, cannot gain life, and may play cards that require basic Fortitude [for] as a vampire.

[THN] As above, but with an additional life.

Artist: Doug Stambaugh

Name: Preston Varrick

[TR:U]

Cardtype: Vampire

Clan: Tremere

Group: 4

Capacity: 7

Discipline: aus nec DOM OBF THA

Camarilla: Preston gets +1 bleed when bleeding a Methuselah who controls a ready ally.

Artist: Ken Meyer, Jr.

Name: Preternatural Evasion

[Sabbat:C, SW:C]

Cardtype: Combat

Discipline: Celerity

[cel] Strike: dodge.

[CEL] Strike: this vampire burns 1 blood to end combat.

Artist: Jeff Miracola

Name: Preternatural Strength

[LotN:R]

Cardtype: Action

Cost: 1 blood

Discipline: Potence

+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.

Artist: Imaginary Friends Studios

Name: Priestess of Sekhmet

[FN:C2]

Cardtype: Retainer

Clan: Follower of Set

Cost: 1 blood

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.

Artist: Drew Tucker

Name: Primal Instincts

[Sabbat:C, SW:C/PT]

Cardtype: Combat

Cost: 1 blood

Discipline: Auspex

[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.

Artist: Kevin McCann

Name: Primo Giovanni

[LotN:PG2]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 4

Discipline: dom nec pot

Independent.

Artist: Ken Meyer, Jr.

Name: Principia Discordia

[Gehenna:C]

Cardtype: 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.

Artist: Attila Adorjany; Eric Kim

Name: Priority Shift

[KMW:R]

Cardtype: 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.

Artist: Travis Ingram

Name: Prison of the Mind

[SoC:R]

Cardtype: Action

Cost: 3 blood

Discipline: Dementation

[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.

Artist: Heather Kreiter

Name: Private Audience

[SW:C/PV, Third:C]

Cardtype: Action Modifier

Cost: 1 blood

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.

Artist: Drew Tucker

Name: Procurer

[KMW:C, LoB:PI2]

Cardtype: Ally

Cost: 2 blood

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.

Artist: Roel Wielinga

Name: Project

[NoR:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Projectile

[KMW:C, LoB:PO3]

Cardtype: 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.

Artist: Veronica Jones

Name: Promise of 1528

[LotN:U]

Cardtype: Action Modifier/Reaction

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.

Artist: Eric Lofgren

Name: Propaganda

[Sabbat:U, SW:U, BH:PTo2, LoB:PI2, Third:U]

Cardtype: Action

Cost: 2 blood

Discipline: Presence

[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.

Artist: Ken Meyer, Jr.

Name: Prophecies of Gehenna

[Promo-20040301]

Cardtype: 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.

Artist: UDON

Name: Protean [pro]

[Jyhad:C, VTES:C, Sabbat:C, SW:C, Anarchs:PG, KMW:PG]

Cardtype: Master

Capacity: +1

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.

Artist: Mark Tedin; Joe Ziolkowski

Name: Protected Resources

[VTES:R, CE:R, Third:R, KoT:R]

Cardtype: Master

Cost: 2 pool

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.

Artist: Chris Stevens; Richard Thomas

Name: Protect Thine Own

[AH:R2, CE:PV]

Cardtype: Political Action

Cost: 1 blood

{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.} =

Artist: Phillip Tan

Name: Protracted Investment

[Jyhad:C, VTES:C, CE:PTTr]

Cardtype: Master

Cost: 2 pool

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.

Artist: Brian Snoddy

Name: Provision of the Silsila

[FN:R2, LotN:PA]

Cardtype: Action Modifier/Reaction

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 {if still in play}.

Artist: Mike Danza

Name: Proxy Kissed

[KMW:C, LotN:PG2]

Cardtype: Master

Clan: Giovanni

Capacity: +1

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.

Artist: John Bridges

Name: Psalm of the Damned

[HttB:C]

Cardtype: Action Modifier

Discipline: Maleficia / Presence

[pre] Burn 1 pool to get +1 bleed. You cannot play another action modifier to increase this bleed.

[mal] Choose a minion. The chosen minion cannot play reaction cards (including [REACTION] abilities of power cards) this action. [mal] is not a Discipline.

[MAL] As [mal] above, and the chosen minion cannot block this action.

Artist: Mathias Kollros

Name: Pseudo-Blindness

[FN:C2, LotN:PR2]

Cardtype: Reaction

Cost: 1 blood

Discipline: Chimerstry

[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.

Artist: Talon Dunning

Name: Psyche!

[Jyhad:U, VTES:U, FN:PA2, CE:U/PB, KMW:PAI2, Third:U, KoT:U/PB3/PT3]

Cardtype: 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.

Artist: Jeff Menges; Eric Lofgren

Name: Psychic Assault

[SoC:C]

Cardtype: 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.

Artist: Heather Kreiter

Name: Psychic Projection

[Jyhad:R2, VTES:R, CE:PTr, LoB:PO]

AKA: Physchic Projection

Cardtype: 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.

Artist: Leif Jones; Amy Weber

Name: Psychic Veil

[Jyhad:R, VTES:R, CE:R/PM, KoT:R]

Cardtype: Action

Cost: 1 blood

Discipline: Obfuscate

[obf] All of your vampires' actions are at +1 stealth this turn.

[OBF] All of your minions' actions are at +1 stealth this turn.

Artist: Heather Hudson; Brian LeBlanc

Name: Psychomachia

[BL:C2, KMW:PB3]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Daimoinon/Presence

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).

Artist: Steve Prescott

Name: Public Enemy

[Promo-20080810]

Cardtype: 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.

Artist: EM Gist

Name: Public Trust

[LotN:C/PS2, KoT:C/PB3/PT6]

Cardtype: Action

Cost: 1 blood

Discipline: Presence

[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.

Artist: Brian LeBlanc

Name: Pugfar

[BL:U2]

Cardtype: Vampire

Clan: Gargoyle

Group: 2

Capacity: 5

Discipline: aus for vis POT

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

Artist: Christopher Shy

Name: Pug Jackson

[CE:V/PB, Anarchs:PAG, BSC:X]

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 6

Discipline: for pre CEL POT

Camarilla primogen.

Artist: Christopher Shy

Name: Pulled Fangs

[Jyhad:R2, VTES:R, SW:PB, CE:R2, Anarchs:PAG]

Cardtype: 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.

Artist: Edward Beard, Jr.

Name: Pulling Strings

[Jyhad:U2, VTES:U, CE:U/PTTr]

Cardtype: 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.

Artist: Dan Smith; Fred Hooper

Name: Pulse of the Canaille

[Jyhad:U, VTES:U, Sabbat:U, SW:PT/PV, CE:PM3, LoB:PO, Third:U]

Cardtype: Action

Cost: 3 blood

Discipline: Auspex

+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.

Artist: Anson Maddocks; Hannibal King

Name: Punish

[NoR:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Puppeteer (Wraith)

[FN:R2]

Cardtype: Ally

Cost: 1 pool

Discipline: Necromancy

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.

Artist: Michael Gaydos

Name: Purchase Pact

[SW:U/PV, Third:PTz]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Purification

[KMW:R]

Cardtype: 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).

Artist: Avery Butterworth

Name: Purity of the Beast

[AH:R2, FN:PR, Third:PTTr]

Cardtype: 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.

Artist: Stuart Beel

Name: Pursuit

[Sabbat:C, SW:C/PB2, FN:PA6, CE:PTTo4, Anarchs:PAG2, KMW:PAAn4, LoB:PO4, Third:C, LotN:PA4, KoT:C/PT6]

Cardtype: Combat

Discipline: Celerity

[cel] Maneuver.

[CEL] Additional strike.

Artist: Kevin McCann; Brian LeBlanc

Name: Pushing the Limit

[Sabbat:C, SW:C/PB2/PL, CE:PN3, Anarchs:PAG, KMW:PAI2, LoB:PG2, Third:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Potence

[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.

Artist: John McCrea

Name: Putrefaction

[BL:C2]

Cardtype: Combat

Cost: 1 blood

Discipline: Thanatosis/Presence

[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.

Artist: Steve Ellis

Name: Putrescent Servitude

[LoB:R]

Cardtype: Action

Cost: 1 blood

Discipline: Thanatosis

+1 stealth action.

[thn] Move any mortal or ghoul retainer you control to this vampire, or put this card on a mortal or ghoul ally you control. This ally gains 1 life, and he or she may play cards that require basic Potence [pot] as a vampire.

[THN] (D) As above, but take any mortal or ghoul retainer or put this card on any mortal or ghoul ally and take control of that ally.

Artist: Jeff Holt

Name: Qadir ul-Ghani

[FN:U2]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 9

Discipline: 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)

Artist: Christopher Shy

Name: Qawiyya el-Ghaduba

[HttB:U]

Cardtype: Vampire

Clan: Salubri antitribu

Group: 5

Capacity: 9

Discipline: aus pre FOR POT VAL

Sabbat. Red List: Qawiyya may burn 2 blood to untap once during your minion phase. +2 strength.

Artist: Juan Calle

Name: Qetu the Evil Doer (Bane Mummy)

[FN:R2]

Cardtype: Ally

Clan: Follower of Set

Cost: 3 pool

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.

Artist: Lawrence Snelly

Name: Queen Anne

[DS:V, CE:PV]

Cardtype: Vampire

Clan: Ventrue

Group: 2

Capacity: 10

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Quentin

[Sabbat:V, SW:U/PV]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 2

Capacity: 9

Discipline: 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)}.

Artist: Mike Dringenberg

Name: Quentin King III

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 7

Discipline: obf pre AUS DEM

Camarilla Prince of Boston.

Artist: Lawrence Snelly

Name: Quentin King III

[Anarchs:U2]

Cardtype: Vampire

Clan: Malkavian

Level: Advanced

Group: 3

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Qufur am-Heru

[FN:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 7

Discipline: 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.

Artist: Lawrence Snelly

Name: Quicken Sight

[BH:C/PTo2, LoB:PO4]

Cardtype: 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.

Artist: Rik Martin

Name: Quick Exit

[Sabbat:C, SW:C]

Cardtype: Combat

Discipline: Obfuscate

[obf] Press, only usable to end combat.

[OBF] Strike: dodge.

Artist: Jeff Miracola

Name: Quick Jab

[LotN:C]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Quick Meld

[Sabbat:C, SW:C, KMW:PG, Third:C, KoT:C]

Cardtype: Combat

Discipline: Protean

[pro] Maneuver.

[PRO] As above, and once this round, this vampire may burn 1 blood for an additional maneuver.

Artist: Randy Gallegos; Paul Ballard

Name: Quickness

[Sabbat:R, SW:R, FN:PA, Third:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Celerity

[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.

Artist: Craig Maher

Name: Quicksilver Contemplation

[LoB:C]

Cardtype: Action Modifier/Reaction

Cost: 1 blood

Discipline: Auspex & Temporis

[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.

Artist: John Bridges

Name: Quietus [qui]

[AH:C2, FN:PA2, LotN:PA]

Cardtype: Master

Capacity: +1

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.

Artist: William O'Connor

Name: Quincy, The Trapper

[LoB:U]

Cardtype: Vampire

Clan: Kiasyd

Group: 3

Capacity: 4

Discipline: dom myt obt

Sabbat: Quincy may burn an ally controlled by your predator or prey with two +1 stealth (D) actions.

Cold iron vulnerability.

Artist: Mark Nelson

Name: Quinton McDonnell
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Gangrel
Group: 1
Capacity: 8
Discipline: ani cel pro FOR
Camarilla primogen: +1 strength
Artist: Melissa Benson

Name: Quira, The Bitch Queen
[Sabbat:V, Tenth:B]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 2
Capacity: 6
Discipline: obt tha AUS OBF
Sabbat: +1 bleed.
Artist: Pete Venters

Name: Rabbat, The Sewer Goddess
[KMW:PAAn]
Cardtype: Vampire
Clan: Nosferatu
Group: 4
Capacity: 7
Discipline: 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.
Artist: Richard Thomas

Name: Rabble Razing
[SW:C/PV, Third:C]
Cardtype: Political Action
Successful referendum means all vampires with capacity below 4 burn 1 blood.
Artist: Mike Danza

Name: Rachel Brandywine
[CE:V/PM, BSC:X]
Cardtype: Vampire
Clan: Malkavian
Group: 3
Capacity: 10
Discipline: 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.
Artist: Alejandro Collucci

Name: The Rack

[Jyhad:U, VTES:U, CE:U, Third:U, KoT:U/PT]

Cardtype: 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.

Artist: Quinton Hoover; Steve Prescott

Name: Radeyah

[AH:V3, CE:PTo]

Cardtype: Vampire

Clan: Toreador

Group: 2

Capacity: 6

Discipline: pot pre CEL

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

Artist: Rebecca Guay

Name: Radu Bistri

[Third:PTz2]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 8

Discipline: ani pre vic AUS DOM

Sabbat cardinal: During your untap phase, Radu gains 1 blood if the Purchase Pact is in play.

Artist: Thomas Manning

Name: Rafael de Corazon

[KoT:PT2]

Cardtype: Vampire

Clan: Toreador

Group: 4

Capacity: 11

Discipline: 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.

Artist: Erica Danell

Name: Rafaele Giovanni

[AH:V3, Tenth:B]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 6

Discipline: cel obf NEC

Independent: Raphael may bleed your predator as a (D) action. +1 bleed.

Artist: Christopher Rush

Name: Rafastio Ghoul

[FN:C, Third:C]

Cardtype: Ally

Cost: 3 pool

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.

Artist: Durwin Talon

Name: Raful al-Zarqa

[BL:R2]

Cardtype: Vampire

Clan: Nagaraja

Group: 2

Capacity: 6

Discipline: dom nec obf AUS

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

Artist: Christopher Shy

Name: Rain

[Third:V]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 4

Capacity: 7

Discipline: cel chi dem pot pre AUS

Sabbat: Rain gets +1 stealth on actions directed at a Methuselah who controls no ready titled vampires.

Artist: Ken Meyer, Jr.

Name: Rake

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 6

Discipline: aus cel pot PRE

Camarilla Prince of Atlanta: Rake gets +1 strength in combat with Ventrue.

Artist: Mark Tedin

Name: Raking Talons

[LoB:C, HttB:PGar3]

Cardtype: Combat

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.

Artist: David Day

Name: Ramiel DuPre
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Toreador
Group: 1
Capacity: 5
Discipline: aus cel dom PRE
Camarilla.
Artist: Richard Kane Ferguson

Name: Ramiro
[Sabbat:V, SW:PL]
Cardtype: Vampire
Clan: Lasombra
Group: 2
Capacity: 4
Discipline: dom obt vic
Sabbat
Artist: John Bolton

Name: Ramona
[FN:U, Anarchs:PG]
Cardtype: Vampire
Clan: Gangrel
Group: 2
Capacity: 4
Discipline: for pro
Camarilla: During your untap phase, you may move 1 blood from any ready Gangrel you control to Ramona.
Artist: John Van Fleet

Name: Ramona
[Anarchs:U2]
Cardtype: Vampire
Clan: Gangrel
Level: Advanced
Group: 2
Capacity: 4
Discipline: 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.
Artist: Christopher Shy

Name: Rampage
[Jyhad:U2, VTES:U, CE:U/PB, HttB:PSam]
Cardtype: Action
Discipline: Potence
[pot] (D) Burn any location. If you control the location, this is a +1 stealth action.
Artist: Brian LeBlanc; Robert McNeill

Name: Randall

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 4

Capacity: 8

Discipline: 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.

Artist: Ed Tadem

Name: Randel, The Coward

[Third:V]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 4

Discipline: dom for obt

Sabbat.

Artist: Eric Deschamps

Name: Random Patterns

[BH:C/PM]

Cardtype: 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.

Artist: Fred Harper

Name: Ranjan Rishi, Camarilla Scholar

[DS:V, CE:PV]

Cardtype: Vampire

Clan: Ventrue

Group: 2

Capacity: 5

Discipline: for DOM PRE

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

Artist: Edward Beard, Jr.

Name: Ransom, The Old Man

[KMW:U]

Cardtype: Vampire

Clan: Toreador

Group: 4

Capacity: 6

Discipline: aus dom CEL PRE

Camarilla: Ransom gets +1 strength in combat with a Tremere.

Artist: Lawrence Snelly

Name: Rant!

[Anarchs:C/PAB3]

Cardtype: 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.

Artist: Steve Prescott

Name: Raphaela Giovanni

[KMW:U]

Cardtype: Vampire

Clan: Giovanni

Group: 4

Capacity: 6

Discipline: pot pre DOM NEC

Independent.

Artist: Lawrence Snelly

Name: Raphael Catarari

[Third:V]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 4

Capacity: 5

Discipline: 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.

Artist: Sam Araya

Name: Rapid Change

[Sabbat:C, SW:C, Third:C]

Cardtype: Action Modifier/Combat

Cost: 1 blood

Discipline: Protean

[pro] [ACTION MODIFIER] +1 stealth.

[PRO] [COMBAT] Strike: combat ends.

Artist: Craig Maher

Name: Rapid Healing

[Jyhad:C, VTES:C, SW:PV, FN:PR, CE:C, Anarchs:PAG, LoB:PA]

Cardtype: 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.

Artist: Ron Spencer

Name: Rapid Thought

[Sabbat:U, Tenth:B]

Cardtype: 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.

Artist: Clint Langley

Name: Raptor

[Sabbat:U, CE:U, Third:U]

Cardtype: Retainer

Cost: 2 blood

Discipline: Animalism

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.

Artist: Ron Spencer

Name: Rashid Stockton

[SoC:V]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 5

Capacity: 4

Discipline: cel obf vic

Sabbat. Black Hand.

Artist: Mark Poole

Name: Rashiel

[LoB:U, HttB:PSa]

Cardtype: Vampire

Clan: Salubri antitribu

Group: 4

Capacity: 3

Discipline: for val

Sabbat.

Artist: David Day

Name: Rastacourere

[Tenth:A/B]

Cardtype: Action

Cost: 1 pool

Capacity: -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.

Artist: David Day

Name: Rathmere
[KoT:V]
Cardtype: Vampire
Clan: Gangrel
Group: 5
Capacity: 5
Discipline: ani pro FOR
Independent: Rathmere gets +1 strength in combat with a Sabbat vampire.
Artist: Justin Norman

Name: Rat's Warning
[Jyhad:C, VTES:C, SW:PT, FN:PR3, CE:C, Anarchs:PG2, LoB:PA2]
Cardtype: 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.
Artist: Pete Venters

Name: Ravager
[HttB:C]
Cardtype: Master
Clan: Kiasyd
Master.
Put this card on a Kiasyd. Non-changelings cannot block this Kiasyd's undirected hunt actions.
Artist: Brian LeBlanc

Name: Rave
[SW:C/PB, Third:C]
Cardtype: Action
+1 stealth action.
Move as much blood (or life) and/or equipment from the acting minion to any ready vampires you control.
Artist: William O'Connor

Name: Raven Spy
[Jyhad:U, VTES:U, CE:U/PN, Anarchs:PG2, BH:PN3, KMW:PG, Third:PTz3, LotN:PR3, KoT:U]
Cardtype: Retainer
Cost: 1 blood
Discipline: Animalism
Animal with 1 life.
[ani] This minion gets +1 intercept.
[ANI] As above, but the Raven Spy has 2 life.
Artist: Jeff Holt; Dan Frazier

Name: Ravnos Acceptance

[DS:U2, Tenth:A]

Cardtype: 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.

Artist: Richard Thomas

Name: Ravnos Cache

[DS:U, FN:PR]

Cardtype: Master

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.

Artist: Greg Simanson

Name: Ravnos Carnival

[AH:R2, FN:PR, LotN:PR]

Cardtype: Master

Clan: Ravnos

Cost: 1 pool

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.

Artist: Pat Morrissey; Sam Araya

Name: Raw Recruit

[HttB:R]

Cardtype: Action

Clan: Gargoyle

+1 stealth action. Requires a slave.

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

Artist: Jim Pavelec

Name: Rayzeel's Song

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Becky Cloonan

Name: Raziya Samater

[AH:V3, CE:PB]

Cardtype: Vampire

Clan: Brujah

Group: 2

Capacity: 3

Discipline: ani pot

Camarilla.

Artist: John Bolton

Name: Razor Bat

[BL:C1, LoB:C, HttB:PGar3]

Cardtype: Retainer

Clan: Gargoyle

Cost: 2 pool

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.

Artist: Jeff Holt

Name: React with Conviction

[NoR:C]

Cardtype: 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], Dementation [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.

Artist: Travis Ingram

Name: Read Intentions

[Jyhad:C, VTES:C, CE:C/PM2, Third:PM3, KoT:C]

Cardtype: Combat

Discipline: Auspex

[aus] Press, only usable to end combat.

[AUS] Strike: dodge.

Artist: Joel Biske; Susan Van Camp

Name: Read the Winds

[BL:U2, Third:U]

Cardtype: Reaction

Cost: 1 blood

Discipline: Animalism & Auspex

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.

Artist: Talon Dunning

Name: Reality

[FN:C2]

Cardtype: Action

Cost: 3 blood

Discipline: Chimerstry

[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).

Artist: Brian LeBlanc

Name: Reality Mirror

[SW:R, Third:R]

Cardtype: Combat

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.

Artist: Drew Tucker

Name: The Realm of the Black Sun

[AH:R2, FN:PS]

Cardtype: Master

Clan: Follower of Set

Cost: 1 pool

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.

Artist: Richard Thomas

Name: Reanimated Corpse

[LoB:C, HttB:PSam3]

Cardtype: Ally

Cost: X blood

Discipline: Thanatosis

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.

Artist: Roel Wielinga

Name: Rebekka, Chantry Elder of Munich

[DS:V, CE:PTTr]

Cardtype: Vampire

Clan: Tremere

Group: 2

Capacity: 8

Discipline: 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.

Artist: Anson Maddocks

Name: Rebel

[Gehenna:C]

Cardtype: 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.

Artist: Steve Ellis

Name: Rebirth

[KMW:R/PAn]

Cardtype: 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.

Artist: Brian Miskelley

Name: Recalled to the Founder

[Gehenna:R]

Cardtype: 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.

Artist: Leif Jones

Name: Reckless Agitation

[LotN:C/PG3]

Cardtype: Political Action

Cost: 2 blood

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.

Artist: Brian LeBlanc

Name: Recruiting Party
[Sabbat:R, SW:R, Third:R]
Cardtype: Action
Clan: Ventrue antitribu
Each Ventrue antitribu in your uncontrolled region gains 1 blood from the blood bank.
Artist: Brian Ashmore

Name: Recruitment
[Sabbat:C, SW:PV, Third:PTR]
Cardtype: Master
Cost: 2 pool
Master.
Search your crypt for a vampire. Show it to all players and place it face down in your uncontrolled region. Shuffle afterward.
Artist: Diana Vick

Name: Recure of the Homeland
[BH:U/PTr, Third:U/PTr]
Cardtype: Action
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.
Artist: David Day

Name: Recurring Contemplation
[LoB:C]
Cardtype: 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.
Artist: John Bridges

Name: Redbone McCray
[Third:V]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 4
Capacity: 6
Discipline: cel pro AUS PRE
Sabbat: Redbone may enter combat with a younger Camarilla vampire as a (D) action.
Artist: Ken Meyer, Jr.

Name: Redcap Wilder

[LoB:R]

Cardtype: Retainer

Cost: 2 blood

Discipline: Mytherceria

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.

Artist: James Stowe

Name: Redeem the Lost Soul

[AH:R2, CE:R]

Cardtype: 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.

Artist: Randy Gallegos

Name: Red Herring

[FN:C2/PR]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Chimerstry

[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.

Artist: Michael Gaydos

Name: Redirection

[Sabbat:C, SW:C/PV, CE:PV3, Third:C/PTr4]

Cardtype: 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.

Artist: Clint Langley

Name: Redistribution

[LoB:C]

Cardtype: 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.

Artist: Andrew Trabbold

Name: Redline

[Anarchs:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Red List

[KMW:C/PAI]

Cardtype: 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.

Artist: Jeff Holt

Name: Reformation

[Gehenna:C]

Cardtype: 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.

Artist: Attila Adorjany

Name: Reform Body

[Sabbat:R, SW:PT]

Cardtype: 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.

Artist: L. A. Williams

Name: Regaining the Upper Hand

[Jyhad:C, VTES:C, Sabbat:C]

Cardtype: Political Action

Choose a Methuselah. Successful {referendum} means the chosen Methuselah gets the Edge.

Artist: Stuart Beel; Will Simpson

Name: Regarhagan's Hold

[Anarchs:R2]

Cardtype: Master

Cost: 2 pool

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.

Artist: Andrew Trabbold

Name: Reg Driscoll

[BL:U1]

Cardtype: Vampire

Clan: Samedi

Group: 2

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: Regeneration

[Sabbat:C, SW:C]

Cardtype: 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.

Artist: Max Shade Fellwalker

Name: Regenerative Blood

[BL:R1, LoB:R]

Cardtype: Master

Clan: Samedi

Cost: 1 pool

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.

Artist: Steve Ellis

Name: Regent
[SW:R, Third:R]
Cardtype: Master
Cost: 1 pool
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 diablerizes this vampire, move this card to the diablerist (before the blood hunt is called).

