

Brujah Clan Vampires

| Vampire Name | Age | Disciplines | Description |
|------------------------------|-----|-------------------|--|
| Constanza Vinti V2 | 8 | CE DO PO | Prince of Rome. +2 bleed if prey has a Ventrué. |
| Dónal O'Connor V2 | 8 | CE DO PO | Prince of Dublin. Vampires blocking him lose 1 blood before combat. |
| Gwendolyn V2 | 11 | au CE FO PO PS th | Inner Circle. +2 bleed. |
| Volker, The Puppet Prince V2 | 5 | CE po | Prince of Frankfurt. Cannot block Primogens. |

Brujah Clan Cards

| Card Name | Card Type | Cost | Description |
|-------------------------------|------------------|------|--|
| <i>Artistically Inept</i> U1 | Master | 1p | Play on a Brujah to make it so Toreadors cannot block it. Can be burned by a Toreador as a directed action. |
| <i>Brujah Debate</i> U1 | Master | 1p | Stays in play. Each player taps their highest capacity Brujah (if any) during their master phase. Brujahs get +1 hand damage and an optional maneuver each combat. Can be burned as a directed action by any non-Ventrué minion. |
| <i>Triole's Revenge</i> U1 | Action | 2 | (+1 Stealth) Directed action to put this card on a Ventrué which is not at capacity. The Ventrué must hunt every turn and is burned if it hunts while at full capacity. Can be burned as an action by any Ventrué. |
| Oxford University, England C2 | Master: Location | 2p | Unique. Tap and pay 2X pool to get X votes during a political action. Can be burned as a directed action by any minion; Ventrué get +1 stealth on this action. |

Gangrel Clan Vampires

| Vampire Name | Age | Disciplines | Description |
|------------------------|-----|----------------|---|
| Chandler Hungerford V2 | 3 | PT | +1 intercept to block other Gangrels. |
| Ingrid Russler V2 | 9 | AN do FO PT | Prince of Geneva. You get 2 extra transfers during your influence phase. |
| Katarina V2 | 9 | AN FO po pt | Prince of Glasgow. Gets +1 bleed if prey has a Ravnos. |
| Stanislava V2 | 11 | AN CE DO FO PT | Inner Circle. +2 bleed. Cannot be blocked by allies. Opposing vampire's retainer lose abilities during combat. |

Gangrel Clan Cards

| Card Name | Card Type | Cost | Description |
|------------------------------|-----------|------|--|
| <i>Gangrel Revel</i> U2 | Master | 3p | Stays in play. Your Gangrels get +1 hand damage. Can be burned as a directed action by a non-Ravnos minion. |
| <i>Shackles of Enkidu</i> U2 | Equipment | 2p | Unique. You can transfer this card to opposing minion before range is chosen in combat to end the combat. The opposing minion also does not untap and pays 2 blood during your untap phase. Can be burned by any minion as a directed action. |
| Werewolf Pack C2 | Ally | 4p | Unique. 3 life. 3 hand damage, 0 bleed. Takes no damage from melee weapons. |

Giovanni Clan Vampires

| Vampire Name | Age | Disciplines | Description |
|--|-----|----------------|---|
| Carlotta Giovanni V2 | 7 | do NC ob PO | <i>Non-Camarilla.</i> As a +1 stealth action, she can swap a card in your hand for one in your ash heap. |
| Cristoforo Giovanni V4 | 3 | nc po | <i>Non-Camarilla.</i> |
| Enzo Giovanni, Pentex Board of Directors V2 | 8 | an DO NC po th | <i>Non-Camarilla.</i> Can try to block any player's political action and gets +1 interrupt against Prince, Justicar and Inner Circle political actions. |
| Francesca Giovanni V2 | 4 | do nc po | <i>Non-Camarilla.</i> |
| Gaspere Giovanni V2 | 6 | ce nc PO | <i>Non-Camarilla.</i> +1 hand damage. During your master phase, can pay 2 blood to move a burned vampire to the top of your crypt. |
| Gloria Giovanni V2 | 4 | DO po | <i>Non-Camarilla.</i> |
| Regina Giovanni, The Right Hand of Augustus V2 | 10 | au DO fo NC PO | <i>Non-Camarilla.</i> Has 2 votes. Costs her 1 less to recruit allies or retainers. |
| Rudolpho Giovanni V4 | 3 | NC | <i>Non-Camarilla.</i> |
| Stefano Giovanni V2 | 6 | DO nc po ps | <i>Non-Camarilla.</i> Can pay 1 blood for one vote during political actions. |
| Vittorio Giovanni V2 | 5 | do fo nc po | <i>Non-Camarilla.</i> |

