

# STORYLINE: EDEN'S LEGACY



## OVERVIEW

For centuries the Royal Order of Edenic Groundskeepers conducted their clandestine research. Slowly, carefully, they built their maps, documenting in detail the secret resting places of the world's Antediluvians and Methuselahs. The members of the order have gathered the secrets of their forbearers and the world's greatest trove of Kindred lore. Recently, several scholars of the order mysteriously disappeared while researching a site near Mombasa. Teams of strange Kindred have appeared in cities around the world to abduct the remaining members of the order and claim their research. It has become clear that the secret society had been penetrated or betrayed.

As the secret of the Edenic Groundskeepers is revealed, the world's Methuselahs realize their sudden peril, and the opportunities before them. The clandestine struggle for control of the information unearthed by the order begins. Some of the Methusleahs are motivated by the desire for the secrets to remain hidden. Others are motivated by knowledge and the chance to learn the secrets of the Edenic Groundskeepers. Some Methuselahs see the order's trove as the key to victory in the great Jyhad. Others view it as instrumental to Gehenna itself.



Only when the fate of the order has been determined, and the reasons behind their betrayal and abduction are revealed, will the Methuselahs come to understand **Eden's Legacy**.





## RULES

Eden's Legacy is a constructed, clan-based, Storyline Tournament.

Except as noted in these instructions, the tournament will follow the Standard Constructed Tournament format and current V:EKN rules.

- At least 75% (e.g., 9 out of 12) of the vampires in a player's crypt must be the same clan (or be Imbued).
- There are no banned cards other than those banned from Standard V:EKN constructed tournaments.

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## LAIBON VAMPIRES

In this Storyline Event the Laibon are one step ahead of the other sects. Methuselaha that move one or more Laibon vampires into their ready region during their influence phase, can search their library for any card, reveal it to all players, and move it to their hand during their discard phase (shuffle afterwards).

## CODEX OF THE EDENIC GROUNDSKEEPERS

Each player will receive one Codex of the Edenic Groundskeepers promo-only card. This card is legal for the Storyline Event.

Each game will begin with a copy of the Codex of the Edenic Groundskeepers, uncontrolled, in the middle of the table. While it is uncontrolled, any minion may equip this card as a 0-stealth undirected action. If the center copy of the Codex of the Edenic Groundskeepers is burned, remove it from the game.

For this event, there is no cost to equipping the Codex of Edenic Groundskeepers.



- New Promo Card -



## MOTIVATIONS

The Methuselahs have many reasons to seek to control or destroy the research of the Royal Order of the Edenic Groundskeepers. They are motivated by secrecy, knowledge, the Jyhad, and Gehenna itself. At the start of the event, each Methuselah may choose a Motivation card that represents his or her motivations and tactics. Each round, the Motivation cards begin the game in play and provide special abilities to the Methuselahs that control them.

When a Methuselah is ousted, their predator gets the opportunity to learn their secrets and takes control of the ousted Methuselah's Motivation card(s) for the remainder of the game.

*Motivation cards are event-only and not legal for play outside this event.*

### MOTIVATED BY SECRECY

The Methuselah motivated by secrecy understands the inevitable, catastrophic consequences of anyone attempting to disturb the tombs of the ancients. This Methuselah seeks to destroy the research before it falls into the wrong hands.



### MOTIVATED BY JYHAD

To survive the Jyhad, a Methuselah must know that they are secure when they are at their most vulnerable. They must be able to strike surely and swiftly when their ancient enemies are exposed. The Methuselah motivated by the Jyhad has no doubt of the significance of the maps and seeks to acquire them.



Note: Motivated by Jyhad and Motivated by Secrecy are usable once per action. A Methuselah that controls 2 copies of one of these cards could use each copy once per action.

## MOTIVATED BY KNOWLEDGE

The Methuselah motivated by knowledge is tempted by the trove of information the Royal Order of Edenic Groundskeepers has gathered, and seeks to control it. To know your enemies - to know their names, their secret havens, their weaknesses - is to have power over them.



## MOTIVATED BY GEHENNA

To save the Kindred from the rising of the Antediluvians it is essential to strike first and destroy the ancients before they rise and regain their full power. The research performed by the Edenic Groundskeepers is ideal for the first strike that will forestall Gehenna itself... if it doesn't set it off....



## PROMO CARDS

In addition to the Codex of the Edenic Groundskeepers and the Motivation cards, each player will receive 3 storyline reward cards. These cards are legal for play in the event.





## REPORTING

Event reports should indicate the winning clan, and the motivation selected by the winning Methuselah. These results will be collected and reported, and will influence future storylines and storyline rewards.

Winning players are also invited to select a key minion. The key minion should be a minion, from their deck, that proved to be instrumental to the Methuselah's victory. Vampires and minions that prove themselves in multiple events may have their accomplishments reported in the aftermath and will be candidates for other storyline rewards.

Tournament organizers are also invited to include any other interesting or amusing details from their event in their report.

To report your event, send an email to: [vtesstory@white-wolf.com](mailto:vtesstory@white-wolf.com)

Subject: Eden's Legacy Storyline Results

Include in your message:

- Date of event
- Location of event
- # of players
- Winning Player
- Winning Clan
- Key Minion

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## DATES

This event will run during October, November, and December 2009. Event results reported on or before Thursday, January 1, 2010 will be included in the final standings and will affect the outcome.

### Eden's Legacy V:TES Storyline Credits

Lead Designer: Ben Swainbank

Fiction: Daria Patrie

Editing and Layout: Greg Williams

Web Hosting: Todd Banister

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