VAMPIRE

THE MASQUERADE

RIVALS

EXPANDABLE CARD GAME

Blood & Alchemy Expansion
RULEBOOK

The Tremere and the Thin-bloods are two clans at opposite
ends of the spectrum. The Tremere are masters of Blood Sorcery
who draw incredible power from their Blood, while the Thin-bloods
must mix a plethora of chemicals with their almost-living Blood
to extract power from it. You may play these two clans
head-to-head or simply integrate them with your
Core Set to give you more options for mixing
clans and creating new decks!

VAMPIRE

THE MASQUERADE

RIVALS

EXPANDABLE CARD GAME

Ages 14+   **2-4 Players**   **30-70 Minutes**

Contents

2 Pre-Constructed
49-Card Player Decks

FEAR

4 Fear Tokens

-1

14 '-1 BP'
Tokens

4 Card Dividers

30-Card Crypt Pack
for customizing decks.
Don't open until you've
played a game or two.

New Concepts and Keywords

-1 Blood Potency Token: These tokens reduce the maximum Blood and prowess of a vampire. The Thin-bloods use these tokens to bring other vampires down to their lowly level. Consider these tokens to be the side effects of inhaling the vapors from their highly questionable concoctions. (See page 7.)

Alchemy: By mixing strange chemicals with their own Blood, the Thin-bloods are able to taste the power enjoyed by much older vampires. Alchemy cards grant the Thin-Blood Alchemy Discipline, an attribute bonus, and access to some powerful effects. (See page 7.)

Fear Token: This is a token that various cards can apply to a vampire. The word "FEAR" appears on one side of the token, while the other side reads, "Does not ready at start of next turn (then remove this)." If this token is on an exhausted vampire in your coterie, they do not ready at the start of your next turn but they still return to your Haven. After applying these effects at the start of your turn, remove the token from the affected vampire. Essentially, an exhausted vampire with a Fear token won't be able to do much during your next turn (including leaving your Haven). If the token is on a ready vampire, it has no effect but is still only removed at the start of your turn.

Gaining Extra Actions: There are several methods for gaining additional actions in this expansion. When you gain an Action or Unhosted Action, it allows you to take another action of that type during your current turn. These extra actions cannot be saved for a future turn—like your normal actions, any that remain unspent at the end of your turn are lost. **Gaining additional actions does not increase your action count during future turns.** When you have gained additional actions during your turn, call out which action you are on as you spend them: "For my 2nd of 3 actions, I..."

Ritual: These are Ongoing cards that take time and Blood to perform. Since the Tremere are masters of Blood Sorcery, sometimes that Blood is stolen from vampires in other coteries. (See page 5.)

Special: This is a keyword in the card type bar that alerts you to some special function of the card. The effects will be described on the card itself and break the rules of the game in some way. See Haze and Heightened Senses on page 9 for more details.

Superficial: A card with this keyword cannot defeat a target. Instead, they typically deal a lot of damage but cannot remove the last Blood from their target.

The Tremere

The Tremere are warlocks and users of Blood Sorcery who seek knowledge and power. They are one of the very few clans that have the Blood Sorcery Discipline. Blood Sorcery offers the Tremere one of the more unique powers in the vampire world: Rituals. These are powerful Ongoing cards that take time and Blood to perform, but grant significant abilities to their practitioners. The Tremere prefer to use their sorceries from afar instead of battling it out in The Streets.

One theme you will find in the Tremere deck is swapping out the Blood of opposing vampires for Blood of your own color. This allows you to spend their Blood to place on Rituals when you play them, but you may also add in Blood from your own vampires.

The Thin-Bloods

Thin-blood vampires are barely vampires in the view of the Camarilla. They are so far removed from the original vampire, Caine, that their Blood holds little vampiric power. However, their half-living nature gives their Blood unique properties as well. They can mix their Blood with various chemicals to be able to perform a wide variety of basic vampiric abilities. They are the only clan with the Thin-Blood Alchemy Discipline, which allows them to concoct these unstable mixtures. The Thin-bloods travel in large groups for safety and must gang up to have a chance against stronger vampires.

Thin-blood vampires are weak compared to their elder counterparts. They range in Blood Potency (BP) from 1-3. Vampires with 2-3 BP have the Thin-Blood Alchemy Discipline, while those with 1 BP don't have any Disciplines. Instead, 1 BP vampires have "**Pay 1** 🌐: Each 1 🔴 character in your coterie has +1 🛡 this turn." Only one vampire needs to pay this to give each 1 BP vampire in your coterie 1 Shield vs damage. If additional 1 BP vampires activate their ability, your 1 BP vampires gain additional Shields vs damage. As this is damage reduction (Shields), it can be used in response to damage no matter whose

turn it is, and it doesn't require the Relentless keyword. Each vampire with this ability may activate it **once** per incoming damage event, whether they are taking the damage or not. **Shields work against both Aggravated and normal damage.** The Shield effect lasts until the end of the turn and is not "used up" the first time damage is reduced that turn.

