

Master of Correspondence



Master: trifle.

Put this card and 1 Quintessence counter on a mage you control. This mage gets 1 optional maneuver or press each combat. Once each combat this mage can burn 1 Quintessence counter before range is determined to set the range for the round. A mage can have only 1 Master of Correspondence.

NOT FOR LEGAL PLAY

Illus:

Master of Entropy



Master: trifle.

Put this card and 1 Quintessence counter on a mage you control. While you control this mage you get 1 additional discard phase action. This mage can burn 1 Quintessence counter to move any card requiring a mage from his or her controller's ash heap back to his or her controller's hand. A mage can have only 1 Master of Entropy.

NOT FOR LEGAL PLAY

Illus:

Master of Forces



Master: trifle.

Put this card and 1 Quintessence counter on a mage you control. Each strike made in combat by this mage inflicts +1 damage. This mage can burn 1 Quintessence counter during combat to make the damage from his or her current strike unpreventable. A mage can have only 1 Master of Forces.

NOT FOR LEGAL PLAY

Illus:

Master of Life



Master: trifle.

Put this card and 1 Quintessence counter on a mage you control. This mage gains 1 life during his or her controller's untap phase. This mage can burn 1 Quintessence counter to restore any mage, mortal or animal ally in play to his or her starting life. A mage can have only 1 Master of Life.

NOT FOR LEGAL PLAY

Illus:

Master of Matter



Master: trifle.

Put this card and 1 Quintessence counter on a mage you control. Equipment cards and location cards cost his or her controller 1 less pool, and his or her controller's minions 1 less blood. This mage can burn 1 Quintessence counter during your discard phase to burn any location or equipment card controlled by his or her controller's prey. A mage can have only 1 Master of Matter.

NOT FOR LEGAL PLAY

Illus:

Master of Mind



Master: trifle.

Put this card and 1 Quintessence counter on a mage you control. This mage gains +1 bleed and cannot be the target of other Methuselahs' actions. This mage can burn 1 Quintessence counter to cancel an action card which targets his or her controller, or which targets any minions with the same controller as this mage, as it is played, and its cost is not paid. A mage can have only 1 Master of Mind.

NOT FOR LEGAL PLAY

Illus:

Master of Prime



Master: trifle.

Put this card and 1 Quintessence counter on a mage you control. This mage can add 1 Quintessence counter to any mage in play as a +1 stealth action. This mage can burn 1 Quintessence counter to search your library for a card requiring a mage, reveal it and move it to your hand (shuffle and discard down afterward). A mage can have only 1 Master of Prime.

NOT FOR LEGAL PLAY

Illus:

Master of Spirit



Master: trifle.

Put this card and 1 Quintessence counter on a mage you control. This mage gets +1 stealth. This mage can burn 1 Quintessence counter before range is determined in combat to end the combat. A mage can have only 1 Master of Spirit.

NOT FOR LEGAL PLAY

Illus:

Master of Time



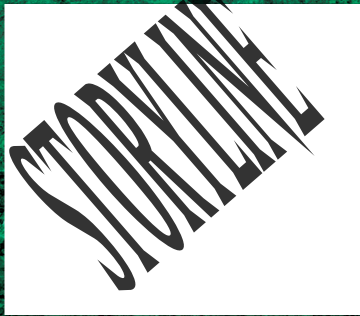
Master: trifle.

Put this card and 1 Quintessence counter on a mage you control. This mage can untap once during each of his or her controller's minion phases. This mage can burn 1 Quintessence counter to tap or untap another minion in play. A mage can have only 1 Master of Time.

NOT FOR LEGAL PLAY

Illus:

Mana From Heaven



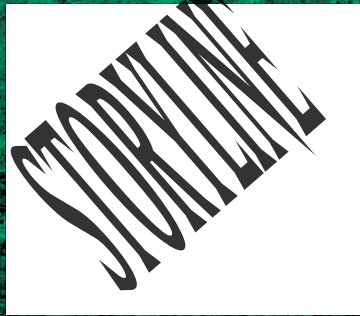
Master. Trifle. Requires a mage.

Put 1 blood on a vampire, or put 1 Quintessence counter on a mage, or gain 1 pool.

NOT FOR LEGAL PLAY

Illus:

Thrall to the Blood



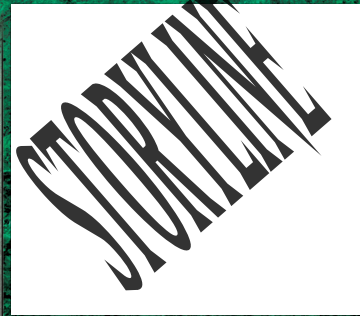
Master.