Giovanni Clan Cards

| Card Name | Card Type | Cost | Description |
|---|------------------|------|--|
| <i>Acquired Ventrue Assets</i> U1 | Master | 2p | Stays in play. Starts with 1 blood per Giovanni you control. Each master phase you can move 1 blood to one of your Giovanni. Burn this when runs out of blood. Can be burned by a non-Ventrue minion taking a directed action. |
| <i>Leonardo, Mortician</i> U2 | Ally | 1p | Unique. 2 life. 1 hand damage, 0 bleed. Can take a +1 stealth action to put 1 blood on a vampire. |
| <i>The Mausoleum, Venice</i> U1 | Master: Location | 1p | Unique. Tap for 2 votes during a political action. Only get 1 vote if Ventrue Headquarters is in play. |
| <i>Scapelli, The Family "Mechanic"</i> U2 | Ally | 3p | Unique. 3 life. 2R, 1 bleed. One optional press to continue during each combat. |
| <i>Guiseppe, Gravedigger</i> C2 | Retainer | 1 | Unique. 1 life. Vampire gets +1 stealth on Necromancy actions. |
| <i>Morgue Hunting Ground</i> C2 | Master: Location | 2p | Unique. One of your ready vampires gets 1 blood during untap. Only one blood can go to a vampire from Hunting Grounds each turn. |
| <i>Spiritual Protector</i> C2 | Retainer | 3 | Unique. 1 life. Immune to non-aggravated damage. Minions blocking or blocked by the vampire cannot use equipment in the combat. |
| <i>Zombie</i> C2 | Retainer | 1 | 2 life. When at close range combat, the opposing minion takes 1 additional damage. The vampire with this can burn it as a +1 stealth action to get 2 blood. |

Malkavian Clan Vampires

| Vampire Name | Age | Disciplines | Description |
|---------------------|-----|----------------|---|
| Greger Anderssen V2 | 7 | AU do OB pt | Prince of Stockholm. |
| Leandro V2 | 11 | AU ce do OB PS | Inner Circle. +2 bleed. If in play at start of an opponent's turn, they lose either 1 pool or all their transfers in their next influence phase. |
| Victoria V2 | 5 | AU ce ob | You can give up the Edge during your master phase for 2 pool. |
| Zöe V2 | 3 | AU ce ob | Does not get the normal +1 stealth when hunting. |

Malkavian Clan Cards

| Card Name | Card Type | Cost | Description |
|---------------------------------|------------------|------|--|
| <i>Forest of Shadows</i> U1 | Master: Location | 3p | Unique. Tap and have one of your Malkavians pay X blood to get +X stealth until end of turn. Cannot make stealth larger than opponent's current intercept plus one. Can be burned as a directed action by any minion. |
| <i>Madness of the Bard</i> U1 | Master | 2p | Unique. Stays in play. All players must speak in rhyme or pay 1 pool each time they don't. Can be burned by any minion as a directed action. |
| The Malkavian Seven Miseries C2 | Master | 1p | Stays in play. All political actions are at -1 stealth. Can be burned by any non-Tremere minion as a directed action. |

Nosferatu Clan Vampires

| Vampire Name | Age | Disciplines | Description |
|-----------------------|-----|-------------------|--|
| Amadeo V2 | 8 | an au OB PO ps | Primogen. Gains 1 additional blood from successful hunts. |
| Daliyah V2 | 4 | ob PT | |
| Harrod V2 | 11 | AN au CE OB PO ps | Inner Circle. +2 bleed. During your untap, can look at one card in your prey's inactive region. |
| Nikolaus Vermeulen V2 | 7 | an fo ob PO | Prince of Brussels. During your untap, can move 1 blood from him to an uncontrolled Nosferatu. |

