

Bear's Skin



Only usable before range is determined. A vampire can play only one Bear's Skin each combat.
 ⚡ This round, this vampire gets +1 strength and can prevent 1 damage.
 ⬠ This combat, this vampire gets +1 strength and can prevent 1 damage each round.

Illus: Heather Kreiter

2014

Ennoia's Theater



Unique location.
 You can tap this card to get +1 hand size this turn.
 You can tap this card during your influence phase to get +1 transfer.

Illus: Javier Santos

2014

Gift of Proteus



+1 stealth action.
 Put this card on this Gangrel ⚡ with any number of cards requiring Protean ⚡ from your hand face down (you can look at the cards at any time). This Gangrel can play these cards as if from your hand. Burn this card when it has no cards on it. A vampire can have only one Gift of Proteus.

Illus: Javier Santos

2014

Thing



+1 stealth action.
 Add 2 blood to a Gangrel ⚡ in your uncontrolled region.

Illus: Javier Santos

2014

Skaald



+1 stealth action. Requires an untitled Gangrel ⚡ with capacity 5 or more. Unique.
 Put this card on this Gangrel and untap him or her. This untitled Gangrel gets +2 votes during referendums called by a Gangrel. Any older untitled Gangrel can steal this card as a +1 stealth Ⓞ action.

Illus: Gines Quinero

2014

Rewilding



Ⓞ Burn a location and burn 2 pool from its controller.

*Cities and Thrones and Powers,
 Stand in Time's eye,
 Almost as long as flowers,
 Which daily die*
 Rudyard Kipling, Puck of Pook's Hill

Illus: Tomáš "zelgaris" Zahradníček

2014

Nar-Sheptha



Unique wraith with 1 life.
 While this vampire is in combat, you get +2 hand size, and the opposing minion is considered the acting minion.



Illus: Noora Hirvonen

2014

Zephyr



Only usable after an unsuccessful action.
 ⚡ This vampire untaps at the end of the turn.
 ⬠ This vampire untaps.

Illus: Javier Santos

2014

Priority Contract



Unique contract. Trifle.

Put this card on a minion controlled by your prey and choose a ready Assamite ⚡ you control. The chosen Assamite can enter combat with this minion as a +1 stealth Ⓞ action. If this minion would leave the ready region, you can burn this card to gain 3 pool.

Illus: Anna Evertsdotter

2014

Dam the Heart's River



Frenzy. Only usable before range is determined. A vampire can play only one Dam the Heart's River each combat.

☐ This combat, each strike or damaging effect made against the opposing minion inflicts +1 damage.

◆ As above, and this combat, strikes cost the opposing minion 1 additional blood or life, and the opposing minion can choose not to strike.

Illus: Jake Smidt

2014

Sanguine Entrapment



Only usable before range is determined. A vampire can play only one Sanguine Entrapment each round.

☐☐ The opposing minion cannot strike: dodge this round.

◆◆ The opposing minion cannot strike: combat ends this round.

Illus: Gines Quinero

2014

Focus the Blood



Only usable before range is determined.

Put this card and 1 blood on this Assamite *Assamite*. When this vampire plays a combat card, he or she can burn this card to reduce the cost of that card by 1 blood. A vampire can play only one Focus the Blood each combat.

Illus: Carmen Cornet

2014

Suspension of Disbelief



☐☐ Bleed at +1 bleed.

◆ As above, and minion cards that reduce the bleed or change its target cost 1 additional blood or life.

Illus: James Richardson

2014

Hall of Mirrors



Only usable during the first round of combat.

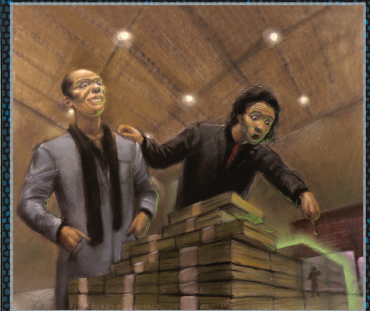
☐ Maneuver.

◆ This vampire burns 1 blood to cancel the opposing minion's strike card as it is played, and its cost is not paid (the minion chooses another strike). A vampire can play only one Hall of Mirrors at superior each combat.

Illus: James Richardson

2014

Illusory Resources



+1 stealth action. Unique.

☐ Put this card in play with 1 counter. During your untap phase, a ready vampire with Chimerstry ☐ you control can move 1 blood to this card. You can burn X counters from this card to reduce a bleed against you by X.

◆ As above, but this card comes in play with 2 counters.

Illus: Gines Quinero

2014

Funeral Wake



Usable by a tapped vampire.

☐ Untap a mummy, wraith, or zombie ally you control.

◆ Untap up to two mummy, wraith, or zombie allies you control.



Illus: Carmen Cornet

2014

Giulia Giovanni Abruzzina



Unique wraith with 1 life. 0 strength, 0 bleed.

When a Giovanni ☐ you control is in combat, you can tap Giulia before range is determined to set the range for the round to close.



Illus: Gines Quinero

2014

Gianna di Canneto



Unique wraith with 2 life. 1 strength, 1 bleed.

When another of your minions is in combat, Gianna can tap and burn herself to burn any equipment on the opposing minion, or tap during strike resolution to inflict 1 unpreventable damage on the opposing minion.



Illus: Javier Santos

2014

Blight



Only usable before range is determined. A vampire can play only one Blight each combat.

☑ The opposing minion gets -1 strength this combat.

◆ As above, and this combat, the opposing minion cannot use additional strikes or presses to continue combat.

Illus: Javier Santos

2014

Spiritual Guidance



Play a combat card from your ash heap as if from your hand. When that card would be burned, remove it from the game instead. A vampire can play only one Spiritual Guidance each combat.

Illus: Gines Quiñero

2014

In Memory of the Two Lands



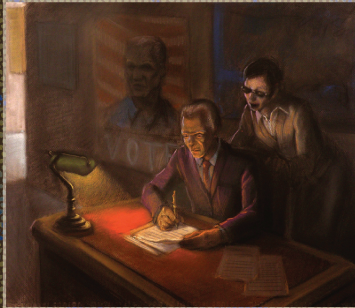
Unique.

Put this card in play with X counters, where X is the number of Followers of Set ☠ and mummies you control. Once each action, you can burn 1 counter from this card to give a mummy you control +1 bleed or +1 strength. Burn this card when it has no counters.

Illus: Gines Quiñero

2014

Velvet Tongue



☑ Only usable during a referendum. Put 1 corruption counter on a minion casting votes or ballots in this referendum.

◆ Only usable during a referendum before votes and ballots are cast. Minions with corruption counters cannot cast votes or ballots during this referendum.

Illus: Gines Quiñero

2014

Ophidian Gaze



☑☑ Reduce a bleed against you by 2.

◆◆ Only usable during a political action, after blocks are declined. Cancel an action modifier as it is played, and its cost is not paid.

Illus: Gines Quiñero

2014

Serpent's Numbing Kiss



☑☑ Strike: combat ends.

◆◆ As above, and if the range is close, this vampire burns 1 blood to put this card on the opposing minion and tap him or her. This minion does not untap as normal during your untap phase. Burn this card during your untap phase.

Illus: Anna Evertsdotter

2014

Saate-ta (Bane Mummy)



Unique mummy with 2 life. 2 strength, 1 bleed.

Once each action, Saate-ta can tap to give a Follower of Set ☠ you control +1 stealth, +1 intercept, or +1 bleed. If she is burned, shuffle her into her owner's library.



Illus: Heather Krejter

2014