

SPRING/SUMMER 2015 VEKN storyline

## The Red Sign

### Background & Rules—March 2015

#### BACKGROUND

It is commonly known that the founders of Clan Tremere were once mortal mages, and members of the Order of Hermes. When the leaders of House Tremere became vampires, they were cast out and hunted by their former brethren in what came to be known as the *massasa war*. Over the centuries, greater threats and other more pressing matters have caused each side to all but forget about each other.

In the modern nights however this conflict has been rekindled. A cadre of ambitious mages covet the accumulated power and knowledge of vampire scholars. They have also learned that there is inherent magical power in *Kindred vitae*, and they have begun trading it and harvesting it using any means at their disposal.

Vampire scholars of magic have however until recently given little thought to mortal mages. Many instead contemplate the possibility of using their Thaumaturgy to restore their own mortality, or even to rid the world of the curse of vampirism entirely. If the mighty Tremere could ensure his immortality with a potent ritual, then shouldn't the reverse also be possible?

Mages and vampires alike have heard rumours of a powerful ritual known as The Red Sign, which may contain the mystical secrets needed to transform the undead to living, breathing creatures once more.

#### PACK CONTENTS

This pack contains this rules sheet, printable PDFs for 48 new library cards and 8 new crypt cards, a Storyline results form and an equivalent e-mail results template.

The contents of this pack may be updated during the course of the Storyline, so please check for updates (see below).

#### RULES

The Red Sign is a constructed V:TES Storyline event designed for worldwide play during spring and summer 2015.

Except as noted in these instructions, each Storyline game will follow the VEKN Constructed Tournament rules for card play and deck construction. Each Storyline game will be timed to a maximum duration of 2 hours.

At least 75% (e.g. 9 out of 12) of the vampires in each player's crypt must belong to the same clan. In this context, 'clan' includes all bloodlines, Panders and Imbued, but not Caitiff.

In addition to the standard list of VEKN banned cards and errata, the following changes apply:

- ◆ The event card *Recalled to the Founder* is banned
- ◆ The ally cards *Mehemet of the Ahl-i-Batin*, *Order of Hermes Cabal*, *Outcast Mage*, *Tara*, *Hollow One* and *Thadius Zho* have their printed cost reduced by 1 pool.
- ◆ The ally cards *Nephandus* and *Veneficti* are infernal.

Players may also use any or all of the crypt and library cards provided in this pack in deck construction, with the exception of *The Red Sign* (see below).

The Storyline will be played in single games, with the results of each game contributing to the narrative. Each play group may play this Storyline any number of times within the allotted time frame.

Players will note that the master card *The Red Sign* provides an alternate victory condition to win the game.

## THE RED SIGN

Players choose their decks and assign seating order as normal. Before play begins place 1 copy of The Red Sign in the centre of the table. Any vampire or mage can steal this card for his or her controller as an undirected action. Thereafter the full text of the card will apply.

If for any reason The Red Sign is removed from play in a manner which does not end the game (e.g. the controlling player is ousted) then return the card to the middle of the table.

## REPORTING RESULTS

Games that take place between 1st March and 31st August 2015 will be eligible for inclusion in the Storyline.

Eligible game results should be submitted to the e-mail address [storyline@vekn.org.uk](mailto:storyline@vekn.org.uk) using the form and e-mail templates provided.

You are encouraged to report your results within the month, so that your event can be mentioned in the next Storyline Diary post on [www.vekn.net](http://www.vekn.net).

Please also include any criticism, feedback or suggestions regarding the cards contained within the pack, as this may lead to revisions (see below).

## CARD REVISIONS

We reserve the right to change and remove cards from the pack, or add new cards to the pack in response to the feedback we receive in your reports.

Any updates will be posted on the 1st of each month to [www.vekn.net](http://www.vekn.net) along with the next Storyline Diary so please ensure that you check for updates.

## FAQ

Q: Is it compulsory to use the cards provided in the this Storyline pack?

A: *The Red Sign* is a compulsory part of game setup (see above). All of the other cards are optional.

Q: How do I use these new cards in my deck?

A: Simply print out the PDF, cut out the individual cards and place each one in a card sleeve with a real V:TES card behind it. (Similar to how you would use cards from the *Danse Macabre* and *The Unaligned* expansions.)

Q: Can I attempt to put more than 1 counter on *The Red Sign* in a single turn?

A: No, the action to put a counter on *The Red Sign* may only be taken by one of your minions once during each of your turns.

Q: Can I attempt to put a counter on *The Red Sign* in an opponent's turn?

A: No, this action may only be attempted in your turn.

Q: When can I burn the Red Sign?

A: Any time it has the requisite number of counters (normally 5 counters).

Q: Can a mage have more than one *Master of...* card?

A: Yes, although a mage cannot have more than 1 of each *Master of...* card.

Q: Is there a limit to the number of Quintessence counters a mage may have?

A: No, there is no such limit.

Q: Can a mage burn Quintessence counters on a different mage to activate a card effect?

A: No, this is not possible. A mage can only burn counters on him- or herself.

Q: Can a mage burn multiple Quintessence counters to activate a single played card more than once?

A: No, this is not possible.

Q: What happens to the Quintessence counters on a mage when he or she is burned?

A: The counters are also burned and returned to the bank.