Nosferatu Clan Cards

| Card Name | Card Type | Cost | Description |
|-------------------------------------|-----------|------|---|
| <i>Nosferatu Hosting</i> U1 | Master | 1p | Stays in play. You can use a master phase action to look at a vampire in another player's inactive region. Can be burned by a non-Toreador minion as a directed action. |
| <i>Nosferatu Performance Art</i> U1 | Action | 2 | +1 stealth if acting vampire is capacity 6+. Directed action to put a Toreador into Torpor or to burn a Toreador location. |
| Destructive Secrets C2 | Action | 1 | (+1 stealth) As a directed action, choose a minion and make it unable to block Nosferatu this turn. |

Ravnos Clan Vampires

| Vampire Name | Age | Disciplines | Description |
|-----------------------------------|-----|----------------|---|
| Andrei Puxón V2 | 5 | an ce ch fo | <i>Non-Camarilla.</i> |
| Darius Styx V2 | 9 | an CH FO PT th | <i>Non-Camarilla.</i> Can take a directed action to look at one card in a player's hand. If it is an equipment or retainer, Darius get the card at no cost. |
| Joaquina Amaya V2 | 6 | AN CH FO | <i>Non-Camarilla.</i> +1 stealth when equipping. |
| Kostantin, Baro of the Caravan V2 | 9 | AN ce CH do FO | <i>Non-Camarilla.</i> Can take +1 stealth directed action to steal equipment. |
| Natalia V2 | 7 | AN ch do fo | <i>Non-Camarilla.</i> +1 bleed. |
| Salbotore Bokkengro V2 | 4 | CH fo pt | <i>Non-Camarilla.</i> |
| Sasha Miklos V4 | 2 | ch | <i>Non-Camarilla.</i> |
| Tereza Rostás V4 | 8 | an au CH FO po | <i>Non-Camarilla.</i> Can take directed action and pay 2 blood to steal the Edge. |
| Tsigane V2 | 3 | au ch | <i>Non-Camarilla.</i> |
| Vaclav Petalengro V2 | 6 | AN CH fo po | <i>Non-Camarilla.</i> Gets +1 intercept to block Gangrels. |

Ravnos Clan Cards

| Card Name | Card Type | Cost | Description |
|---------------------------------------|------------------|------|--|
| <i>Goodnight, Sweet Prince</i> U1 | Master | 2p | Tap one of your Ravnos to move the next vampire in any player's crypt to their ash heap. Gain 2 pool if it is a Prince. |
| <i>Ravnos Cache</i> U1 | Master: Location | 2p | Unique. During your master phase you can put two pool on it (one from you). Tap to pay the cost of equipping with blood on this card. Can be burned as a directed action by any minion. |
| <i>Rom Gypsy</i> U2 | Ally | 3p | 2 life. 1R, 0 bleed. Gets an optional maneuver each combat. Tap to give +1 stealth to one of your Ravnos. |
| <i>Tara, The Hollow One (Mage)</i> U1 | Ally | 3p | Unique. 2 life. 1R, 0 bleed. Can take directed action to burn a Ravnos' equipment card to give it blood equal to the equipment's cost (1 if the cost was zero). |
| Fortune Teller C2 | Retainer | 1 | 1 life. During your minion phase you can look at one card in your prey's hand. |
| Fortune Teller Shop C2 | Master: Location | 2p | Unique. Tap to give +1 stealth to a Ravnos. |
| Park Hunting Ground C2 | Master: Location | 2p | Unique. One of your ready vampires gets 1 blood during untap. Only one blood can go to a vampire from Hunting Grounds each turn. |
| The Treatment C2 | Master | 1p | Stays in play. Play on a Prince that has bled you since your last turn to make it take 1 point of unpreventable damage each time it untaps. The Prince can burn this card with an action. |

Toreador Clan Vampires

| Vampire Name | Age | Disciplines | Description |
|------------------------|-----|-------------------|--|
| Alexandra V2 | 11 | AN AU CE do PS | Inner Circle. +2 bleed. May tap or untap a Toreador once during your turn. |
| Francios Villon V2 | 10 | AU CE ch ob po PS | Prince of Paris. +1 bleed. Can take +1 stealth directed action to steal up to 2 blood from a younger vampire. |
| Klaus van der Veken V2 | 9 | au CE ob PS th | Prince of Amsterdam. Can cancel the effects of one of your prey's hunting grounds. |
| Sigrid Bekker V2 | 6 | AU ce po ps | +1 bleed if your prey has any Nosferatu. |