This Shield ability allows 1 BP vampires to survive damage from Antagonists in the City Deck, such as the Aggravated damage from the Special Affairs Division. However, remember the Core Rules regarding the Antagonist Step: "*... you cannot assign more damage to a vampire than it has Blood.*" This means you cannot assign more than 1 damage to a vampire with only 1 Blood.

The Thin-bloods tend to travel in large groups for safety. 1 BP vampires in this expansion all have "Party" abilities that grant +1 Blood Potency and a Discipline to attackers with the Thin-Blood Alchemy Discipline in their party. These "Party" abilities are triggered when a vampire with ◆ in that party makes an attack.

For example, if Jacob Frost is in a party with 3 1 BP Thin-bloods and makes an attack, all 3 of those vampires' abilities trigger (because he has the Thin-Blood Alchemy Discipline), granting Jacob +3 BP and 3 Disciplines during the attack. At the end of the Thin-blood player's turn, they are worried about 3 Special Affairs Division soldiers in The Streets, so they pay 1 🌐 to activate a 1 BP vampire's ability. They then assign 1 Aggravated damage to 3 different 1 BP vampires, who each now have +1 Shields so the S.A.D. damage is all prevented.

New Rules

Rituals

A Ritual is an Ongoing Action card that costs 2 actions to play, but only 1 vampire with Blood Sorcery ⬥ is required to exhaust when you play it. **However, you may exhaust ONE additional vampire with Blood Sorcery in the same party to reduce the action cost of that Ritual by 1.** You cannot combine an action and an unhosted action to perform a Ritual. When playing a Ritual card, place it face up near your Haven card. To complete the Ritual, add 1-3 Blood **of your color** to the card from any number of characters in play (not in torpor). Blood "of your color" refers to the border color of the Blood tokens. You can certainly find Blood of your color on vampires in your coterie, but you might be able to find them on other characters as well. If characters from other coteries have

Blood of your color, you may add those Blood tokens to your Ritual as you play it to pay the required Blood payment. This removes the Blood token from that vampire without an attack or any action other than pulling that Blood back to help pay for the Ritual's Blood cost. These sources can be from any mix of coteries. You do not have to "use up" all of the Blood of your color that might be on a vampire when you collect some Blood for your Rituals. You also cannot remove more Blood from a vampire than you can use to pay for the Ritual. You may not remove Blood from non-character sources.

You must add at least 1 Blood to a Ritual as you play it. The ability to do so is preceded by a icon, so the acting character must have the Blood Sorcery Discipline. The more Blood you add, the more "uses" you will get out of the Ritual. Once a Ritual is in play, characters like Phuoc Dihn and Claudia Sterling may add Blood to it using their abilities. However, you cannot pull Blood from characters "for free" once a Ritual is in play. There is no limit to the amount of Blood a Ritual may have on it once it's in play. When the last Blood on a Ritual is removed, resolve the effect (if any) and burn that Ritual.

There are 2 rules from the Core Set rulebook to keep in mind regarding Blood tokens:

1. Spend/remove your own tokens before spending/removing other tokens.
This means your foes cannot spend/remove Blood of your color until they have none of their own color remaining.

2. You cannot spend the last Blood on a vampire … to pay a cost.
Pulling Blood from vampires is paying a cost, and you cannot use the last Blood token from any vampire to pay a cost, as this would defeat it. If a vampire (yours or a foe's) has only 1 Blood remaining, you cannot use it to pay for a Ritual, even if doing so would win you the game. This means it is impossible to drain a vampire down to 0 Blood through adding Blood to a Ritual.

Rituals are Ongoing cards, and as such they have abilities that you can take advantage of as long as they are in play. Most of the time, you will remove 1 Blood token to activate the Ritual's ability, but sometimes there are additional costs to pay. All costs are listed in **bold** text. Like any activated ability, you are limited to one use during each of your turns and only during your Action Phase. If a Ritual has the **Relentless** keyword, it may be used once during each player's turn, including your own. You may use a Ritual's activated ability in the same turn during which you played the Ritual (like any other card).