Artist: Mike Danza

Name: Regilio, The Seeker of Akhenaten
[AH:V3, CE:PN]
Cardtype: Vampire
Clan: Nosferatu
Group: 2
Capacity: 3
Discipline: aus obf
Camarilla.
Artist: Alan Rabinowitz

Name: Regina Giovanni, The Right Hand of Augustus
[DS:V, FN:PG]
Cardtype: Vampire
Clan: Giovanni
Group: 2
Capacity: 10
Discipline: 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).
Artist: Max Shade Fellwalker

Name: Reginald Moore
[KoT:PB2]
Cardtype: Vampire
Clan: Brujah
Group: 4
Capacity: 4
Discipline: 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.
Artist: Mathias Tapia

Name: Rego Motus
[KoT:C]
Cardtype: Combat
Cost: 1 blood
Discipline: Thaumaturgy
[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.
Artist: Brian LeBlanc

Name: Reindoctrination

[LoB:C]

Cardtype: Action

Clan: Tremere/Tremere antitribu

Cost: 2 blood

+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.

Artist: Heather Kreiter

Name: Reiner Stoschka

[KoT:V]

Cardtype: Vampire

Clan: Malkavian

Group: 5

Capacity: 7

Discipline: obf AUS DEM THA

Camarilla: While Reiner is ready, master: Discipline cards may be played as trifles.

Artist: Warren Mahy

Name: Reinforcements

[FN:R2, Third:PB]

Cardtype: 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.

Artist: Steve Ellis

Name: Reins of Power

[Anarchs:C, KMW:PA, Third:PT, KoT:C/PV]

Cardtype: 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.

Artist: Christopher Shy

Name: Rejuvenate

[NoR:C]

Cardtype: 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.

Artist: Peter Bergting

Name: Release of the Shackled Soul

[DS:U2]

Cardtype: Action

Cost: 1 blood

Discipline: Necromancy

[nec] (D) Burn an ally or retainer controlled by your prey.

[NEC] As above, with +1 stealth.

Artist: Alan Rabinowitz

Name: Relentless Pursuit

[FN:C, KoT:PB3]

Cardtype: Combat

Cost: 1 blood

Discipline: Potence

[pot] Press.

[POT] Press, and if another round of combat starts, you get +2 hand size for the remainder of combat.

Artist: Durwin Talon

Name: Reliquary: Akunanse Remains

[LoB:PA]

Cardtype: Equipment

Clan: Akunanse

Cost: 1 pool

Capacity: +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.

Artist: John Bridges

Name: Reliquary: Biague

[LoB:PI]

Cardtype: 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.

Artist: Abrar Ajmal

Name: Reliquary: Shango Remains

[Promo-20080203]

Cardtype: Equipment

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.

Artist: Andrew Trabbold

Name: Reliquary: Trinket

[EK:C]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Avery Butterworth

Name: Remilliard, Devout Crusader

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 4

Discipline: pre AUS

Sabbat

Artist: Mike Dringenberg

Name: Remnant of the Endless Storm

[EK:R]

Cardtype: Ally

Cost: 6 pool

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.

Artist: Ron Spencer

Name: Remover

[BH:C]

Cardtype: 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.

Artist: Andre Gates

Name: Renegade Garou

[Jyhad:R2, VTES:R, Anarchs:R2, KoT:R]

AKA: Renegade Garou

Cardtype: Ally

Clan: Gangrel

Cost: 5 pool

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.

Artist: Daniel Gelon; John Bridges

Name: Renenet
[LotN:PS2]
Cardtype: Vampire
Clan: Follower of Set
Group: 4
Capacity: 5
Discipline: ser OBF PRE
Independent.
Artist: Brian LeBlanc

Name: Renewed Vigor
[BL:C2, LoB:C]
Cardtype: Action
Cost: 1 blood
Discipline: Obeah/Fortitude
+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.

Artist: Becky Cloonan

Name: Repair the Undead Flesh
[KoT:U]
Cardtype: 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.

Artist: Efrem Palacios

Name: Repo Man
[Anarchs:R]
Cardtype: Ally
Cost: 1 blood
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.

Artist: Peter Bergting

Name: Repulsion

[BL:C1, LoB:C]

Cardtype: 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.

Artist: Becky Cloonan

Name: Research

[HttB:R]

Cardtype: Master

Master.

Search your library for three cards (shuffle afterward) and place them face down in your research area. You may look at the cards in your research area at any time. A Methuselah may play only one Research in a game.

Artist: Jenny Frison

Name: Resilience

[Sabbat:U, SW:U/PV, FN:PR2, CE:PV3, Third:U]

Cardtype: Combat

Discipline: Fortitude

[for] Prevent 1 damage.

[FOR] Prevent 3 non-aggravated damage.

Artist: Karl Waller

Name: Resilient Mind

[BH:R]

Cardtype: 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.

Artist: Matt Mitchell

Name: Resist Earth's Grasp

[LotN:C/PA2, KoT:C/PB5]

Cardtype: Action Modifier/Combat

Cost: 1 blood

Discipline: Celerity

[cel] [COMBAT] Press, or maneuver with an optional press.

[CEL] [ACTION MODIFIER] +1 stealth.

Artist: Imaginary Friends Studios

Name: Respire

[NoR:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Resplendent Protector

[Jyhad:R2, VTES:R, CE:R]

Cardtype: Retainer

Clan: Toreador

Mortal with 1 life.

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

Artist: Michael Weaver; Kieran Yanner

Name: Restoration

[Jyhad:C, VTES:C, Sabbat:C, SW:PV2, FN:PR3, CE:PV2, Anarchs:PAG/PG, KMW:PAAn2, Third:C]

Cardtype: Action

Discipline: Fortitude

+1 stealth action.

[for] The acting vampire gains 2 blood.

[FOR] The acting vampire gains 3 blood.

Artist: Ash Arnett

Name: Restricted Vitae

[Gehenna:R, KMW:PAAn]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Restructure

[SW:R, Third:R]

Cardtype: Action

Cost: 1 blood

Discipline: Dementation

[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.

Artist: Leif Jones

Name: Resume the Coil

[LotN:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Resurrection

[BL:R1, LoB:R]

Cardtype: Action

Cost: 1 blood

Discipline: Obeah/Valeren

+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.

Artist: Steve Ellis

Name: Retain the Quick Blood

[LotN:R]

Cardtype: 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.

Artist: Alexander Dunnigan

Name: Retribution

[Promo-20050122]

Cardtype: 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.

Artist: Steve Ellis

Name: The Return to Innocence

[AH:R2]

Cardtype: Action

Cost: 4 blood

={(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.}}=

Artist: Dave Roach

Name: Reunion Kamut

[BH:C]

Cardtype: 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.

Artist: Rik Martin

Name: Revelation of Desire

[Gehenna:C, LotN:PS3]

Cardtype: 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.

Artist: Shane Coppage

Name: Revelation of Despair

[KMW:C, LotN:PS3]

Cardtype: 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.

Artist: Richard Thomas

Name: Revelation of Ecstasy

[LotN:C/PS4]

Cardtype: 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.

Artist: Jim DiBartolo

Name: Revelation of the Sire

[AH:C2, Tenth:B]

Cardtype: Action

Cost: 1 blood

Capacity: 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.

Artist: William O'Connor

Name: Revelation of Wrath

[KMW:R, LotN:PS]

Cardtype: 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.

Artist: Jeff Holt

Name: Revelations

[Sabbat:U, SW:U/PT, CE:PT, BH:PT, Third:U]

Cardtype: Action

Cost: 1 blood

Discipline: Auspex

+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.

Artist: Ash Arnett

Name: Revenant

[Sabbat:U, SW:PT, Third:U/PTz]

Cardtype: Retainer

Clan: Tzimisce

Cost: 1 blood

Ghoul with 2 life.

The minion with this retainer gets +1 intercept.

Artist: Pete Venters

Name: Reverend Adams

[Promo-20061101]

Cardtype: Vampire

Clan: Caitiff

Group: 4

Capacity: 3

Discipline: aus PRE

Independent: Reverend Adams gets -1 stealth on political actions. Older vampires do not tap for successfully blocking Reverend Adams.

Artist: Leif Jones

Name: Reverend Adams

[TR:U]

Cardtype: Vampire

Clan: Ventrue

Level: Advanced

Group: 4

Capacity: 4

Discipline: 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.

Artist: Vince Locke

Name: Reverend Blackwood

[Sabbat:V, BH:PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 6

Discipline: obf DOM THA

Sabbat bishop: Damaging strikes made by Reverend Blackwood that require Thaumaturgy inflict +1 damage.

Artist: John Bolton

Name: Reverend Djoser Jones

[KMW:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 3

Discipline: pre ser

Independent.

Artist: James Stowe

Name: Reversal of Fortunes

[Jyhad:V, VTES:V, CE:PM]

Cardtype: Political Action

Successful referendum means direction of play is reversed. Prey is still to the left, however.

Artist: Margaret Organ-Kean

Name: Revocation of Tyre

[AH:V3, Tenth:A]

Cardtype: 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.

Artist: Steve Casper

Name: Revolutionary Council

[TR:C]

Cardtype: Political Action

Requires a baron.

Choose X, then choose X ready untapped anarchs you control and allocate 2X points among one or more Methuselahs, locations, and equipment. Successful referendum means each chosen anarch is tapped, each Methuselah burns 1 pool for each point assigned, and each location or equipment assigned a point is burned.

Artist: Brian LeBlanc

Name: Rewind Time

[BL:R2, LoB:R]

Cardtype: Reaction

Cost: 2 blood

Discipline: Temporis/Presence

[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 Methuselah's master phase (no cost is paid). The Methuselah who played that card gains another master phase action.

Artist: Andrew Trabbold

Name: Rex, The Necronomist

[Sabbat:V, Tenth:B]

Cardtype: Vampire

Clan: Pander

Group: 2

Capacity: 3

Discipline: pot pro vic

Sabbat: Combat cards cost Rex an additional blood.

Artist: Phillip Tan

Name: Reza Fatir, The Dark Angel

[Gehenna:U]

Cardtype: Vampire

Clan: Assamite

Group: 4

Capacity: 6

Discipline: obf pro CEL QUI

Sabbat. Black Hand: The Blood Curse does not affect Reza.

Artist: Lawrence Snelly

Name: Richard Tauber, Ayelea's Puppet

[Sabbat:V, Tenth:B]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 4

Discipline: tha AUS

Sabbat: Richard gets -1 intercept when attempting to block Lasombra and Tzimisce.

Artist: Thea Maia

Name: Richter, The Templar of Du Mont

[Sabbat:V, SW:U/PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 7

Discipline: for pre CEL POT

Sabbat: +1 strength.

Artist: Max Shade Fellwalker

Name: Ricki Van Demsi

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Gangrel

Group: 1

Capacity: 3

Discipline: for pro

Camarilla.

Artist: Quinton Hoover

Name: Rico Loco

[Third:V]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 4

Capacity: 2

Discipline: 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.

Artist: John Bridges

Name: Riddle Phantastique

[BL:C1, LoB:R]

Cardtype: Action

Clan: Kiasyd

Cost: 2 blood

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.

Artist: Brian LeBlanc

Name: Rigby, Crusade Vanguard

[Sabbat:V, SW:U/PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 5

Discipline: 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.

Artist: Lawrence Snelly

Name: Rigor Mortis

[BL:C2, LoB:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Thanatosis/Presence

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.

Artist: Brian LeBlanc

Name: Riposte

[DS:C3, CE:PTo, LoB:PO]

Cardtype: Combat

Cost: 1 blood

Discipline: Celerity

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.

Artist: Pete Burges & Dave Roach

Name: Rise of the Nephtali

[Gehenna:R]

Cardtype: 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.

Artist: Steve Ellis

Name: The Rising

[HttB:R]

Cardtype: Event

Gehenna. Do not replace until your prey is ousted.

Requires at least two other Gehenna cards in play. A Methuselah cannot gain pool during his or her own turn unless he or she has the Edge or at least one victory point. Any pool he or she would gain goes to the bank instead.

Artist: Samuel Araya

Name: Ritual Challenge

[Jyhad:R, VTES:R, Tenth:B]

Cardtype: Action

Clan: Gangrel

Cost: 1 blood

+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.

Artist: L. A. Williams

Name: Ritual of the Bitter Rose

[Jyhad:R2, VTES:R, CE:R]

Cardtype: 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.

Artist: Drew Tucker

Name: Ritual Scalpel

[HttB:R]

Cardtype: Equipment

Clan: Nagaraja

Burn Option

Unique equipment.

If this Nagaraja successfully hunts, he or she gains 1 additional blood. This Nagaraja may inflict 1 unpreventable damage on a mortal (ally or retainer) to gain 2 blood as a (D) action.

Artist: Peter Bergting

Name: Robert Carter

[Gehenna:R, Third:PTr]

Cardtype: Retainer

Cost: 1 blood

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.

Artist: Lawrence Snelly

Name: Robert Price

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 4

Capacity: 2

Discipline: pro

Independent.

Artist: Ken Meyer, Jr.

Name: Robin Withers
[Gehenna:U]
Cardtype: Vampire
Clan: Ventrue
Group: 4
Capacity: 4
Discipline: dom obf pre
Camarilla.
Artist: Christopher Shy

Name: Rocia
[LoB:U, HttB:PGar2]
Cardtype: Vampire
Clan: Gargoyle
Group: 4
Capacity: 8
Discipline: 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].
Artist: David Day

Name: Rock Cat
[BL:R1, LoB:R, HttB:PGar]
Cardtype: Ally
Clan: Gargoyle
Cost: 4 pool
Gargoyle creature with 4 life. 3 strength, 0 bleed.
Rock Cat may enter combat with a ready minion as a (D) action. Opposing vampires with capacity 3 or less cannot strike in the first round. Rock Cat gets an optional press each combat. Rock Cat may play cards requiring basic Potence [pot] as a 3-capacity vampire.
Artist: Jeff Holt

Name: Rockheart
[LoB:C, HttB:PGar4]
Cardtype: 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.
Artist: Alexander Dunnigan

Name: Roderick Phillips March

[LoB:U, HttB:PKia]

Cardtype: Vampire

Clan: Kiasyd

Group: 4

Capacity: 7

Discipline: cel obt tha DOM MYT

Sabbat: While Roderick is ready, your minions get an additional +1 stealth on equip actions. Cold iron vulnerability.

Artist: Mark Nelson

Name: Rodolfo

[BH:U2, Third:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 3

Capacity: 8

Discipline: pro AUS DEM OBF

Sabbat bishop: +1 bleed.

Artist: Brian LeBlanc

Name: Rodrigo

[Third:V]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 4

Capacity: 5

Discipline: pot pre qui CEL

Sabbat.

Artist: Jeremy McHugh

Name: Roger Farnsworth

[BH:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 3

Capacity: 4

Discipline: aus OBF

Sabbat. Black Hand.

Artist: Peter Bergting

Name: Rogue

[Promo-20090401]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Roland Bishop
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Malkavian
Group: 1
Capacity: 4
Discipline: aus dom obf
Camarilla.
Artist: Edward Beard, Jr.

Name: Roland Loussarian
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 3
Discipline: for pre
Camarilla.
Artist: Melissa Benson

Name: Roll
[LoB:C]
Cardtype: 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.
Artist: Eric Lofgren

Name: Rolling with the Punches
[Sabbat:C, SW:C/PV, FN:PR, CE:PV3, LoB:PA3, Third:C]
Cardtype: 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.
Artist: Lee Carter

Name: Roman Alexander
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Gangrel
Group: 1
Capacity: 4
Discipline: ani for pro
Camarilla.
Artist: Melissa Benson

Name: Rom Gypsy

[DS:U2, FN:PR]

Cardtype: Ally

Clan: Ravnos

Cost: 3 pool

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.

Artist: Alan Rabinowitz

Name: Rooftop Shadow

[BH:C, Third:C, LotN:PA3]

Cardtype: Reaction

Cost: 1 blood

Discipline: Celerity

[cel] +1 intercept. Not usable if the acting minion has Celerity.

[CEL] +1 intercept. Not usable if the acting minion has superior Celerity.

Artist: Matt Mitchell

Name: Root of Vitality

[Gehenna:C, Third:PTz]

Cardtype: 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.

Artist: Joel Biske

Name: Roreca Quaid

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 2

Discipline: tha

Camarilla.

Artist: Pete Venters

Name: Rosa Martinez

[BH:U2]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 3

Capacity: 9

Discipline: 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.

Artist: David Day

Name: The Rose Foundation

[NoR:R]

Cardtype: Master

Cost: 1 pool

Master: unique location.

Tap this location and burn a conviction [1 CONVICTION] from a ready imbued you control to reduce a bleed against you by one or to gain two votes in a referendum.

Artist: John Bridges

Name: Rosemarie

[LoB:U]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 4

Capacity: 3

Discipline: mel FOR

Camarilla: Combat cards that do not require Fortitude cost Rosemarie an additional blood.

Artist: Lawrence Snelly

Name: The Rose

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Tzimisce

Group: 3

Capacity: 5

Discipline: aus PRE VIC

Sabbat.

Artist: Max Shade Fellwalker

Name: Rotschreck

[Jyhad:U, CE:U, Anarchs:PG, BH:PTTr2, KMW:PB, LoB:PA, Third:PTz]

Cardtype: 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.

Artist: Mike Danza

Name: Rowan Ring

[Jyhad:R, CE:R, LoB:PI, KoT:R]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Richard Thomas; Anson Maddocks

Name: Roxanne, Rectrix of the 13th Floor

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Malkavian

Group: 1

Capacity: 9

Discipline: 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.

Artist: Mark Poole

Name: Royce

[Sabbat:V, Tenth:A]

Cardtype: Vampire

Clan: Pander

Group: 2

Capacity: 1

Discipline: dom

Sabbat: Royce gets -1 stealth when bleeding.

Artist: Darryl Elliott

Name: RPG Launcher

[Jyhad:R, VTES:R]

Cardtype: Equipment

Cost: 2 pool

Weapon.

6R {damage} each strike; only usable after the first round of combat; only usable at long range.

Artist: Brian Snoddy

Name: Rubicon

[Promo-20090401]

Cardtype: 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.

Artist: Juan Antonio Serrano Garcia

Name: Rudolfo Giovanni

[DS:V2, FN:PG]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 3

Discipline: NEC

Independent

Artist: Doug Gregory

Name: Rufina Soledad
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 2
Discipline: for
Camarilla.
Artist: Nicola Leonard

Name: Ruins of Ceoris
[SoC:R]
Cardtype: Equipment
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.
Artist: Eric Lofgren

Name: Ruins of Charizel
[KMW:R/PB]
Cardtype: Master
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.
Artist: Mark Poole

Name: Ruins of Villers Abbey, Belgium
[DS:U, FN:PA]
AKA: Ruins of Villars Abbey, Belgium
Cardtype: 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.
Artist: Stuart Beel

Name: Rumble
[Third:C/PTz3, HttB:PSa2]
Cardtype: 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.
Artist: Peter Bergting

Name: The Rumor Mill, Tabloid Newspaper
[Sabbat:U, SW:U/PL, CE:PV, LoB:PG, Third:U]

Cardtype: Master

Cost: 1 pool

Master: unique location.

Tap to choose a vampire. Once during the current action, the chosen vampire may burn 1 blood to get +1 intercept.

Artist: Peter Kim

Name: Rumors of Gehenna

[Jyhad:R2, VTES:R, CE:R2, LoB:PA, KoT:U]

Cardtype: Political Action

Choose one or more Methuselahs. If this referendum is successful, put this card into play. Each chosen Methuselah receives two master phase actions during his or her master phase (instead of one). Any vampire can call a referendum to burn this card as a +1 stealth political action.

Artist: Ne Ne Thomas; Andrew Trabbold

Name: Rusticus

[HttB:U/PGar2]

Cardtype: Vampire

Clan: Gargoyle

Group: 5

Capacity: 4

Discipline: for VIS

Camarilla. Tremere slave: Flight [FLIGHT].

Artist: Vatche Mavlian

Name: Ruth McGinley

[CE:V, Anarchs:PAG, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 6

Discipline: aus cel obf DEM

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

Artist: Matt Mitchell

Name: Rutor

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 7

Discipline: pro vic AUS DOM THA

Camarilla: Tzimisce get -1 intercept when attempting to block Rutor.

Artist: Eric Gist

Name: Rutor's Hand

[DS:C, CE:PTTr, KMW:PB3, Third:PTTr]

Cardtype: Action

Cost: 1 blood

Discipline: Thaumaturgy

+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.

Artist: Stuart Beel

Name: Ruxandra

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 5

Capacity: 5

Discipline: 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.

Artist: Andrew Trabbold

Name: Ryder

[Gehenna:U]

Cardtype: Vampire

Clan: Gangrel

Group: 4

Capacity: 7

Discipline: 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.

Artist: Mark Nelson

Name: Ryszard

[Third:V]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 6

Discipline: pre pro CEL OBF

Sabbat bishop: Ryszard cannot block titled vampires.

Artist: Glenn Osterberger

Name: Sabbat Inquisitor

[Sabbat:U, Third:U]

Cardtype: 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.

Artist: Ken Meyer, Jr.

Name: Sabbat Priest

[Sabbat:C, SW:C/PV, BH:PM2, Third:C/PB]

Cardtype: 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.

Artist: Lawrence Snelly

Name: Sabbat Threat

[Jyhad:V, VTES:V, CE:U, KMW:PAI]

Cardtype: 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.

Artist: Quinton Hoover

Name: Sabine Lafitte

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 5

Discipline: aus dom pot tha

Camarilla: During your untap phase, you may move 1 blood from Sabine to any controlled Tremere.

Artist: Josh Timbrook

Name: Sabrina

[BH:PTo]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 3

Capacity: 4

Discipline: aus cel pre

Sabbat.

Artist: Jeff Holt

Name: Sacrament of Carnage
[Sabbat:C, SW:C/PL, CE:PB2, Anarchs:PAG2, Third:C]
Cardtype: Combat
Cost: 1 blood
Discipline: Potence
[pot] Strike: 2R damage.
[POT] Strike: 3R damage.
Artist: Clint Langley

Name: Sacre Cour Cathedral, France
[DS:C2]
Cardtype: Equipment
Cost: 2 blood
This equipment card represents a unique location -{and does not count as equipment while in play}-.
Allies cannot block the vampire with this location.
Artist: Michael Weaver

Name: Sacrifice
[Sabbat:U, Tenth:B]
Cardtype: 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.
Artist: Clint Langley

Name: Sacrificial Lamb
[DS:C2, FN:PA, CE:PN]
Cardtype: Action
Cost: 3 blood
Discipline: Obfuscate
[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.
Artist: Stuart Beel

Name: Sadie
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 2
Capacity: 2
Discipline: pro
Sabbat
Artist: Sandra Everingham

Name: Safe Passage

[HttB:C]

Cardtype: Action Modifier

Discipline: Obeah / Fortitude

[for] Allies get -1 intercept this action.

[obe] As [for] above, and reaction cards (and powers) cost an additional blood or life this action.

[OBE] As [obe] above, and put this card on this vampire. Actions directed at this vampire cost an additional blood or life. Burn this card during your untap phase.

Artist: Jim DiBartolo

Name: Sahana

[HttB:U]

Cardtype: Vampire

Clan: Ahrimanes

Group: 4

Capacity: 5

Discipline: pre pro spi ANI

Sabbat: Sterile.

Artist: Chad Michael Ward

Name: Sahira Siraj

[KMW:PB]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 4

Discipline: obf ser tha

Independent.

Artist: Rik Martin

Name: Saiz

[Anarchs:U2]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 3

Capacity: 3

Discipline: aus dom

Sabbat.

Artist: Fred Hooper

Name: Sajid al Misbah

[LotN:U]

Cardtype: Vampire

Clan: Assamite

Group: 5

Capacity: 4

Discipline: QUI

Independent: Cards that require Quietus cost Sajid 1 less blood. Sajid cannot block older vampires.

Blood cursed.

Artist: Ken Meyer, Jr.

Name: Salvatore Bokkengro

[DS:V, FN:PR]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 4

Discipline: for pro CHI

Independent

Artist: Cliff Nielson

Name: Salinger

[Sabbat:V, SW:U/PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 9

Discipline: 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.

Artist: Lawrence Snelly

Name: Salt of Thoth

[Promo-20090401]

Cardtype: Reaction

Clan: Tremere

Cost: 2 blood

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.

Artist: Juan Antonio Serrano Garcia

Name: Samantha

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 2

Capacity: 10

Discipline: ani tha CEL OBF PRO

Sabbat bishop: Damage from Samantha's hand strikes is aggravated. She gets +1 intercept against Lasombra.

Artist: Ken Meyer, Jr.

Name: Samat Ramal-Ra, Archon

[FN:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 6

Discipline: pre ser tha OBF

Camarilla: Blood hunts cannot be called on Samat.

