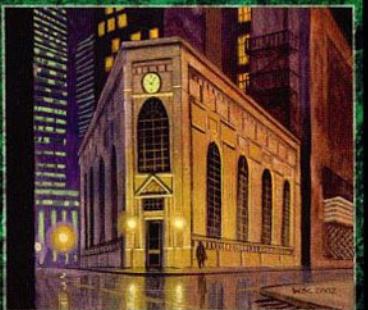


Vagabond Mystic

Vast Wealth



**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.

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**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.

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Ventrule Investment

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

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Voter Captivation

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

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War Party

**+1 stealth action. Requires an archbishop, priscus, cardinal or regent.**  
① 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 ① action.

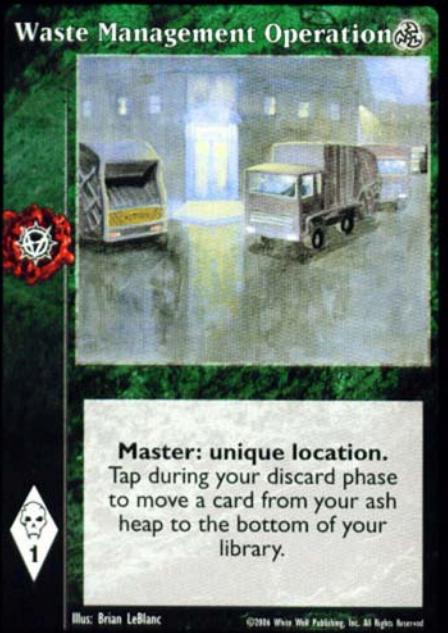
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Wash

**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).

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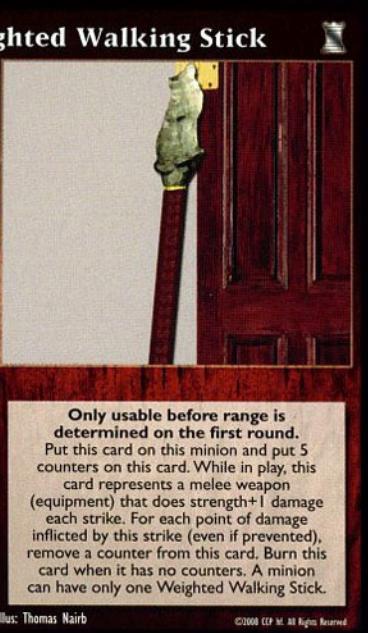


Waste Management Operation

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

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Weighted Walking Stick

**Only usable before range is determined on the first round.**  
Put this card on this minion and put 5 counters on this card. While in play, this card represents a melee weapon (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.

Illus: Thomas Nairn

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White Phosphorus Grenade

**Weapon.**  
2R aggravated damage each strike. If White Phosphorus Grenade is used at close range, the minion with this equipment takes 1 aggravated damage.  
Burn after use.  
*The sky is darkening like a stain;  
Something is going to fall like rain,  
And it won't be flowers.  
W.H. Auden, "The Witnesses"*

Illus: Scott Fischer

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Wooden Stake

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

Illus: Pete Burgess

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