Some Rituals remove a Blood token from the Ritual at the start of each of your turns. Such a Ritual has a static (non-activated) ability that is immediately in effect as soon as it's in play. Rituals with static abilities have that ability text in bold to stand out, but it is not a cost. When the last Blood token is removed from a Ritual, the effect (if any) resolves, and then the Ritual is burned. Any static effects of the Ritual expire immediately.

Alchemy

Alchemy allows the Thin-bloods to taste the power of the other clans. The Thin-blood pre-constructed deck features 3 different types of Alchemy cards that you may attach to vampires in your coterie. Any vampire may attach Alchemy cards, as long as you have at least 1 Thin-blood vampire in your coterie. These cards give a vampire the Thin-Blood Alchemy Discipline, an attribute bonus, and if they are a Thin-blood vampire, an additional action that turn. The Thin-bloods don't fear the dawn as much as their older counterparts, and that gives them more time each night to ply their trade. Some powerful effects will require an attached Alchemy card to be detached and discarded to use that effect. Having "Alchemy" refers to the card type, not the Thin-Blood Alchemy Discipline.

Notes on Attachments: If you choose to remove an attachment from a vampire in your coterie, burn it. If an effect calls for you to remove/discard an attachment, it is discarded instead of burned, unless the card says otherwise.

-1 Blood Potency Tokens

As vampires trying to prove their worth, Thin-bloods have an interesting trick up their sleeves in Rivals: -1 Blood Potency tokens. If you can't beat them, bring them down to your level. These tokens reduce the maximum Blood and prowess of a vampire. This is not damage and cannot be mitigated or reduced with damage-reduction effects. If a vampire at maximum Blood receives one of these tokens, they immediately lose 1 Blood, as their maximum Blood capacity has been reduced. For example, if Sophia Valentine (a 6 BP Tremere) is at maximum Blood and receives a '-1 BP' token, her BP drops to 5. Since a vampire cannot have more Blood than its BP, she immediately loses 1 Blood and is now at 5 Blood.

If the vampire receiving the token is not at maximum Blood, they don't immediately lose 1 Blood token. Instead, their reduced BP means that they won't be able to mend to their printed BP value anymore and their ability to play some cards will be diminished as they might not have enough BP to meet a card's BP requirement.

For example, if Grigori with 5 BP has 3 Blood on him, putting a '-1 BP' token reduces his BP to 4. Since he has 3 Blood at the moment, he does not have more Blood than his new BP maximum, so he does not lose any Blood. However, when he mends, he will not be able to mend to higher than his new maximum

BP of 4. Further, he is now limited to playing Library cards with 4 BP or less.

There is no limit to the number of '-1 BP' tokens you may put on a vampire. If a vampire's BP is reduced to 0, they are defeated (due to 0 Blood) and sent to torpor. All '-1 BP' tokens are removed from a vampire as they enter torpor, so the 1 Prestige of mending will place 1 Blood onto the vampire as it enters torpor.

Specific Card Clarifications

Alejandro Lopez: This ability may be triggered multiple times during an Action Phase. Overmending (mending while at maximum Blood) does not trigger it.

Baal's Caress: Non-Aggravated damage from this attack (from attributes and attack bonuses) is still reduced by attributes. Damage reduction abilities (such as Vagrants and Shields) may be used specifically against the Aggravated portion of the damage. If the Aggravated damage is all prevented, the vampire taking the damage is not burned if defeated. If even 1 Aggravated damage is taken and the vampire is defeated, it is burned. Aggravated damage does not burn Mortals.

Backup: The Shields this card provides lock in when it is revealed, so if an attached card is removed prior to the damage the Shield value is not reduced.

Break Down: If the target is at maximum Blood, they will lose 1 Blood immediately from the '-1 BP' token (before damage) due to having more Blood than their Blood Potency.

Crossbow: Once attached, the player cannot remove this by choice. It will only be removed when the vampire is defeated (discard it to the owner's discard pile) or burned (burn all attached cards).

Extinguish Vitae: Removing Blood in this way is an effect, not a cost, so it will defeat a character with no Blood other than that of your color.

Far Reach: If you detach an Alchemy card from the acting character, an attack declaration is automatically made against the target of the card. The attacker is already in the exhausted position from playing this action, but they are still "becoming an attacker" from this effect and they continue the attack from Step 3 of the Attack Sequence. If there are exhausted vampires in the party, they remain as the initial action (playing this card) does not require a vampire to move away from exhausted characters in their party. Your vampire does not need to be in The Streets to use this card or make the subsequent attack (which the target cannot react to). You may add an Attack card to this attack as usual.

Frog: His detach ability reduces regular or Aggravated damage he takes. Detaching an Alchemy resolves before attributes reduce damage.