Artist: Lawrence Snelly

Name: Sammy
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Nosferatu
Group: 1
Capacity: 4
Discipline: ani obf pot
Camarilla.
Artist: Pete Venters

Name: Samson
[Sabbat:V, Tenth:A]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 2
Capacity: 2
Discipline: dom
Sabbat.
Artist: Amy Weber

Name: Samuel Haight
[KMW:R]
Cardtype: Ally
Cost: 5 pool
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.
Artist: Jeff Holt

Name: Sandra White
[Anarchs:U2]
Cardtype: Vampire
Clan: Caitiff
Group: 3
Capacity: 1
Discipline: -none-
Camarilla: If Sandra diablerizes an older vampire, the controller of that vampire burns 1 pool.
Artist: David Day

Name: Sanguinary Wind
[SoC:C]
Cardtype: 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.
Artist: Jeremy McHugh

Name: Sanguine Instruction

[BL:C1, LoB:C]

Cardtype: Action

Capacity: +1

+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.

Artist: Brian LeBlanc

Name: Sanjo

[LoB:PA2]

Cardtype: Vampire

Clan: Akunanse

Group: 3

Capacity: 6

Discipline: abo chi ANI FOR

Laibon.

Artist: Leif Jones

Name: San Lorenzo de El Escorial, Spain

[Gehenna:R]

Cardtype: Equipment

Cost: 1 blood

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.

Artist: Jeff Holt

Name: San Nicolas de los Servitas

[SW:R, Third:R]

Cardtype: Equipment

Clan: Lasombra

Cost: 2 blood

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.

Artist: Drew Tucker

Name: Santaleous

[KoT:V]

Cardtype: Vampire

Clan: Malkavian

Group: 5

Capacity: 9

Discipline: 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.

Artist: Joel Biske

Name: Saqqaf, Keeper of the Grand Temple of Set

[AH:V3, FN:PS]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 9

Discipline: cel for OBF PRE SER

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

Artist: Mark Tedin

Name: Sarah Brando

[Sabbat:V, SW:PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 3

Discipline: CEL

Sabbat: Sarah gets -1 stealth on every (D) action she performs against a Methuselah who controls a ready bishop or archbishop.

Artist: Alan Rabinowitz

Name: Sarah Cobbler

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 4

Discipline: dom THA

Camarilla.

Artist: Daniel Gelon

Name: Sarah Raines

[Anarchs:U2]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 2

Discipline: for

Independent: Sarah gets an optional maneuver and an optional press when in combat with a mage ally.

Artist: Matt Mitchell

Name: Sargon

[BL:U2]

Cardtype: Vampire

Clan: Baali

Group: 2

Capacity: 5

Discipline: cel dai obf pre

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

Infernal.

Artist: Christopher Shy

Name: The Sargon Fragment

[FN:R2, LotN:PG]

Cardtype: Equipment

Cost: 1 pool

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).

Artist: Jim Nelson

Name: Sarisha Veliku

[AH:V3, FN:PR]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 6

Discipline: chi dom ANI FOR

Independent

Artist: Rebecca Guay

Name: Sarrasine

[FN:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 7

Discipline: 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.

Artist: Lawrence Snelly

Name: Sascha Vykos, The Angel of Caine

[Promo-20010302, SW:PT]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 8

Discipline: 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.

Artist: John Van Fleet

Name: Sascha Vykos, The Angel of Caine

[Gehenna:U]

Cardtype: Vampire

Clan: Tzimisce

Level: Advanced

Group: 2

Capacity: 8

Discipline: 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.

Artist: Nilson

Name: Sasha Miklos

[DS:V2, FN:PR]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 2

Discipline: chi

Independent

Artist: Max Shade Fellwalker

Name: Saturday-Night Special

[Jyhad:C, VTES:C, SW:PV, FN:PR, CE:C/PTo, Third:C]

Cardtype: Equipment

Cost: 1 pool

Weapon, gun.

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

Artist: Tom Wanerstrand

Name: Saul Meira

[SoC:V]

Cardtype: Vampire

Clan: Lasombra

Group: 5

Capacity: 8

Discipline: CHI DOM OBT POT

Sabbat. Black Hand: Saul may burn a blood during your discard phase to untap another ready Black Hand vampire.

Artist: Katie McCaskill

Name: Saulot, The Wanderer

[LoB:U]

Cardtype: Vampire

Clan: Salubri

Group: 4

Capacity: 11

Discipline: 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.

Artist: Peter Bergting

Name: Savannah Runner

[EK:R]

Cardtype: 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.

Artist: Vince Locke

Name: Save Face

[FN:C]

Cardtype: 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.

Artist: Durwin Talon

Name: Sawed-Off Shotgun

[Jyhad:C, VTES:C, SW:PB, CE:PB, Third:PM2]

Cardtype: Equipment

Cost: 2 pool

Weapon, gun.

3R damage each strike, only usable once each combat.

Artist: Mark Tedin

Name: Saxum, Master of Slaves

[BL:U1]

Cardtype: Vampire

Clan: Gargoyle

Group: 2

Capacity: 6

Discipline: pot pre FOR VIS

Camarilla Tremere Slave: Flight [FLIGHT].

Artist: Christopher Shy

Name: Sayshila

[LoB:U]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 4

Capacity: 7

Discipline: 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.

Artist: Lawrence Snelly

Name: Scalpel Tongue

[KMW:C, LoB:PI3, Third:PB2]

Cardtype: Action Modifier/Reaction

Cost: 1 blood

Discipline: Celerity & Presence

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.

Artist: John Bridges

Name: Scapelli, The Family "Mechanic"

[DS:U2]

Cardtype: Ally

Clan: Giovanni

Cost: 3 pool

Unique -{mortal}- with 3 life. {0 strength}, 1 bleed.

{Scapelli may strike for 2R damage.} Once each combat, Scapelli may press to continue combat.

Artist: Richard Thomas

Name: Scarlet Carson O'Toole

[Anarchs:U2, KMW:PG]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 3

Capacity: 4

Discipline: pro CEL

Sabbat.

Artist: David Day

Name: Scarlet Lore

[HttB:R]

Cardtype: Action

Cost: 2 blood

Discipline: Mytherceria / Necromancy

+1 stealth action.

[nec] Move a minion card from your ash heap to the top of your library.

[myt] Search your library for a minion card (shuffle afterward) to move to the top of your library.

[MYT] As [myt] above, with an additional +1 stealth.

Artist: Leif Jones

Name: Scattershot
[Gehenna:C, KoT:C]
Cardtype: 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.

Artist: Steve Ellis

Name: SchreckNET
[Promo-20090401]
Cardtype: Action
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.

Artist: Erica Danell

Name: Schuyler
[Third:V]
Cardtype: Vampire
Clan: Pander

Group: 4

Capacity: 1

Discipline: 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.

Artist: Peter Bergting

Name: Scobax
[HttB:C]

Cardtype: Reaction

Discipline: Striga / Presence

[pre] Reduce a bleed against you by 1.

[str] The acting minion gets -1 stealth. [str] is not a Discipline.

[STR] As [str] above, and the action ends immediately (unsuccessfully) unless the acting minion burns 1 blood or life.

Artist: Aaron Acevedo

Name: Scorn of Adonis
[Jyhad:U, VTES:U, CE:PTo2, KoT:U]

Cardtype: Action Modifier

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.

Artist: Kieran Yanner; Chris McLoughlin

Name: Scorpion Sting
[AH:C2, FN:PR2, CE:PN2, Anarchs:PG2, Third:C/PTz2]
Cardtype: Combat
Discipline: Animalism
[ani] Strike: hand strike at +1 damage.
[ANI] As above, and this strike cannot be dodged.
Artist: Scott Kirschner

Name: Scorpion's Touch
[FN:C2, LotN:PA4]
Cardtype: Combat
Cost: 1 blood
Discipline: Quietus
[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.
Artist: William O'Connor

Name: Scourge
[KoT:U]
Cardtype: 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.
Artist: Justin Norman

Name: Scourge of Alecto
[HttB:C]
Cardtype: Combat
Discipline: Celerity & Presence
Frenzy. Only usable against a vampire or werewolf.
[cel][pre] Strike: X-2 ranged damage, where X is this vampire's capacity minus the target's capacity or cost. If more than 4 damage is inflicted with this strike, ignore the excess.
[CEL][PRE] As above, with an optional maneuver.
Artist: Patrick McEvoy

Name: Scourge of the Enochians
[KoT:R]
Cardtype: 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).
Artist: Jeremy McHugh

Name: Scouting Mission

[Sabbat:C, SW:C/PL2, CE:PV, BH:PTTr4, Third:C]

Cardtype: 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.

Artist: Scott Fischer

Name: Scout Youngwood

[HttB:U]

Cardtype: Vampire

Clan: Daughter of Cacophony

Group: 6

Capacity: 8

Discipline: for qui MEL OBF PRE

Independent: Scout has 2 votes (titled). During your untap phase, she may burn 2 blood to tap an ally or younger vampire controlled by your prey. Reaction cards cost her an additional blood.

Artist: Efrem Palacios

Name: Screw the Masquerade!

[Sabbat:C]

Cardtype: Political Action

Choose a Methuselah. Successful {referendum} means each Methuselah burns 1 pool and the chosen Methuselah burns an additional pool.

Artist: Mark Poole

Name: Scrounging

[CE:U, Third:U, KoT:U]

Cardtype: 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).

Artist: William O'Connor

Name: Scrying of Secrets

[Sabbat:U, SW:PT, CE:PM]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Auspex

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.

Artist: Jeff Klimek

Name: Scry the Hearthstone

[LoB:C, HttB:PGar4]

Cardtype: Reaction

Discipline: Visceratika/Thaumaturgy

Only usable during a (D) action against 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).

Artist: Alexander Dunnigan

Name: Seal of Veddartha

[Gehenna:R, KoT:R]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: matrix von z

Name: Sean Andrews

[KoT:PT2]

Cardtype: Vampire

Clan: Toreador

Group: 4

Capacity: 2

Discipline: cel

Camarilla.

Artist: Tony Shasteen

Name: Sean Rycek

[TR:U]

Cardtype: Vampire

Clan: Malkavian

Group: 4

Capacity: 4

Discipline: 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.

Artist: Lawrence Snelly

Name: Seattle Committee

[Anarchs:R2]

Cardtype: 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.

Artist: Steve Ellis

Name: Sebastian Goulet

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 3

Capacity: 8

Discipline: cel pre pro DOM OBF

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

Artist: James Stowe

Name: Sebastian Goulet

[BH:U2]

Cardtype: Vampire

Clan: Gangrel antitribu

Level: Advanced

Group: 3

Capacity: 8

Discipline: cel pre pro DOM OBF

Advanced, Sabbat: Sebastian 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.

Artist: Christopher Shy

Name: Sebastian Marley

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Nosferatu

Group: 1

Capacity: 7

Discipline: aus obf pot ANI

Camarilla: +1 strength.

Artist: Scott Kirschner

Name: Second Sight

[NoR:C]

Cardtype: 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.

Artist: Avery Butterworth

Name: Second Tradition: Domain

[Jyhad:U, VTES:U, CE:U/PTo/PV2, KMW:PAI3, KoT:U/PV3]

AKA: Second Tradition: Domain, The

Cardtype: 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.

Artist: Durwin Talon; L. A. Williams

Name: Secret Horde

[Sabbat:C, SW:C, CE:C/PN, Anarchs:PG, LoB:PA, Third:PB]

Cardtype: Master

Cost: X pool

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}.

Artist: Michael Astrachan

Name: The Secret Library of Alexandria

[AH:R2, CE:R]

Cardtype: Master

Clan: Nosferatu

Cost: 1 pool

Master: unique location.

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

Artist: Rebecca Guay

Name: The Secret Must Be Kept

[LoB:R]

Cardtype: 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).

Artist: Roel Wielinga

Name: Secret Passage

[CE:C, LoB:PI2]

Cardtype: 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.

Artist: Alejandro Collucci

Name: Secure Haven

[DS:C2, FN:PS, CE:PM, Anarchs:PAB, Third:PM, LotN:PS]

Cardtype: Master

Cost: 1 pool

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.

Artist: Edward Beard, Jr.; Katie McCaskill

Name: Seduction

[Jyhad:C, VTES:C, SW:PV, CE:C/PV2, BH:PTr2, KoT:C/PV4]

Cardtype: 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.

Artist: Harold Arthur McNeill; Jim Dibartolo

Name: Seeds of Corruption

[AH:U5, CE:PTr2]

Cardtype: Action

Cost: 2 blood

Discipline: Thaumaturgy

+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.

Artist: Harold Arthur McNeill

Name: Sela

[Sabbat:V, SW:PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 6

Discipline: cel obt POT PRE

Sabbat bishop: If Sela becomes an archbishop, each ready bishop controlled by your prey burns 1 blood. +1 bleed.

Artist: Sandra Everingham

Name: Sela

[BH:U2]

Cardtype: Vampire

Clan: Brujah antitribu

Level: Advanced

Group: 2

Capacity: 7

Discipline: 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.

Artist: Andrew Trabbold

Name: Selective Silence

[KMW:C, LotN:PA4]

Cardtype: 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.

Artist: Jeff Holt

Name: Selena

[Promo-20031105, BH:U2/PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 3

Capacity: 6

Discipline: AUS DOM THA

Sabbat. Black Hand: Damage inflicted on Selena by a werewolf is aggravated.

Artist: Lee Dotson

Name: Selma the Repugnant

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Nosferatu

Group: 1

Capacity: 8

Discipline: ani for OBF POT

Camarilla Prince of Cleveland: Selma gets +1 intercept when attempting to block a Nosferatu vampire.

Artist: Richard Kane Ferguson

Name: Sengir Dagger

[Jyhad:R, VTES:R, CE:R, Third:PB, KoT:R/PB]

Cardtype: Equipment

Cost: 2 pool

Unique melee weapon.

Strike: strength aggravated damage.

Artist: Margaret Organ-Kean; Richard Thomas

Name: Sennadurek

[LoB:U]

Cardtype: Vampire

Clan: Nagaraja

Group: 4

Capacity: 6

Discipline: 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.

Artist: Andrew Trabbold

Name: Sennuwy, The Promoter

[FN:U2]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 4

Discipline: ani chi for

Independent

Artist: Christopher Shy

Name: Sense Death

[LoB:C, HttB:PSa12]

Cardtype: 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.

Artist: Veronica Jones

Name: Sense the Savage Way

[LotN:C, KoT:C]

Cardtype: 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.

Artist: Eric Lofgren

Name: Sense the Sin

[BL:C2, KMW:PB3]

Cardtype: 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.

Artist: Leif Jones

Name: Sense Vibrations

[EK:R]

Cardtype: 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.

Artist: Mathias Kollros

Name: Sense Vitality

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Sensory Deprivation

[DS:U2, FN:PR]

Cardtype: Action

Cost: 3 blood

Discipline: Chimerstry

[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.

Artist: Richard Thomas

Name: Sensory Overload

[FN:C2]

Cardtype: Action

Cost: 1 blood

Discipline: Chimerstry

[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.

Artist: Durwin Talon

Name: Seraph

[BH:U2]

Cardtype: 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.

Artist: Becky Jollensten

Name: Seraph's Second

[SoC:R]

Cardtype: 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.

Artist: Jeremy McHugh

Name: Serenading the Kami

[Gehenna:C, KoT:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Thaumaturgy

Only usable as the action is announced.

[tha] The acting vampire gets +1 strength this action.

[THA] As above, but with +2 strength.

Artist: Steve Prescott

Name: Serenna the White

[HttB:U]

Cardtype: Vampire

Clan: Salubri

Group: 6

Capacity: 8

Discipline: ani dem AUS FOR OBE

Independent: Once each turn, if Serenna is ready, she may burn 1 blood to reduce a bleed against you by 2. Scarce.

Artist: Ed Tadem

Name: Seren Sukardi

[Gehenna:U, KMW:PB]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 7

Discipline: 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.

Artist: Lawrence Snelly

Name: Sergei Voshkov, The Eye

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 5

Capacity: 10

Discipline: 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.

Artist: Erica Danell

Name: Sermon of Caine
[Sabbat:C, SW:C, Third:C]

Cardtype: Master
Master.

Move any amount of blood from one of your ready vampires to any combination of your other ready vampires.

Artist: Dave Seeley

Name: Serpents [ser]
[AH:C2, FN:PS2, KMW:PB2, LotN:PS]

Cardtype: Master
Capacity: +1

Master: Discipline.

Put this card on a vampire. This vampire gains 1 level of Serpents [ser]. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Serpents.

Artist: Scott Kirschner; Katie McCaskill

Name: Servitor of Irad
[Gehenna:R]

Cardtype: 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.

Artist: Attila Adorjany

Name: Servius Marius Pustula
[Third:V]

Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 4

Capacity: 10

Discipline: 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.

Artist: James Stowe

Name: Seterpenre
[LotN:U]

Cardtype: Vampire
Clan: Follower of Set
Group: 5

Capacity: 10

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Set's Call

[FN:R2]

Cardtype: Reaction

Discipline: Serpents

[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.

Artist: Dennis Calero

Name: Set's Curse

[LotN:R]

Cardtype: Action

Cost: 2 blood

Discipline: Serpents

+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.

Artist: Jim DiBartolo

Name: Shaal Fragment

[HttB:R]

Cardtype: Equipment

Clan: Harbinger of Skulls

Burn Option

Unique equipment. Nod fragment.

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

Artist: Paul Ballard

Name: Shackles of Enkidu

[DS:U]

Cardtype: Equipment

Clan: Gangrel

Cost: 2 pool

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.

Artist: Michael Weaver

Name: Shade

[Sabbat:U, SW:PL]

Cardtype: Retainer

Cost: 1 blood

Discipline: Obtenebration

-{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.

Artist: Stuart Beel

Name: Shadow Body

[Sabbat:C, SW:PL2]

Cardtype: Combat

Cost: 1 blood

Discipline: Obtenebration

[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.

Artist: Mike Dringenberg

Name: Shadow Court Satyr (Changeling)

[Sabbat:R, SW:R, Third:R]

Cardtype: Ally

Clan: Gangrel antitribu

Cost: 3 pool

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).

Artist: Ken Meyer, Jr.

Name: Shadowed Eyes

[HttB:R]

Cardtype: Action

Cost: 1 blood

Discipline: Auspex & Obtenebration

+1 stealth action.

[aus][obt] (D) Put this card on an ally or younger vampire. This minion gets -2 intercept and cannot take (D) actions or use ranged strikes. Any minion may burn this card as a +1 stealth action.

[AUS][OBT] As above, and the action to burn this card costs an additional blood or conviction.

Artist: Juan Calle

Name: Shadow Feint
[BL:U2, KMW:PG2, LotN:PA]
Cardtype: Combat
Cost: 1 blood
Discipline: Celerity & Obfuscate
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.
Artist: Kieran Yanner

Name: Shadow of Taint
[LoB:R]
Cardtype: 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.
Artist: Steve Eidson

Name: Shadow of the Beast
[VTES:U, Sabbat:U, SW:U, KMW:PG, Third:U]
Cardtype: Action
Cost: 1 blood
Discipline: Protean
[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.
Artist: Craig Maher

Name: Shadow of the Wolf
[AH:C2]
Cardtype: Combat
Cost: 2 blood
Discipline: Protean
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.
Artist: Alan Rabinowitz

Name: Shadow Parasite
[FN:R2]
Cardtype: Combat
Cost: 2 blood
Discipline: Obtenebration
[obt] Strike: 3R damage. Only usable at long range.
[OBT] Strike: 4R damage. Only usable at long range.
Artist: William O'Connor

Name: Shadow Play
[Sabbat:C, SW:C/PL4, Third:C, HttB:PKia4]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Obtenebration
[obt] +1 stealth.
[OBT] +2 stealth.
Artist: Stuart Beel; Stuart Sayger

Name: Shadow Step
[Sabbat:R, Tenth:A, Third:R]
Cardtype: 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.
Artist: Richard Thomas

Name: Shadow Strike
[SW:C/PL2, Third:C]
Cardtype: Combat
Cost: 1 blood
Discipline: Obtenebration
[obt] Strike: strength ranged damage, with an optional maneuver.
[OBT] As above, with an optional press.
Artist: William O'Connor

Name: Shadow Twin
[SW:C/PL]
Cardtype: 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.
Artist: Drew Tucker

Name: Sha-Ennu
[Third:V]
Cardtype: Vampire
Clan: Tzimisce
Group: 4
Capacity: 11
Discipline: obf tha ANI AUS CHI VIC
Sabbat regent: Vampires with capacity less than 4 cannot block Sha-Ennu. +2 bleed.
Artist: Richard Thomas

Name: Shaggydog

[SoC:V]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 5

Capacity: 7

Discipline: ani obf qui FOR PRO

Sabbat. Black Hand: Shaggydog gets an optional press on the first round of combat.

Artist: Ken Meyer, Jr.

Name: Shahid

[Gehenna:U, HttB:PSam]

Cardtype: Vampire

Clan: Nosferatu

Group: 4

Capacity: 7

Discipline: 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.

Artist: Mark Nelson

Name: Shakar

[BH:C/PN2]

Cardtype: Master

Cost: 1 pool

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.

Artist: Andrew Bates

Name: Shalmath

[HttB:U]

Cardtype: Vampire

Clan: True Brujah

Group: 6

Capacity: 10

Discipline: POT PRE TEM

Independent: Shalmath may search your library for an action card to move to your research area as a +1 stealth action. Once each turn, he may untap. He cannot play cards that require Celerity [cel].

Scarce.

Artist: Larry Snelly

Name: Shaman

[LoB:R]

Cardtype: Retainer

Cost: 1 blood

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.

Artist: Jeremy McHugh

Name: Shambling Hordes

[FN:C2, LotN:PG4]

Cardtype: Ally

Cost: 3 blood

Discipline: Necromancy

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.

Artist: Steve Ellis

Name: Shame

[NoR:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Shane Grimald

[Sabbat:V, Tenth:B]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 2

Capacity: 4

Discipline: ani dom pot

Sabbat.

Artist: Zina Saunders

Name: Shannon Price, the Whisperer

[SW:C]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 2

Capacity: 3

Discipline: ani obf

Sabbat

Artist: Patrick Lambert

Name: Shanty Town Hunting Ground

[Sabbat:U, SW:U, BH:PN]

Cardtype: Master

Clan: Nosferatu antitribu

Cost: 2 pool

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.}-

Artist: Mike Weaver

Name: Shape Mastery

[BH:R, KoT:R]

Cardtype: 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.

Artist: Chet Masters; Mike Chaney

Name: Shared Nightmare

[KMW:R]

Cardtype: Action

Cost: 3 blood

Discipline: Chimerstry

[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.

Artist: Avery Butterworth

Name: Shared Strength

[KMW:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Fortitude

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.

Artist: Newel Anderson

Name: Shasa Abu Badr

[LoB:PI2]

Cardtype: Vampire

Clan: Ishtarri

Group: 4

Capacity: 5

Discipline: cel for PRE

Laibon: Shasa gets +1 bleed when bleeding with an action card that requires Presence.

Artist: Jeff Holt

Name: Shattered Mirror

[Third:U, KoT:U/PM2]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Shattering

[TR:R]

Cardtype: Action

Cost: 1 blood

Discipline: Chimerstry/Dementation/Protean

Requires an anarch.

[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.

Artist: Becky Jollensten

Name: Shattering Blow

[Jyhad:C, VTES:C, CE:C/PN2]

Cardtype: Combat

Discipline: Potence

[pot] Strike: destroy equipment.

[POT] Strike: destroy equipment with first strike.

Artist: Anson Maddocks

Name: Shattering Crescendo

[HttB:C]

Cardtype: Action

Cost: 1 blood

Discipline: Melpominee / Protean

[pro] (D) Inflict 1 unpreventable damage on an ally or retainer.

[mel] (D) Discard a Shattering Crescendo from your hand to inflict 2 unpreventable damage on each of up to 2 minions controlled by a single Methuselah.

[MEL] As [mel] above, but for 3 damage each.

Artist: Marian Churchland

Name: Shatter the Gate

[HttB:C]

Cardtype: Action

Clan: Baali

Burn Option

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

Put this card on this Baali. A vampire with capacity 6 or more may burn the Edge to burn this card as a (D) action. If this Baali has three Shatter the Gates, burn them all to give each other Methuselah a shattered counter. A Methuselah with any shattered counters burns 3 pool during his or her untap phase.

Artist: Samuel Araya

Name: Shawnda Dorrit
[Gehenna:U, Third:PB]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 4
Capacity: 6
Discipline: obt pot pre CEL
Sabbat priscus.
Artist: David Day

Name: Sheepdog
[LotN:R]
Cardtype: 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.
Artist: Jeff Laubenstein

Name: Sheila Mezarín
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 2
Capacity: 6
Discipline: cel for AUS PRE
Sabbat: +1 bleed.
Artist: John Bolton

Name: Sheldon, Lord of the Clog
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Nosferatu
Group: 1
Capacity: 9
Discipline: for ANI AUS OBF POT
Camarilla Nosferatu Justicar.
Artist: Ron Spencer

Name: Shell Break
[LotN:C]
Cardtype: Action
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.
Artist: James Stowe

Name: Shell Game

[LoB:C]

Cardtype: 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.

Artist: Abrar Ajmal

Name: Shemti

[LotN:U]

Cardtype: Vampire

Clan: Follower of Set

Group: 5

Capacity: 9

Discipline: 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).

Artist: Leif Jones

Name: Shepherd's Innocence

[DS:C2, Tenth:B]

Cardtype: Action

Cost: 2 blood

Discipline: Animalism

+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.

Artist: Greg Simanson

Name: Sheva Carr

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 4

Discipline: aus cel dom

Camarilla: Sheva gets +1 strength in combat with a Lasombra.

Artist: Ken Meyer, Jr.

Name: Shilmulo Deception

[FN:C2]

Cardtype: 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.

Artist: Talon Dunning

Name: Shilmulo Tarot

[KMW:R]

Cardtype: Equipment

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.

Artist: David Day

Name: Shiloh Marie, Vengeance

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 5

Capacity: 6

Discipline: 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.

Artist: Ed Tadem

Name: Shock Troops

[SW:R]

Cardtype: Master

Cost: X pool

{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.

Artist: Mike Danza

Name: Short-Term Investment

[Jyhad:C, VTES:C, Sabbat:C, SW:PV, FN:PR/PS, CE:PV2, BH:PTo2]

Cardtype: Master

Cost: 1 pool

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.

Artist: Drew Tucker; Brian Snoddy

Name: Shotgun Ritual

[Sabbat:R, CE:PTR]

Cardtype: Combat

Cost: 2 blood

Discipline: Thaumaturgy

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.

Artist: Hannibal King

Name: Shoulder Drop

[TR:C]

Cardtype: 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.

Artist: Efrem Palacios

Name: Shroud Mastery

[FN:R2]

Cardtype: 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.

Artist: Richard Thomas

Name: Shroud of Absence

[BL:R1, HttB:PKia]

Cardtype: 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 the resulting combat.

Artist: Brian LeBlanc

Name: Shroud of Night
[Sabbat:C, SW:PL, Third:C]
Cardtype: Action Modifier
Discipline: Obtenebration
[obt] +1 stealth, not usable on a bleed action.
[OBT] +1 stealth.
Artist: Jason Alexander Behnke

Name: Shroudsight
[LotN:C]
Cardtype: 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.
Artist: Jeff Holt

Name: The Siamese
[BL:U2]
Cardtype: Vampire
Clan: Ahrimane
Group: 2
Capacity: 7
Discipline: ani pro PRE SPI
Sabbat: +1 bleed. Sterile.
Artist: Lawrence Snelly

Name: Sibyl's Tongue
[BH:R2, Third:R2]
Cardtype: Action
Clan: Malkavian antitribu
Cost: X blood
+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.
Artist: Drew Tucker

Name: Sideslip
[Jyhad:C, VTES:C, SW:PB, FN:PA2, CE:C/PTo, BH:PTo3, KMW:PAI3, LoB:PI2]
Cardtype: Combat
Discipline: Celerity
[cel] Strike: dodge.
[CEL] Prevent 1 damage. A vampire can play only one Sideslip at superior each round.
Artist: Dan Smith

Name: Side Strike
[Sabbat:C, SW:C, CE:PTo, LoB:PI4]
Cardtype: Combat
Discipline: Celerity
[cel] Strike: dodge.
[CEL] Additional strike.
Artist: Dave Seeley

Name: Sight Beyond Sight
[BL:R1, LoB:R]
Cardtype: Master
Clan: Salubri
Burn Option
Unique master.
Put this card on a Salubri you control. The Salubri with this card gets +1 intercept.
Artist: Durwin Talon

Name: The Signet of King Saul
[AH:R2, Tenth:B]
Cardtype: Equipment
Cost: 1 pool
Unique equipment.
Vampires with capacity above 7 cannot attempt to block this minion.
Artist: Michael Astrachan

Name: Sigrid Bekker
[DS:V, CE:PTo]
Cardtype: Vampire
Clan: Toreador
Group: 2
Capacity: 6
Discipline: cel pot pre AUS
Camarilla: Sigrid gets +1 bleed when bleeding a Methuselah who controls a ready Nosferatu.
Artist: Ken Meyer, Jr.

Name: Silas
[HttB:U]
Cardtype: Vampire
Clan: Salubri antitribu
Group: 6
Capacity: 5
Discipline: aus dom val FOR
Sabbat: If Silas is ready during your discard phase, he may burn 1 blood to give you an additional discard phase action.
Artist: Ken Meyer, Jr.

Name: Silence of Death

[AH:R2, Tenth:A]

Cardtype: Combat

Cost: 1 blood

Discipline: Quietus

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.

Artist: Stuart Beel

Name: Silvia Giovanni

[FN:PG]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 10

Discipline: for vic ANI DOM NEC POT

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

Artist: Christopher Shy

Name: Sins of the Cauchemar

[AH:C2, Tenth:A]

Cardtype: Reaction

Cost: 1 blood

Discipline: Auspex

[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.

Artist: Stuart Beel

Name: Siphon

[Gehenna:C, LotN:PG]

Cardtype: 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.

Artist: Randy Asplund

Name: Siren's Lure

[BL:R1, LoB:R]

Cardtype: 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.

Artist: Steve Prescott

Name: Sires Command, Childer Inherit

[LoB:C]

Cardtype: 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).

Artist: William O'Connor

Name: Sire's Index Finger

[BH:R, Third:R]

Cardtype: Equipment

Unique equipment.

The vampire with this equipment is immune to frenzy cards (including Brujah Frenzy, Drawing Out the Beast, Frenzy, Rotschreck and Terror Frenzy).

Artist: Jim Nelson

Name: Sir Henry Johnson

[CE:V/PTO, BSC:X]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 4

Discipline: aus pot pre

Camarilla.

Artist: Lawrence Snelly

Name: Sir Marriot D'Urban

[FN:U2]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 5

Discipline: aus obf ser PRE

Independent

Artist: Christopher Shy

Name: Sir Ralph Hamilton

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 6

Discipline: 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.

Artist: Dave Leri

Name: Sir Walter Nash
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Ventrue
Group: 1
Capacity: 7
Discipline: DOM FOR PRE
Camarilla Prince of Chicago.
Artist: Dan Frazier

Name: Sisocharis
[LotN:U]
Cardtype: Vampire
Clan: Follower of Set
Group: 5
Capacity: 4
Discipline: cel obf pre
Independent.
Artist: Ron Lemon

Name: Sister Evelyn
[BH:U2]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 3
Capacity: 3
Discipline: aus dom
Sabbat.
Artist: James Stowe

Name: Sixth Tradition: Destruction
[Jyhad:U, VTES:U, CE:R, KoT:R]
AKA: Sixth Tradition: Destruction, The
Cardtype: Action
+1 stealth action. Requires a ready prince or justicar.
(D) Burn a vampire who has committed diablerie since your last turn.
Artist: Kaja Foglio; William O'Connor

Name: Skidmark
[Gehenna:U, KMW:PAAn]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 4
Capacity: 5
Discipline: aus pot FOR OBF
Sabbat: When Skidmark is acting, you do not replace any cards you play until the end of the action.
Artist: Alejandro Collucci

Name: Skin of Night

[Jyhad:U, VTES:U, CE:U, Anarchs:PG2, LoN:PR2]

Cardtype: 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.

Artist: Joel Biske; Anson Maddocks

Name: Skin of Rock

[Jyhad:C, VTES:C, Sabbat:C, SW:C/PV, FN:PR1, CE:C, Anarchs:PAG3]

Cardtype: Combat

Discipline: Fortitude

[for] Prevent 1 damage.

[FOR] Prevent 2 damage.

Artist: Christopher Rush; Clint Langley

Name: Skin of Steel

[Jyhad:C, VTES:C, CE:C, Anarchs:PAG, KMW:PAn, LoB:PA2]

Cardtype: Combat

Cost: 1 blood

Discipline: Fortitude

[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.

Artist: Douglas Shuler

Name: Skin of the Adder

[FN:C2, KMW:PB]

Cardtype: Combat

Cost: 1 blood

Discipline: Serpents

[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.

Artist: Mike Danza

Name: Skin of the Chameleon

[BL:C2, LoB:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Visceratika/Thaumaturgy

[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.

Artist: Brian LeBlanc

Name: Skin Trap

[SW:U, Third:U]

Cardtype: Combat

Cost: 1 blood

Discipline: Vicissitude

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.

Artist: Drew Tucker

Name: Skryta Zyleta

[BH:U2, KMW:PG]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 3

Capacity: 5

Discipline: obf pot pro CEL

Sabbat. Black Hand.

Artist: Peter Bergting

Name: Skullduggery

[Anarchs:C2/PAB4]

Cardtype: 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.

Artist: Steve Ellis

Name: Slag

[KoT:V, HttB:PSam]

Cardtype: Vampire

Clan: Nosferatu

Group: 5

Capacity: 4

Discipline: 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.

Artist: Joel Biske

Name: Slake the Thirst

[HttB:C]

Cardtype: Action Modifier / Combat

Discipline: Sanguinus

[san] [COMBAT] Only usable when this vampire gains blood. Choose another ready Blood Brother of the same circle. That vampire gains the same amount of blood from the bank.

[SAN] [ACTION MODIFIER] As above, but usable as an action modifier.

Artist: Jami Waggoner

Name: Slam

[LotN:C/PG2, KoT:C/PB4, HttB:PGar4]

Cardtype: Combat

Cost: 1 blood

Discipline: Potence

[pot] Strike: hand strike at +2 damage.

[POT] As above, with an optional maneuver, only usable to maneuver to close range.

Artist: Imaginary Friends Studios

Name: The Slashers

[Jyhad:R, VTES:R, CE:R]

Cardtype: Ally

Clan: Brujah

Cost: 1 pool

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

The Slashers may strike for 1R damage.

Artist: L. A. Williams; James Stowe

Name: The Slaughterhouse

[BL:C1, LoB:C]

Cardtype: Master

Clan: Harbinger of Skulls

Cost: 1 pool

Burn Option

Master: location.

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

Artist: William O'Connor

Name: Slaughtering the Herd

[Sabbat:U, SW:U, BH:PTTr2, Third:U]

Cardtype: Action

Cost: 2 blood

Discipline: Dominate

[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.

Artist: Randy Gallegos

Name: Slave Auction

[Sabbat:R, SW:R, KMW:PAI, Third:R]

Cardtype: Master

Cost: 1 pool

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.

Artist: Fred Harper

Name: The Sleeping Mind
[Sabbat:C, SW:C, Third:PTr]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Dominate
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.
Artist: Greg Simanson

Name: Sleep of Reason
[Gehenna:C, KoT:C/PM2]
Cardtype: Action
Cost: 2 blood
Discipline: Dementation
[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.
Artist: matrix von z

Name: Sleep Unseen
[Gehenna:C, KMW:PA, KoT:C]
Cardtype: Action Modifier
Cost: 1 blood
Discipline: Obfuscate
[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.
Artist: Steve Ellis

Name: Sleight of Hand
[FN:R2]
Cardtype: Action
Cost: 1 blood
Discipline: Chimerstry
[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.
Artist: Brian LeBlanc

Name: The Slow Withering
[Gehenna:R]
Cardtype: 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.
Artist: Andrew Trabbold

Name: Slum Hunting Ground

[Jyhad:U, VTES:U, CE:U/PN, KMW:PAAn, KoT:U]

Cardtype: Master

Clan: Nosferatu

Cost: 2 pool

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.

Artist: L. A. Williams

Name: Smallpox Griet

[Anarchs:U2]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 3

Capacity: 9

Discipline: 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.

Artist: Lawrence Snelly

Name: Smash

[Third:PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 4

Capacity: 3

Discipline: pot pre

Sabbat.

Artist: Chad Michael Ward

Name: Smash and Grab

[Anarchs:C2/PAG3]

Cardtype: 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.

Artist: Fred Hooper

Name: Smear Campaign

[TR:R]

Cardtype: Master

Cost: 1 pool

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.

Artist: Leif Jones

Name: Smiling Jack, The Anarch
[Jyhad:R, VTES:R, CE:R, Third:PTz, KoT:R]
Cardtype: 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.

Artist: Drew Tucker; Kieran Yanner

Name: Smite
[NoR:R]
Cardtype: Combat
Cost: 3 Conviction
Virtue: Vengeance

{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.
Artist: Heather Kreiter

Name: Smoke and Mirrors
[Gehenna:C]
Cardtype: 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.
Artist: Andrew Trabbold

Name: Smoke Grenade
[FN:R2]
Cardtype: Equipment
Weapon.
End combat as a strike, only usable at long range. Burn after use.
Artist: Drew Tucker

Name: Smudge the Ignored
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Caitiff
Group: 1
Capacity: 1
Discipline: -none-
Camarilla: After Smudge diablerizes an older vampire for the first time, he gets +1 strength.
Artist: Lawrence Snelly

Name: Snipe Hunt
[Anarchs:C]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Sniper Rifle

[FN:R2, LoB:PO, KoT:U/PT3]

Cardtype: Equipment

Cost: 2 pool

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.

Artist: Jeff Holt

Name: Soak

[Gehenna:C, KMW:PA2/PG2, LotN:PR3, KoT:C/PV6, HttB:PGar4/PSam2]

Cardtype: Combat

Discipline: Fortitude

A vampire may play only one Soak each round.

[for] Prevent 2 non-aggravated damage.

[FOR] Prevent 4 non-aggravated damage.

Artist: Andrew Trabbold

Name: Soar

[BL:C2, LoB:C]

Cardtype: Action Modifier

Discipline: Flight

Only usable on an undirected action.

+1 stealth.

Artist: Steve Ellis

Name: Sobayifa

[LoB:PG2]

Cardtype: Vampire

Clan: Gurohi

Group: 3

Capacity: 8

Discipline: aus pot pro spi ANI PRE

Laibon magaji.

Artist: Rebecca Guay

Name: Social Charm

[Jyhad:C, VTES:C, Sabbat:C, SW:C/PB, FN:PS3, CE:C/PTo3/PV3, LoB:PI5]

Cardtype: 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).

Artist: Mike Dringenberg; Douglas Shuler

Name: Social Ladder

[BH:R, KoT:R/PV]

Cardtype: 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.

Artist: Drew Tucker

Name: Society Hunting Ground

[Jyhad:U, VTES:U, CE:U/PTo]

Cardtype: Master

Clan: Toreador

Cost: 2 pool

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.}-

Artist: Michael Weaver; Durwin Talon

Name: Society of Leopold

[Jyhad:R, VTES:R, CE:R, KMW:PA_n, KoT:U/R]

Cardtype: 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.

Artist: L. A. Williams; Durwin Talon

Name: Sociopath

[BH:C/PTr2]

Cardtype: 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.

Artist: Fred Harper

Name: Socrate Cidibe

[EK:U]

Cardtype: Vampire

Clan: Akunanse

Group: 4

Capacity: 5

Discipline: ani ABO FOR

Laibon.

Artist: Leif Jones

Name: Soldat
[BH:U2]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 3
Capacity: 7
Discipline: cel dom obf POT PRO
Sabbat. Black Hand: You may burn the Edge to give any Black Hand vampire an optional maneuver.
Artist: Rebecca Guay

Name: Solomon Batanea
[LoB:U]
Cardtype: Vampire
Clan: Harbinger of Skulls
Group: 4
Capacity: 5
Discipline: 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.
Artist: Sam Araya

Name: Sonar
[KMW:C/PG2, KoT:C]
Cardtype: 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.
Artist: Avery Butterworth

Name: Song in the Dark
[Sabbat:R, SW:R, FN:PR, BH:PN]
Cardtype: Combat
Cost: 2 blood
Discipline: Animalism
[ani] Strike: 2 damage.
[ANI] Strike: 2 aggravated damage.
Artist: Stuart Beel

Name: Song of Pan
[LoB:C, HttB:PKia]
Cardtype: Action
Clan: Kiasyd
Cost: 1 pool
+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.
Artist: Ken Meyer, Jr.

Name: Song of Serenity

[Sabbat:C, SW:C/PT2, FN:PR3, CE:PN, BH:PN2, LoB:PA2, Third:C]

Cardtype: 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.

Artist: Michael Astrachan

Name: Songs of the Distant Vitae

[Gehenna:C, LotN:PA]

Cardtype: 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.

Artist: Leif Jones

Name: Sonja Blue

[KMW:U]

Cardtype: Vampire

Clan: Ventrue

Group: 4

Capacity: 5

Discipline: 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.

Artist: Steve Ellis

Name: Sophia Watson

[Anarchs:U2]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 6

Discipline: obf pro ANI FOR

Independent.

Artist: Mark Nelson

Name: Soul Burn

[Sabbat:C, CE:PTr2, Third:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Thaumaturgy

[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.

Artist: Craig Maher

Name: Soul Decoration

[KMW:C]

Cardtype: 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).

Artist: Jeff Holt

Name: Soul Feasting

[LotN:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Soul Gem of Etrius

[Jyhad:R, VTES:R, CE:R, Third:R, KoT:R]

Cardtype: 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.

Artist: Jim Nelson; Pete Burges; Dave Roach

Name: Soul of the Earth

[BL:R2, LoB:R, HttB:PGar]

Cardtype: Action

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 or employing an ally or retainer that requires a Gargoyle by up to 3 blood or pool.

Artist: Steve Prescott

Name: Soul Painting

[BL:R1]

Cardtype: Action

Cost: 1 blood

Discipline: Auspex & Presence

+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.

Artist: Becky Cloonan

Name: Soul Scan

[KoT:R]

Cardtype: Action

Cost: 1 blood

Discipline: Auspex

+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.

Artist: Peter Bergting

Name: Soul Stealing

[DS:C2, FN:PG]

Cardtype: 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.

Artist: Max Shade Fellwalker

Name: Sound of a Breaking Oath

[Promo-20080203]

Cardtype: 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.

Artist: Jeff Laubenstein

Name: Sowing Dissension

[Anarchs:C]

Cardtype: 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.

Artist: Jim Nelson

Name: The Spawning Pool
[Jyhad:R, VTES:R, CE:R/PN]
Cardtype: Master
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.
Artist: Mark Nelson; Anson Maddocks

Name: Speak with Spirits
[BL:C2, LoB:C]
Cardtype: 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.
Artist: Becky Cloonan

Name: Specialization
[BH:R, KoT:R]
Cardtype: 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).
Artist: Drew Tucker

Name: Special Report
[CE:C, Third:C, KoT:C/PV2]
Cardtype: 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.
Artist: Fred Hooper

Name: Spectral Divination
[DS:C2, FN:PG3, LotN:PG4]
Cardtype: Action Modifier/Reaction
Cost: 1 blood
Discipline: Necromancy
[nec] [ACTION MODIFIER] +1 stealth.
[NEC] [REACTION] +1 intercept.
Artist: Pete Venters; John Bridges

Name: Speed of Thought
[Sabbat:R, SW:R, CE:PB]
Cardtype: Action
Cost: 1 blood
Discipline: Celerity
[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.
Artist: Will Simpson

Name: Spell of Life
[LotN:C]
Cardtype: Action
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.
Artist: John Bridges

Name: Spider
[Gehenna:U]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 4
Capacity: 6
Discipline: 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.
Artist: Christopher Shy

Name: Spider-Killer
[FN:U2]
Cardtype: Vampire
Clan: Ravnos
Group: 2
Capacity: 10
Discipline: aus cel ANI CHI FOR OBF
Independent: Spider-Killer gets +1 stealth on every action he performs.
Artist: Christopher Shy

Name: Spike-Thrower
[LoB:C]
Cardtype: Equipment
Cost: 1 pool
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.
Artist: David Day

Name: Spiridonas

[AH:V3, CE:PTr]

Cardtype: Vampire

Clan: Tremere

Group: 2

Capacity: 9

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Spirit Claws

[HttB:R]

Cardtype: Combat / Action

Cost: 1 blood

Discipline: Protean & Spiritus

[pro] [COMBAT] For the remainder of this round, damage from this vampire's hand strikes is aggravated.

[pro][spi] [COMBAT] Maneuver and as [pro] above.

[PRO][SPI] [ACTION] +1 stealth action. Unique. Put this card on this vampire. Damage from this vampire's hand strikes is aggravated.

Artist: John Bridges

Name: Spirit Marionette

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Steve Prescott

Name: Spirit's Touch

[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]

Cardtype: Reaction

Discipline: Auspex

[aus] +1 intercept.

[AUS] As above, with an optional maneuver in the resulting combat if this vampire successfully blocks this action.

Artist: Amy Weber; Hannibal King; Brian LeBlanc

Name: Spirit Summoning Chamber

[Sabbat:U, Third:U]

Cardtype: Master

Clan: Tremere antitribu

Cost: 2 pool

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.

Artist: Mike Weaver

Name: Spiritual Intervention

[DS:C2, Tenth:B]

Cardtype: Combat

Discipline: Necromancy

[nec] Strike: dodge.

[NEC] Strike: combat ends.

Artist: Harold Arthur McNeill

Name: Spiritual Protector

[DS:C2, Tenth:B]

Cardtype: Retainer

Clan: Giovanni

Cost: 3 blood

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.

Artist: Max Shade Fellwalker

Name: Spleen, Georgio Gutterpunk

[FN:U2]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 2

Discipline: ani chi

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

Artist: Christopher Shy

Name: Spontaneous Power

[Promo-20050611]

Cardtype: Master

Cost: 2 pool

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.

Artist: James Stowe

Name: Sport Bike

[Jyhad:U2, VTES:U, Sabbat:U, SW:PL/PV, FN:PA, CE:PB/PN/PTTr, Third:U, HttB:PSam3]

Cardtype: Equipment

Cost: 1 pool

Vehicle.

This minion gets +1 intercept. A minion may have only one vehicle.

Artist: Ken Meyer, Jr.; Tom Wanerstrand; Ron Spencer

Name: Spying Mission

[Jyhad:U, VTES:U, CE:PM5/PN3, KMW:PB2, Third:U, LotN:PS2, KoT:U/PM4]

Cardtype: 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.

Artist: Julie Collins; Jeff Menges

Name: Squirrel Balance

[LoB:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Spiritus/Celerity

[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.

Artist: Alexander Dunnigan

Name: Stanislava

[DS:V, Anarchs:PG]

Cardtype: Vampire

Clan: Gangrel

Group: 2

Capacity: 11

Discipline: 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.

Artist: Max Shade Fellwalker

Name: Staredown

[Sabbat:C, SW:C, FN:PS2, LoB:PG3, Third:C]

Cardtype: Combat

Discipline: Presence

[pre] Strike: dodge.

[PRE] Strike: combat ends.

Artist: Kevin McCann

Name: Starshell Grenade Launcher

[FN:C, Third:PB]

Cardtype: Equipment

Cost: 2 pool

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.

Artist: William O'Connor

Name: Starvation of Marena

[Gehenna:C, Third:PTz4]

Cardtype: Combat

Cost: 1 blood

Discipline: Vicissitude

[vic] Strike: 2R damage, with an optional press.

[VIC] As above, but for 3R damage.

Artist: Randy Asplund

Name: Static Virtue

[LoB:R]

Cardtype: 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.

Artist: Ken Meyer, Jr.

Name: The Status Perfectus

[Anarchs:R2]

Cardtype: 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.

Artist: Christopher Shy

Name: Stavros

[Third:V]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 7

Discipline: dem AUS OBF PRE

Sabbat priscus.

Artist: Mark Poole

Name: Steadfastness

[KoT:C, HttB:PSam3]

Cardtype: Reaction

Discipline: Fortitude

[for] Only usable during a (D) action against you (or a card you control). +1 intercept.

[FOR] Reduce a bleed against you by 1.

Artist: Dimple

Name: Stealing Years

[TR:R]

Cardtype: Action

Capacity: +1

+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.

Artist: Becky Jollensten

Name: Steal the Mind

[BL:R2, LoB:R]

Cardtype: Action

Cost: 1 blood

Discipline: Mytherceria/Dominate

[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.

Artist: Becky Cloonan

Name: Stealth Ritus

[BH:C/PTo2/PTr2, Third:C]

Cardtype: Action Modifier

Cost: 1 blood

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.

Artist: Rik Martin

Name: Steam Tunnels

[Sabbat:C, BH:PN]

Cardtype: Master

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.

Artist: Dave Seeley

Name: Steely Tenacity

[TR:C]

Cardtype: Action / Combat

Cost: 1 blood

Discipline: Animalism/Dominate/Quietus

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.

Artist: Peter Bergting

Name: Stefano Giovanni

[DS:V, FN:PG]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 6

Discipline: nec pot pre DOM

Independent: During {the referendum of} a political action, {Stefano} may burn 1 blood to gain 1 vote.

Artist: Steve Casper

Name: Stephen Bateson

[SoC:V]

Cardtype: Vampire

Clan: Tzimisce

Group: 5

Capacity: 6

Discipline: ani aus tha vic

Sabbat: Stephen gets +1 bleed when bleeding a Methuselah who controls a ready Tremere. +1 stealth.

Artist: Thomas Manning

Name: Stephen Milliner

[LotN:U]

Cardtype: Vampire

Clan: Giovanni

Group: 5

Capacity: 3

Discipline: nec pre

Independent.