Put this card on a mage. During your untap phase burn 1 blood from a ready vampire you control or burn this card. This mage cannot gain or burn Quintessence counters. A mage can have only 1 Thrall to the Blood.

NOT FOR LEGAL PLAY

Illus:

Call of the Nephandi



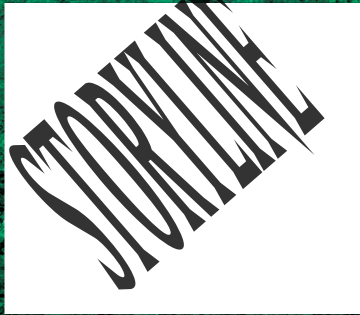
Master.

Put this card on a mage you control, and put 4 Quintessence counters on this mage. This mage is infernal. A mage can have only 1 Call of the Nephandi.

NOT FOR LEGAL PLAY

Illus:

Teotihuacan



Master: Unique location.

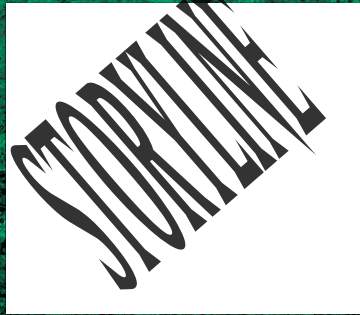
+1 hand size. When a minion you control successfully adds a counter to The Red Sign, tap to untap that minion or to gain 1 pool.

NOT FOR LEGAL PLAY

Illus:



Exeter Chantry, London



Master: Unique location.

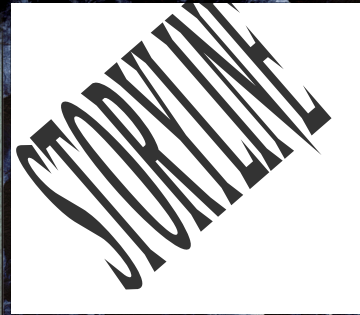
+1 hand size. During your untap phase you can burn 1 pool to put 1 Quintessence counter on a mage you control.

NOT FOR LEGAL PLAY

Illus:



Countermagick



Requires a mage.

This mage burns 2 Quintessence counters to cancel a minion card requiring a Discipline or a mage as it is played, and its cost is not paid.

NOT FOR LEGAL PLAY

Illus:

Sense Connection



Requires a mage.

+2 intercept, and once during this action this mage can burn 1 Quintessence counter to cancel an action modifier card played by the acting minion, as it is played, and its cost is not paid.

NOT FOR LEGAL PLAY

Illus:

Binding Oath



+1 stealth action. Requires a mage.

Choose and announce a minion card by name. Methuselahs cannot play any copy of the chosen card until your next untap phase. This mage can burn 1 Quintessence counter to allow you to choose a master card by name instead.

NOT FOR LEGAL PLAY

Illus:

Inferno



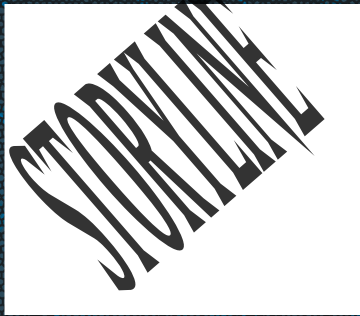
Requires a mage.

Strike: 3R damage. This mage can burn 1 Quintessence counter to strike: 3R aggravated damage instead.

NOT FOR LEGAL PLAY

Illus:

Alter Self

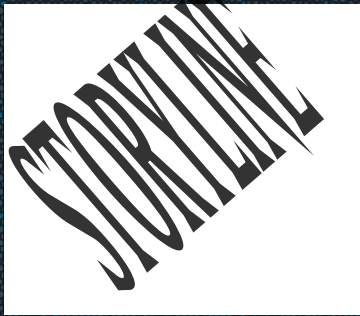


+1 stealth. Requires a mage.
Put this card on this mage. This mage gains +2 strength. Once each combat this mage can burn 1 Quintessence counter to gain 1 additional strike.

NOT FOR LEGAL PLAY

Illus:

Straw Into Gold

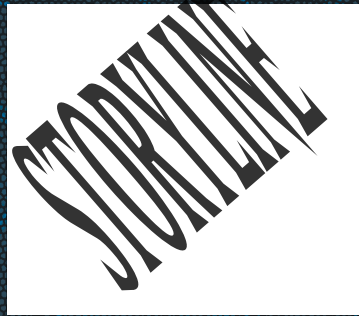


Requires a mage.
① Steal 1 pool from any Methuselah, and if the action is successful this mage can burn 1 Quintessence counter to give you 1 pool.

