

Mage: The Ascension



Agenda.

Vampires you control have -1 stealth. When a vampire would come into play during your influence phase, you may remove him or her from the game instead and search your hand, ash heap or library (shuffle afterwards) for a mage ally that vampire could recruit and whose cost is not greater than his or her capacity. Put that mage into play at no cost and you may remove 1 paradox counter in play.

Illus: Christopher Shy

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Akashic Brother



Mind.

Mage ally with 3 life, 2 strength, 0 bleed.

While the Brother is in combat, the opposing minion's controller plays with an open hand.

☞ ☞ Only usable if the Brother is acting after the opposing minion has chosen his or her strike. Cancel the Brother's strike and choose a new one.

☞ ☞ Strike: dodge.

Illus: Christopher Shy

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Dreamspeaker



Spirit.

Mage ally with 1 life, 1 strength, 0 bleed, +1 stealth.

The Dreamspeaker may strike for IR damage. He gets an optional maneuver each combat. Cards of the Spirit sphere cost him 1 less paradox. Your vampires have -1 bleed until his controller changes.

Illus: Christopher Shy

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Follower of Euthanatos



Entropy.

Mage ally with 2 life, 1 strength, 1 bleed.

Each time you replace a card the Follower plays, increase your hand size by 1 until the current action is concluded.

Illus: Christopher Shy

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Mystic of the Celestial Chorus



Prime.

Mage ally with 3 life, 1 strength, 0 bleed.

☞ ☞ Once each action, the Mystic may copy the effect of an action modifier, reaction or combat card he played this action. (Pay cost as normal).

Illus: Christopher Shy

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Order of Hermes Elementalist



Forces.

Mage ally with 2 life, 0 strength, 1 bleed.

The Elementalist may strike for IR aggravated damage. He is immune to non-strike damage.

☞ ☞ Only usable before range is determined on the first round. Both combatants and each of their retainers take 1 unpreventable damage before range is determined each round.

Illus: Christopher Shy

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Primordial Witch of Verbena



Life.

Mage ally with 4 life, 1 strength, 1 bleed.

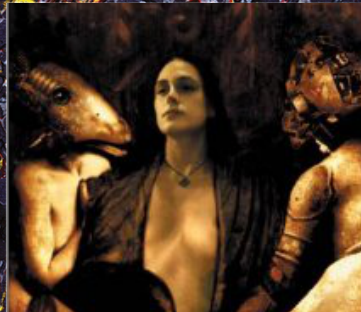
Once each combat, the Witch may burn 1 life to gain a maneuver, a press, an additional strike or +1 strength for the round.

☞ ☞ Once each combat, if the Witch has less than 4 life, she gains 1 life.

Illus: Christopher Shy

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Seer of Ecstasy



Time.

Mage ally with 1 life, 0 strength, 0 bleed.

☞ Tap to give another mage +1 stealth or +1 intercept or +1 bleed.

☞ Tap to give another mage a maneuver or a press or to allow another mage to strike: dodge.

☞ ☞ Untap the Seer of Ecstasy. He can't untap until your next master phase.

Illus: Christopher Shy

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Son of Ether



Matter.

Mage ally with 4 life, 1 strength, 1 bleed.

Equipment costs Son of Ether 1 less pool or blood. Equipments can't be moved or stolen from him. Your vampires cannot act until his controller changes.

☞ ☞ The Son of Ether may prevent 1 damage this action.

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Virtual Adept



Correspondence.
Mage ally with 1 life. 0 strength, 0 bleed. +1 stealth.
Your vampires have -1 bleed until his controller changes.
☉ ☉ +1 bleed for the current action.
☉ ☉ Once this turn, if the Adept is tapped, he can play reaction cards and attempt to block as though untapped until the current action is concluded.



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Mystic Powerstation



Forces. Life.
Master: location.
Requires a ready mage.
Tap this card and a mage you control during your master phase to gain 1 pool.



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Lariboisiere Emergency Department

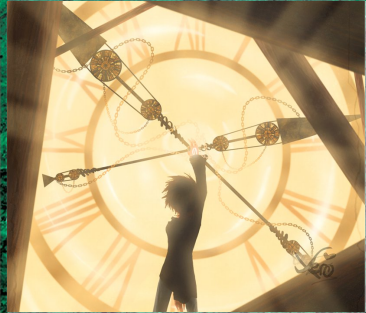


Master: unique location.
Any imbued, mage or mortal ally may gain 1 life as a +1 stealth action (that costs 1 conviction ☉ for imbued), not to exceed starting life.

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Noon Protocol



Unique master.
Put this card into play. Vampires get -1 intercept when attempting to block mages. Mages get -1 intercept when attempting to block vampires.
Any minion may burn this card as a ☉ action that costs 1 pool. Mages get +1 intercept when attempting to block that action.

Illus.: deviantArt Xerophilous

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Path of the Magus



Unique master. Requires a mage.
Put this card in play. Unique mages have +1 bleed and may pay 1 less paradox cards they play once each turn. Any minion may burn this card as a ☉ action; if that minion is a vampire, he or she takes one damage (damage not preventable) when this card is burned.



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Paradox Breach

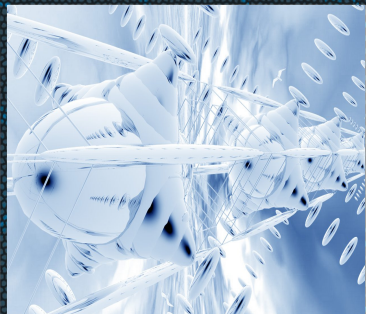


When Paradox Breach comes into play, put 2 paradox counters on it.

Illus.: deviantArt Candid-Crocodiles

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Appease the Paradox



Prime.
Requires a mage.
+1 stealth action.
Remove all paradox counters from this mage and from all cards on him or her.

Illus.: deviantArt Thetwiggman

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Call the Light

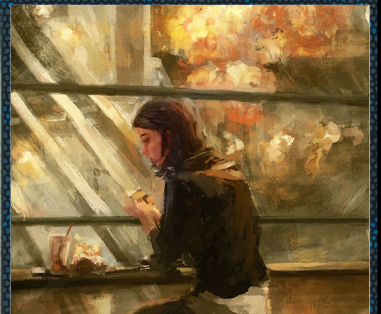


Entropy. Forces.
+1 stealth action. Requires a mage from the Forces sphere.
☉ Tap X mages from the Forces sphere to inflict X+1 damage on any ready vampire, or X aggravated damage on a vampire in torpor.

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Gas Leak Disaster

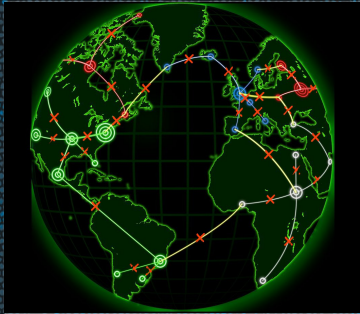


Entropy. Matter.
Requires a ready mage.
+1 stealth action.
☉ Burn a location or ☉ burn a location and a retainer controlled by the same Methuselah.

Illus.: deviantArt Ashenmoon

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Network Failure



Correspondance. Entropy. Matter.

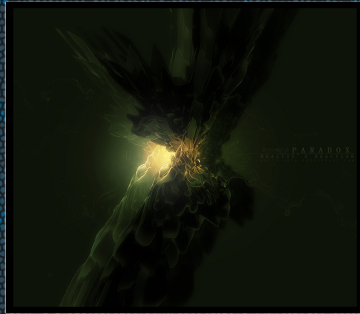
Requires a ready mage. +1 stealth action.

① Burn 1 pool from another Methuselah or ☉ burn 2 pool from another Methuselah.

Illus: deviantArt Apsid-One & Ankh

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Taint of Paradox



Prime.

Requires a ready mage. +1 stealth action. Only usable if there is at least 1 paradox counter in play.

① Put a paradox counter on an ally, equipment or retainer.

Illus: deviantArt White-Nuts

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Nightmare approaches



Life. Matter. Mind. +2 stealth action.

① Put this card on a minion. If the minion with this card plays a card that untaps him or her, he or she cannot take actions nor block actions until the end of the turn.

*I am dreaming, I'm screaming
but making no sound
I'm the nightmare from upstairs
And I'm coming down.
Wolfsheim, Upstairs*

Illus: Zdzislaw Beksiński

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See Through the Tides of Time



Mind. Time. +1 stealth action.

① Look at the top 10 cards of your predator's or prey's library or ☉ look at the top 10 cards of your predator's and prey's library.

Illus: Aimee Stewart

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Delayed Past



Prime. Time.

☉ This mage performs an action listed on an action card in your hand or allowed by an effect in play that he or she can play. If the actions succeeds, it has no effect, put this card into play on this mage with the action card from your hand on it (if any). This mage may burn this card and any card on it during your minion phase to resolve the effects of the action. A minion can have only one Delayed Past.

Illus: deviantArt Miss-Niefer

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High-speed Travel



Correspondance. +1 stealth action. Requires a mage from the Correspondance sphere.

Move an ally you control from the uncontrolled region to the ready region.

*In Vienna we sit in a late-night café
Straight connection, T.E.E.
Kraftwerk, Trans Europe Express*

Illus:

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One Day Before



Time.

+1 stealth action. Requires a mage from the Time sphere.

☉☉☉ Tap all untapped minions controlled by your prey and predator, and untap all other minions controlled by your prey or predator. Only one One Day Before can be played in a game.

Illus: Zdzislaw Beksiński

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Sleeping Nightmare



Prime.

+1 stealth action. Requires a mage. Unique.

Put this card in play. When the paradox limit is reached, put an Awaken counter on it. While it has an Awaken counter on it, this card represents an unique ally with X+1 life, X strength, X bleed, where X is continually the number of paradox counters in play. When it enters combat, its life returns to its maximum. It may enter combat with any monster or imbued as a +1 stealth ① action. It is immune to control changing effects and damage dealt by minions. If a non-damaging effect would burn it or remove it from the game, remove the Awaken counter instead.

Illus: Henry Fuseli

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Night Sun



Correspondance. Forces. Time.

Requires a ready mage.

☉☉ Vampires cannot block this action. Put this card on this acting mage. A minion can have only one Night Sun.

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Ubiquity



Correspondence.
Requires a ready mage. Only usable at the end of an action (after resolving the action or after combat, if any).
 This mage untaps. If this action was blocked, put 1 paradox counter on this mage. A mage may play only one Ubiquity each turn.

Illus: deviantArt berthjan

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Undead Outside

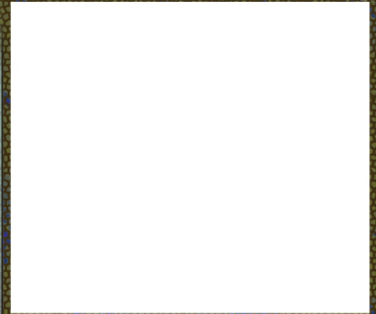


Life. Spirit.
Requires a ready mage. Only usable when an action is announced.
 This acting mage is treated as a clanless independent vampire with capacity equal to its life for the duration of the action.
 This mage's life represents his or her blood while he or she is a vampire. Only usable on an action that doesn't cost life or require an ally.

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Nitro



Correspondence. Matter.
Requires a ready mage with a vehicle. Only usable when a minion attempts to block.
 +2 stealth or ⚡ the block fails, burn the vehicle and the blocking minion takes 4 damage as a strike that can be dodged or prevented using combat cards (even though there is no combat).

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Call of Blood

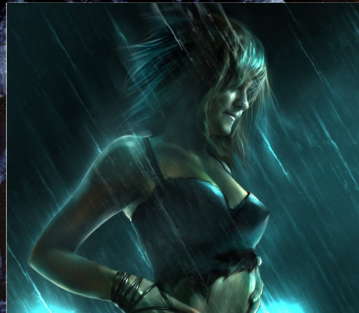


Life. Spirit.
Requires a ready mage. Only usable when a vampire with blood is hunting. Debt.
 Put this card on the acting vampire and that vampire enters combat with a vampire with blood controlled by another Methuselah instead. You may burn this card to move 1 blood from the vampire to this mage. The acting vampire's controller may cancel this card as it is played.

Illus: Steven Stahlberg

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Heavy Storm



Force. Matter.
Requires a ready mage. Only usable during a Ⓚ action directed at a mage.
 The action fails or ⚡ as before, and the acting minion takes 1 damage.

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Satellite Mind



Correspondence. Mind.
Requires a ready mage. Only usable if the acting minion's stealth is 1 or more.
 The action minion gets -1 stealth or ⚡ reduce the acting minion's stealth to 0. The minion may still increase his or her stealth.
*When I'm bored I send vibrations in your direction
 Through the satellite mind.
 Metric, Satellite Mind*

Illus:

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Mage Assistance



Correspondence. Entropy.
Requires a ready mage. Only usable when a minion attempts to block a vampire. Debt.
 That minion cannot block this action, and put this card on the acting vampire. Once the action resolves, this mage enters combat with that minion. You may burn this card to move 1 pool from the vampire's controller pool to your pool. The acting vampire's controller may cancel this card as it is played.

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Debt towards the Syndicate



Requires a ready mage. Only usable when a vampire is bleeding. Debt.
 Put this card on the acting vampire. The bleed is not successful and the acting vampire's controller gains 2 pool. During any minion phase, you may burn this card to untap that vampire and take control of him or her until the end of the minion phase. The acting vampire's controller may cancel this card as it is played.

Illus: Brian D. Mutschler

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Voidnet Notification



Correspondence.
Requires an untapped ready mage.
 Choose a tapped ready minion you control (or ⚡ controlled by another Methuselah). The chosen minion can play reaction cards and attempt to block as though untapped until the current action is concluded. If the chosen minion's block attempt fails, tap this mage.

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D.R.E. Voting Machine



Correspondence. Mind.
Requires a ready mage. Only usable after resolving a successful referendum. Debt.
 Tap X mages where X is the number of votes by which the referendum passed to put this card on a vampire who cast votes against this referendum. This vampire's controller may change the terms of the vote (if any) before they are applied (they must still be valid). You can force the vampire with this card to cast his or her votes as you choose. This vampire's controller may cancel this card as it is played.

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Distrust the Weapons



Entropy. Matter.
Requires a ready mage. Only usable before range is determined.
 Weapons possessed by the opposing minion inflict no damage on this mage for the duration of combat or ☼ burn a non-unique weapon possessed by the opposing minion.

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Hidden Kevlar



Entropy. Matter.
Requires a ready mage.
 Prevent 1 damage or ☼ prevent 3 damage.

Illus:

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Last Resort



Entropy. Matter.
Requires a ready mage.
 Equip this mage with a non-unique weapon card from your hand at the beginning of a round. Pay half the cost (round down) of the weapon and put a number of paradox counters on it equal to half the cost (round up). The weapon cannot cost more than 2 pool or inflict (with a regular strike) aggravated damage or more than 3 damage.

Illus:

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Walk through Walls



Correspondence. Matter.
Requires a ready mage.
 Press, only usable to end combat or ☼ Strike: combat ends.

Illus:

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Ghost Form



Spirit.
Requires a ready mage. Only usable before range is determined.
 ☼ This mage is immune to non-aggravated damage this combat. Damage he or she deals against wraiths is aggravated.

Illus:

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Backlash



Prime.
Requires a ready mage. Only usable before range is determined.
 ☼ The opposing monster takes an amount of damage equal to the number of paradox counters on this mage. This mage is removed from the game.

Illus: deviantArt The-Negative

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Destroy Flesh



Prime. Force.
Requires a mage.
 Strike: 5 damage (or ☼ Strike: 5 damage with First Strike). The opposing minion can burn 1 blood to prevent all damage from this strike.

Illus:

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True Dragon



Forces. Life. Matter. Mind. Prime.
Requires a ready mage. Unique dragon with 5 life, 2 strength, 1 bleed, flight 100.
 The True Dragon comes into play with 3 paradox counters on it. It may enter combat with a ready minion controlled by another Methuselah as a +1 stealth Ⓞ action. It may strike for 2R aggravated damage once each combat. When it leaves play, burn a location at random.



Illus:

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Umbrax Sphinx



Mind. Prime. Spirit.
Requires a ready mage. Changeling with 2 life, 2 strength, 0 bleed.
The Umbrax Sphinx may burn the top card of any Methuselah's library as a +1 stealth Ⓞ action. Choose a card by name when announcing the action. If the card burned is a copy of that card, that Methuselah burns 2 pool. The Sphinx may play action modifier cards requiring superior Obfuscate ♦ as a vampire.



Illus: [unreadable]

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Sukiko Fujihara



Forces. Matter. Prime.
Unique mage with 2 life, 1 strength, 0 bleed.
You may spend 3 transfers to search your library for an equipment card to move to your research area, or any card from your research area to your hand. If Sukiko is burned, remove all cards in your research area from play.



Illus: [unreadable]

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Federica Rafastio



Life.
Unique ghoul with 3 life, 1 strength, 1 bleed.
Federica and Rafastio Ghouls are mages in addition to their traits, gain an additional life when they enter play and can play cards requiring basic Thaumaturgy Ⓜ, basic Animalism Ⓞ, and basic Auspex Ⓜ as vampires with a capacity of 3.



Illus: Steve Argyle

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Mage Familiar



Life. Prime. Spirit.
Animal with 3 life. Requires a ready mage.
During your untap phase, you may move 1 paradox counter from this mage to the familiar. The mage with this retainer may play cards requiring basic Chimerstry Ⓜ or Thaumaturgy Ⓜ as a vampire.

Illus: deviantArt Omnilian

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