



## Eye of Hazimel



### 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 Ⓛ action. If this minion is a vampire, he or she has superior Chimerstry Ⓛ and superior Potence Ⓛ, and combat cards cost this vampire 1 less blood to play. While the bearer is ready, this equipment cannot be transferred, moved or stolen. If this equipment is burned, this minion takes 5 unpreventable damage. During your untap phase, burn 1 pool or burn this equipment.



Illus: Kieran Yanner

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## Alastor



1 Vote



### 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 Ⓛ action. This vampire cannot commit diablerie. A vampire may have only one Alastor.

Illus: Monte Moore

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## Archon



1 Vote



**Political Card — Worth 1 Vote.** Called by any prince or justicar at +1 stealth. 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 Ⓛ 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.

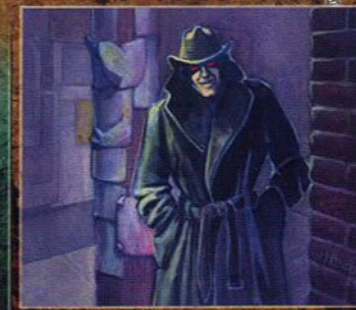
Illus: Heather Hudson

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## Parity Shift



**Political Card - Worth 1 Vote.** Called by any prince or justicar at +1 stealth. Choose a Methuselah who has more pool than you do. Allocate X of his or her pool between 1 or more of the other Methuselabs (including you), where X is the number of Methuselabs in the game. Successful referendum means the chosen Methuselah loses that pool, and it is allocated as you announced.

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## Assault Rifle



**Weapon: gun.**  
Strike: 4R damage, with an optional maneuver each combat.



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## Helicopter



### 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.

*We'll take a helicopter. There and back in a night.*

Hesha Ruhadze, Follower of Set



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## Kali's Fang



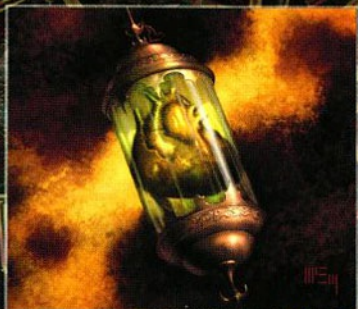
**Unique melee weapon.**  
Strength+1 aggravated damage each strike.



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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



Illus: Patrick McEvoy

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## Lucinde, Alastor



3

**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.

10

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## Jaroslav Pascek



3

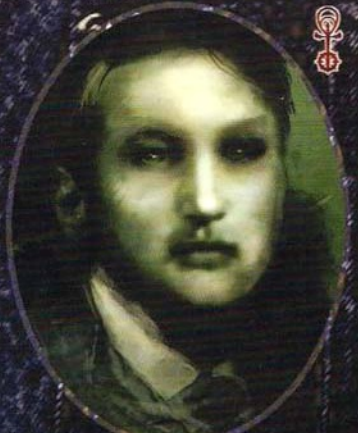
**Camarilla Brujah Justicar:** Jaroslav inflicts +2 damage with melee weapons. He can inflict 1 damage on each of your prey's Sabbat vampires as a (D) action. +1 intercept.

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Illus: Christopher Sly

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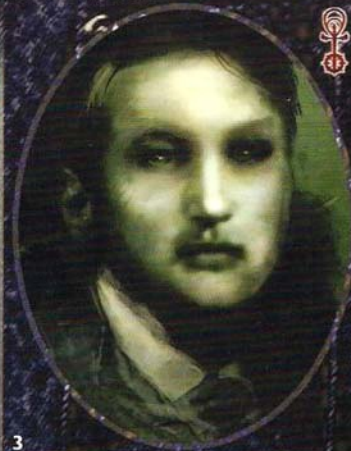
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Illus: Christopher Shy

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