Toreador Clan Cards

| Card Name | Card Type | Cost | Description |
|-------------------------------|------------------|------|--|
| <i>Toreador Grand Bell</i> U1 | Master | 1p | Stays in play. Tap one of your Toreadors and make it unable to untap as normal; Make another one of your Toreadors unblockable unless bleeding. Can be burned as a directed action by any minion; Nosferatu get -1 stealth on this action. |
| The Louvre, Paris C2 | Master: Location | 2p | Unique. Tap to tap a Toreador. If you control the Prince of Paris, you can tap to tap any minion. Can be stolen for a player by any minion as a directed action. |

Tremere Clan Vampires

| Vampire Name | Age | Disciplines | Description |
|-------------------------------------|-----|----------------|---|
| Blythe Candeleria V2 | 3 | AU TH | -1 hand damage against Malkavians. |
| Etrius V2 | 11 | AU DO OB pt TH | Inner Circle. +2 bleed. Can take directed +1 stealth action to steal 3 blood from a Tremere. |
| Javier Montaya V2 | 9 | an AU ce ps TH | Prince of Barcelona. +1 bleed. Pays 1 less to rescue a vampire in torpor. |
| Rebekka, Chantry Elder of Munich V2 | 8 | AU po PS TH | +1 stealth on all actions. +1 bleed if prey has any Malkavians. |

Tremere Clan Cards

| Card Name | Card Type | Cost | Description |
|---------------------------------------|------------------|------|--|
| <i>Tremere Convocation</i> U1 | Master | 2p | Stays in play. Tremere get +1 stealth on Thaumaturgy actions. Vampires with basic Thaumaturgy can use Thaumaturgy combat cards at superior level. Can be burned as a directed action by any minion; Malkavians get -1 stealth on this action. |
| <i>Wasserschloss Anif, Austria</i> U1 | Master: Location | 2p | Unique. Can move one blood from a Tremere to this card during your master phase. Can tap during influence phase to move all blood from this onto a Tremere in your inactive region. Can be burned as a directed action by any minion; Malkavians get +1 stealth on this action. |
| Corpse Minion C2 | Retainer | 1p | 1 life. Vampire can pay X blood to get +X intercept to current action. |

Ventrue Clan Vampires

| Vampire Name | Age | Disciplines | Description |
|------------------------------------|-----|-------------------|---|
| Arika V2 | 11 | au ce DO FO OB PS | Inner Circle. +2 bleed. During prey's untap for each location they have, they pay 1 pool or burn the location. |
| Queen Anne V2 | 10 | au DO FO ob PS | Prince of London. +1 bleed. Gets an additional +1 bleed if prey has any Tremere. |
| Ranjan Rishi, Camarilla Scholar V2 | 5 | DO fo PS | +1 bleed if prey has any Brujah. |
| Wilhelm Waldburg V2 | 9 | au ce DO FO PS | Prince of Berlin. If his title is contested, the contesting vampire loses an additional 1 blood each time it does not yeild. |

Ventrue Clan Cards

| Card Name | Card Type | Cost | Description |
|---------------------------------|------------------|------|---|
| <i>Powerbase: Berlin</i> U1 | Master: Location | 2p | Unique. Can use master action to put one blood on this card. Your Ventrues can take a +1 stealth action to put one blood on this card. Tap and burn X blood to give a Ventrue +X intercept against a political action. Can be stolen by a successful vote called as a +1 stealth action. Burned if controller controls no Ventrue. |
| Ventrue Directorate Assembly C2 | Master | 2p | Each Ventrue gets an extra vote. Can be burned as a directed action by any minion; Brujahs get +1 stealth on this action. |

Master Cards

| Card Name | Cost | Description |
|--|------|---|
| <i>Antediluvian Awakening</i> U2 | | Unique. Stays in play. Each player loses 1 pool at the start of their untap phase. Any player can burn this card by burning a 4+ vampire they control. |
| <i>Bureaucratic Overload</i> U2 | | Unique. Stays in play. It costs 1 additional blood to do a political action. Can be burned by calling a successful vote as a +1 stealth action. |
| <i>Fear of Mekhet</i> U1 | 2p | Play on a Justicar or Inner Circle vampire to tap it. During its controller's untap, the vampire loses 5 blood or burn this card and the vampire. If paid, pass this to another Inner Circle vampire if possible; if not, burn this card. |
| <i>Legendary Vampire</i> U2 | 2p | Unique. Play on a 7+ vampire that became active during your last turn to give it +2 bleed and an additional 2 votes. Can be burned with a successful +1 stealth vote action by any minion. |
| <i>Malkavian Derangement: Alternate Personality</i> U2 | 2p | Stays in play. Play on a Malkavian to make the controller flip a coin each time the vampire acts. On tails, the action fails, the vampire taps, and the player pays 1 pool. |
| <i>Pentex Subversion</i> U3 | 2p | Unique. Stays in play. Put on a minion to make it unable to act or to block actions. Can be burned as a directed action by any other minion. |
| <i>Playing for Keeps</i> U1 | X | Unique. Stays in play. X is the number of players. When ousting their prey, a player get the prey's ante card and antes an additional card. Only use when playing for ante. |
| <i>Strained Vitae Supply</i> U2 | | Stays in play. Vampires do not get stealth when hunting. Players can use a master phase action to transfer one pool onto this card. Burn this card when it has 1 pool per player. |
| <i>Whispers of the Nictuku</i> U2 | | Unique. Stays in play. Nosferatu lose 1 blood each time they untap during untap. Can be burned by any player paying 1 pool and 4 transfers during their influence phase. |
| Giovanni Discrimination C2 | 1p | Unique. Stays in play. It costs a Giovanni 1 additional blood to block an action. Can be burned as a directed action by any minion. |
| The Hunt Club C1 | | Unique. Stays in play. Play on any vampire to give it +1 stealth to diablerize. The vampire cannot vote if a Blood Hunt is called. |

Master Cards: Locations

| Card Name | Cost | Description |
|--|------|--|
| <i>Elysium: The Palace of Versailles</i> U2 | 2p | Unique. Tap during a political action to give all your Primogen, Princes, Justicars and Inner Circles an extra vote. |
| <i>Heidelberg Castle, Germany</i> U2 | 2p | Unique. Tap to move as much blood, equipment or retainers as you want between two of your vampires. |
| <i>London Evening Star, Tabloid Newspaper</i> U2 | 3p | Unique. Tap to give a minion +1 intercept for the current action. |
| <i>Pere Lachaise, France</i> U2 | 3p | Unique. You can put one of your burned vampires on this card when it is played. Can use a master phase action to put one blood on the vampire. Vampire becomes active at end of master phase if it reaches capacity. Can be burned along with the vampire as a directed action by any minion. |
| <i>Powerbase: Rome</i> U2 | 2p | Unique. Can use master action to transfer one blood on this card. Your Giovanni can take a +1 stealth action to transfer up to two blood on this card. Tap and burn X blood to gain X votes during a political action. Can be stolen as a directed action by any minion. |
| Inbase Discotek, Frankfurt C2 | 2p | Unique. Tap when a vampire hunts successfully to give it an additional blood. |
| Secure Haven C2 | 1p | Unique. Play on a minion to make the minion unaffected by directed actions. Players pay an additional pool to play master cards on the minion. Burn this card if minion goes to torpor. |

Master Cards: Skills

| Card Name | Description |
|---------------|---|
| Chimerstry C2 | Play on minion without superior Chimerstry and it gets +1 Age and Chimerstry, or superior if it already had Chimerstry. |
| Necromancy C2 | Play on minion without superior Necromancy and it gets +1 Age and Necromancy, or superior if it already had Necromancy. |

Actions (no discipline)

| Card Name | Cost | Description |
|--|------|---|
| <i>Judgement: Camarilla Segregation</i> U1 | 1 | Prince or Justicar. (+1 stealth) Stays in play. Each player pays 1 pool at the start of their untap if they control any <i>Non-Camarilla</i> vampires. Can be burned by a player burning a <i>Non-Camarilla</i> vampire during their minion phase. |
| <i>Judgement: Death to the Brujah!</i> U1 | 1 | Prince or Justicar. (+1 stealth) Stays in play. All vampires can take a directed action to attack a Brujah controlled by another player. Only one can be played in a game. Can be burned by a player burning a Brujah during their minion phase. |
| <i>Of Noble Blood</i> U2 | 1 | Primogen. (+1 stealth) Make a non-Caitiff of capacity 6+ into a Primogen. |