NOT FOR LEGAL PLAY

Illus:

Probe Thoughts



+1 stealth. Requires a mage.
① Look at the hand of your predator or prey and discard 1 card from it. This mage can burn 1 Quintessence counter to instead discard 2 cards.

NOT FOR LEGAL PLAY

Illus:

Stepping Sideways

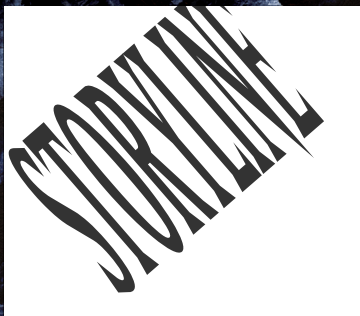


Requires a mage.
Strike: combat ends, or this mage can burn 1 Quintessence to end combat before range is determined.

NOT FOR LEGAL PLAY

Illus:

Distort Time



Requires a mage. Only usable by a tapped minion.
This mage untaps, and can burn 1 Quintessence to untap another minion you control.

NOT FOR LEGAL PLAY

Illus:

Co-Location

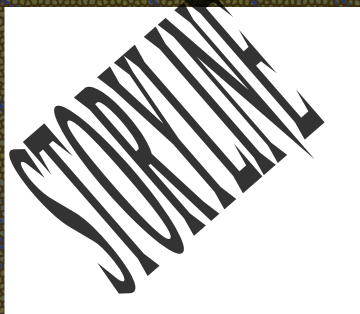


Requires a mage.
+2 stealth, and this mage can burn 1 Quintessence counter to make the current blocking attempt fail, and that minion cannot attempt to block this action again.

NOT FOR LEGAL PLAY

Illus:

Locate Weakness

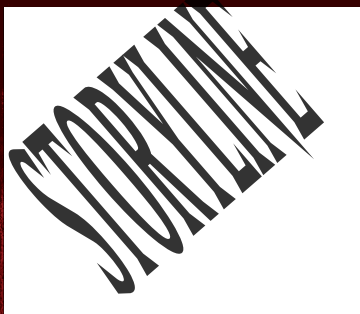


Requires a mage.
+2 bleed, and once this action if the target of the bleed is changed this mage can burn 1 Quintessence counter to choose the new target of the bleed.

NOT FOR LEGAL PLAY

Illus:

Heal Self

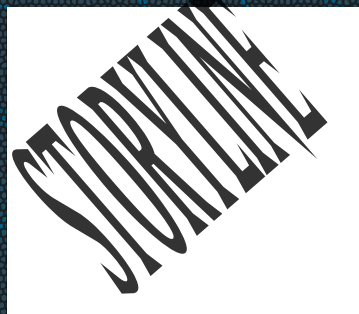


Requires a mage.
Prevent all damage from the opposing minion's strikes this round, and this mage can burn 1 Quintessence counter to prevent all damage from the opposing minion's strikes next round.

NOT FOR LEGAL PLAY

Illus:

Corpse Cray



Requires a mage.
① Burn 1 blood from a ready vampire controlled by another Methuselah to put 1 Quintessence counter on this mage.

NOT FOR LEGAL PLAY

Illus:

Melissa Chong



Unique Akashic Brotherhood mage ally with 2 life, 2 strength, 1 bleed.
Melissa gets 1 optional maneuver or press each combat.

NOT FOR LEGAL PLAY

Alan Meroni



Unique Celestial Chorus mage with 2 life, 0 strength, 0 bleed.
Alan can tap to give a mage you control +1 stealth on an action to put a counter on The Red Sign.

NOT FOR LEGAL PLAY

Frater Anson



Unique Dreamspeaker mage with 4 life, 1 strength, 1 bleed.
Frater Anson can recruit wraith allies and retainers requiring a clan or discipline as if he met that/those requirement(s), and can pay any blood cost with his life.

NOT FOR LEGAL PLAY

Irving Sloan



Unique Dreamspeaker mage with 3 life, 1 strength, 1 bleed.
Irving Sloan has +1 stealth.

NOT FOR LEGAL PLAY

Cecilia Lyons



Unique Order of Hermes mage with 3 life, 1 strength, 1 bleed.
Cecilia can strike: 2R damage.

NOT FOR LEGAL PLAY

Estobal Dumas



Unique Order of Hermes mage with 3 life, 1 strength, 1 bleed.
Estobal can search your library or your ash heap for a card requiring a mage, reveal it and move it to your hand as a +1 stealth action (shuffle and discard down afterward).

