

Spoils of War



Only usable after a successful Ⓣ action.
This vampire gains 1 blood and you gain 1 pool.

Illus: August Bogedal Hansen

Marked Territory



+2 stealth action.
Put this card on this vampire and untap him or her. You can burn this card to give this vampire +2 intercept during a Ⓣ action against you. A vampire can have only one Marked Territory.

Illus: August Bogedal Hansen

Inside Dirt



Ⓣ Burn the Edge to burn 2 blood from a vampire controlled by another Methuselah, or to cause your prey to burn 2 pool.

Illus: Javier Santos

Public Vilification



1 Vote



Requires a titled Sabbat vampire.
Choose a younger ready vampire controlled by another Methuselah. Successful referendum means this vampire steals 3 blood from the chosen vampire.

Illus: zelgaris

Under Siege



+1 stealth action. Unique.
Requires a titled Sabbat vampire.
Put this card in play with 3 counters. Once each action, a Sabbat vampire you control can burn 1 counter from this card to untap and attempt to block with +1 intercept, even if intercept is not yet needed. Burn this card when it has no counters.

Illus: Anna Evertsdotter

Show of Force



Ⓣ Ⓢ Ⓣ Ⓣ Ⓣ Bleed at +1 bleed. If this action is blocked, before range is determined during the first round of the resulting combat, this vampire can gain +1 strength this combat.
Ⓢ Ⓢ Ⓣ Ⓣ Ⓣ **As above, but at +2 bleed.**

Illus: zelgaris

Instantaneous Transformation



Ⓣ Ⓢ Ⓣ Ⓣ Ⓣ +1 stealth.
Ⓢ Ⓢ Ⓣ Ⓣ Ⓣ **Only usable at the end of a successful action (after action resolution).** This vampire untaps. A vampire can play only one Instantaneous Transformation at superior each turn.

Illus: Riccardo Fabiani

Shadow Boxing



Ⓢ Ⓢ Ⓣ Ⓣ Ⓣ Maneuver, only usable to go to close range, or press, only usable to continue combat.
Ⓢ Ⓢ Ⓣ Ⓣ Ⓣ **Only usable after a combat resulting from a block.**
Not usable if the blocking minion is ready. This vampire burns 1 blood to continue the action as if unblocked.

Illus: Javier Santos

Dark Steel



Only usable before range is determined. A minion can play only one Dark Steel each combat.
Ⓢ Ⓢ Ⓣ Ⓣ Ⓣ The opposing minion takes 1 damage each round of combat during normal strike resolution (at close range). This vampire gets an optional maneuver this round, only usable to go to close range.
Ⓢ Ⓢ Ⓣ Ⓣ Ⓣ **As above, but for 2 damage.**

Illus: Javier Santos

Shakar: the Hunt



Master: contract. Trifle. Unique. Requires a Black Hand vampire.
Put this card on a ready minion. Every Black Hand vampire is considered chosen for this contract. Any Black Hand vampire can enter combat with this minion as a +1 stealth Ⓛ action. Burn this card when this minion leaves the ready region.

Illus: Javier Santos

Recruitment Exercise



+1 stealth action. Requires a Black Hand vampire.
Show the top card of your crypt to all Methuselahs and move it to your uncontrolled region. Add 1 blood from the blood bank to it if it is a Black Hand vampire.

Illus: Anna Evertsdotter

Esprit de Corps



+1 stealth action. Unique.
ⓁⓁ Put this card in play and untap this vampire. Minions you control get +1 strength. Burn this card during your untap phase.
♦♦ As above, and you can burn this card to cancel an action card requiring **Dementation** Ⓛ, **Dominate** Ⓛ or **Presence** Ⓛ that would target you (or a card you control) as it is played.

Illus: August Bogedal Hansen