Action Modifiers (no discipline)

| Card Name | Cost | Description |
|-------------------|------|--|
| Clan Loyalty C2 | 1 | Play when your acting vampire is blocked by a vampire of the same clan to cancel the block and any further blocks of this vampire this turn by members of that clan. |
| Closed Session C2 | | Prince, Justicar or Inner Circle. Use during a political action to stop all <i>Non-Camarilla</i> vampires from voting. |

Actions: Political (no discipline)

| Card Name | Cost | Description |
|-------------------------------------|------|---|
| <i>Anathema</i> U2 | | Prince or Justicar. (+1 stealth) On a successful vote, put this card on a vampire. If that vampire is reduced to zero blood in combat, it is burned and the player controlling the opposing minion gains pool equal to the vampire's capacity. Worth one vote. |
| <i>Banishment</i> U2 | | Any Vampire. (+1 stealth) On a successful vote, moves a vampire of your choice into its controller's inactive region. It keeps any blood counters and cards on it. Worth one vote. |
| <i>Command of the Harpies</i> U2 | | Any Vampire. (+1 stealth) On a successful vote, a Prince loses his or her title. Worth one vote. |
| <i>Giovanni Acceptance</i> U2 | | Any Vampire. (+1 stealth) On a successful vote, the Giovanni are now Camarilla vampires. Worth one vote. |
| <i>Praxis Seizure: Amsterdam</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Amsterdam. Worth one vote. |
| <i>Praxis Seizure: Barcelona</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Barcelona. Also gets +1 capacity if vampire is a Tremere. Worth one vote. |
| <i>Praxis Seizure: Berlin</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Berlin. Also gets +1 capacity if vampire is a Ventrue. Worth one vote. |
| <i>Praxis Seizure: Brussels</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Brussels. Also gets +1 capacity if vampire is a Nosferatu. Worth one vote. |
| <i>Praxis Seizure: Dublin</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Dublin. Worth one vote. |
| <i>Praxis Seizure: Frankfurt</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Frankfurt. Worth one vote. |
| <i>Praxis Seizure: Geneva</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Geneva. Also gets +1 capacity if vampire is a Ventrue. Worth one vote. |
| <i>Praxis Seizure: Glasgow</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Glasgow. Also gets +1 capacity if vampire is a Gangrel. Worth one vote. |
| <i>Praxis Seizure: London</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of London. Worth one vote. |
| <i>Praxis Seizure: Paris</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Paris. Also gets +1 capacity if vampire is a Toreador. Worth one vote. |
| <i>Praxis Seizure: Rome</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Rome. Also gets +1 capacity if vampire is a Brujah. Worth one vote. |
| <i>Praxis Seizure: Stockholm</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Stockholm. Also gets +1 capacity if vampire is a Malkavian. Worth one vote. |
| <i>Praxis Seizure: Venice</i> U2 | | Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Venice. Each Giovanni gets an extra vote for this, but if the Prince is not a Giovanni, tap all Giovanni. Worth one vote. |
| <i>Ravnos Acceptance</i> U2 | | Any Vampire. (+1 stealth) On a successful vote, the Ravnos are now Camarilla vampires. Worth one vote. |
| <i>Wrath of the Inner Circle</i> U1 | | Inner Circle. (+1 stealth) On a successful vote, a Justicar loses its title and gets -1 capacity to a minimum of 1. Worth one vote. |
| <i>Tradition Upheld</i> C2 | | Prince, Justicar or Inner Circle. (+1 stealth) On a successful vote, burn a Caitiff. Worth one vote. |

Allies (no discipline)

| Card Name | Cost | Description |
|---------------------------------|------|---|
| <i>Order of Hermes Cabal</i> U1 | 4p | Unique. 2 life. 1R aggravated, 1 bleed. Can take directed action to attack another player's Tremere. |

Equipment (no discipline)

| Card Name | Cost | Description |
|---|------|--|
| <i>Inveraray, Scotland</i> U3 | 1 | Unique Location. The vampire can put 1 blood on this as an action. Vampire gets +1 bleed for each blood on this card. Cannot have more than 3 blood on this card. |
| <i>Ruins of Villars Abbey, Belgium</i> U1 | 2 | Unique Location. The vampire can pay X blood before combat begins to get X optional maneuvers for the combat. |
| <i>Vial of Elder Vitae</i> U3 | 1p | Vampire can burn this to get any basic discipline, or to upgrade to superior in an existing basic discipline, until start of your next untap. |
| <i>Dartmoor, England</i> C2 | 2 | Unique Location. The vampire gets +1 stealth on Animalism or Protean actions. |
| <i>Incriminating Videotape</i> C2 | 1p | Choose one of your prey's minions to be unable to block the vampire with this card. |
| <i>Palatial Estate</i> C2 | 2 | Unique Location. The vampire gains one blood (up to capacity) at beginning of your master phase. |
| <i>Sacre Cour Cathedral, France</i> C2 | 2 | Unique Location. The vampire cannot be blocked by allies. |
| <i>Vial of Garou Blood</i> C2 | 1p | Vampire can burn this during combat before range is chosen to get +1 hand damage and an additional strike each round for the rest of combat. It cannot use any other equipment cards during this combat. |

Reactions (no discipline)

| Card Name | Cost | Description |
|---------------------------------|------|---|
| <i>Legacy of Power</i> U1 | 3 | Prince, Justicar or Inner Circle. Play when one of your vampires enters combat. Tap this vampire which is not in the combat to end the combat and send the combatants into torpor. |
| <i>Conflict of Interests</i> C2 | | Play during a political action to cancel votes from a member of the same clan as the reacting vampire. |

Retainers (no discipline)

| Card Name | Cost | Description |
|----------------------------|------|---|
| <i>Faithful Servant</i> C2 | 2 | 1 life. Vampire gets 1 blood at start of minion phase if it is in torpor. |

Animalism

| Card Name | Card Type | Cost | Description |
|-------------------------|-----------|------|---|
| Shepherd's Innocence C2 | Action | 2 | (+1 stealth) Take control of an Animalism card. If it is an equipment or retainer, put the card on one of your vampires. <i>Above but for all Animalism cards in play instead of just one.</i> |

Auspex

| Card Name | Card Type | Cost | Description |
|--------------------------|-----------|------|---|
| Precognizant Mobility C2 | Action | 1 | (+1 stealth) Untap a younger vampire or an ally. <i>Above but any vampire or ally.</i> |

Celerity

| Card Name | Card Type | Cost | Description |
|------------|-----------|------|--|
| Riposte C3 | Combat | 1 | Strike: combat ends and opposing minion takes 1 unpreventable damage. Not usable during first round of combat. <i>Above but 2 damage.</i> |

Chimerstry

| Card Name | Card Type | Cost | Description |
|--------------------------|-----------------|------|---|
| Horrid Reality U2 | Combat | 2 | Use before range is determined to equip (for free) your vampire with the first piece of equipment found in your library, then reshuffle. Burn the equipment at the end of the combat. <i>Above but equipment goes to the library (reshuffle) at end of combat. {Says to burn weapon in normal case but has errata to burn equipment}</i> |
| Sensory Deprivation U2 | Action | 3 | Burn a retainer -or- Make an ally not untap as long as the acting vampire is in play. <i>Above and can choose to make a vampire unable to untap as long as the acting vampire is in play.</i> |
| Apparition C2 | Combat | 1 | Prevent up to 1 damage each round of this combat. (Do not replace until after combat.) <i>Above but 2 damage.</i> |
| Blessing of Durga Syn C2 | Combat | 2 | Strike: steal equipment. <i>Strike: steal equipment with first strike.</i> |
| Far Fatuus C2 | Combat | 2 | Strike: 2R . Only usable at long range. <i>Above and also prevents all damage from opponent's strikes for the rest of this round.</i> |
| Fata Morgana C2 | Action Modifier | 1 | +1 stealth. <i>+1 bleed and +1 stealth. You cannot play any other action modifiers to increase this bleed.</i> |
| Ignis Fatuus C2 | Reaction | 1 | Gives acting minion -1 stealth for the rest of the turn. <i>Reduce a bleed to any player by 1.</i> |
| The Trick of Danya C2 | Action | 1 | (+1 stealth) Steal one blood from one of your prey's inactive vampires and put it in your pool or on one of your inactive vampires. |
| Veiled Sight C2 | Reaction | 2 | Played by a vampire attempting to block the acting vampire to reduce the acting vampire's stealth to zero. The stealth can be increased after this is played. <i>Above and if combat begins the reacting vampire can steal 1 blood before combat begins.</i> |

