Far Mastery

+1 stealth action.
The acting vampire takes control of a retainer controlled by another vampire.
Take control of an ally controlled by another Methuselah.
DRAFT: Search your library for a retainer or ally and move that card to your hand (discard afterward).

1

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DRAFT: Search your library for a retainer or ally and move that card to your hand (discard afterward).

1

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New Management

Do not replace until the end of this action.
Take control of a location that is free or costs 1 blood or pool.
DRAFT: Burn a location.

There was never anything by the wit of man so well devised, or so sure established, which in continuance of time hath not been corrupted.
Book of Common Prayer

Illus: Mark Poole ©2008 CCP hf. All Rights Reserved

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Book of Common Prayer

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Sibyl's Tongue

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

X

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

X

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Perfect Clarity

Only usable when the action is announced.
Reaction cards that require Dominate or Presence do not affect this vampire for the duration of this action.
As above, and for the remainder of this action, minions opposing this vampire in combat cannot play cards that require Dominate or Presence.
DRAFT: As above.

2

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DRAFT: As above.

2

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Telepathic Vote Counting

Only usable during a referendum.
Cancel the referendum. If you played a political card to call this referendum, take the card back into your hand (discard afterward). Any votes cast are lost.
Force a vampire to abstain from voting. This can cancel that vampire's votes.
DRAFT: As above.

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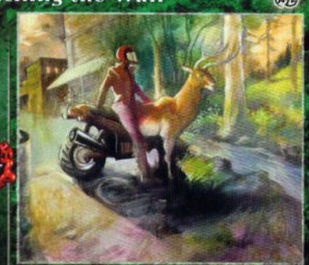
Cracking the Wall



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

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

1

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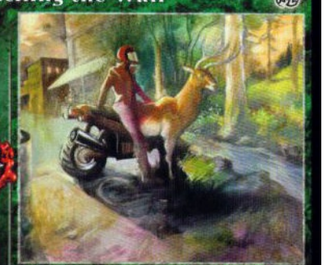
Cracking the Wall



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1

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Dreams of the Sphinx

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.

1

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1

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Gurchon Hall

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

3

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3

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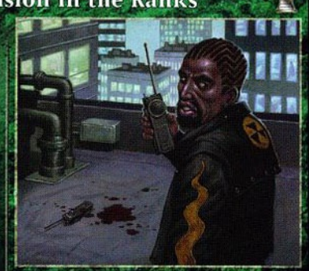
Tension in the Ranks



Unique master.
Put this card in play. Whenever a ready minion is burned or sent to torpor, his or her controller burns 1 pool. Any Methuselah can burn this card by discarding two master cards as a master phase action.

Even the war ghouls look nervous.
Assamites, Seekonk 2002 Storyline.

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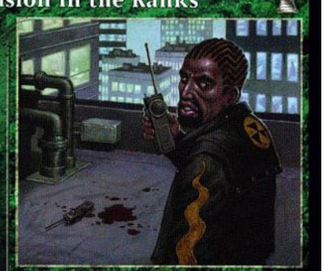
Tension in the Ranks



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Even the war ghouls look nervous.
Assamites, Seekonk 2002 Storyline.

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Vendetta

Only usable when you are successfully bled for more than 2 pool.
Put this card on the acting minion. Brujah *antitribu* get +1 strength in combat with the minion with this card. Any ready Brujah *antitribu* may enter combat with this vampire as a Ⓓ action. Burn this card if this minion goes to torpor.

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

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Shakespeare, *The Merchant of Venice*, act I, scene 3

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Abandoning the Flesh

Only usable by a vampire being burned. Usable by a vampire in torpor.
Remove this vampire from the game instead (diablerie, if any, is still successful), and put this card into play. You may not play this card if you already have an Abandoning the Flesh in play. You may tap this card when a vampire with Dementation is bleeding to give that vampire +1 bleed for the current action.

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Ablative Skin

+1 stealth action.
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.
As above, but this vampire may also prevent aggravated damage in combat in this way.
DRAFT: As above.

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The Art of Pain

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

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

2

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Art Scam

+1 stealth action.
Gain 2 pool.
DRAFT: +1 stealth action. Burn the Edge to gain 2 pool.

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

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Awe

Only usable during a referendum.
This vampire gets X+1 votes.
As above, but this vampire gets 2X+1 votes.
DRAFT: This vampire gains X votes.

We admire people to the extent that we cannot explain what they do, and the word "admire" then means "marvel at."
B.F. Skinner, *Beyond Freedom and Dignity*

X

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Banshee Ironwail

Unique melee weapon. Cold iron.
Strength+2 damage each strike. Bearer gets −1 stealth on each action. If bearer blocks an action, the acting minion burns 1 blood or life (before combat begins, if any).

For punishment, the Bean-Sidhe was artbound to the blade itself, and it has howled in its twice-damned existence ever since.
Michah Naught, Seelie sluagh grump

2

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Bauble

+1 stealth action.
Put this card on the acting vampire. Search your library and put a non-unique, non-location equipment card on another minion you control. Do not pay the cost to equip. The vampire with this card cannot attempt actions, block or vote. You may burn this card and the chosen equipment card during your untap phase or when the minion with the chosen equipment leaves the controlled region.
As above, but you may burn this card and the chosen equipment at any time.

2

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Black Forest Base

Master: unique location. Requires a ready Sabbat vampire.
Once each turn, a Sabbat vampire may call a referendum to give his or her controller 2 pool from the blood bank as a +1 stealth political action. Any Changeling may burn this card as a +1 stealth Ⓓ action.

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Black Gloves

Unique melee weapon.
Strength+1 aggravated damage each strike. Bearer takes 1 damage during strike resolution when this weapon is used, but only once each combat.

We know more about war than we know about peace, more about killing than we know about living.
Gen. Omar Bradley, 1948 speech

3

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Black Metamorphosis

Put this card on the acting vampire. This vampire gets one optional additional strike per round. A vampire may have only one Black Metamorphosis.
As above, and this vampire gets an optional press each combat.

2

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Blade of Enoch

Unique melee weapon.
Strike: strength+1 damage, only usable by a vampire with capacity above 5. Damage inflicted by this weapon on a Brujah or Brujah *antitribu* is aggravated. This vampire with capacity above 5 is immune to the effects of Frenzy cards.

1

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Blood of the Sabbat

+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 Ⓓ action he or she performs. A vampire may have only one Blood of the Sabbat.

1

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Bloodbath

+1 stealth action. Requires a ready archbishop, priscus, cardinal or regent.
Move 2 blood from the blood bank to a ready Sabbat vampire with capacity above 4. Put this card on that vampire. The vampire with this card gains 1 additional vote unless he or she has a title. A vampire may have only one Bloodbath.

1

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

Body Flare

Strike: 2 aggravated damage.
Strike: 2R aggravated damage.
DRAFT: Only usable in combat with an ally or a younger vampire. Strike: 2 aggravated damage.

The Star of Bethlehem itself couldn't have burned brighter.
Lambach, Sabbat cardinal

2

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Codex of the Damned

Unique equipment.
While the bearer has Thaumaturgy, he or she is considered to have superior Thaumaturgy. Each time the bearer with Thaumaturgy commits diablerie, each other ready vampire you control gains 1 blood, and each one younger than the victim may receive a master: Discipline card from your ash heap, hand, or library (shuffle afterward).

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Cull the Herd

+1 stealth action.
Ⓓ Look at another Methuselah's hand. That Methuselah discards all ally or retainer cards in his or her hand. The acting vampire gains 1 blood from the blood bank for each card discarded in this way.

1

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Daring the Dawn

Vampires cannot block this action. The acting vampire takes 2 unpreventable aggravated damage after the action resolves.
◇ **As above, but the acting vampire takes 1 unpreventable aggravated damage.**

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Dauntain Black Magician (Changeling)

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 ⓓ action. The Black Magician may burn a Tremere *antitribu* ⚲ controlled by your predator as a ⓓ action; burn the Black Magician if that action is successful.
DRAFT: As above, but with only 3 life.

3

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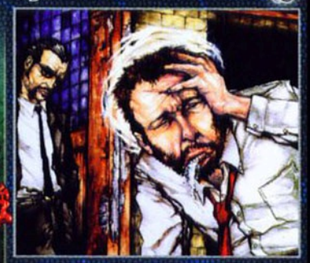
Derange



This is a +1 stealth action.
ⓓ Put this card on a younger vampire. The vampire with this card is considered to be the same clan as the acting vampire. The vampire with this card does not untap as normal. During his or her controller's untap phase, he or she may burn 1 blood to untap. The vampire with this card may move it to another vampire as a ⓓ action. This card cannot be placed on a Malkavian or Malkavian *antitribu*.

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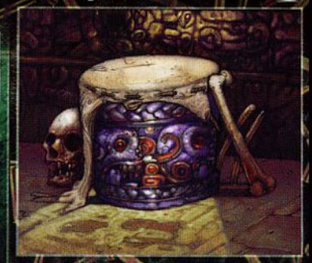
Disarm

Only usable at the end of a round of combat in which this vampire successfully inflicted more damage at close range than the opposing vampire. Not usable by a vampire being burned or going into torpor. Put this card on the opposing vampire and send that vampire into torpor. The vampire with this card has −1 strength. He or she may burn this card by burning 3 blood. A vampire can have only one Disarm.
◇ **As above, but the vampire with this card has −2 strength.**

Illus: L. A. Williams ©2006 White Wolf Publishing, Inc. All Rights Reserved

Drum of Xipe Totec



Unique equipment.
The vampire with this equipment has superior Celerity ◆. This vampire gets one optional maneuver each combat.

He leaps, each leap drawing more celerity from the power of the drum. He flies along the walls, he twists, he turns, he is a whirlwind, a tempest.
Nezahualcoyotl, Aztec poet

2

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Gang Tactics

Only usable when the action is announced.
If the action is blocked, the resulting combat is at close range. Other effects cannot change this; skip the determine range step during that combat.
DRAFT: As above, but do not replace until the end of this action.

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Gang Territory

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

2

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Gangrel Conspiracy

Master: out-of-turn.
Cancel a blood hunt called on a Gangrel *antitribu*. You may play this card during your turn.

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

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Giant's Blood

Master.
Fill a vampire to full capacity with blood from the blood bank. Only one Giant's Blood can be played in a game.

Ox is already difficult to manage. He would have been unstoppable after drinking the Giant's Blood. We couldn't allow it!
Ventrue, Trondheim 2002 Storyline

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Haven Affinity

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

1

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Heart of Nizchetus

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.

Occasionally, I think I see it beat. Just dancing shadows, perhaps, but fortune follows.
Radu Bistri, Tzimisce

1

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Hidden Pathways

■ Put this card in play. Your minions get +1 stealth on non-bleeding ⓓ actions against your prey. Any minion may burn this card as a ⓓ action. A Methuselah may have only one Hidden Pathways in play.
◆ **As above, but playing this card is a +1 stealth action.**

1

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The Hungry Coyote

Master: unique location.
Whenever a Sabbat vampire you control hunts successfully, he or she gains an additional blood.

2

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Inconnu Tutelage

Inconnu.
A Methuselah may spend four transfers and remove a vampire in his or her uncontrolled region from the game to search for any card in his or her library and put it in his or her hand (discarding and shuffling afterward).

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Infernal Familiar

Demon with 2 life.
⊠ The vampire with this retainer can play a card that requires a Discipline he or she does not have as if he or she had the basic level of that Discipline; if he or she does so, place an investment counter on the Infernal Familiar. If the number of investment counters on the Familiar is greater than this vampire's capacity, burn this vampire.
DRAFT: As above, but with 1 life.

2

Illus: Mike Chaney ©2006 White Wolf Publishing, Inc. All Rights Reserved

Infernal Pact

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

1

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Information Network

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

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

1

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Intimidation

■ ⓓ Bleed with +1 bleed.
◆ ⓓ **Bleed with +2 bleed.**
DRAFT: ■ ⓓ Bleed with +1 bleed.

They are weak and easily cowed. Show your fangs and they will run.
Gerard, Ventrue *antitribu*

Illus: Karl Waller ©2006 White Wolf Publishing, Inc. All Rights Reserved

Ivory Bow

Unique weapon.
Strike: 1R aggravated damage.

1

Illus: Jeff Holt

J. S. Simmons, Esq.

Unique mortal with 1 life.
The minion with this retainer gets +1 bleed.

Illus: Bob Stevlic

Kindred Manipulation

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

1

Illus: Brian LeBlanc

Left for Dead

Master: out-of-turn.
Only usable when an ally would be burned in combat. Combat ends. Put this card on that ally; that ally is not burned. Put 1 life on the ally from the blood bank if he or she has no life. Tap the ally. This ally does not untap as normal. If he or she enters combat, he or she is burned. Burn this card during his or her next untap phase.

Illus: Brian LeBlanc

Legacy of Caine

Master.
Put this card on a vampire with a capacity above 6 controlled by another Methuselah. This vampire cannot hunt as normal. He or she may hunt by stealing 1 blood from another vampire as a Ⓓ action.