NOT FOR LEGAL PLAY

Pierre de Calice



Unique Order of Hermes mage with 3 life, 1 strength, 1 bleed.
Pierre can tap a vampire controlled by another Methuselah as a Ⓞ action; if that vampire is Tremere ☉ or Tremere antitribu ☿, this action is at +1 stealth.

NOT FOR LEGAL PLAY

Emma Dodd



Unique Verbena mage with 4 life, 1 strength, 1 bleed.
Emma can burn 1 life to prevent 1 damage inflicted to another mage you control in combat.

NOT FOR LEGAL PLAY

Nathaniel Galpin



Unique Euthanatos with 3 life, 1 strength, 1 bleed.
Nathaniel gets +1 intercept against vampires.

NOT FOR LEGAL PLAY

Jen Smith



Unique Marauder mage with 3 life. 1 strength, 1 bleed.
Jen can play cards requiring Dementation as a vampire.



NOT FOR LEGAL PLAY

Marcus de Allegresse



Unique Order of Hermes mage with 3 life. 1 strength, 1 bleed.
When Marcus is recruited put 2 Quintessence counters on him. During your untap phase burn 1 blood from a vampire you control or burn Marcus.

NOT FOR LEGAL PLAY

Johann Kurtzweil



Unique Order of Hermes mage with 3 life. 1 strength, 1 bleed.
When Johann is recruited put 2 Quintessence counters on him. During your untap phase burn 1 blood from a vampire you control or burn Johann.

NOT FOR LEGAL PLAY

Rebecca Mitsotakai



Unique Order of Hermes mage with 3 life. 1 strength, 1 bleed.
Rebecca can dodge as a strike once each combat.



NOT FOR LEGAL PLAY

Angelo Rossi



Unique Order of Hermes mage with 3 life. 1 strength, 1 bleed.
When Angelo is recruited he can search your library and/or ash heap for a weapon and equip with it (requirements and cost apply as normal; shuffle afterwards).

NOT FOR LEGAL PLAY

Sophia Chevallier



Unique Order of Hermes mage with 3 life. 1 strength, 1 bleed.
Each time Sophia gains a Quintessence counter she can move that counter to another mage you control.

NOT FOR LEGAL PLAY

Josiah Lamb



Unique Order of Hermes mage with 3 life. 1 strength, 1 bleed.
Josiah can burn 1 life to strike: IR aggravated damage with first strike.



NOT FOR LEGAL PLAY

Edward Grey



Unique Order of Hermes mage with 3 life. 1 strength, 1 bleed.
Edward can search your crypt for a vampire with Thaumaturgy, reveal it, and move it to your uncontrolled region as a +1 stealth action (shuffle afterwards).

NOT FOR LEGAL PLAY

Aurelian Archambeau



Unique Order of Hermes mage with 3 life. 1 strength, 1 bleed.
Aurelian can tap to give another mage you control +1 stealth.

NOT FOR LEGAL PLAY

The Red Sign



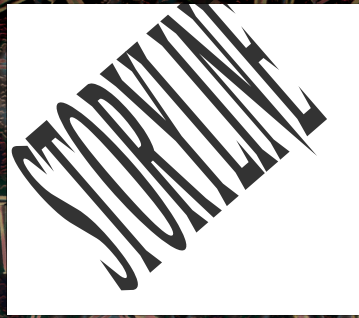
Unique.

When control of this card changes, burn all counters on this card. Once during your turn a mage or vampire you control can take a +1 stealth action to add 1 counter to it. Any mage or vampire can steal this card as a Ⓞ action. If this card has 5 counters then you can burn it to end the game and gain 2 victory points.

NOT FOR LEGAL PLAY

Illus:

Ex Libris Necro



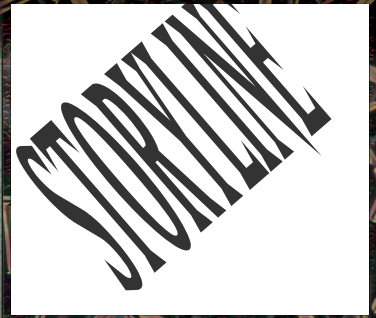
Unique equipment.

You require 1 less counter to burn The Red Sign. If the bearer is a vampire, he or she gets +1 level of Necromancy ☒. If the bearer is a mage and he or she is burned, shuffle him or her as well as this equipment into their owner's library.

NOT FOR LEGAL PLAY

Illus:

The Yellow Sign



Unique equipment.

You require 1 less counter to burn The Red Sign. If the bearer is a vampire, he or she gets +1 level of Dementation ☒. If the bearer is a mage, he or she can tap a minion controlled by another Methuselah as a +1 stealth Ⓞ action.

NOT FOR LEGAL PLAY

Illus: