









## Whispers from the Dead



- Move a library card from your ash heap to your hand (discard afterward).
  - As above, but with +1 stealth.



Illus: Pete Burges & David Roach ©2007 White Wolf Publishing, Inc. All Rights Reserved

## Freak Drive



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



Illus: Nilson

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## Freak Drive



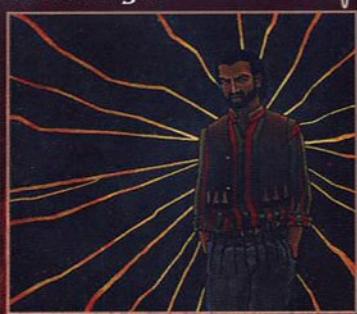
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Illus: Nilson

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## Hidden Strength



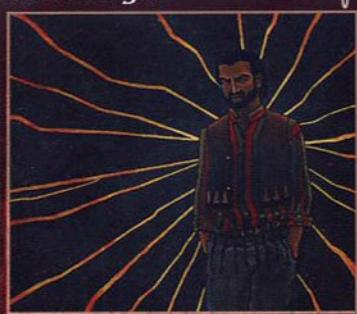
- Prevent X+1 damage.
  - As above, with an optional press.



Illus: Steve Casper

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## Hidden Strength



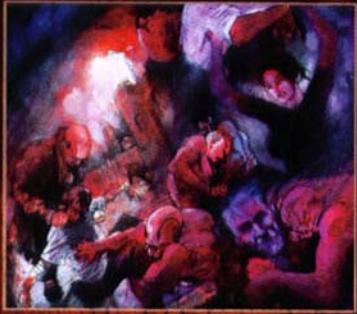
- Prevent X+1 damage.
  - As above, with an optional press.



Illus: Steve Casper

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## Rolling with the Punches

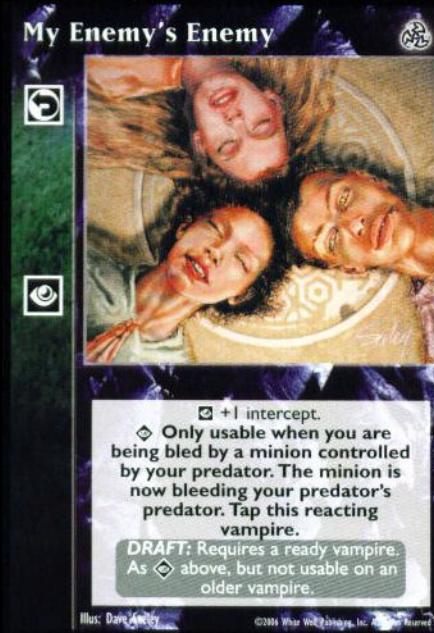


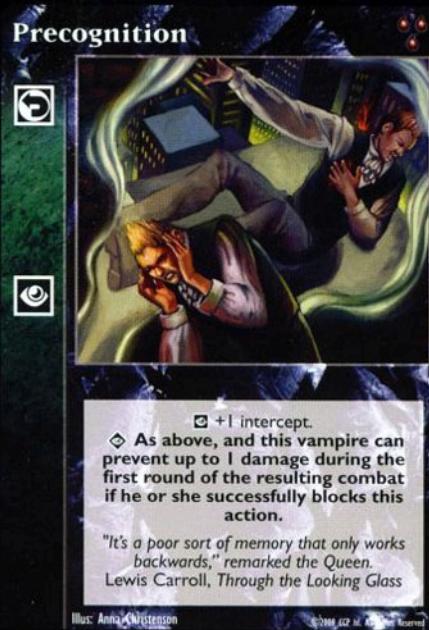
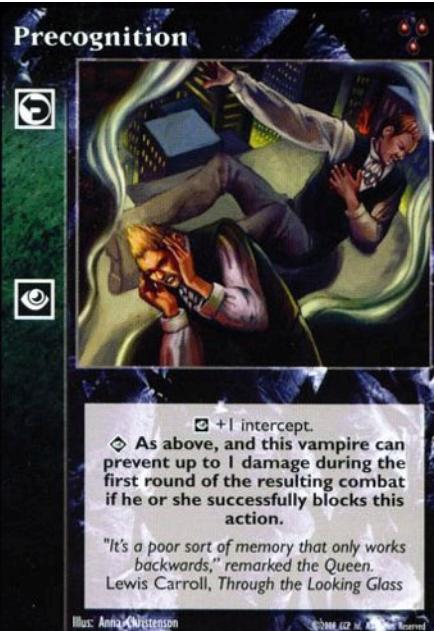
- Prevent 1 damage.
  - This vampire burns 1 blood to prevent all damage from the opposing minion's strikes this round of combat.  
**DRAFT:** [ ] As [ ] above.

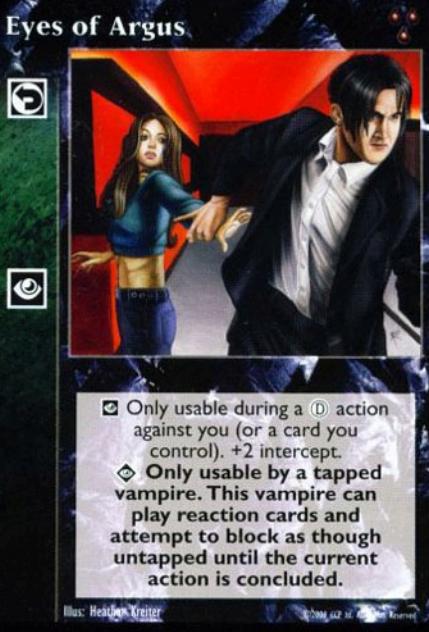


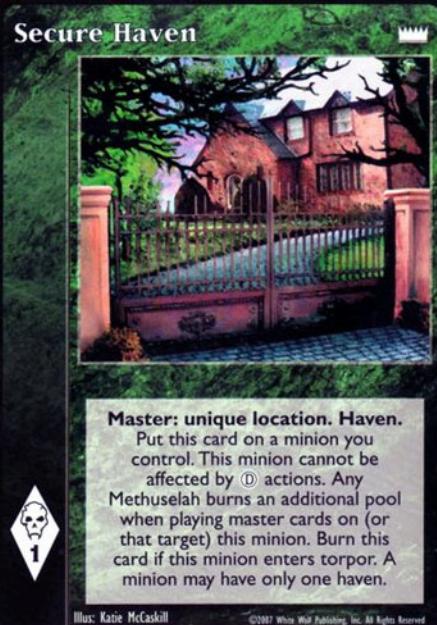
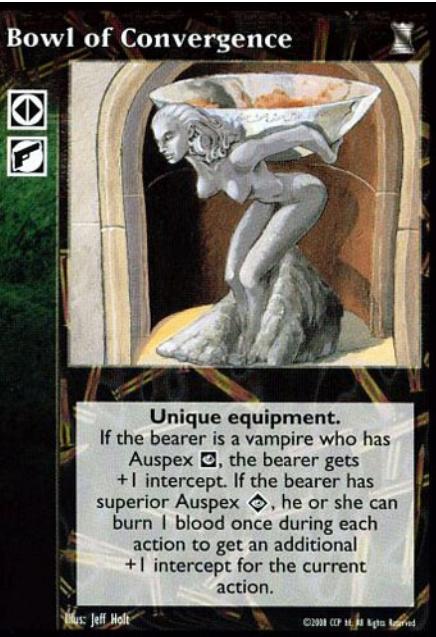
Illus: Lee Carter

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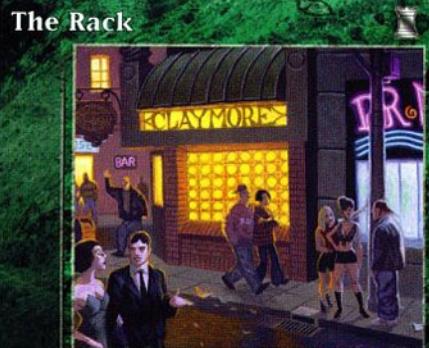
Powerbase: Montreal



**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.

Illus: Patrick Lambert

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The Rack

**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.

Illus: Steve Prescott

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Maabara



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

Illus: Eric Lofgren

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Blood Doll



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

Illus: Lawrence Snelly

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Blood Doll



Blood Doll

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

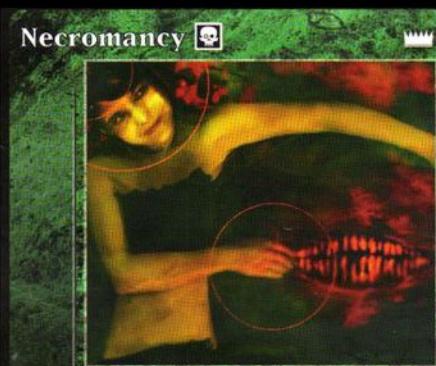
Illus: Lawrence Snelly

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**Master.**  
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Illus: Lawrence Snelly

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Necromancy

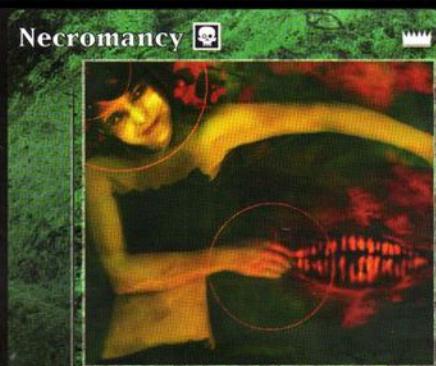


**Master: Discipline.**  
Put this card on a vampire. This vampire gains 1 level of Necromancy (D). Capacity increases by 1; the vampire is one generation older. Cannot be placed on a vampire with superior Necromancy.

+1

Illus: Sam Araya

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Necromancy

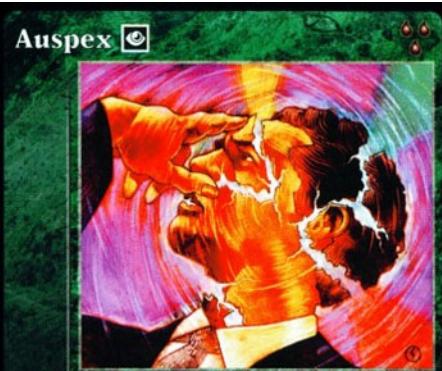
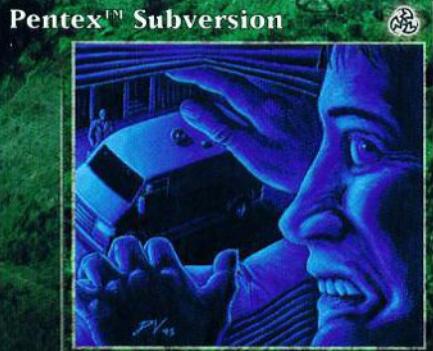


**Master: Discipline.**  
Put this card on a vampire. This vampire gains 1 level of Necromancy (D). Capacity increases by 1; the vampire is one generation older. Cannot be placed on a vampire with superior Necromancy.

+1

Illus: Sam Araya

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**Auspex****Pentex™ Subversion****Perfectionist****Perfectionist**

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

+1

Illus: Greg Simanson

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2

**Unique master.**  
Put this card on any ready minion. The minion with this card cannot take actions and cannot block actions. This card may be burned by any other minion as a action.

Illus: Pete Venters

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**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.

*Tegrius did not raise his hands to fight against the inevitable. He did not scream.*

Illus: Ken Meyer, Jr.

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**Master: archetype.**  
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*Tegrius did not raise his hands to fight against the inevitable. He did not scream.*

Illus: Ken Meyer, Jr.

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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).

Illus: Jeremy McHugh

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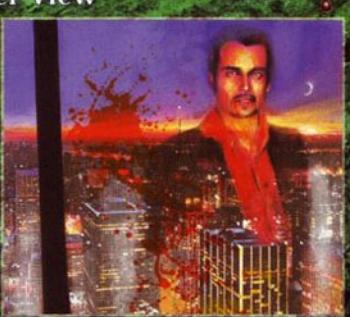
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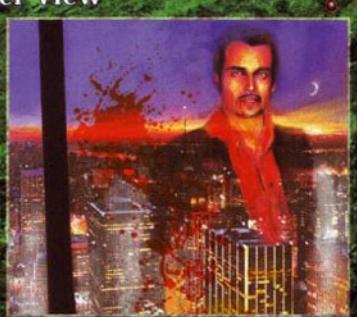
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**Wider View****Master: trifle.**

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.

Illus: Michael Gaydos

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**Wider View****Master: trifle.**

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Illus: Michael Gaydos

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1

**Master: trifle.**

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1

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