Artist: Lawrence Snelly

Name: Steve Booth
[CE:V, Anarchs:PAB, KMW:PAI, BSC:X]
Cardtype: Vampire
Clan: Brujah
Group: 3
Capacity: 5
Discipline: pot pre pro CEL
Camarilla.
Artist: Max Shade Fellwalker

Name: Stick
[Third:V]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 4
Capacity: 3
Discipline: ANI
Sabbat.
Artist: James Stowe

Name: Stiff Contempt
[HttB:C]
Cardtype: Action Modifier
Clan: Samedi
Only usable as the action is announced.
Vampires must burn 1 blood to attempt to block this action.
Artist: Phillip Hilliker

Name: Still the Mortal Flesh
[KoT:U]
Cardtype: Combat
Cost: 1 blood
Discipline: Dominate
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.
Artist: Justin Norman

Name: Stolen Police Cruiser
[Anarchs:R]
Cardtype: 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.
Artist: Fred Harper

Name: Stone Dog
[BL:R2, LoB:R]
Cardtype: Retainer
Clan: Gargoyle
Cost: 3 pool

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.

Artist: Mike Danza

Name: Stone Quills
[BL:C2, LoB:C]
Cardtype: Combat
Cost: 1 blood
Discipline: Visceratika/Thaumaturgy
[tha] Strike: 2R damage.
[vis] Strike: 2R damage, with an optional maneuver.
[VIS] Strike: 3R damage, with an optional maneuver.
Artist: Leif Jones

Name: Stonestrength
[LoB:C, HttB:PGar4]
Cardtype: Combat
Discipline: Visceratika/Thaumaturgy
[tha] Press, only usable to continue combat.
[vis] Press, or prevent 1 damage.
[VIS] Prevent 2 damage.
Artist: Alexander Dunnigan

Name: Stone Travel
[BL:C1, LoB:C, HttB:PKia6]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Storage Annex
[SW:C/PB, LoB:PG]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Storm Sewers

[Jyhad:U, VTES:U, CE:R2, KoT:R]

Cardtype: Master

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.

Artist: Tom Wanerstrand; Brian LeBlanc

Name: Strained Vitae Supply

[DS:U2, FN:PG, Third:PTR]

Cardtype: 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.

Artist: Stuart Beel

Name: Strange Day

[LoB:R]

Cardtype: Action Modifier

Cost: 2 blood

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.

Artist: Abrar Ajmal

Name: The Stranger Among Us

[BL:C1]

Cardtype: Master

Cost: 1 pool

Master.

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

Artist: Becky Cloonan

Name: Stravinsky

[Sabbat:V, SW:PT]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 9

Discipline: 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.

Artist: Sandra Everingham

Name: Street Cred

[LotN:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Potence

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.

Artist: Brian LeBlanc

Name: Strength of the Bear

[BL:C1, LoB:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Spiritus/Animalism

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.

Artist: Jeff Holt

Name: Striga [str]

[HttB:C]

Cardtype: Master

Master: trifle.

Put this card on an infernal vampire. This vampire may play cards that require Striga [str] (not a Discipline). With two of these cards, he or she may play cards that require superior Striga [STR]. Burn this card if this vampire is not infernal.

Artist: Justin Norman

Name: Strike at the True Flesh

[LotN:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Strike with Conviction

[NoR:C]

Cardtype: 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.

Artist: Mark Poole

Name: Strix

[HttB:R]

Cardtype: Reaction

Clan:

Cost: 1 blood

Discipline: Striga

Burn Option

[str] +1 intercept, even if intercept is not yet needed. If this vampire successfully blocks this action, he or she untaps at the end of the action. [str] is not a Discipline.

[STR] Only usable when a bleed against you is successful. The bleed burns no pool. Instead, this vampire taps and enters combat with the acting minion.

Artist: Justin Norman

Name: Stunt Cycle

[Gehenna:C, KMW:PA3, Third:C/PB3, KoT:C]

Cardtype: 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.

Artist: Andrew Trabbold

Name: Stutter-Step

[FN:C2, CE:PB, KMW:PG4, KoT:C/PB4]

Cardtype: 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.

Artist: Steve Ellis

Name: Subdued by the Blood

[Promo-20081119]

Cardtype: 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.

Artist: Leif Jones

Name: Submachine Gun

[Jyhad:U2, VTES:U, Sabbat:U, Tenth:A]

Cardtype: Equipment

Cost: 4 pool

Weapon, gun.

3R damage each strike, with an optional maneuver each combat.

Artist: Douglas Shuler; Dave Seeley

Name: Succubus

[Sabbat:R, BH:PTTr, Third:R]

Cardtype: Ally

Clan: Tremere antitribu

Cost: 4 pool

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.

Artist: Ken Meyer, Jr.

Name: Succubus Club

[Jyhad:R, VTES:R, CE:R]

Cardtype: 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.} =

Artist: Pete Venters; Julie Collins

Name: Succulent Vitae

[FN:C2/PA2]

Cardtype: 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.

Artist: Mike Danza

Name: Sudario Refraction

[KMW:R, LotN:PG]

Cardtype: Action

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).

Artist: Avery Butterworth

Name: Sudden Reversal

[Jyhad:U, VTES:U, Sabbat:U, SW:U/PV, CE:U, Anarchs:PAB2/PAG, KMW:PAI, LoB:PA/PG/PI, HttB:PKia]

Cardtype: Master

Master: out-of-turn.

Cancel a master card played by another Methuselah as it is played (no cost is paid).

Artist: Harold Arthur McNeill; L. A. Williams; Anna Christenson

Name: Suhailah
[AH:V3, CE:PV]
Cardtype: Vampire
Clan: Ventrue
Group: 2
Capacity: 9
Discipline: 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.
Artist: Sandra Everingham

Name: Sukainah
[LotN:U]
Cardtype: Vampire
Clan: Assamite
Group: 5
Capacity: 3
Discipline: aus qui
Independent: Blood cursed.
Artist: Mark Poole

Name: Summon History
[HttB:R]
Cardtype: Action
Cost: X blood
Discipline: Temporis
[tem] Search your library and/or ash heap for an ally, retainer or equipment whose cost is X or less. Put that card in play (on this vampire and with starting life from the bank as needed).
[TEM] Search your crypt and/or ash heap for a non-scarce vampire with capacity X or less. Put that vampire in play, with no blood.
Artist: Andrew Hepworth

Name: The Summoning
[FN:C2, LotN:PS, KoT:C]
Cardtype: 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.
Artist: Talon Dunning

Name: Summon Soul
[FN:C2/PG2]
Cardtype: 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.
Artist: Michael Gaydos

Name: Summon Spirit Beast

[LoB:R]

Cardtype: Combat/Reaction

Cost: X blood

Discipline: Spiritus/Animalism

[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.

Artist: Andrew Trabbold

Name: Summon the Abyss

[Sabbat:R]

Cardtype: Action

Cost: 3 blood

Discipline: Obtenebration

[obt] (D) Each ready vampire controlled by your prey burns 1 blood.

[OBT] As above, but this action is at +1 stealth.

Artist: David Ho

Name: Summon the Serpent

[AH:U5, FN:PS]

Cardtype: Action

Clan: Follower of Set

Cost: 2 blood

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.

Artist: Stuart Beel

Name: Sundervere, The Devil Brahmin

[LotN:PS2]

Cardtype: Vampire

Clan: Follower of Set

Group: 4

Capacity: 8

Discipline: 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.

Artist: James Stowe

Name: Sundown

[Anarchs:PAB]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 6

Discipline: obf pre ANI POT

Camarilla: During a referendum, Sundown can burn 1 blood to gain 1 vote.

Artist: Jim Nelson

Name: Sunrise Service

[Sabbat:R, SW:R, Third:R]

Cardtype: 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.

Artist: Alan Rabinowitz

Name: Sunset Strip, Hollywood

[Anarchs:R]

Cardtype: Master

Cost: 1 pool

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).

Artist: Brian LeBlanc

Name: Superior Mettle

[Sabbat:C, SW:C/PV, FN:PR2, Anarchs:PAG2/PG2, KMW:PG3, Third:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Fortitude

[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.

Artist: Tim Bradstreet & Grant Goleash; T. Bradstreet & G. Goleash

Name: Supernatural Resistance

[EK:C]

Cardtype: Combat/Reaction

Clan:

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].

Artist: Brian LeBlanc

Name: Suppressing Fire

[KMW:C, KoT:PT3]

Cardtype: Action Modifier

Only usable by a ready untapped minion with a gun other than the acting minion.

The blocking minion gets -1 intercept.

Artist: Travis Ingram

Name: Surge

[NoR:R]

Cardtype: 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.

Artist: Heather Kreiter

Name: Surprise Influence

[Jyhad:C, VTES:C, Sabbat:C, SW:PL/PT, CE:C/PM]

Cardtype: Reaction

Requires a ready vampire. Only usable during {the referendum of} a political action.

This reacting vampire gains 2 votes.

Artist: David Fooden; Steve Casper

Name: Survivalist

[Sabbat:U, SW:PB, Third:U]

Cardtype: Ally

Clan: Brujah antitribu

Cost: 2 pool

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.

Artist: Drew Tucker

Name: Sutekh, The Dark God

[FN:R]

Cardtype: Vampire

Clan: Follower of Set

Group: 2

Capacity: 11

Discipline: 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.

Artist: Lawrence Snelly

Name: Suzanne Kadim

[CE:V, Anarchs:PAB, BSC:X]

Cardtype: Vampire

Clan: Toreador

Group: 3

Capacity: 7

Discipline: aus dom obf CEL PRE

Camarilla: +1 bleed

Artist: Rebecca Guay

Name: Svadharmā
[KMW:C, LotN:PR2]
Cardtype: Master
Clan: Ravnos
Master.
Move 2 blood from the blood bank to a ready Ravnos.
Artist: Becky Jollensten

Name: Swallowed by the Night
[Sabbat:C, SW:C, FN:PA3/PS, CE:PN3, BH:PN4, KMW:PAn3, Third:C/PM4, LotN:PA3]
Cardtype: Action Modifier/Combat
Discipline: Obfuscate
[obf] [ACTION MODIFIER] +1 stealth.
[OBF] [COMBAT] Maneuver.
Artist: Thea Maia; Tom Biondillo

Name: Swarm
[LoB:C]
Cardtype: Retainer
Cost: 1 blood
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.
Artist: Brian LeBlanc

Name: Sweeper
[Anarchs:R]
Cardtype: 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).
Artist: Brian LeBlanc

Name: Swiftmess of the Stag
[BL:C2, LoB:C]
Cardtype: Combat/Action Modifier
Discipline: Spiritus/Celerity
[cel] [COMBAT] Press.
[spi] [COMBAT] Maneuver or press.
[SPI] [ACTION MODIFIER] +1 stealth.
Artist: Ron Spencer

Name: Swiss Cut

[LotN:R]

Cardtype: Master

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.

Artist: Becky Jollensten

Name: Swoop

[BL:R1, LoB:R]

Cardtype: 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.

Artist: Fred Hooper

Name: Sword of Judgment

[Sabbat:R, SW:R/PB, Third:R]

Cardtype: Equipment

Clan: Brujah antitribu

Cost: 2 pool

Unique melee weapon.

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

Artist: Richard Thomas

Name: Sword of Nuln

[Anarchs:R, KoT:R]

Cardtype: Equipment

Clan: Tremere

Cost: 1 pool

Unique melee weapon.

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

Artist: Jeff Holt

Name: Sword of the Righteous

[BL:C1, LoB:C, HttB:PSal3]

Cardtype: Combat

Cost: 1 blood

Discipline: Valeren/Animalism

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.

Artist: Andrew Trabbold

Name: Sword of Troile

[Anarchs:R, KoT:R]

Cardtype: Equipment

Clan: Brujah

Cost: 3 pool

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.

Artist: Jeff Holt

Name: Sylvester Simms

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Malkavian

Group: 1

Capacity: 8

Discipline: ani dom pre AUS OBF

Camarilla primogen: If Sylvester goes into torpor, each Methuselah burns 1 pool.

Artist: Richard Kane Ferguson

Name: Sylvie Helgon

[HttB:U]

Cardtype: Vampire

Clan: Ahrimanes

Group: 6

Capacity: 9

Discipline: aus vic ANI PRE PRO SPI

Sabbat: Once each action, Sylvie may burn a political action card [POLITICAL ACTION] from your hand to get +1 stealth or +1 intercept. Sterile.

Artist: Ed Tadem

Name: Sympathetic Agony

[LotN:R]

Cardtype: 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.

Artist: Mark Poole

Name: Synesios

[BL:R2]

Cardtype: Vampire

Clan: True Brujah

Group: 2

Capacity: 8

Discipline: 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 [cel]. Scarce.

Artist: Durwin Talon

Name: Szechenyi Jolan, Mother of Horrors

[BH:U2]

AKA: Szechenyi Jolan, Mother of Horrors

Cardtype: Vampire

Clan: Tzimisce

Group: 3

Capacity: 9

Discipline: cel for pro ANI AUS VIC

Sabbat bishop: When Jolan successfully performs an employ retainer or recruit ally action, she untaps at the end of the turn.

Artist: Rebecca Guay

Name: Tabitha Fisk

[BH:U2]

Cardtype: Vampire

Clan: Lasombra

Group: 3

Capacity: 4

Discipline: obt pot pro

Sabbat: During your untap phase, an archbishop you control may move 1 blood to Tabitha.

Artist: Jeff Holt

Name: Tabriz Assembly

[BL:R1, LoB:R]

Cardtype: Master

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.

Artist: William O'Connor

Name: Tainted Spring

[KoT:R]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Animalism

[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.

Artist: Dimple

Name: Tainted Vitae

[AH:U5, Tenth:B]

Cardtype: Reaction

Clan: Follower of Set

Cost: 2 blood

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.

Artist: Drew Tucker

Name: Tajdid

[FN:R2, LotN:PA]

Cardtype: Master

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.

Artist: Drew Tucker

Name: Taking the Skin: Minion

[EK:R]

Cardtype: 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.

Artist: Leif Jones

Name: Taking the Skin: Vulture

[EK:R]

Cardtype: Reaction

Cost: 1 blood

Discipline: Abombwe

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.

Artist: Brian LeBlanc

Name: Talaq, The Immortal
[AH:R2, Tenth:B, Third:PTR]
Cardtype: Ally
Cost: 3 pool
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.
Artist: Rob Alexander

Name: Talbot
[KoT:V]
Cardtype: Vampire
Clan: Gangrel
Group: 5
Capacity: 7
Discipline: 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.
Artist: Brian LeBlanc

Name: Talbot's Chainsaw
[Jyhad:R, VTES:R, CE:R, KoT:R]
Cardtype: Equipment
Cost: 3 pool
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.
Artist: Jim Nelson; Tom Wanerstrand

Name: Talith
[LotN:U/PR]
Cardtype: Equipment
Clan: Ravnos
Melee weapon.
Strength+1 damage each strike. A Ravnos may use this weapon to strike: destroy weapon with first strike instead.
Artist: Jeff Holt

Name: Talley, the Hound
[SW:C]
Cardtype: Vampire
Clan: Lasombra
Group: 2
Capacity: 6
Discipline: aus dom OBT POT
Sabbat: Talley gets +1 intercept when attempting to block -{any action that targets}- one of your other minions.
Artist: Lawrence Snelly

Name: Talons of the Dead

[BH:R2, KMW:PG, Third:R]

Cardtype: Master

Clan: Gangrel antitribu

Cost: 2 pool

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.

Artist: Brian LeBlanc

Name: Taming the Beast

[EK:C]

Cardtype: 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.

Artist: James Stowe

Name: Tammy Walenski

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Nosferatu

Group: 3

Capacity: 8

Discipline: nec tha ANI OBF POT

Camarilla: Tammy gets 1 optional maneuver each combat.

Artist: Christopher Shy

Name: Tangine

[LoB:U, HttB:P]

Cardtype: Vampire

Clan: Samedi

Group: 4

Capacity: 7

Discipline: ani nec pot OBF THN

Independent: When in combat with a Salubri, Tangine cannot strike except to dodge or end combat. She may inflict 1 damage on any non-Salubri minion or retainer as a (D) action.

Artist: James Stowe

Name: Tangle Atropos' Hand

[LoB:R]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Temporis/Potence

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.

Artist: Jeremy McHugh

Name: Tansu Bekir
[AH:V3, FN:PA]
Cardtype: Vampire
Clan: Assamite
Group: 2
Capacity: 4
Discipline: cel OBF
Independent: (Blood Cursed)
Artist: Pete Venters

Name: Tapestry of Blood
[Gehenna:R, KoT:R]
Cardtype: Equipment
Cost: 1 blood
Unique equipment.

This vampire can look at the top three cards of any Methuselah's library and burn up to one of those as a +1 stealth action that costs 1 blood. If that action is successful, this vampire untaps at the end of the turn. This vampire gains 1 blood when a Gehenna event is played.

Artist: Brian LeBlanc

Name: Tara
[KoT:V]
Cardtype: Vampire
Clan: Brujah
Group: 5
Capacity: 6
Discipline: cel POT PRE
Camarilla Prince of San Diego.
Artist: Heather Kreiter

Name: Tara, The Hollow One (Mage)
[DS:U]
Cardtype: Ally
Clan: Ravnos
Cost: 3 pool
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.
Artist: Anson Maddocks

Name: Tarautas
[TR:U]
Cardtype: Vampire
Clan: Tremere
Group: 4
Capacity: 4
Discipline: aus nec tha
Camarilla: While Tarautas is ready, Blood Doll and Minion Tap cards cost an additional pool.
Artist: Vince Locke

Name: Tarbaby Jack

[BH:U2]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 3

Capacity: 8

Discipline: dom ser ANI OBF POT

Sabbat. Black Hand: If Tarbaby is ready, you get one extra transfer during your influence phase.

Artist: Peter Bergting

Name: Target Hand

[LotN:R]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Target Head

[LotN:R]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Target Leg

[LotN:R]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Target Retainer

[KoT:R]

Cardtype: 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.

Artist: Jeremy McHugh

Name: Target Vitals

[LotN:U, HttB:PSa13]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Tariq, The Silent

[FN:U2]

Cardtype: Vampire

Clan: Assamite

Group: 2

Capacity: 7

Discipline: 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.

Artist: Christopher Shy

Name: Tariq, The Silent

[KMW:U]

Cardtype: Vampire

Clan: Assamite

Level: Advanced

Group: 2

Capacity: 7

Discipline: 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.

Artist: Steve Eidson

Name: Tarrence Moore

[KoT:V, HttB:PGar]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 4

Discipline: aus dom tha

Camarilla.

Artist: Ken Meyer, Jr.

Name: Tasha Morgan

[Jyhad:R2, VTES:R, SW:R, CE:R2]

Cardtype: Retainer

Unique mortal with 1 life.

The minion with this retainer gets +1 bleed.

Artist: Chris McLoughlin

Name: Taste of Death
[AH:C2, FN:PA4, LotN:PA3]
Cardtype: Combat
Cost: 1 blood
Discipline: Quietus
[qui] Strike: 1R aggravated damage. Only usable at long range.
[QUI] Strike: 2R aggravated damage. Only usable at long range.
Artist: Ron Spencer; Brad Williams

Name: Taste of Vitae
[Jyhad:U, VTES:U, SW:PB, CE:U/PB2/PN, BH:PN2, KMW:PA_n2, LoB:PO2, Third:PB2, LotN:PG2, KoT:U/PB3/PT3]
Cardtype: 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.
Artist: Pete Venters; Brian LeBlanc

Name: Tatiana Romanov
[Jyhad:V, VTES:V, Tenth:B]
Cardtype: Vampire
Clan: Toreador
Group: 1
Capacity: 7
Discipline: cel pre AUS
Camarilla Prince of Houston: +1 bleed.
Artist: Sandra Everingham

Name: Tatiana Stepanova, Alastor
[KMW:U]
Cardtype: Vampire
Clan: Ravnos
Group: 4
Capacity: 7
Discipline: 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.
Artist: Ken Meyer, Jr.

Name: Tattoo Signal
[SoC:C]
Cardtype: Action
Clan:
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.
Artist: Heather Kreiter

Name: Tatu Sawosa
[LoB:PO2]
Cardtype: Vampire
Clan: Osebo
Group: 4
Capacity: 8
Discipline: ani cel AUS OBF POT
Laibon: +1 strength.
Artist: Ken Meyer, Jr.

Name: Taunt the Caged Beast
[SoC:C, KoT:C]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Tayshawn Kearns
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Brujah
Group: 3
Capacity: 4
Discipline: cel obf pot
Camarilla.
Artist: Lawrence Snelly

Name: Tears, The Dark Pierrot
[Third:V]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 4
Capacity: 6
Discipline: 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).
Artist: Rik Martin

Name: Tegyrus, Vizier
[FN:U2]
Cardtype: Vampire
Clan: Assamite
Group: 2
Capacity: 9
Discipline: pre AUS CEL FOR QUI
Camarilla: If Tegyrus 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)
Artist: Christopher Shy

Name: Tegyrius, Vizier

[Anarchs:U2]

Cardtype: Vampire

Clan: Assamite

Level: Advanced

Group: 2

Capacity: 9

Discipline: 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.

Artist: Quinton Hoover

Name: Telepathic Counter

[Jyhad:C, VTES:C, Sabbat:C, SW:C/PV2, CE:C/PM4, Anarchs:PAB3/PAG, BH:PTo4, Third:PM4, HttB:PSa12]

Cardtype: Reaction

Discipline: Auspex

[aus] Reduce a bleed against you by 1.

[AUS] Reduce a bleed against you by 2.

Artist: Susan Van Camp; Darryl Elliott; Joe Slucher

Name: Telepathic Misdirection

[Jyhad:C, VTES:C, CE:C/PM4, BH:PM3/PTo4, Third:C/PM2, KoT:C/PT4]

Cardtype: Reaction

Cost: 1 blood

Discipline: Auspex

[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.

Artist: James Stowe; Edward Beard, Jr.

Name: Telepathic Tracking

[SW:U, LoB:PO2, Third:U]

Cardtype: Combat

Cost: 1 blood

Discipline: Auspex

[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.

Artist: Mike Danza

Name: Telepathic Vote Counting

[Jyhad:R, VTES:R, SW:PV, CE:R2/PTo, Anarchs:PAB, BH:PM, Third:R2]

Cardtype: 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.

Artist: Richard Thomas

Name: Templar

[SW:C/PB, BH:PTo5, Third:C]

Cardtype: 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.

Artist: Drew Tucker

Name: Temple Hunting Ground

[AH:C2, FN:PS, LotN:PS]

Cardtype: Master

Clan: Follower of Set

Cost: 2 pool

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.

Artist: Rebecca Guay; Eric Deschamps

Name: Temptation

[AH:R2, FN:PS, KMW:PB, LotN:PS3]

Cardtype: Action

Cost: 1 blood

Discipline: Serpents

[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.

Artist: Mark Tedin; Brad Williams

Name: Temptation of Greater Power

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: Master

Cost: 3 pool

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.

Artist: Christopher Rush; Brian LeBlanc

Name: Tend the Flock

[HttB:C]

Cardtype: Master

Clan: Baali

Master.

Choose a ready, untapped, infernal Baali you control. Move 3 pool from the bank to a younger infernal vampire in your uncontrolled region.

Artist: Paul Ballard

Name: Tenebrous Form

[BH:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Obtenebration

[obt] +1 stealth.

[OBT] As above, and minions without Obtenebration must pay 1 blood to attempt to block.

Artist: Fred Harper

Name: Tension in the Ranks

[CE:R2, LoB:PO, Third:R2, KoT:R/PB]

Cardtype: 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.

Artist: Steve Prescott

Name: Teresita, The Godmother

[BH:U2/PN]

Cardtype: Vampire

Clan: Nosferatu antitribu

Group: 3

Capacity: 7

Discipline: for ANI OBF POT

Sabbat. Black Hand Seraph: Teresita gets +1 intercept against Camarilla vampires.

Artist: Mark Nelson

Name: Tereza Rostas

[DS:V2, Tenth:B]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 8

Discipline: ani aus pot CHI FOR

Independent: Tereza may steal the Edge from another Methuselah as a (D) action that costs 2 blood.

Artist: Doug Gregory

Name: Terra Incognita

[LoB:C]

Cardtype: 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).

Artist: Durwin Talon

Name: Terrell Harding

[BH:PTTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 3

Capacity: 7

Discipline: cel dom obf AUS THA

Sabbat: Terrell can steal 1 blood from a younger vampire as a +1 stealth (D) action.

Artist: Matt Mitchell

Name: Terrence

[SW:PT]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 4

Discipline: ani aus vic

Sabbat

Artist: William O'Connor

Name: Terrifisto

[Third:V]

Cardtype: Vampire

Clan: Tzimisce

Group: 4

Capacity: 10

Discipline: 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.

Artist: Richard Thomas

Name: Terror Frenzy

[Sabbat:R, SW:R, FN:PR, CE:PN, LoB:PG]

Cardtype: Combat

Cost: 1 blood

Discipline: Animalism

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.

Artist: Jeff Klimek

Name: Terrorists

[AH:R2]

Cardtype: Ally

Clan: Assamite

Cost: 2 pool

-(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.

Artist: Tom Wanerstrand

Name: Terry

[BL:U1]

Cardtype: Vampire

Clan: Blood Brother

Group: 2

Capacity: 5

Discipline: aus dom san POT

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

Artist: Christopher Shy

Name: The Textbook Damnation

[KMW:R]

Cardtype: Equipment

Cost: 1 pool

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 -{()}- . During your master phase, if this vampire is tapped, burn this equipment.

Artist: Brian LeBlanc

Name: Thadius Zho, Mage

[Jyhad:R2, VTES:R, CE:R]

Cardtype: Ally

Clan: Tremere

Cost: 4 pool

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.

Artist: Nilson; Christopher Rush

Name: Thanks for the Donation

[Sabbat:R, SW:R]

Cardtype: 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.

Artist: Clint Langley

Name: Thaumaturgy [tha]

[Jyhad:C, VTES:C, Sabbat:C, CE:C, Third:PTr, HttB:PGar]

Cardtype: Master

Capacity: +1

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.

Artist: Anson Maddocks; Ash Arnett; Arkady Roytman

Name: Theft of Vitae

[Jyhad:C, VTES:C, Sabbat:C, CE:C/PTr5, BH:PTr5, KMW:PB6, Third:C/PTr6, KoT:C]

Cardtype: Combat

Discipline: Thaumaturgy

[tha] Strike: ranged. Steal 1 blood.

[THA] Strike: ranged. Steal 2 blood.

Artist: Ron Spencer; Michael Astrachan; Ron Spenser

Name: Thelonius

[Sabbat:V, BH:PTr]

Cardtype: Vampire

Clan: Tremere antitribu

Group: 2

Capacity: 4

Discipline: aus dom tha

Sabbat.

Artist: Alan Rabinowitz

Name: Themistocles

[KoT:V]

Cardtype: Vampire

Clan: Brujah

Group: 5

Capacity: 8

Discipline: pre AUS CEL FOR POT

Camarilla: Themistocles may burn a location as a (D) action that costs 1 blood.

Artist: Kari Christensen

Name: Theo Bell

[FN:U, CE:PB]

Cardtype: Vampire

Clan: Brujah

Group: 2

Capacity: 7

Discipline: 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.

Artist: John Van Fleet

Name: Theo Bell
[Gehenna:U]
Cardtype: Vampire
Clan: Brujah
Level: Advanced
Group: 2
Capacity: 7
Discipline: 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.
Artist: Durwin Talon

Name: Therbold Realty
[LotN:R]
Cardtype: Master
Master: unique location.
Locations cost you 1 less blood or pool.
Artist: Becky Jollensten

Name: Theron
[FN:U2]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 2
Capacity: 8
Discipline: 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.
Artist: Christopher Shy

Name: Thetmes, Caliph of Alamut
[AH:V3, FN:PA]
Cardtype: Vampire
Clan: Assamite
Group: 2
Capacity: 10
Discipline: dom pot CEL OBF QUI
Independent: Thetmes has 2 votes. Damage from Thetmes's hand strikes is aggravated. (Blood Cursed)
Artist: Pete Venters

Name: Thicker than Blood
[HttB:R2]
Cardtype: Master
Clan: Blood Brothers
Cost: 2 pool
Master.
Choose a ready Blood Brother you control. Move a unique Blood Brother of the same circle from your uncontrolled region to your ready region. Not usable if he or she would contest a card in play.
Artist: Phil Wohr

Name: Thin Blood

[FN:C2/PA2]

Cardtype: Combat

Cost: 1 blood

Discipline: Quietus

[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.

Artist: Brian LeBlanc

Name: Thin-Blooded Seer

[BH:R]

Cardtype: Action

Cost: 1 blood

Capacity: 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.

Artist: Brian LeBlanc

Name: Third Tradition: Progeny

[Jyhad:U, VTES:U, CE:U, KoT:U]

AKA: Third Tradition: Progeny, The

Cardtype: Action

Cost: 1 blood

Capacity: 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.

Artist: L. A. Williams; Julie Collins

Name: Thirst

[Gehenna:R]

Cardtype: Event

Gehenna.

={After the end of a Methuselah's minion phase,}= 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.

Artist: Randy Asplund

Name: Thomas De Lutrius
[KoT:PT2]
Cardtype: Vampire
Clan: Toreador
Group: 4
Capacity: 4
Discipline: aus cel pre
Camarilla primogen: If Thomas goes to torpor, burn 1 pool.
Artist: Ken Meyer, Jr.

Name: Thomasso Ghiberti
[LoB:U]
Cardtype: Vampire
Clan: Giovanni
Group: 4
Capacity: 4
Discipline: pot NEC
Independent: During your untap phase, you may move 1 blood from any Laibon you control to Thomasso.
Artist: Sam Araya

Name: Thomas Steed, The Angry
[BL:U2]
Cardtype: Vampire
Clan: Salubri antitribu
Group: 2
Capacity: 4
Discipline: 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.
Artist: Christopher Shy

Name: Thomas Thorne
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Tremere
Group: 1
Capacity: 6
Discipline: ani aus cel tha DOM
Camarilla.
Artist: Robert McNeill

Name: Those Who Endure Judge
[LoB:C]
Cardtype: Action Modifier
Cost: 1 blood
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.
Artist: Heather Kreiter

Name: Thoughts Betrayed

[DS:C2, SW:PV, FN:PG, CE:PTTr2, Third:C]

Cardtype: Combat

Cost: 2 blood

Discipline: Dominate

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.

Artist: Dave Roach; Pete Burges

Name: Threading the Path of Orpheus

[HttB:R]

Cardtype: Action

Clan: Harbinger of Skulls

+1 stealth action.

Burn a card played by another Methuselah on a vampire you control. Tap that vampire.

Artist: John Bridges

Name: Threats

[Jyhad:C, VTES:C, Sabbat:C, SW:C/PL4, CE:C, Third:PTTr4]

Cardtype: 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.

Artist: Mark Tedin; Matt Wilson

Name: Three's a Crowd

[HttB:C]

Cardtype: Combat

Clan: Blood Brothers

Cost: 1 blood

Requires a ready untapped Blood Brother of the same circle as another one you control in combat.

Only usable before range is determined. The range this round is automatically close, and the Blood Brother in combat gets an optional press, only usable to continue combat.

Artist: Avery Butterworth

Name: Threestar Cab Company

[KMW:PAAn]

Cardtype: Master

Cost: 3 pool

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.

Artist: Beth Trott

Name: Thrones Crumble

[FN:C2]

Cardtype: Action

Discipline: Serpents

[ser] (D) Choose a ready titled vampire. That vampire burns 2 blood.

[SER] As above, and tap that vampire.

Artist: Dennis Calero

Name: Thrown Gate

[Jyhad:C, VTES:C, Sabbat:C, SW:PL4, FN:PG2, CE:C/PB4, BH:PN3, KMW:PAn4, LoB:PO4]

Cardtype: Combat

Discipline: Potence

[pot] Strike: 1R damage, with an optional maneuver.

[POT] Strike: 2R damage, with an optional maneuver.

Artist: Dan Frazier; Ron Spencer

Name: Thrown Sewer Lid

[Jyhad:C, VTES:C, SW:PB, CE:C/PB5, Anarchs:PAG2, BH:PN4, LoB:PO5]

Cardtype: Combat

Discipline: Potence

Only usable at long range.

[pot] Strike: 3R damage.

[POT] As above, with an optional press.

Artist: Mike Raabe

Name: Thucimia

[LotN:PA2]

Cardtype: Vampire

Clan: Assamite

Group: 4

Capacity: 10

Discipline: 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.

Artist: Torstein Nordstrand

Name: Tiberius, The Scandalmonger

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Nosferatu

Group: 1

Capacity: 5

Discipline: 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.

Artist: Quinton Hoover

Name: Tier of Souls

[Sabbat:R, SW:R, Anarchs:PG, LoB:PA, Third:R]

Cardtype: 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.

Artist: Harold Arthur McNeill

Name: Timothy Crowley

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Ventrue

Group: 1

Capacity: 7

Discipline: ani dom FOR PRE

Camarilla Prince of Dallas.

Artist: Pete Venters

Name: Tinglestripe

[HttB:C/PKia2]

Cardtype: Equipment

Discipline: Mytherceria

Weapon.

[myt] Strike: 2R damage. This weapon can be used as a strike only once each round.

[MYT] As above, or strike: 1R damage, with an optional maneuver each combat.

Artist: Justin Norman

Name: Tithings

[Sabbat:R, SW:R, Third:R]

Cardtype: 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.

Artist: James Allen Higgins

Name: Titi Camara

[EK:U]

Cardtype: Vampire

Clan: Osebo

Group: 5

Capacity: 5

Discipline: pot AUS CEL

Laibon.

Artist: Pat Loboyko

Name: Titus Camille
[Third:V, HttB:PSal]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 4
Capacity: 8
Discipline: for AUS DOM OBF
Sabbat: Titus can steal equipment from a minion controlled by your predator or prey as a (D) action.
+1 strength.
Artist: Avery Butterworth

Name: T.J.
[TR:U]
Cardtype: Vampire
Clan: Gangrel
Group: 4
Capacity: 3
Discipline: cel for
Independent: T.J. may tap and burn 2 blood to cancel a referendum called by a titled Camarilla vampire.
Artist: Lawrence Snelly

Name: Tobias Smith
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Lasombra
Group: 3
Capacity: 7
Discipline: 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.
Artist: Steve Prescott

Name: Toby
[TR:U]
Cardtype: Vampire
Clan: Nosferatu
Group: 4
Capacity: 5
Discipline: ani obf pre
Camarilla: Once each action, Toby can burn a blood to give an acting anarch +1 bleed.
Artist: Ken Meyer, Jr.

Name: Tock
[BH:PN]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 3
Capacity: 4
Discipline: obf pot pre
Sabbat.
Artist: Christopher Shy

Name: Tom
[BL:U1]
Cardtype: Vampire
Clan: Blood Brother
Group: 2
Capacity: 3
Discipline: for pot san
Sabbat. Chicago Circle: Cards that require Sanguinus cost Tom an additional blood. Sterile.
Artist: Lawrence Snelly

Name: Tomaine
[KoT:PB2]
Cardtype: Vampire
Clan: Brujah
Group: 4
Capacity: 6
Discipline: CEL POT PRE
Camarilla primogen: If your prey controls a ready Sabbat vampire, he or she gets +1 hand size while Tomaine is ready.
Artist: Veronica Jones

Name: Tomb of Rameses III
[AH:R2, SW:R, FN:PA]
Cardtype: Master
Cost: 3 pool
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.
Artist: Sandra Everingham

Name: Tommy
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 2
Capacity: 3
Discipline: ani pot
Sabbat
Artist: Ash Arnett

Name: Tongue of the Serpent
[AH:C2, FN:PS3]
Cardtype: Combat
Discipline: Serpents
[ser] Strike: steal 1 blood.
[SER] Strike: steal 2 blood.
Artist: Mark Tedin

Name: Tony
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Malkavian
Group: 3
Capacity: 6
Discipline: dom obf AUS DEM
Camarilla.
Artist: Scott Fischer

Name: Topaz
[TR:U, HttB:PSam]
Cardtype: Vampire
Clan: Nosferatu
Group: 4
Capacity: 7
Discipline: 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).
Artist: Ken Meyer, Jr.

Name: Toreador Grand Ball
[DS:U, CE:U, KoT:U]
Cardtype: Master
Clan: Toreador
Cost: 1 pool
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.
Artist: Richard Kane Ferguson; Jim DiBartolo

Name: Toreador Justicar
[Jyhad:R, VTES:R, CE:R, KoT:R]
Cardtype: 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.
Artist: William O'Connor; Heather Hudson

Name: Toreador's Bane

[BL:C1, LoB:R]

Cardtype: 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.

Artist: Leif Jones

Name: Torment the Soul

[DS:C2, FN:PG2]

Cardtype: 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.

Artist: Max Shade Fellwalker

Name: Torn Signpost

[Jyhad:U, VTES:U, SW:PB, CE:U, Anarchs:PAG, KMW:PAI2, Third:PB2, LotN:PG2, KoT:U/PB3, HttB:PGar3]

Cardtype: 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.

Artist: Jeff Menges; Brian LeBlanc

Name: Torpid Blood

[Gehenna:R, KoT:R]

Cardtype: 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.

Artist: matrix von z

Name: Torrent

[KoT:C]

Cardtype: Combat

Cost: 2 blood

Discipline: Celerity

[cel] Additional strike.

[CEL] Strike: combat ends. If this vampire was blocked while performing an action, the action continues as if unblocked.

Artist: John Bridges

Name: Tortured Confession

[FN:C2/PG2]

Cardtype: Combat

Cost: 1 blood

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.

Artist: Steve Prescott

Name: Torvus Bloodbeard

[Anarchs:U2]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 9

Discipline: pot ANI FOR OBF PRO

Independent: During any Methuselah's minion phase, you may burn the Edge to untap Torvus. +1 strength.

Artist: Lawrence Snelly

Name: Total Insanity

[SW:C, Third:C]

Cardtype: 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.

Artist: William O'Connor

Name: Touch of Clarity

[KoT:R]

Cardtype: Action Modifier / Reaction

Cost: 1 blood

Discipline: Dementation

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.

Artist: John Bridges

Name: Touch of Pain

[SoC:C]

Cardtype: Reaction

Cost: 1 blood

Discipline: Potence

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.

Artist: Brian LeBlanc

Name: Tourette's Voice
[BL:C2, LoB:C]
Cardtype: Reaction
Discipline: Melpominee/Auspex
[aus] +1 intercept.
[mel] Give a minion you control (even this one) +1 intercept.
[MEL] Give a minion +1 intercept.
Artist: Brian LeBlanc

Name: Tower of London
[FN:R2]
Cardtype: Master
Clan: Giovanni
Cost: 2 pool
Master: unique location.
When an action requiring Necromancy [nec] is successful, {you may tap} this location to gain 1 pool.
Artist: William O'Connor

Name: Toy
[HttB:U]
Cardtype: Vampire
Clan: Samedi
Group: 5
Capacity: 2
Discipline: for obf DEM POT THN
Sabbat. Malkavian antitribu slave: Toy cannot act or block. Toy Chest Test cannot be played on him.
Artist: Tom Duncan

Name: Toy Chest Test
[BL:R1, Third:PB]
Cardtype: Master
Cost: 1 pool
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).
Artist: Dennis Calero

Name: Tracker's Mark
[BL:C1, LoB:C]
Cardtype: Combat
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.
Artist: Mark Nelson

Name: Traditionalist

[Gehenna:C]

Cardtype: 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.

Artist: Attila Adorjany; Eric Kim

Name: Tradition Upheld

[DS:C2]

Cardtype: Political Action

{Requires a} prince, justicar, or Inner Circle member.

Choose a ready Caitiff. If this {referendum} is successful, burn that Caitiff.

Artist: Richard Kane Ferguson

Name: Tragic Love Affair

[Jyhad:U, VTES:U]

Cardtype: Master

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}.

Artist: Susan Van Camp

Name: Trainer

[BH:R]

Cardtype: 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.

Artist: Steve Prescott

Name: Tranquility

[KMW:R]

Cardtype: 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.

Artist: Glen Osterberger

Name: Transcendent Laibon

[EK:R]

Cardtype: Master

Clan:

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.

Artist: Mathias Kollros

Name: Transfer of Power

[Sabbat:R, SW:R, Third:R]

Cardtype: Political Action

Successful referendum means you steal 1 pool from each Methuselah who has more pool than you do.

Artist: Matt Cavotta

Name: Transfusion

[LoB:C]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Thanatosis/Necromancy

[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.

Artist: John Bridges

Name: Trap

[Jyhad:C, VTES:C, Sabbat:C, SW:PB2, FN:PR, CE:PB/PTo/PTr3, Anarchs:PAG2, LoB:PO3, Third:C]

Cardtype: 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).

Artist: Peter Kim; Jeff Rebner

Name: Travelers Obey the Tenets

[LoB:R]

Cardtype: 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.

Artist: Caleb Cleaveland

Name: Travis "Traveler72" Miller

[NoR:U]

Cardtype: Imbued

Creed: Martyr

Group: 4

Life: 5

Virtue: 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].

Artist: Becky Jollensten

Name: Treachery

[AH:U5, CE:U/PB, BH:PTo]

Cardtype: 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 Methuselaha who vote in favor of the referendum burn 1 pool when the votes are tallied.

Artist: Harold Arthur McNeill

Name: Treasured Samadji

[FN:R2, LotN:PR]

Cardtype: Equipment

Clan: Ravnos

Cost: 1 pool

Unique equipment.

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

Artist: Jim Nelson

Name: The Treatment

[DS:C2, Tenth:A]

Cardtype: Master

Clan: Ravnos

Cost: 1 pool

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.

Artist: Mark Tedin

Name: Treat the Sick Mind

[HttB:R]

Cardtype: Action / Reaction

Discipline: Obeah / Dementation

[dem] [ACTION] Untap an ally or younger vampire.

[obe] As [dem] above, with +1 stealth.

[OBE] [REACTION] Cancel a card played by another Methuselaha that would be placed on a vampire with Dementation he or she does not control. Usable even if there is no action.

Artist: Mathias Kollros

Name: Treaty of Laibach

[Promo-20080203]

Cardtype: Master

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.

Artist: Torstein Nordstrand

Name: Treaty of Tyre Enforced

[AH:V3]

Cardtype: Political Action

If this {referendum} is successful, each Methuselah burns X+1 pool, where X is the number of Assamites he or she controls.

Artist: Greg Simanson

Name: Tremere Convocation

[DS:U, CE:R2]

Cardtype: Master

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.

Artist: Richard Thomas

Name: Tremere Justicar

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: 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.

Artist: Steve Casper; Becky Jollensten

Name: Tribunal Judgment

[SoC:R]

Cardtype: 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.

Artist: Thomas Manning

Name: Tribute to the Master

[Sabbat:C, SW:C/PB/PL, Third:C]

Cardtype: Master

Master.

Move 1 blood from each of your ready vampires to your pool.

Artist: Jeremy C. Bills

Name: The Trick of the Danya

[DS:C2, FN:PR2]

AKA: Trick of Danya, The

Cardtype: Action

Cost: 1 blood

Discipline: Chimerstry

+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.

Artist: Harold Arthur McNeill

Name: Triole's Revenge

[DS:U]

Cardtype: Action

Clan: Brujah

Cost: 2 blood

+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.

Artist: Richard Thomas

Name: Trochomancy

[LotN:C]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Troglodytia

[LoB:U, HttB:PSam]

Cardtype: Vampire

Clan: Samedi

Group: 4

Capacity: 10

Discipline: 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.

Artist: James Stowe

Name: Troius

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 4

Capacity: 8

Discipline: cel AUS DOM THA

Camarilla Prince of Geneva: Troius cannot vote against a blood hunt referendum. +1 strength.

Artist: Marian Churchland

Name: Trophy: Chosen

[SoC:R]

Cardtype: 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.

Artist: Thomas Manning

Name: Trophy: Clan Respect

[KMW:R]

Cardtype: Master

Master. Trophy.

When this card enters play, choose a clan. Vampires of the chosen clan cannot block the vampire with this card.

Artist: Steve Ellis

Name: Trophy: Diablerie

[KMW:R]

Cardtype: 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.

Artist: Chris Richards

Name: Trophy: Discipline

[KMW:R]

Cardtype: Master

Master. Trophy.

When this card enters play, choose a Discipline. The vampire with this card has the chosen Discipline at the superior level.

Artist: Satyr

Name: Trophy: Domain

[KMW:R]

Cardtype: 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.

Artist: John Bridges

Name: Trophy: Hunting Ground

[KMW:R]

Cardtype: 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.

Artist: Avery Butterworth

Name: Trophy: Library

[LotN:R]

Cardtype: Master

Master. Trophy.

The controller of this vampire gets +2 hand size. A vampire may have no more than two Trophy: Libraries.

Artist: Becky Jollensten

Name: Trophy: No Questions

[LotN:R]

Cardtype: 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.

Artist: Patrick McEvoy

Name: Trophy: Progeny

[KMW:R]

Cardtype: Master

Capacity: 2

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.

Artist: Rik Martin

Name: Trophy: Retainers

[KMW:R]

Cardtype: 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.

Artist: Satyr

Name: Trophy: Revered

[LotN:R]

Cardtype: Master

Master. Trophy.

The vampire with this card gets +2 bleed. A vampire may have only one Trophy: Revered.

Artist: Imaginary Friends Studios

Name: Trophy: Safe Passage

[KMW:R]

Cardtype: Master

Master. Trophy.

While the vampire with this card is ready, he or she cannot be the target of -{other Methuselahs'}- actions.

Artist: Glen Osterberger

Name: Trophy: Wealth

[KMW:R]

Cardtype: 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.

Artist: David Day

Name: True Faith

[BL:R2]

Cardtype: Master

Cost: 1 pool

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.

Artist: Talon Dunning

Name: True Love's Face

[KMW:C, LotN:PS4]

Cardtype: 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.

Artist: Rik Martin

Name: Truman

[BL:U1]

Cardtype: Vampire

Clan: Blood Brother

Group: 2

Capacity: 6

Discipline: dom pot FOR SAN

Sabbat. Torrance Circle: Sterile.

Artist: Lawrence Snelly

Name: Trumped-Up Charges

[KMW:C/PAI3]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Truth in Ink

[SoC:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Truth of a Thousand Lies

[KMW:C, LotN:PS2]

Cardtype: Action Modifier

Cost: 2 blood

Discipline: Serpents

[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.

Artist: Jeff Holt

Name: Truth of Blood

[LoB:C, LotN:PA]

Cardtype: 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.

Artist: Peter Bergting

Name: Tryphosa

[KoT:PM2]

Cardtype: Vampire

Clan: Malkavian

Group: 4

Capacity: 10

Discipline: 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.

Artist: Warren Mahy

Name: Tsigane
[DS:V, FN:PR]
Cardtype: Vampire
Clan: Ravnos
Group: 2
Capacity: 3
Discipline: aus chi
Independent
Artist: Ken Meyer, Jr.

Name: Tsunda
[LoB:U]
Cardtype: Vampire
Clan: Ravnos
Group: 4
Capacity: 6
Discipline: abo ani dem CHI
Laibon magaji.
Artist: Leif Jones

Name: Tumnimos
[KMW:C]
Cardtype: Action
Clan: Ravnos
Cost: 2 blood
Capacity: 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.
Artist: Rik Martin

Name: Tunnel Runner
[EK:C]
Cardtype: Ally
Clan: Akunanse
Cost: 4 pool
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.
Artist: Brian LeBlanc

Name: Tupdog

[LoB:C]

Cardtype: Vampire

Clan: Gargoyle

Group: 3

Capacity: 1

Discipline: POT VIS

Sabbat. Tremere antitribu slave: Visceratika cards cost Tupdog 1 less blood -{()}. Tupdog may enter combat with any minion as a (D) action. Tupdogs are not unique. ={After}= the end of your minion phase, burn Tupdog and move the top card from your crypt to your uncontrolled region. Flight [FLIGHT].

Artist: David Day

Name: Tura Vaughn

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 8

Discipline: dom CEL POT PRE

Camarilla primogen: Tura gets +1 intercept when attempting to block other Brujah.

Artist: Melissa Benson

Name: Tusk, The Talebearer

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Nosferatu

Group: 1

Capacity: 6

Discipline: ani pot OBF

Camarilla: While Tusk is ready, you may look at the top card in your library.

Artist: Steve Casper

Name: Tusk, The Talebearer

[Anarchs:U2]

Cardtype: Vampire

Clan: Nosferatu

Level: Advanced

Group: 1

Capacity: 6

Discipline: 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.

Artist: Christopher Shy

Name: Tutu the Doubly Evil One (Bane Mummy)

[FN:R2, LotN:PS]

Cardtype: Ally

Clan: Follower of Set

Cost: 4 pool

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.

Artist: Lawrence Snelly

Name: Twilight Camp

[TR:R]

Cardtype: 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.

Artist: Leif Jones

Name: Twisted Forest

[Sabbat:R, SW:R]

Cardtype: Master

Clan: Gangrel antitribu

Cost: 2 pool

Master: unique location.

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

Artist: Ken Meyer, Jr.

Name: Twisting the Knife

[Sabbat:R, SW:R]

Cardtype: Combat

Cost: 1 blood

Discipline: Potence

[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.

Artist: Scott Fischer

Name: Two Wrongs

[Promo-20081119]

Cardtype: Master

Master: out-of-turn. Trifle.

Play when a minion controlled by a Methuselah other than your predator is bleeding you -{after blocks are declined}-. 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.

Artist: Leif Jones

Name: Tye Cooper

[LotN:R]

Cardtype: Ally

Clan: Giovanni

Cost: 3 pool

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).

Artist: Alexander Dunnigan

Name: Tyler

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Brujah

Group: 3

Capacity: 9

Discipline: 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.

Artist: Lawrence Snelly

Name: Tyler McGill

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 4

Discipline: pre AUS

Camarilla: Tyler gets an additional vote when any Methuselah burns the Edge for a vote. He cannot block Nosferatu.

Artist: Ken Meyer, Jr.

Name: Typhonic Beast

[BH:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Potence & Serpents

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.