Dominate

| Card Name | Card Type | Cost | Description |
|----------------------|-----------|------|---|
| Kindred Coercion U2 | Reaction | X | Play during a political action to cancel the votes of X minions that are not older than this vampire. <i>Above but you can change their votes to something of your choice.</i> |
| Thoughts Betrayed C2 | Combat | 2 | Opposing minion takes 1 additional damage in the first round. Only usable before combat begins. <i>Opposing minion cannot use any cards during the combat. Only usable before combat begins.</i> |

Fortitude

| Card Name | Card Type | Cost | Description |
|------------------|-----------|------|---|
| Force of Will C2 | Action | 1 | Used by a tapped vampire to untap; It gets +1 bleed as a directed action but takes 2 points of unpreventable aggravated damage when the action or combat completes. <i>Above but at +2 bleed and only 1 point of damage.</i> |

Necromancy

| Card Name | Card Type | Cost | Description |
|---------------------------------|----------------------------|------|--|
| Compel the Spirit U2 | Action | 1 | (+1 stealth) Move a retainer or ally that was burned since your last turn into your hand. <i>Above but can put the card into play without paying the cost. If it is a retainer, it goes on the acting minion.</i> |
| Release of the Shackled Soul U2 | Action | 1 | Directed action to burn your prey's ally or retainer. <i>Above but with +1 stealth.</i> |
| Eyes of the Dead C2 | Reaction | | +1 intercept to block a minion trying to diablerize one of your vampires. <i>Above but +2 interrupt.</i> |
| Jar the Soul C2 | Action | | (+1 stealth) Directed action to tap a minion. <i>Above but the minion also loses 1 blood.</i> |
| Possession C2 | Action | 2 | Move a vampire from your ash heap into your inactive region. <i>Move a vampire from your ash heap into play with 1 blood on it.</i> |
| Soul Stealing C2 | Action Modifier | | Use when your vampire burns a vampire controlled by your prey. Give this vampire half (round down) of the burned vampire's capacity in blood. |
| Spectral Divination C2 | Action Modifier / Reaction | 1 | +1 Stealth (if acting) +1 intercept (if reacting) |
| Spiritual Intervention C2 | Combat | | Strike: dodge. Strike: combat ends. |
| Torment the Soul C2 | Combat | | Strike: 1R. Not usable in first round of combat. <i>Above but damage is aggravated.</i> |

Obfuscate

| Card Name | Card Type | Cost | Description |
|---------------------|-----------|------|--|
| Sacrificial Lamb C2 | Action | 3 | Burn one of your vampires in torpor to give acting vampire X blood and any equipment on the burned vampire. X is the burned vampire's capacity. This is not diablerie. <i>Above as a directed action and you can choose a vampire in another player's torpor.</i> |

Potence

| Card Name | Card Type | Cost | Description |
|------------------|-----------|------|--|
| Burning Wrath C2 | Combat | 3 | Strike: +1 hand damage, aggravated <i>Above but +2 hand damage.</i> |

Presence

| Card Name | Card Type | Cost | Description |
|--------------------|-----------------|------|---|
| Aire of Elation C3 | Action Modifier | 1 | +1 bleed -or- +2 bleed if the acting vampire is a Toreador. No other action modifiers can be played to increase the bleed for this action. <i>+2 bleed -or- +3 bleed if the acting vampire is a Toreador. No other action modifiers can be played to increase the bleed for this action.</i> |

Protean

| Card Name | Card Type | Cost | Description |
|-------------------------|-----------------|------|--|
| Horrific Countenance C2 | Action Modifier | 4 | Play when a vampire is blocked to untap the blocking minion and make the action unblockable instead. |

Thaumaturgy

| Card Name | Card Type | Cost | Description |
|-----------------|-----------|------|--|
| Rutor's Hand C1 | Action | 1 | (+1 stealth) Vampire takes 1 unpreventable aggravated damage, but beginning next turn it gets an extra untap during your minion phase for the rest of the game. <i>Above but damage can be prevented.</i> |