Haze: Since this card is played face up, it resolves immediately. This will negate a Ranged attack. Do not proceed to any other attack sequence steps. This card can also be played to negate a non-Attack effect that targets a member of the party, such as Sonja Valentine's Blood swapping ability or an Action card like Extinguish Vitae. This card has the "Special" tag to alert you to its unique ability to be used outside of an attack sequence.

Heightened Senses: You may play this Special card during any attack (of one of the types listed) to aid any vampire in The Streets. A player being attacked may play only one Reaction (per the Core Rules), but each other player may add this Special Reaction to aid the defending vampire. This Reaction card gives that vampire Shields vs the attack. The Leader being checked for the Auspex Discipline is the Leader of the person who played this card. This card cannot be played during a claim to the Prince Title.

Knowledge is Power: Complete the action/exhaust/attack/cardplay before resolving this triggered Agenda gain. If there are multiple triggers to resolve at once, you choose the order in which they resolve. To gain 2 Agenda, you must have exactly 10 Library cards in your hand at the end of the action, attack, or exhaust effect your Leader performs in The Streets.

Out of Time: When you resolve this Conspiracy, place it face up near the targeted player so they remember to lose an action during their next turn.

Rain of Blood: This is indeed an Unhosted Scheme. All previous Schemes are Actions (which require a host to exhaust). No vampire is "playing" this card.

Sonja Valentine, Grigori: You may replace any Blood token on the target of these abilities. Grigori can "cleanse" the Blood of your own coterie and both Grigori and Sonja can "overwrite" another Tremere player's Blood on a 3rd party. Replacing the last Blood token on a vampire isn't of much use for Rituals, as you cannot remove it from a vampire to pay a cost. Placing Blood onto a Ritual is part of the cost to play it, and you can't defeat a vampire by paying a cost, even if it's not your vampire.

Thrift Store: All Library cards you play have a -1 BP requirement, whether played by your Leader or not.

Third Tradition: The Progeny: If a player has no cards to discard, they must lose 1 Prestige.

University Library Haven: The keyword Relentless means: "You may use this activated ability during any player's turn." It may be used only once during each player's turn.

CREDITS

Game Designer: Matt Hyra

Lead Developer and Additional Game Design: Dan Blanchett
Packaging Cover Illustration: Darko Stojanovic
Illustrators: Felipe Gaona, Joyce Maureira, Marco Primo, Darko Stojanovic, Drew Tucker, and Gunship Revolution: Harvey Bunda, Irene Francisco, Mara Miranda, Dawn Nique, Adelijah Ocampo, Timothy Terrenal
Graphic Designer: Cold Castle Studios
Editor: William Niebling
Production Artist: Cold Castle Studios

RENEGADE GAME STUDIOS

President & Publisher: Scott Gaeta
Controller: Robyn Gaeta
Director of Operations: Leisha Cummins
Director of Sales & Marketing: Sara Erickson
Creative Director: Anita Osburn
Senior Producer: Dan Bojanowski
Senior Producer of Roleplaying Games: Elisa Teague
Senior Game Designer: Matt Hyra
Senior Graphic Designer and Creative Lead: Jeanne Torres
Creative Production Lead: Gordon Tucker
Video Production Manager: Desiree Love
Event Manager: Chris Whitpan
Associate Game Designer: Dan Blanchett
Customer Service: Jenni Janikowski

WORLD OF DARKNESS BRAND TEAM

Brand Manager: Sean Greaney
Brand Creative Lead: Justin Achilli
Brand Art Director: Tomas Arfert
Brand Editor: Karim Muammar
Brand Community Developer: Martyna "Outstar" Zych
Brand Marketing Manager: Jason Carl

PARADOX LICENSING

Business Developer: Mats Karlöf
World of Darkness Brand Agent: Joe LeFavi | Genuine Entertainment

Lead Playtesters: James Parsons and Jared Ridinger

Playtesters: Alex Allen, Sam Bailey, Landon Dickens, Arturo Garcia, Ainsley Kalb, Mikkel Køppler, Wasyl Kurek, Sean Moulson, Michael Morgan, Bethan Nye, Tomas Padilla, James Richardson, Angus Roberts, Chelsea Siaca, Victor Skogmo, Steven Topham, Frode Wist, Patrick Wockenfuss

The designers and Renegade Game Studios would like to thank all of our backers and Renegade Heroes for their support!

For additional information or support,
please visit us online: **www.renegadegames.com | www.VampireRivals.com**

 /PlayRGS | @PlayRenegade
 @Renegade-Game-Studios | /PlayRenegade