Artist: Mark Nelson

Name: Ubende
[LoB:PI2]
Cardtype: Vampire
Clan: Ishtarri
Group: 4
Capacity: 7
Discipline: for obf qui CEL PRE
Laibon magaji.
Artist: Mark Poole

Name: Ublo-Satha
[BL:U1]
Cardtype: Vampire
Clan: Gargoyle
Group: 2
Capacity: 7
Discipline: 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].
Artist: Christopher Shy

Name: Uchenna
[LoB:PA2]
Cardtype: Vampire
Clan: Akunanse
Group: 4
Capacity: 7
Discipline: 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.
Artist: Matt Mitchell

Name: Ugadja
[LoB:PG2]
Cardtype: Vampire
Clan: Gurohi
Group: 4
Capacity: 10
Discipline: 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.
Artist: Mark Poole

Name: Ulrike Rothbart
[Third:V]
Cardtype: Vampire
Clan: Ventrue antitribu
Group: 4
Capacity: 3
Discipline: dom for
Sabbat.
Artist: Eric Deschamps

Name: Ulugh Beg, The Watcher

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Tremere

Group: 1

Capacity: 10

Discipline: cel for pot AUS DOM THA

Camarilla Tremere Justicar: If Ulugh is ready during your discard phase, you get an additional discard phase action.

Artist: Mark Poole

Name: Uma Hatch

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Brujah

Group: 1

Capacity: 3

Discipline: cel pre

Camarilla.

Artist: Anson Maddocks

Name: Umdava

[EK:U]

Cardtype: Vampire

Clan: Akunanse

Group: 4

Capacity: 9

Discipline: 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.

Artist: Leif Jones

Name: Una

[Gehenna:U]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 3

Capacity: 9

Discipline: dem ANI FOR PRE PRO

Sabbat Archbishop of Dublin: Cards that require Fortitude [for] cost Una 1 less blood -{()}-.

Artist: Christopher Shy

Name: Unacceptable Appearance

[Sabbat:U, SW:R]

Cardtype: 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.

Artist: Pete Venters

Name: Unburdening the Bestial Soul

[BL:R1, LoB:R]

Cardtype: 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.

Artist: Durwin Talon

Name: Uncle George

[CE:V, Third:PM, BSC:X]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 3

Capacity: 5

Discipline: aus dom obf DEM

Sabbat.

Artist: Ken Meyer, Jr.

Name: The Uncoiling

[SoC:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Uncontrollable Rage

[AH:U5, Anarchs:PG, Third:U]

Cardtype: Action Modifier

Cost: 2 blood

Discipline: Protean

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.

Artist: Pete Venters

Name: Uncontrolled Impulse

[LoB:C/PI5]

Cardtype: Action Modifier

Clan: Ishtarri

Cost: 1 blood

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

Artist: Greg Boychuk

Name: Undead Persistence

[Jyhad:U2, VTES:U, Sabbat:U, SW:PV, Anarchs:PAG]

Cardtype: 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.

Artist: Clint Langley; Scott Kirschner

Name: Undead Strength

[Jyhad:C, VTES:C, Sabbat:C, SW:C/PB4, FN:PG4, CE:C/PN5, Anarchs:PAG3, KMW:PAI4, Third:C/PB5]

Cardtype: 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.

Artist: Will Simpson; Anson Maddocks

Name: Undele

[EK:U]

Cardtype: Vampire

Clan: Ishtarri

Group: 5

Capacity: 9

Discipline: 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).

Artist: Pat Loboyko

Name: Underbridge Stray

[LotN:U, HttB:PSam]

Cardtype: Ally

Cost: 1 blood

Discipline: Animalism

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.

Artist: James Stowe

Name: Under My Skin

[HttB:C/PSam2]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Thanatosis / Obfuscate

[obf] +1 stealth.

[thn] +1 stealth and put this card on this vampire. On any action after this one, this vampire may burn this card to get +1 stealth.

[THN] As [thn] above, but for +2 stealth when played.

Artist: Kari Christensen

Name: Under the Skin

[BH:C/PTo2]

Cardtype: 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.

Artist: Christopher Shy

Name: Underworld Hunting Ground

[AH:C2, FN:PA, LotN:PA]

Cardtype: Master

Clan: Assamite

Cost: 2 pool

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.

Artist: Scott Kirschner; Jeff Holt

Name: Undue Influence

[KMW:C]

Cardtype: 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.

Artist: Alexander Dunnigan

Name: Undying Tenacity

[LotN:C, KoT:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Undying Thirst

[KMW:R]

Cardtype: Reaction

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.

Artist: Satyr

Name: Unexpected Coalition

[SoC:C]

Cardtype: Action Modifier/Reaction

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.

Artist: Thomas Manning

Name: Unflinching Persistence

[Jyhad:C, VTES:C, SW:PV, CE:C, Anarchs:PG4, LoB:PA2, HttB:PSa15]

Cardtype: Combat

Discipline: Fortitude

[for] Prevent 1 damage.

[FOR] Maneuver, and prevent up to 1 damage later this round. Only usable when choosing range.

Artist: Brian Snoddy; Ron Spencer

Name: Unholy Penance

[LotN:C/PS3]

Cardtype: Combat

Cost: 1 blood

Discipline: Presence

[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.

Artist: Jim DiBartolo

Name: Unholy Radiance

[EK:C]

Cardtype: Action Modifier/Reaction

Clan:

Burn Option

Requires a Laibon with three or more Orun.

Only usable during a referendum. Usable by a tapped Laibon. Gain 4 votes.

Artist: Michael Gaydos

Name: Unity

[NoR:R]

Cardtype: Master

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.

Artist: Becky Jollensten

Name: University Hunting Ground

[Sabbat:U, BH:PTR, Third:PTR]

Cardtype: Master

Clan: Tremere antitribu

Cost: 2 pool

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.

Artist: Mike Raabe

Name: Unleash Hell's Fury

[HttB:R]

Cardtype: Action

Clan:

Cost: 2 pool

Discipline: Daimoinon

Burn Option

+1 stealth action. Requires an infernal vampire. Unique.

[dai] Put this card in play. This card may attempt to block a (D) action against you and is considered a 9-capacity infernal vampire with +2 intercept during that attempt; if successful, the acting minion takes 1 unpreventable aggravated damage, and this card is burned.

[DAI] As above, and untap this vampire.

Artist: Brian LeBlanc

Name: Unlicensed Taxicab

[Anarchs:C]

Cardtype: 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.

Artist: Steve Prescott

Name: Unmada

[KoT:V]

Cardtype: Vampire

Clan: Malkavian

Group: 5

Capacity: 10

Discipline: 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.

Artist: Heather Kreiter

Name: The Unmasking

[Gehenna:R, KoT:R]

Cardtype: Event

Gehenna. Do not replace until your next discard phase.

Allies get +1 intercept when attempting to block vampires.

Artist: Steve Ellis

Name: The unnamed

[HttB:U]

Cardtype: Vampire

Clan: Baali

Group: 6

Capacity: 10

Discipline: CEL DAI OBF PRE PRO

Independent: The unnamed may strike: 2R aggravated damage as a strike that costs 1 blood. If it successfully bleeds, you gain 2 pool. Infernal.

Artist: Samuel Araya

Name: Unnatural Disaster

[Jyhad:C, VTES:C, Sabbat:C, SW:PT, CE:PTTr]

Cardtype: Master

Cost: 2 pool

Master.

Burn a location.

Artist: Ted Naifeh; Harold Arthur McNeill

Name: Unre, Keeper of Golgotha

[BL:U1]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 2

Capacity: 9

Discipline: 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.

Artist: Christopher Shy

Name: Unseen Hibernation

[LoB:C/PA]

Cardtype: Reaction

Cost: 1 blood

Discipline: Abombwe

[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.

Artist: Alexander Dunnigan

Name: Unwholesome Bond

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Steve Ellis

Name: Uptown Hunting Ground

[Jyhad:U, VTES:U, CE:U/PV, KoT:U]

Cardtype: Master

Clan: Ventrue

Cost: 2 pool

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.

Artist: William O'Connor; Julie Collins

Name: Up Yours!

[Sabbat:R, SW:R]

Cardtype: Combat

Cost: 1 blood

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.

Artist: David Fooden

Name: Urban Jungle

[LotN:R]

Cardtype: Event

Inconnu.

Blood hunt referendums get an additional 2 votes against the referendum.

Artist: John Bridges

Name: Urenna Bunu

[LoB:U]

Cardtype: Vampire

Clan: Gurohi

Group: 4

Capacity: 4

Discipline: ani pot pre

Laibon.

Artist: Jim Pavelec

Name: Uriah Winter

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Caitiff

Group: 1

Capacity: 1

Discipline: 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.

Artist: Doug Gregory

Name: Uriel
[HttB:U/PSal2]
Cardtype: Vampire
Clan: Salubri antitribu
Group: 4
Capacity: 8
Discipline: ani obe AUS FOR VAL
Sabbat bishop: In combat, the controller of the opposing minion plays with an open hand.
Artist: Justin Norman

Name: Urraca
[Third:PB2]
Cardtype: Vampire
Clan: Brujah antitribu
Group: 4
Capacity: 7
Discipline: pre ANI CEL POT
Sabbat bishop: While you control the Edge, Urraca gets +1 bleed.
Artist: Abrar Ajmal

Name: Ur-Shulgi, The Shepherd
[FN:R]
Cardtype: Vampire
Clan: Assamite
Group: 2
Capacity: 11
Discipline: 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)
Artist: Christopher Shy

Name: Using the Advantage
[Sabbat:R, SW:R, Third:R]
Cardtype: Master
Clan: Nosferatu antitribu
Cost: 1 pool
Master.
Put this card into play. During your untap phase, if you control the Edge, you may tap this card to gain 1 pool.
Artist: Matt Wilson

Name: Uta Kovacs
[Third:PTr2]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 4
Capacity: 8
Discipline: 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 -{()}-.
Artist: John Bridges

Name: Uzoma
[LoB:U/PO2]
Cardtype: Vampire
Clan: Osebo
Group: 4
Capacity: 5
Discipline: aus cel vic POT
Laibon.
Artist: Rik Martin

Name: Vaclav Petalengro
[DS:V, FN:PR]
Cardtype: Vampire
Clan: Ravnos
Group: 2
Capacity: 6
Discipline: for pot ANI CHI
Independent: Vaclav gets +1 intercept when attempting to block Gangrel.
Artist: Anson Maddocks

Name: Vagabond Mystic
[SW:U, Third:U]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Valerius Maior, Hell's Fool
[KMW:U/PB]
Cardtype: Vampire
Clan: Tremere
Group: 4
Capacity: 7
Discipline: 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.
Artist: Ken Meyer, Jr.

Name: Valerius Maior, Hell's Fool

[KMW:U/PB]

Cardtype: Vampire

Clan: Tremere antitribu

Level: Advanced

Group: 4

Capacity: 7

Discipline: 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 [chi] or Obfuscate [obf]. Infernal.

[MERGED] Independent: Valerius becomes non-infernal and non-Red List as he merges. While merged, his capacity is reduced by 2.

Artist: Ken Meyer, Jr.

Name: Valois Sang, The Watcher

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Tremere

Group: 3

Capacity: 6

Discipline: nec tha AUS DOM

Camarilla.

Artist: Christopher Shy

Name: Vampiric Disease

[Jyhad:R, VTES:R, Tenth:A]

Cardtype: 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.

Artist: Mark Tedin

Name: Vampiric Speed

[Jyhad:C, VTES:C, CE:C, LoB:PI]

Cardtype: Combat

Discipline: Celerity

[cel] Strike: dodge.

[CEL] Strike: dodge, with an optional press.

Artist: Ron Spencer

Name: Vanessa

[Sabbat:V, SW:PV]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 2

Capacity: 6

Discipline: aus pre DOM FOR

Sabbat

Artist: Max Shade Fellwalker

Name: Vanish from the Mind's Eye
[Jyhad:C, VTES:C, Tenth:A]
Cardtype: Combat
Discipline: Obfuscate
[obf] Press, only usable to end combat.
[OBF] Press.
Artist: Dan Smith

Name: Vardar Vardarian
[KMW:U]
Cardtype: Vampire
Clan: Assamite
Group: 4
Capacity: 6
Discipline: cel pre OBF QUI
Independent: Followers of Set get -1 strength in combat with Vardar. Blood Cursed.
Artist: Steve Ellis

Name: Vasantasena
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 2
Capacity: 9
Discipline: dom pot AUS DEM OBF
Sabbat: Vasantasena gets +1 stealth when bleeding a Methuselah who does not control a ready titled vampire. +1 bleed.
Artist: Alan Rabinowitz

Name: Vascular Explosion
[FN:C2]
Cardtype: Combat
Cost: 2 blood
Discipline: Quietus
[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.
Artist: Steve Prescott

Name: Vasilis, The Traitor of Don Cruez
[AH:V3, CE:PB]
Cardtype: Vampire
Clan: Brujah
Group: 2
Capacity: 2
Discipline: pre
Camarilla: If Vasilis is ready, all Giovanni get +1 bleed when bleeding a Methuselah who controls a ready Brujah.
Artist: Anson Maddocks

Name: Vasiliy Vasilevich

[LotN:U]

Cardtype: Vampire

Clan: Ravnos

Group: 5

Capacity: 8

Discipline: for pro ANI CHI

Independent: When Vasiliy successfully bleeds your prey, he untaps at the end of the action. +1 bleed.

Artist: Leif Jones

Name: Vasily

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 6

Discipline: aus pre ser CEL

Camarilla Prince of Prague: Contesting a title costs Vasily an additional blood unless you control the Edge.

Artist: Mike Gaydos

Name: Vassily Taltos

[LotN:PR2]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 6

Discipline: aus cel chi dom for obf

Independent: Vassily may burn a hunting ground or a Blood Doll card as a (D) action.

Artist: Andrew Trabbold

Name: Vast Wealth

[Jyhad:U, VTES:U, CE:PTo, Third:U, KoT:U]

Cardtype: 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.

Artist: Kaja Foglio; William O'Connor

Name: Vaticination

[HttB:C]

Cardtype: Action

Clan: True Brujah

Burn Option

+3 stealth action.

(D) Look at each Methuselah's hand and select one card from among all those hands to discard (it may be one from your own hand).

Artist: Sandra Chang-Adair

Name: Vaulderie

[Sabbat:U, SW:PL2]

Cardtype: 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.

Artist: Phillip Tan

Name: Vedel Esbreno

[FN:U2]

Cardtype: Vampire

Clan: Ravnos

Group: 2

Capacity: 3

Discipline: chi for

Independent

Artist: Christopher Shy

Name: Veejay Vinod

[HttB:U]

Cardtype: Vampire

Clan: Nagaraja

Group: 6

Capacity: 3

Discipline: AUS

Independent: Once each action, Veejay may burn 2 blood to get +1 stealth. Scarce.

Artist: Juan Calle

Name: Veiled Sight

[DS:C2, Tenth:A]

Cardtype: Reaction

Cost: 2 blood

Discipline: Chimerstry

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.

Artist: Josh Timbrook

Name: Veil of Darkness

[Gehenna:R]

Cardtype: 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.

Artist: matrix von z

Name: Veil of Silence

[FN:C2]

Cardtype: Reaction

Cost: 1 blood

Discipline: Quietus

[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.

Artist: Brian LeBlanc

Name: Veil the Legions

[SoC:C, LotN:PS2, KoT:C/PM4, HttB:PSam4]

Cardtype: 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.

Artist: Thomas Manning

Name: Veles' Hunt

[KoT:R]

Cardtype: Political Action

Clan: Gangrel

Cost: 3 pool

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.

Artist: Ken Meyer, Jr.

Name: Velya, The Flayer

[Anarchs:U2]

Cardtype: Vampire

Clan: Tzimisce

Group: 3

Capacity: 9

Discipline: for ANI AUS PRE VIC

Sabbat cardinal: Once each combat, you may discard a card that requires Auspex to give Velya a press.

Artist: Jim Nelson

Name: Vendetta

[BH:R2, Third:R2/PB1]

Cardtype: Reaction

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.

Artist: Peter Bergting

Name: Veneficorum Artum Sanguis

[FN:R2, KoT:R]

Cardtype: 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.

Artist: Jeff Holt

Name: Veneficti (Mage)

[HttB:R]

Cardtype: Ally

Clan: Baali

Cost: 1 pool

Burn Option

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

Veneficti has +1 stealth. He can steal a demon ally or burn a demon retainer as a (D) action. He cannot be the target of a (D) action by a vampire with capacity less than 7 or an ally.

Artist: Paul Ballard

Name: Venenation

[FN:C2/PS2]

Cardtype: Action Modifier

Cost: 1 blood

Discipline: Serpentis

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.

Artist: Brian LeBlanc

Name: Venere Carboni

[BH:PTo]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 3

Capacity: 8

Discipline: 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.

Artist: Kent Williams

Name: Venetian Conference

[FN:C2]

Cardtype: Reaction

Clan: Giovanni

Cost: 1 blood

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

Artist: Michael Gaydos

Name: Vengeance of Samiel
[BL:C2, LoB:C, HttB:PSa13]
Cardtype: Combat
Cost: 1 blood
Discipline: Valeren/Potence
[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.
Artist: Durwin Talon

Name: Ventrue Directorate Assembly
[DS:C2, CE:PV]
Cardtype: Master
Clan: Ventrue
Cost: 2 pool
Master.
Put this card in play. Each ready Ventrue 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.
Artist: Greg Simanson

Name: Ventrue Headquarters
[Jyhad:U, VTES:U, CE:U, Anarchs:PAB, KoT:U]
Cardtype: Master
Clan: Ventrue
Cost: 1 pool
Master: unique location.
During a referendum, you may tap this card to gain 3 votes.
Artist: Joel Biske; Dan Smith

Name: Ventrue Investment
[Sabbat:U, SW:U/PV, Third:U]
Cardtype: Master
Clan: Ventrue antitribu
Master. Investment.
Put this card in play with 1 blood on it for each Ventrue 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.
Artist: Greg Loudon

Name: Ventrue Justicar
[Jyhad:R, VTES:R, CE:R, KoT:R]
AKA: Venture Justicar
Cardtype: Political Action
Title.
Choose a ready Ventrue. If this referendum is successful, put this card on the chosen Ventrue to represent the unique Camarilla title of Ventrue Justicar. In this referendum, each Ventrue gets 1 extra vote.
Artist: Heather Hudson; Leif Jones

Name: Vermin Channel
[SoC:C]
Cardtype: Action
Clan: Nosferatu antitribu
Cost: 1 blood
+3 stealth action.
(D) Bleed.
Artist: Thomas Manning

Name: Vessel
[LotN:PA2/PG2/PR2/PS2, KoT:PB2/PM2/PT2/PV2, HttB:PKia/PSal2/PSam2]
Cardtype: Master
Cost: 1 pool
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.
Artist: Brian LeBlanc

Name: Vial of Elder Vitae
[DS:U2, CE:U]
Cardtype: Equipment
Cost: 1 pool
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.
Artist: Richard Thomas

Name: Vial of Garou Blood
[DS:C2, FN:PG, Third:C]
Cardtype: Equipment
Cost: 1 pool
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.
Artist: Lawrence Snelly

Name: Vicissitude Poisoning
[Sabbat:R, SW:R/PL]
Cardtype: 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.
Artist: Ron Spencer

Name: Vicissitude [vic]

[Sabbat:C, SW:C/PT, Third:PTz]

Cardtype: Master

Capacity: +1

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.

Artist: Alan Rabinowitz

Name: Victim of Habit

[KMW:R, KoT:R]

Cardtype: Action

Cost: 1 blood

+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.

Artist: Alexander Dunnigan

Name: Victor Donaldson

[KoT:V]

Cardtype: Vampire

Clan: Ventrue

Group: 5

Capacity: 6

Discipline: 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).

Artist: Matt Smith

Name: Victoria

[DS:V, CE:PM]

Cardtype: Vampire

Clan: Malkavian

Group: 2

Capacity: 5

Discipline: cel obf AUS

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

Artist: Drew Tucker

Name: Victoria Ash

[FN:U, CE:PTo]

Cardtype: Vampire

Clan: Toreador

Group: 2

Capacity: 6

Discipline: aus cel dom PRE

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

Artist: John Van Fleet

Name: Victorine Lafourcade

[CE:V, BSC:X]

Cardtype: Vampire

Clan: Ventrue

Group: 3

Capacity: 8

Discipline: 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.

Artist: Christopher Shy

Name: Victor Pelletier

[Promo-20060417]

Cardtype: Vampire

Clan: Ventrue

Group: 4

Capacity: 5

Discipline: 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.

Artist: Matt Mitchell

Name: Victor Revell, Loyalist

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Toreador antitribu

Group: 2

Capacity: 5

Discipline: aus dem pre CEL

Sabbat

Artist: Karl Waller

Name: Victor Tolliver

[SW:PB]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 2

Capacity: 4

Discipline: pot CEL

Sabbat

Artist: Lawrence Snelly

Name: Vidal Jarbeaux

[KoT:V]

Cardtype: Vampire

Clan: Toreador

Group: 5

Capacity: 8

Discipline: 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.

Artist: Mike Gaydos

Name: Vigilance

[NoR:C]

Cardtype: 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.

Artist: Brian LeBlanc

Name: Vigil: The Thin Line

[NoR:R]

Cardtype: Master

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.

Artist: Katie McCaskill

Name: Viktor, The Night General

[KoT:V]

Cardtype: Vampire

Clan: Gangrel

Group: 5

Capacity: 9

Discipline: obf ANI CEL PRE PRO

Independent: +1 stealth.

Artist: Mathias Tapia

Name: Villein

[KoT:U, HttB:PGar2/PKia2/PSal2/PSam2]

Cardtype: 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.

Artist: Vince Locke

Name: Vincent Day, Paladin and Paragon

[SW:PV]

Cardtype: Vampire

Clan: Ventrue antitribu

Group: 2

Capacity: 5

Discipline: aus dom for pot tha

Sabbat: When you burn the Edge for a vote, you gain an additional vote.

Artist: Christopher Shy

Name: Violation of Trust

[AH:C2, FN:PS]

Cardtype: Action

+1 stealth action.

Burn a contract on a minion you control.

Artist: William O'Connor

Name: Violette Prentiss

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Ventrue

Group: 1

Capacity: 4

Discipline: dom PRE

Camarilla.

Artist: Steve Casper

Name: Violet Tremain

[Sabbat:V, SW:PT]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 6

Discipline: 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).

Artist: Pete Venters

Name: Virgil

[Sabbat:V, BH:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 2

Capacity: 8

Discipline: 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.

Artist: Drew Tucker

Name: Virginie, Prodigy
[Third:V, HttB:PKia]
Cardtype: Vampire
Clan: Lasombra
Group: 4
Capacity: 6
Discipline: obt DOM POT
Sabbat bishop: Once each action, Virginie may burn 1 blood to get +1 bleed.
Artist: Ken Meyer, Jr.

Name: Virolax Facility
[Gehenna:R]
Cardtype: 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.
Artist: Jeff Holt

Name: Virstania, The Great Mother
[CE:V, BSC:X]
Cardtype: Vampire
Clan: Tremere
Group: 3
Capacity: 7
Discipline: 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.
Artist: Ken Meyer, Jr.

Name: Virtuosa
[HttB:C]
Cardtype: Action Modifier
Cost: 3 blood
Discipline: Melpominee / Presence
[pre] +1 stealth.
[mel] +1 stealth and +2 bleed, or +2 bleed. You cannot play another action modifier to increase this bleed amount.
[MEL] Only usable when the action is announced. This action is unblockable.
Artist: Juan Calle

Name: Visionquest
[HttB:C]
Cardtype: Action
Clan: Ahrimanes
+1 stealth action.
Put this card on the acting Ahrimane. This Ahrimane gets an additional level of Spiritus [spi]. If this action is blocked, this Ahrimane does not untap as normal during his or her next untap phase.
Artist: Peter Bergting

Name: Visit from the Capuchin

[FN:R2, Third:R]

Cardtype: 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.

Artist: Dennis Calero

Name: Vitae Block

[BL:U2, LoB:R]

Cardtype: 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.

Artist: Jim Nelson

Name: Vittorio Giovanni

[DS:V, FN:PG]

Cardtype: Vampire

Clan: Giovanni

Group: 2

Capacity: 5

Discipline: dom for nec pot

Independent

Artist: Pete Venters

Name: Vliam Andor

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Gangrel

Group: 1

Capacity: 2

Discipline: ani

Camarilla.

Artist: Ken Meyer, Jr.

Name: Voice of Madness

[SW:U, CE:U, Third:PM, KoT:U/PM2]

Cardtype: Reaction

Cost: 1 blood

Discipline: Dementation

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.

Artist: Brian LeBlanc

Name: Voices of the Castle

[HttB:C/PGar2]

Cardtype: Reaction

Discipline: Visceratika / Thaumaturgy

[tha] This vampire burns 1 blood to get +1 intercept.

[vis]+1 intercept, or give +1 intercept to a vampire to whom this vampire is enslaved.

[VIS] Reduce a bleed against you by 2.

Artist: Kari Christensen

Name: Volker, The Puppet Prince

[DS:V, CE:PB]

Cardtype: Vampire

Clan: Brujah

Group: 2

Capacity: 5

Discipline: pot CEL

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

Artist: Anson Maddocks

Name: Volo

[HttB:U]

Cardtype: Vampire

Clan: Blood Brother

Group: 5

Capacity: 4

Discipline: pro san POT

Sabbat. Kiev Circle: Volo gets -1 stealth when hunting. Sterile.

