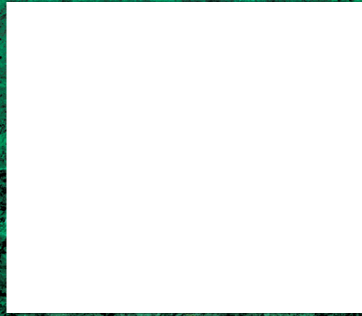




Blessing of Osiris



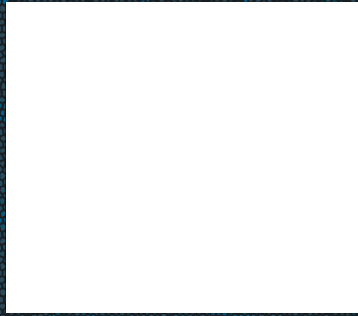
Master. Trifle.


Put this card on an independent, non-infernal vampire you control. This vampire is a Child of Osiris. Burn this card if you control a Follower of Set  or Baali  vampire, or if this vampire gains any corruption counters.

NOT FOR LEGAL PLAY

Illus:

Restore Humanitas

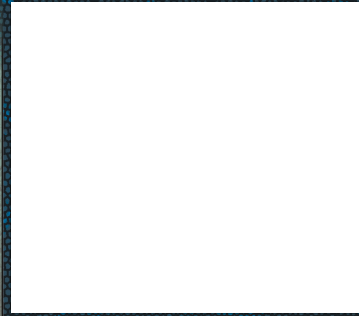



+1 stealth  **action.**
Requires a Child of Osiris.
Put this card on a ready vampire. This vampire cannot play frenzy cards. A vampire can have only one Restore Humanitas.

NOT FOR LEGAL PLAY

Illus:

Banishing Sign of Thoth

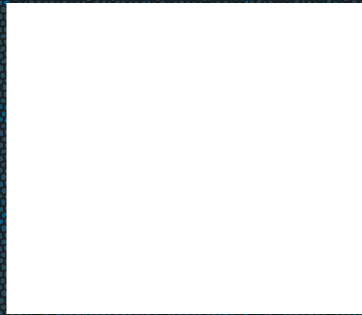


+1 stealth  **action.**
Requires a Child of Osiris.
Choose a minion. Burn all corruption counters on that minion, and burn all cards on that minion requiring a Discipline to play.

NOT FOR LEGAL PLAY

Illus:

Gift of Apis

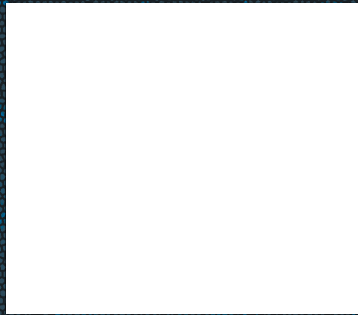



+1 stealth action. Requires a Child of Osiris.
Put this card on this acting vampire. When this vampire successfully hunts, he or she gains 1 additional blood. A vampire can have only one Gift of Apis.

NOT FOR LEGAL PLAY

Illus:

Pillar of Osiris

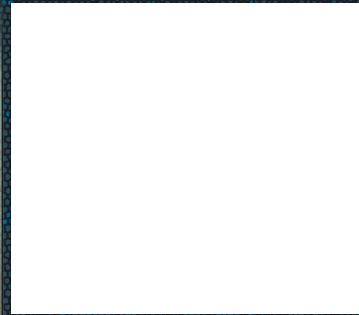



+1 stealth action. Requires a Child of Osiris. Unique.
Put this card in play and choose a Discipline. All cards requiring that Discipline cost your minions 1 less blood to play. Any vampire can burn this card as a  action.

NOT FOR LEGAL PLAY

Illus:

Paradox

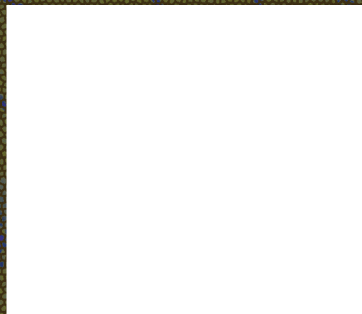


+1 stealth action. Requires a Child of Osiris.
 Put this card on any minion. That minion does not untap as normal during his or her controller's untap phase. Burn this card during your next untap phase.

NOT FOR LEGAL PLAY

Illus:

Bring Forth the Dawn



Requires a Child of Osiris. Only usable as the action is announced.
Choose a vampire controlled by another Methuselah. That vampire cannot block this action.

NOT FOR LEGAL PLAY

Illus:

Ra's Blessing




Out-of-turn. Only usable during another Methuselah's minion phase.
An untapped Child of Osiris you control can take an action.

NOT FOR LEGAL PLAY

Illus:

Daughter of Isis



Mortal with 2 life. 0 strength, 1 bleed. Requires a Child of Osiris.
During your untap phase you can move 1 life from this minion to a Child of Osiris you control. The Daughter of Isis can play cards requiring basic Thaumaturgy  as a 2-capacity vampire. If a card would give her blood, give her life instead.

NOT FOR LEGAL PLAY

Illus:

