

Abactor



+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).

Illus: Juan Calle

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Loss



[1] [D] Burn an equipment or location on a minion controlled by your predator or prey.

[D] [D] Bleed at +2 bleed.



Illus: Veronica Jones

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Truth of Blood



[1] [1] [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.

[D] [D] As above, but bleed at +2 bleed.



Illus: Peter Bergting

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Deed the Heart's Desire



Only usable as the action is announced.
[1] Choose a younger vampire. He or she cannot block this action.

[D] As above, and the chosen vampire cannot play reaction cards during this action.

*I'll pick up your hand and slowly blow your little mind
When you've made your mind up forever to be mine.
Donovan, "Sunshine Superman"*



Illus: Mike Chaney

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Draught of the Soul



Only usable when this acting vampire burns another vampire.

[1] [1] This vampire gains 1 blood.
[1] [1] This vampire gains 1 blood. Put this card on this vampire. The vampire with this card has +1 intercept.

[D] [D] As [1] [1] above, and this vampire gets +1 bleed when bleeding the controller of the burned vampire.

Illus: Durwin Talon

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Blood Awakening

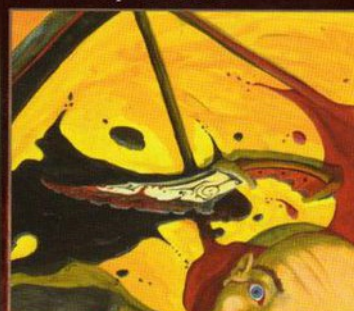


[1] [1] +1 intercept.
[D] [D] Only usable when a younger vampire is attempting to block this acting vampire. That block attempt fails. That vampire cannot attempt to block this action again.

Illus: Peter Bergting

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Baal's Bloody Talons



Only usable before resolution of a melee weapon's strike.
[1] [1] The damage from this weapon's strikes is aggravated. Burn this weapon at the end of this round.
[D] [D] As above, and this weapon inflicts an additional aggravated damage each strike.

Illus: Nigel Sade

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Black Sunrise



Only usable by a tapped vampire.

[1] [1] Only usable during a [D] action directed at you or something you control. This vampire untaps and attempts to block.

[D] [D] As above, but usable on any action.

Illus: Beth Wolf

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Taste of Death



[1] Strike: 1R aggravated damage. Only usable at long range.
[1] Strike: 2R aggravated damage. Only usable at long range.



Illus: Brad Williams

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Selective Silence



Only usable on the first round of combat.
[1] Maneuver.
[1] 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.

Illus: Jeff Holt

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Exuding Blood



[1] Strike: 1R damage, only usable at long range. Damage cannot be prevented.
[1] Strike: 2R damage, only usable at long range. Damage cannot be prevented.

*In the name of the Eldest, I reclaim that which is rightfully his.
 Ur-Shulgi*

Illus: Steve Ellis

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Abombwe



Master: Discipline. Trifle.
 Put this card on a Laibon or on a vampire with Protean **[1]**. This vampire gains one level of Abombwe **[1]**. Capacity increases by 1: the vampire is one generation older. Cannot be placed on a vampire with superior Abombwe.



Illus: Ken Meyer, Jr.

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Alastor



1 Vote



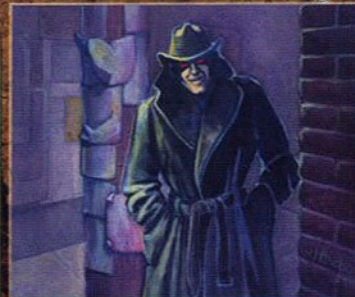
Requires a justicar or Inner Circle member.

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 **[1]** action. This vampire cannot commit diablerie. A vampire may have only one Alastor.

Illus: Monte Moore

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Archon



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 **[1]** 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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Tariq, The Silent



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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.)
Independent: Tariq's capacity is not reduced by his card text.

Illus: Steve Eidson

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Muaziz, Archon of Ulugh Beg



Camarilla: Blood hunts cannot be called on Muaziz. Muaziz gets +1 stealth on each of her actions.

Illus: Terese Nielsen

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Tariq, The Silent



Independent: Tariq's capacity is reduced by 4 while he is controlled. He can enter combat with a vampire controlled by another Methuselah as a \diamond action. Blood hunts can not be called on him. The Blood Curse doesn't affect him.

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Illus. Christopher Shy

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Bajazet al-Nasir



Independent: Once each combat, Bajazet can burn 1 blood to make damage from his hand strikes aggravated for the current round. (Blood Cursed)

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Illus. Christopher Shy

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Fatima al-Faqadi



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)

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Illus. John Van Fleet

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Babalawo Alafin



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.

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Illus. Sam Araya

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