Artist: Nicolas Bigot

Name: Voter Captivation

[Jyhad:U2, VTES:U, Sabbat:U, CE:U/PTo2/PV, Anarchs:PAB3, KMW:PA3, LoB:PG3, Third:U/PB2]

Cardtype: 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.

Artist: Tom Gianni; Stuart Beel

Name: Vox Domini

[BH:R, LoB:PA]

Cardtype: Master

Cost: 1 pool

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.

Artist: Christopher Shy

Name: Vox Senis

[BH:C/PN, KMW:PAI, Third:PM]

Cardtype: 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.

Artist: Andrew Bates

Name: Vulnerability

[Jyhad:U, VTES:U, CE:U, LoB:PA, KoT:U]

Cardtype: Master

Cost: 1 pool

Master.

Burn a vampire in torpor.

Artist: Mark Poole; Brian LeBlanc

Name: Vulture's Buffet

[LoB:R]

Cardtype: 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.

Artist: Alexander Dunnigan

Name: Wah Chun-Yuen

[BH:U2]

Cardtype: Vampire

Clan: Brujah antitribu

Group: 3

Capacity: 5

Discipline: cel dom pre POT

Sabbat. Black Hand.

Artist: Jeff Holt

Name: Waiting Game

[KoT:R]

Cardtype: 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.

Artist: Peter Bergting

Name: Wake with Evening's Freshness

[Jyhad:C, VTES:C, SW:PB2/PL4/PV2, FN:PG2, CE:PB4/PM4/PTo3/PV3, Anarchs:PAB3/PAG2, BH:PTo3, KMW:PA3/PB5/PG2, LoB:PG2/PI3, HttB:PGar6/PSa5]

Cardtype: 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.

Artist: Randy Gallegos; Ron Spencer

Name: Walker Grimes

[KoT:V]

Cardtype: Vampire

Clan: Caitiff

Group: 5

Capacity: 1

Discipline: ani

Camarilla: Master cards that target Walker cost you an additional pool.

Artist: Kari Christensen

Name: Walk of Caine

[BL:C1, LoB:C]

Cardtype: 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.

Artist: Leif Jones

Name: Walk of Flame

[Jyhad:U2, VTES:U, Sabbat:U, CE:C/PTTr3, BH:PTTr2, Third:C/PTTr4, KoT:C]

Cardtype: Combat

Discipline: Thaumaturgy

Not usable on the first round of combat.

[tha] Strike: 1R aggravated damage.

[THA] Strike: 2R aggravated damage.

Artist: Scott Fischer; Richard Thomas

Name: Walks-With-Might

[Promo-20080203]

Cardtype: Ally

Cost: 2 pool

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.

Artist: Brian LeBlanc

Name: Walk through Arcadia

[Sabbat:R, SW:R]

Cardtype: Action Modifier

Clan: Malkavian antitribu

Cost: 1 blood

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.

Artist: Brian Ashmore

Name: Wall Street Night, Financial Newspaper

[Promo-20060123]

Cardtype: Master

Cost: 1 pool

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.

Artist: David Day

Name: Wamukota

[LoB:U]

Cardtype: Vampire

Clan: Ravnos

Group: 4

Capacity: 9

Discipline: 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.

Artist: Jeff Holt

Name: Wanderer's Counsel

[LoB:C]

Cardtype: Action Modifier/Reaction

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.

Artist: Steve Ellis

Name: Warding the Beast

[HttB:R]

Cardtype: Action

Discipline: Valeren / Presence

[pre] +1 stealth action. Untap a younger non-infernal vampire.

[val] +1 stealth action. Rescue a non-infernal vampire from torpor.

[VAL] (D) Diablerize a vampire in torpor. Vampires cannot vote in favor of the blood hunt unless they are Baali, Tremere or Tremere antitribu.

Artist: Michael Gaydos

Name: War Ghoul

[Sabbat:R, SW:R, Third:R/PTz]

Cardtype: Ally

Clan: Tzimisce

Cost: 3 pool

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.

Artist: Mark Tedin

Name: Warning Sirens

[KMW:C]

Cardtype: 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.

Artist: Avery Butterworth

Name: War Party

[Sabbat:U, SW:U/PL, BH:PN, Third:U]

Cardtype: 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.

Artist: Tom Gianni

Name: Warrant

[LotN:C/PG]

Cardtype: 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.

Artist: Imaginary Friends Studios

Name: Warsaw Station

[KoT:R, HttB:PSam]

Cardtype: Master

Clan: Nosferatu

Cost: 2 pool

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.

Artist: Peter Bergting

Name: Warzone Hunting Ground

[Jyhad:U, VTES:U, CE:U/PB, KMW:PA, KoT:U]

Cardtype: Master

Clan: Brujah

Cost: 2 pool

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.

Artist: Fred Hooper; Dan Smith

Name: Wash

[Third:U, LotN:PS, KoT:U]

Cardtype: 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).

Artist: Jeremy McHugh

Name: Wasserschloss Anif, Austria

[DS:U, CE:PT, HttB:PGar]

Cardtype: Master

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.

Artist: Pete Burges & Dave Roach

Name: Waste Management Operation

[SW:U, Third:U]

Cardtype: Master

Clan: Brujah antitribu

Cost: 1 pool

Master: unique location.

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

Artist: Brian LeBlanc

Name: Watch Commander

[BH:C]

Cardtype: Reaction

Requires a Black Hand vampire. Only usable when attempting to block a (D) action.

+1 intercept.

Artist: Drew Tucker

Name: Watchtower: Chosen are Called

[BH:R]

Cardtype: Master

Clan:

Cost: 1 pool

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.

Artist: Rik Martin

Name: Watchtower: Four Ride Forth

[BH:R2]

Cardtype: Master

Clan:

Cost: 1 pool

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.

Artist: Brian LeBlanc

Name: Watchtower: Greatest Fall

[BH:R]

Cardtype: Political Action

Cost: 1 pool

{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.

Artist: Chet Masterz

Name: Watchtower: The Wolves Feed

[SoC:R]

Cardtype: Master

Clan:

Cost: 1 pool

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 untap phase, burn X pool or burn this card, where X is the number of Gehenna cards in play (minimum of 1). Burn this card if another watchtower enters play.

Artist: Jeremy McHugh

Name: Watenda
[AH:V3, CE:PM]
Cardtype: Vampire
Clan: Malkavian
Group: 2
Capacity: 3
Discipline: 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.
Artist: Terese Nielsen

Name: Waters of Duat
[KMW:C]
Cardtype: Action
Clan: Follower of Set
Cost: 1 blood
Capacity: 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.
Artist: Jeff Holt

Name: Wave of Insanity
[Sabbat:R]
Cardtype: Action
Discipline: Dementation
This is a +1 stealth action.
[dem] (D) Tap an ally.
[DEM] Tap all allies.
Artist: Drew Tucker

Name: Wave of Lethargy
[FN:R2]
Cardtype: Combat
Cost: 1 blood
Discipline: Quietus

[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.
Artist: Steve Ellis

Name: Waxen Poetica
[Promo-20060902]
Cardtype: Equipment
Cost: 1 pool

Unique weapon.
Strike: 2R aggravated damage. Not usable against a vampire with Celerity [cel], an ally, or a retainer.
Burn after use.
Artist: Peter Bergting

Name: Weakness

[AH:U5]

Cardtype: Combat

Cost: 1 blood

Discipline: Quietus

[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.

Artist: Randy Gallegos

Name: Weather Control

[Jyhad:U, VTES:U, CE:U, BH:PTTr2, Third:PTTr3, KoT:U]

Cardtype: 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.

Artist: Richard Thomas; Brian LeBlanc

Name: Web of Knives Recruit

[KMW:C, LotN:PA2]

Cardtype: Action

Clan: Assamite

Cost: 1 pool

Capacity: 3

+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.

Artist: Alexander Dunnigan

Name: Week of Nightmares

[FN:R, LotN:PR]

Cardtype: Master

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.

Artist: Drew Tucker

Name: Weeping Stone

[BH:R]

Cardtype: Master

Cost: 3 pool

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.

Artist: J Frederick Y

Name: Weighted Walking Stick

[CE:U, Third:U, LotN:PA3, KoT:U/PB3]

Cardtype: 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.

Artist: Thomas Nairb

Name: Weigh the Heart

[KMW:C]

Cardtype: 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).

Artist: Avery Butterworth

Name: Weiriding Stone

[BH:R]

Cardtype: Equipment

Clan: Tzimisce

Cost: 1 blood

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.

Artist: Matt Mitchell

Name: Well-Aimed Car

[Jyhad:U, VTES:U]

Cardtype: 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.

Artist: William O'Connor

Name: Well-Marked

[EK:R]

Cardtype: Action

Cost: 1 blood

+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.

Artist: Pat Loboyko

Name: Wendell Delburton (Hunter)

[FN:R2, KoT:R]

Cardtype: Ally

Cost: 3 pool

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.

Artist: Steve Ellis

Name: Wendy Wade

[Sabbat:V, SW:U]

Cardtype: Vampire

Clan: Tzimisce

Group: 2

Capacity: 3

Discipline: ani aus

Sabbat

Artist: Christopher Rush

Name: Werewolf Pack

[DS:C2]

Cardtype: Ally

Clan: Gangrel

Cost: 4 pool

Unique -{werewolf}- with 3 life. 3 {strength}, 0 bleed.

Werewolf Pack is not affected by damage from melee weapons.

Artist: Daniel Gelon

Name: Whispers from the Dead

[AH:C2, FN:PG2, LotN:PG2]

Cardtype: Action

Cost: 1 blood

Discipline: Necromancy

[nec] Move a library card from your ash heap to your hand (discard afterward).

[NEC] As above, but with +1 stealth.

Artist: Dave Roach; Pete Burges & John Kent; Pete Burges & David Roach

Name: Whispers of the Nictuku

[DS:U2]

Cardtype: 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.

Artist: Mark Tedin

Name: Whistling Up the Beast

[LoB:R]

Cardtype: 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.

Artist: Alexander Dunnigan

Name: White Lily

[Promo-20060710, Third:PM]

Cardtype: Vampire

Clan: Malkavian antitribu

Group: 4

Capacity: 8

Discipline: 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.)

Artist: Lawrence Snelly

Name: White Nights Massacre

[KoT:R]

Cardtype: 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.

Artist: Brian LeBlanc

Name: White Phosphorus Grenade

[Sabbat:U, SW:U, FN:PS, Third:U]

Cardtype: Equipment

Cost: 1 pool

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.

Artist: Scott Fischer

Name: Wider View

[HttB:C/PKia2]

Cardtype: Master

Cost: 1 pool

Master: trifle.

Put this card in play. You may use a transfer to move the top card from your crypt to your uncontrolled region and then remove a crypt card in your uncontrolled region from the game. You may use four transfers to burn this card and gain 2 pool.

Artist: Michael Gaydos

Name: The Wildebeest

[BL:R1, LoB:R]

Cardtype: Action

Clan: Ahrimane

Cost: 1 blood

+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.

Artist: Becky Cloonan

Name: Wilhelm Waldburg

[DS:V, CE:PV]

Cardtype: Vampire

Clan: Ventrue

Group: 2

Capacity: 9

Discipline: 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).

Artist: Doug Gregory

Name: William Biltmore

[CE:V/PM, BSC:X]

Cardtype: Vampire

Clan: Malkavian

Group: 3

Capacity: 9

Discipline: dom AUS DEM OBF THA

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

Artist: Peter Bergting

Name: William Thorbecke

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 10

Discipline: AUS DOM PRE PRO THA

Camarilla primogen: During your discard phase, William may burn 2 blood to untap a minion you control.

Artist: Trevor Claxton

Name: Will of the Council

[CE:U, KoT:U]

Cardtype: 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.

Artist: Andrew Trabbold

Name: Will-o'-the-Wisp

[LotN:R]

Cardtype: Action Modifier

Cost: X blood

Discipline: Chimerstry

[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.

Artist: Alexander Dunnigan

Name: Winchester Mansion

[BH:R, KoT:R]

Cardtype: Equipment

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

The vampire with this location has superior Dementation [DEM]. -{At the end of}- your master phase, if you did not play a master card from your hand -{this phase}-, this vampire burns 1 blood.

Artist: Jeff Holt

Name: Wind Dance

[Promo-20021201]

Cardtype: Combat

Discipline: Thaumaturgy

[tha] Strike: dodge

[THA] Strike: dodge with an additional strike: dodge this round.

Artist: William O'Connor

Name: Winged Second

[LoB:R]

Cardtype: 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.

Artist: Jeff Holt

Name: Wise Spider

[LoB:R]

Cardtype: Action

Clan: Akunanse

Cost: 1 blood

+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.

Artist: Leif Jones

Name: Withering

[BL:C2, LoB:C]

Cardtype: 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.

Artist: Leif Jones

Name: WMRH Talk Radio

[BH:R, LotN:PS]

Cardtype: Master

Cost: 1 pool

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.

Artist: matrix von z

Name: Wolf Claws

[Jyhad:C, VTES:C, Sabbat:C, SW:C]

Cardtype: Combat

Cost: 1 blood

Discipline: Protean

[pro] For the remainder of the round, this vampire's hand damage is aggravated.

[PRO] Press.

Artist: Ron Spencer; Pete Venters

Name: Wolf Companion

[Jyhad:U2, VTES:U, Sabbat:U, SW:PT, KMW:PG, Third:PTz2]

Cardtype: Retainer

Cost: 1 blood

Discipline: Animalism

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.

Artist: Zina Saunders; Melissa Benson

Name: Wolfgang
[CE:V, KMW:PAAn, BSC:X]
Cardtype: Vampire
Clan: Nosferatu
Group: 3
Capacity: 4
Discipline: for obf pot
Camarilla.
Artist: James Stowe

Name: Wolf Valentine
[BL:U1]
Cardtype: Vampire
Clan: Salubri antitribu
Group: 2
Capacity: 4
Discipline: for VAL
Sabbat: Wolf gets 1 optional press per combat, only usable to continue combat, when in combat with a Tremere.
Artist: Christopher Shy

Name: Wooden Stake
[Jyhad:U, VTES:U, SW:PB, CE:U/PB, BH:PTo3, Third:U, KoT:U]
AKA: Stake
Cardtype: 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.
Artist: Dave Roach; Pete Burges

Name: The World's a Canvas
[TR:R]
Cardtype: Action
Cost: 2 blood
Discipline: Dominate/Obfuscate/Vicissitude
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.
Artist: Brian LeBlanc

Name: Wormwood
[Gehenna:R]
Cardtype: 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.
Artist: Brian LeBlanc

Name: Wrath of the Inner Circle

[DS:U]

Cardtype: 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.)

Artist: Ron Spencer

Name: Wren

[SW:C]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 2

Capacity: 4

Discipline: cel obf pro

Sabbat

Artist: Leif Jones

Name: Writ of Acceptance

[AH:C2, Tenth:B]

Cardtype: Equipment

Equipment.

The vampire with this equipment is considered a Camarilla vampire.

Artist: Steve Casper

Name: Wrong and Crosswise

[KoT:C]

Cardtype: Reaction

Cost: 1 blood

Discipline: Dementation

[dem] Reduce a bleed against you by 2.

[DEM] Only usable during a referendum. Gain 4 votes against the referendum.

Artist: John Bridges

Name: Wynn

[Jyhad:V, VTES:V, Tenth:A]

Cardtype: Vampire

Clan: Gangrel

Group: 1

Capacity: 10

Discipline: 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.

Artist: Susan Van Camp

Name: Xaviar

[Promo-20030307, Anarchs:U/PG]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 10

Discipline: 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.

Artist: Kieran Yanner

Name: Xendil Charmer

[Third:V]

Cardtype: Vampire

Clan: Gangrel antitribu

Group: 4

Capacity: 7

Discipline: obf CEL PRO SER

Sabbat priscus.

Artist: Abrar Ajmal

Name: Xeper, Sultan of Lepers

[HttB:U]

Cardtype: Vampire

Clan: Baali

Group: 6

Capacity: 7

Discipline: ani dai pro OBF PRE

Independent: Xeper gets 1 additional vote for each ready unique infernal vampire you control. He may steal an ally controlled by another Methuselah as a (D) action. Infernal.

Artist: James Stowe

Name: Xian "DziDzat155" Quan

[NoR:U]

Cardtype: Imbued

Creed: Defender

Group: 4

Life: 4

Virtue: 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.

Artist: Lawrence Snelly

Name: XTC-Laced Blood

[Jyhad:R, VTES:R, CE:R, KoT:R]

Cardtype: 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.

Artist: Fred Hooper; Steve Casper

Name: Yasmin the Black
[BH:U2]
Cardtype: Vampire
Clan: Tremere antitribu
Group: 3
Capacity: 6
Discipline: dom pre AUS THA
Sabbat. Black Hand.
Artist: Steve Prescott

Name: Yavu Matebo
[LoB:U]
Cardtype: Vampire
Clan: Nagaraja
Group: 4
Capacity: 8
Discipline: 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.
Artist: Andrew Trabbold

Name: Yawp Court
[Third:R]
Cardtype: 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.
Artist: Glenn Osterberger

Name: Yazid Tamari
[BH:U2]
Cardtype: Vampire
Clan: Assamite
Group: 3
Capacity: 8
Discipline: ani dom obf CEL QUI
Sabbat. Black Hand Seraph: +1 bleed. The blood curse does not affect Yazid.
Artist: James Stowe

Name: Yazid Tamari
[Promo-20090929]
Cardtype: Vampire
Clan: Assamite
Level: Advanced
Group: 3
Capacity: 8
Discipline: ani dom obf CEL QUI
Sabbat. Black Hand: Yazid gets +1 stealth on (D) actions.
[MERGED] Independent. Anarch.
Artist: James Stowe

Name: Year of Fortune
[Anarchs:C, LoB:PA, KoT:C/PB2]
Cardtype: Political Action
Choose one or more Methuselahs who are not chosen for any other Year of Fortune in play. If this referendum is successful, put this card into play. Each chosen Methuselah gets +1 hand size. Any vampire can call a referendum to burn this card as a +1 stealth political action.
Artist: Richard Thomas

Name: Yitzak
[BH:U2]
Cardtype: Vampire
Clan: Toreador antitribu
Group: 3
Capacity: 7
Discipline: 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.
Artist: Rebecca Guay

Name: Yong-Sun, Harmonist
[Sabbat:V, Promo-20040409]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 2
Capacity: 10
Discipline: aus ANI OBF POT THA
Sabbat cardinal: Yong-Sun may burn the top card of your prey's crypt as a (D) action.
Artist: Kevin McCann

Name: Yong-Sun, Harmonist
[BH:U2/PN]
Cardtype: Vampire
Clan: Nosferatu antitribu
Level: Advanced
Group: 2
Capacity: 10
Discipline: 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.
Artist: Brian LeBlanc

Name: Yorik
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Malkavian antitribu
Group: 2
Capacity: 3
Discipline: dem obf
Sabbat
Artist: Doug Alexander

Name: Yoruba Shrine
[LoB:R]
Cardtype: Master
Clan: Assamite
Cost: 1 pool
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.
Artist: James Stowe

Name: Young Bloods
[Third:R]
Cardtype: Ally
Cost: 2 pool
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.
Artist: Abrar Ajmal

Name: Ysador the Foul
[Third:V]
Cardtype: Vampire
Clan: Nosferatu antitribu
Group: 4
Capacity: 10
Discipline: 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.
Artist: James Stowe

Name: Yseult
[LoB:U]
Cardtype: Vampire
Clan: Daughter of Cacophony
Group: 3
Capacity: 6
Discipline: 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.
Artist: Lawrence Snelly

Name: Yuri Kerezenski
[Third:PTz2]
Cardtype: Vampire
Clan: Tzimisce
Group: 4
Capacity: 5
Discipline: aus for vic ANI
Sabbat bishop.
Artist: Richard Thomas

Name: Yuri, The Talon
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Brujah
Group: 1
Capacity: 4
Discipline: cel pot pre
Camarilla.
Artist: Richard Kane Ferguson

Name: Yusuf, Scribe of Alamut
[FN:U2]
Cardtype: Vampire
Clan: Assamite
Group: 2
Capacity: 5
Discipline: 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)
Artist: Christopher Shy

Name: Yvette, The Hopeless
[CE:V/PTO, BSC:X]
Cardtype: Vampire
Clan: Toreador
Group: 3
Capacity: 3
Discipline: aus cel
Camarilla.
Artist: Leif Jones

Name: Zachary
[Sabbat:V, SW:U]
Cardtype: Vampire
Clan: Gangrel antitribu
Group: 2
Capacity: 7
Discipline: for pre CEL OBF PRO
Sabbat
Artist: Mark Tedin

Name: Zack North
[Jyhad:V, VTES:V, Tenth:A]
Cardtype: Vampire
Clan: Gangrel
Group: 1
Capacity: 6
Discipline: ani for pot pro
Camarilla: +1 strength.
Artist: Quinton Hoover

Name: Zahir, Hand of the Silsila
[FN:U2]
Cardtype: Vampire
Clan: Assamite
Group: 2
Capacity: 6
Discipline: 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)
Artist: Christopher Shy

Name: Zaire River Ferry
[LoB:R, HttB:PKia]
Cardtype: Equipment
Clan: Lasombra
Cost: 2 blood
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.
Artist: William O'Connor

Name: Zane

[KoT:V]

Cardtype: Vampire

Clan: Tremere

Group: 5

Capacity: 5

Discipline: 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.

Artist: Mattias Tapia

Name: Zapaderin

[LotN:C/PR2]

Cardtype: Action Modifier

Clan: Ravnos

Cost: 1 blood

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.

Artist: Alexander Dunnigan

Name: Zayyat, The Sandstorm

[Anarchs:U2]

Cardtype: Vampire

Clan: Gangrel

Group: 3

Capacity: 10

Discipline: 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.

Artist: Peter Bergting

Name: Zebulon

[Jyhad:V, VTES:V, Tenth:B]

Cardtype: Vampire

Clan: Malkavian

Group: 1

Capacity: 5

Discipline: aus dom pro OBF

Camarilla.

Artist: Ken Meyer, Jr.

Name: Zelios

[KoT:V]

Cardtype: Vampire

Clan: Nosferatu

Group: 5

Capacity: 8

Discipline: 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.

Artist: Sam Arraya

Name: Zhara
[LoB:U]
Cardtype: Vampire
Clan: Ishtarri
Group: 3
Capacity: 4
Discipline: ani for pre
Laibon: The leave torpor action costs Zhara 1 less blood.
Artist: Rebecca Guay

Name: Zhenga
[LoB:U]
Cardtype: Vampire
Clan: Follower of Set
Group: 4
Capacity: 5
Discipline: 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).
Artist: Jim Pavelec

Name: Zillah's Tears
[BH:C/PTo2, Third:C]
Cardtype: 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.
Artist: Jim Nelson

Name: Zillah's Valley
[FN:C, BH:PTo2, LoB:PG2, KoT:C]
Cardtype: Master
Cost: 5 pool
Master.
Move 4 blood from the blood bank to a vampire in your uncontrolled region with a capacity 8 or more.
Artist: Steve Prescott

Name: Zip
[BH:U2]
Cardtype: Vampire
Clan: Ravnos
Group: 3
Capacity: 2
Discipline: ani
Sabbat.
Artist: Rebecca Guay

Name: Zip Gun

[Jyhad:U2, VTES:U, SW:PV, CE:U]

Cardtype: 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 {striking with} this gun, but only once each combat. This card is kept as normal equipment and is not discarded after combat.

Artist: Kaja Foglio

Name: Zip Line

[TR:C]

Cardtype: Action

+2 stealth action.

Put this card on the acting minion. This minion may burn this card to get +1 stealth.

Artist: Brian LeBlanc

Name: Zoe

[DS:V, CE:PM]

Cardtype: Vampire

Clan: Malkavian

Group: 2

Capacity: 3

Discipline: cel obf AUS

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

Artist: Daniel Gelon

Name: Zombie

[DS:C2, FN:PG]

Cardtype: Retainer

Clan: Giovanni

Cost: 1 blood

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.

Artist: Daniel Gelon

Name: Zoning Board

[CE:R2, KoT:R]

Cardtype: Master

Cost: 1 pool

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.

Artist: Steve Ellis

Name: Zoo Hunting Ground

[Jyhad:U, VTES:U, Anarchs:PG, KoT:U]

Cardtype: Master

Clan: Gangrel

Cost: 2 pool

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.

Artist: Christopher Shy; Susan Van Camp

Name: Zubeida

[SoC:V]

Cardtype: Vampire

Clan: Abomination

Group: 5

Capacity: 8

Discipline: 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.

Artist: Ken Meyer, Jr.

Name: Zygodat

[LoB:U]

Cardtype: Vampire

Clan: Harbinger of Skulls

Group: 4

Capacity: 6

Discipline: pot AUS NEC

Sabbat: When Zygodat successfully bleeds a Methuselah, she may burn the top two cards of that Methuselah's library.

Artist: Sam Araya