



Storyline: Rise Of The Emperor



Overview

Camarilla's Inner Circle, faced with increasing threats from an anarch revolt, the deadly Sabbat, and their own internal strife, has agreed to appoint a military commander – an Emperor. The new Emperor will have the mandate to enforce the traditions and maintain discipline among the Kindred, and be granted broad powers to fulfill this mission. Who among the clans will have to power to seize this exalted position? Who will have the strength to keep it?

Among the corridors of power, the maneuvering begins. Who will have the honor, the responsibility, the power to lead the armies of the Camarilla? Who will be the Emperor?

Rules

Rise of the Emperor is a constructed, Camarilla 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. Only the core Camarilla clans (Brujah, Toreador, Tremere, Ventrue, Malkavian, or Nosferatu) may be chosen as clans. *Gangrel may not be chosen as a clan as they are no longer Camarilla.* There are no special restrictions on the remaining crypt minions.
- Each player will receive one Emperor promo-only card. This card is legal for the storyline event.
- Each player will receive one copy of the Kaymakli Fragment promo card. This card may also be used in this event.



- Fall of the Camarilla, Recalled to the Founder, and Blood Trade are banned.
- Each boon card in play (Major Boon, Minor Boon, Lesser Boon, Life Boon, Extremis Boon), grants the controlling Methuselah an additional vote in each referendum.
- Each round of the event will be played using a specially designed Emperor Deck. The operation of this deck and rules for play are presented in detail below.



Imperator Deck

The Imperator Deck represents the additional resources Methuselahs may bring to bear in their struggle to choose the Imperator. It is a shared deck, and all Methuselahs may play cards from in.

Constructing the Imperator Deck

The event organizer is responsible for designing and constructing an Imperator Deck for each table at the event. Imperator Decks should contain 20-50 library cards that focus aspects of the Camarilla's political struggle. The deck should not contain cards that require a specific clan or discipline. It should contain political cards, clan hosers, and boons. A list of suggested cards is provided below.

Imperator Decks for events with multiple tables do not have to be identical. It should be randomly determined which Imperator Deck will be played at which table.

The Imperator Deck is recommended but optional. Event organizers can choose to run the event without the Imperator Deck.

Playing with the Imperator Deck

The Imperator deck is used at each table in every round of the tournament. The following rules apply while playing with the Imperator deck:

1. At the beginning of each game, draw the first 3 cards from the Imperator deck and place them face-up in the center of the table. This is the Imperator deck's hand of cards. The remaining cards in the Imperator deck become the Imperator deck's library.
2. The Imperator deck's hand of cards is always face-up. Whenever the Imperator deck's hand has fewer than 3 cards, it is replenished from the Imperator deck's library. Cards burned from the Imperator deck are placed in the Imperator deck's ash heap. If a card from the Imperator deck is sent to any hand, ash heap, or library, it always goes to the Imperator hand, ash heap, or library.
3. All Methuselahs (and their minions) may play cards from the Imperator hand as if from their own hand (and it may be canceled as normal for cards played from your hand). If you are to move a card from your hand to play (for example, with Concealed Weapon), you may move a card from the Imperator hand instead.

Suggested Imperator Deck Contents

Cultivated Blood Shortage x2
Brujah Frenzy x2
Tragic Love Affair x2
Letter from Vienna x2
Malkavian Dementia x2
Nosferatu Putrescence x2
Delaying Tactics
Irregular Protocol
Poison Pill
Will of the Council
Bureaucratic Overload
Of Noble Blood
Haven Uncovered
Camarilla Exemplary
Command of the Harpies
Judgment: Camarilla Segregation
Masquerade Enforcement
First Tradition: The Masquerade
Second Tradition: Domain
Third Tradition: Progeny
Fourth Tradition: The Accounting
Fifth Tradition: Hospitality
Sixth Tradition: Destruction
Esgrima
Vox Domini
Vox Senis
Sabbat Threat
Consanguineous Condemnation
Consanguineous Boon
Parity Shift
Anathema
Major Boon
Minor Boon
Lesser Boon
Life Boon
Extremis Boon
Elysium: Sforzesco Castle
Elysium: The Arboretum
Elysium: The Palace of Versailles



4. Any Methuselah may use a master phase action or a discard phase action to discard a card from the Emperor hand, placing it in the Emperor ash heap, and replenishing from the Emperor library.

5. The Emperor hand size is always 3 and cannot be changed (by Jan Pieterzoon or Aristotle de Laurent, for example). Cards played from the Emperor hand are always replaced, even under Blood Weakens or when played by Nedal.

6. The Emperor ash heap and library are not your own. They cannot be targeted by effects. Other Methuselahs are also limited to targeting your hand and may not target the Emperor hand (for example, with Cull the Herd).

7. If the Emperor library is empty, shuffle the Emperor ash heap back into the Emperor library.

Reporting

Event organizers should report the winning clan for each tournament. In addition, tournament winners should choose a vampire from their clan to be their selection for the Emperor. It is not required that the chosen vampire was included in the winning deck.

The Gangrel are not a playable clan in this Storyline. Any winning player may nominate Karsh as Emperor, regardless of the clan he or she played.

To report your event, send an email to: vtesstory@white-wolf.com

Subject: Rise of the Emperor Results

Include in your message:

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

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

At the conclusion of the Storyline the Emperor will be chosen based of the following criteria:

The Emperor will be the vampire, from the winning clan, that was most often selected as Emperor. If there is a tie, the title will go the vampire with the highest capacity. If a further tie-breaker is required, the choice will be subject to the combined will of the world's Methuselahs (an on-line poll).

Dates

This event will run during April, May, and June of 2009. Event results reported on or before Wednesday, July 1, 2009 will be included in the final standings and will effect the Emperor selection.

Rise of the Emperor V:TES Storyline Credits

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