Illus: Harold Arthur McNeill

Living Manse

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.

1

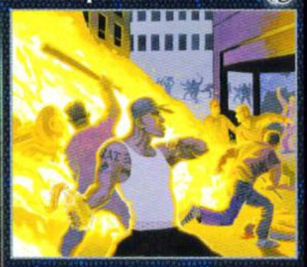
Illus: Mark Tedin

Lobotomy

Only usable when recruiting an ally.
If the action is successful, put this card on the ally and tap the ally. Actions that require Dominate or Presence do not affect this ally. This ally has –1 bleed and cannot use maneuvers.
As above, but the ally is not tapped.

Illus: Drew Tucker

Lunatic Eruption



Ⓓ Put this card on any ready minion. During his or her minion phase, the minion with this card must enter combat with a ready minion controlled by his or her prey as a Ⓓ action (unless the minion must hunt). Any minion may burn this card as an action.
As above, and the minion taking the action to burn this card takes 1 unpreventable damage when this card is burned.

2

Illus: Steve Prescott

Lupine Assault

Master. Do not replace until your influence phase.
Each Methuselah (including you) discards 5 cards of his or her choice, then draws back up to his or her hand size. Only one Lupine Assault may be played in a game.

1

Illus: Steve Prescott

Magic of the Smith

+1 stealth action.
Search your library for an equipment card and equip this acting vampire with it (requirements and cost apply as normal). Shuffle afterward.
As above, but this is a +3 stealth action.
DRAFT: As above.

1

Illus: Andrew Trabbold

Marked Path

Only usable after a successful Ⓓ action.
Put this card on the acting vampire. During a Ⓓ action against the same Methuselah (or same set of Methuselahs), this vampire may burn this card to get +1 stealth.
As above, but for +2 stealth.

Illus: Joe Slucher

Martinelli's Ring

Unique equipment.
Cards that require Malkavian, Malkavian *antitribu*, Dementation or Serpentis cannot target or be placed on this minion. Burn any cards on this minion that require any of those clans or Disciplines.

Illus: Eric Lofgren

Mylan Horseed (Goblin)

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.

1

Illus: Richard Thomas

Nephandus (Mage)

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 Ⓓ action.
DRAFT: As above, but with only 1 life.

2

Illus: Lawrence Snelly

Nosferatu Kingdom

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

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

2

Illus: Richard Thomas

NRA PAC

Government.
Any minion who successfully performs an equip action untaps at the end of the turn.

Illus: Eric Lofgren

Palla Grande

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.

Illus: Diana Vick

Patterns in the Chaos

Only usable when a bleed is successful. Look at the top card in the library of the Methuselah being bled.
Only usable when a bleed is successful. Look at the cards in the hand of the Methuselah being bled.
DRAFT: As above.

Unlike you, I am Awake, I see the threads that spin all around you.
Lilith

Illus: Leif Jones

Political Antagonist

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

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

2

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Political Struggle

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

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Power Structure

Unique master.
Put this card into play. Tap to give each Lasombra you control 1 additional vote for the current political action.

All political structure is based on power.
Weber, *Wirtschaft und Gesellschaft*

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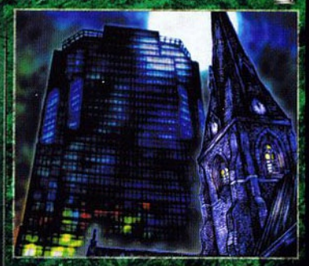
Powerbase: Montreal



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 Ⓓ action.

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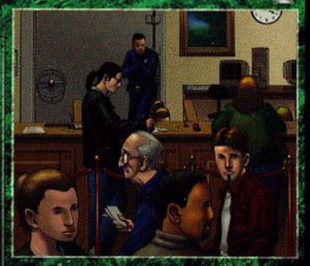
Protected Resources



Master.
Put this card in play. You do not burn more than 2 pool when a minion bleeds you, regardless of the amount of the bleed. Burn this card if a minion you control successfully bleeds.
DRAFT: As above, but don't burn this card unless your minion bleeds for 2 or more.

2

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Quickness

Additional strike.
As above, but this additional strike card does not count against this vampire's additional strike effect limit for this round. A vampire may only play one Quickness each round.
DRAFT: Additional strike.

There is no secrecy comparable to celerity.
Francis Bacon, "Of Delay"

1

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Reality Mirror

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

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Recruiting Party

Each Ventrue *antitribu* in your uncontrolled region gains 1 blood from the blood bank.
DRAFT: As above (targeting Ventrue *antitribu*).

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

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Regent

Master. Title.
Put this card on a Sabbat vampire you control with a capacity above 7 to represent the unique Sabbat title of regent. Any Sabbat vampire with a different controller can enter combat with this vampire as a Ⓓ action. If a Sabbat vampire diablerizes this vampire, move this card to the diablerist (before the blood hunt is called).

1

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Restructure

Ⓓ 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.
Take control of an ally controlled by another Methuselah.
DRAFT: Ⓓ Bleed at +1 bleed. Allies cannot block this action.

1

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San Nicolás de los Servitas

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

2

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Shadow Court Satyr (Changeling)

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

3

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Shadow Step

Maneuver.
Only usable before range is determined. This vampire burns 2 blood to set the range this round. Skip the determine range step this round.
DRAFT: As above.

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Sire's Index Finger

Unique equipment.
The vampire with this equipment is immune to frenzy cards (including Brujah Frenzy, Drawing Out the Beast, Frenzy, Rötschreck and Terror Frenzy).
DRAFT: As above, and if the equip action is successful, the acting minion untaps.

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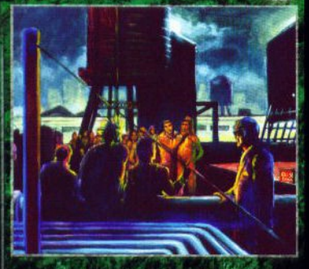
Slave Auction



Unique master.
Put this card in play with X blood where X is the number of Methuselahs in the game. You may use a master phase action to move 1 blood from this card to your pool. Burn this card if it has no counters.

1

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Soul Gem of Etrius

Unique equipment.
If this vampire is burned, draw the top card from your crypt. If it is younger, put the Soul Gem on him or her and move him or her to your ready region with blood from the blood bank equal to his or her capacity; otherwise, move that card to your uncontrolled region (and burn the Soul Gem). If bearer is diablerized, the diablerizing vampire cannot take the Soul Gem.

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Succubus

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

4

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Sunrise Service

+1 stealth action. Requires a ready Sabbat vampire.
Put this card on the acting vampire; he or she takes one point of aggravated damage (not preventable). You may burn this card when this vampire declares an action to make that action unblockable.

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Sword of Judgment

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

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

2

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Talons of the Dead

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

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

2

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Tier of Souls

ⓓ Move 1 blood from a minion controlled by your prey to this vampire.
◇ **As above, and put this card on the acting vampire. This vampire gets +1 bleed when bleeding your prey. Any minion may burn this card as a ⓓ action. A vampire may have only one Tier of Souls.**
DRAFT: As above.

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Tithings

1 Vote

Requires a ready Sabbat vampire with a capacity above 6.
Successful referendum means you steal 1 pool from each Methuselah who does not control a vampire with a capacity above 6.

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Transfer of Power

1 Vote

Successful referendum means you steal 1 pool from each Methuselah who has more pool than you do.

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Using the Advantage

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

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

1

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Visit from the Capuchin

Unique master.
Put this card into play with 4 counters on it. You get +X hand size, where X is the number of counters on this card. Each time you would draw to replace a card (not counting the card to replace the Visit), burn a counter from this card instead. Burn this card if it has no counters.

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War Ghoul

Ghoul with 5 life, 4 strength, 0 bleed.
When War Ghoul enters play, burn an ally or retainer you control. She can enter combat with any ready vampire controlled by another Methuselah as a ⓓ action. She may prevent 1 damage each round. Tap and burn War Ghoul to burn any location; you cannot use this ability during combat.

3

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Yawp Court

Master: unique location. Requires a ready Sabbat vampire.
Tap when a political action is successful, before the referendum, to have a ready untapped Sabbat vampire you control tap and enter combat with the acting vampire. If the acting vampire is still ready at the end of combat, the Sabbat vampire takes 2 damage, and the referendum is conducted as normal.

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Young Bloods

Unique mortal with 3 life. 2 strength, 0 bleed.
The Young Bloods can burn 2 blood from a tapped vampire with a capacity less than 8 as a +1 stealth ⓓ action. If a vampire controlled by another Methuselah burns the Young Bloods in combat or as an action, he or she gains 2 blood.

2

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