

STORYLINE PROVIDENCE:

Whispers in the Darkness

Storyline Event Rules

DECK CREATION

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

The Following cards are banned:

- Khazar's Diary (Endless Night)
- Tension in the Ranks
- Waiting Game

EVENT RULE #1

ARMAGEDDON CLOCK

Armageddon Clock is put in play in the center of the table at the beginning of each game (this card is custom-designed for this event and not legal for play outside this event). It is a global event and not controlled by any player.

ARMAGEDDON CLOCK

Event

This card may not be burned by other events. Put 10 Nightmare counters on this card. Burn a nightmare counter on this card every untap phase. If there are no counters on this card during a players minion phase, all vampires, imbued and monster allies take 1 unpreventable damage and each Methuselah burns 1 pool. During a players influence phase, if there are no counters on this card, add 2X nightmare counters, where X is equal to the number of players in the game.

Any vampire with a capacity above 6 may take an undirected action (at 0 stealth) to burn the Armageddon clock. If this action is successful, burn that vampire.

If the Armageddon clock is burned, players must search through their hand, library and/or ash heap to put up to 2X monster Ally cards into play, where X is equal to the number of players in the game. Each minion card represents a nameless, non-unique, demon ally with 2 life, 2 strength, 2 bleed, and flight. If the ally is burned, it is removed from the game.

FAQ:

Q: Is the action to burn the Armageddon Clock always at zero stealth?

A: No. It is at zero (0) by default. Additional stealth may be generated.

Q: When the Armageddon Clock is burned, can I put an Embrace or Waters of Duat into play as a Demon ally? What about retainers like Zombie or Revenant?

A: No, Retainers, or action cards such as The Embrace or Tumnimos do not qualify. Only Ally cards in your hand, library and/or ash heap.

Q: What do you mean by monster Allies?

A: Any non-mortal or non-animal Ally card.



EVENT RULE #2

ABYSSAL NIGHTMARE

Abyssal Nightmare is placed in the center of the table at the beginning of each game (this card is custom-designed for this event and not legal for play outside this event). Any Methuselah who controls a ready minion during their master phase may pay 1 pool or use a master phase action to take control of the Abyssal Nightmare during their minion phase. Abyssal Nightmare is removed from play during their influence phase. If the Abyssal Horror leaves play for any reason, move it to the center table uncontrolled. Burn any cards on the Abyssal Horror.

ABYSSAL NIGHTMARE

**Demon with 5 life.
3 strength, 2 bleed, flight.**

Move Abyssal Nightmare to the ready region when recruited. The Nightmare may enter combat with a ready minion controlled by another Methuselah as a (D) action. Abyssal Nightmare may play cards requiring basic or superior Daimoinon, Obtenebration, Potence or Necromancy as a vampire with a capacity of 5. Any cost in blood is paid in life. During your influence phase, remove Abyssal Nightmare from play.



EVENT RULE #3

ST. JOHN'S (KING'S) CHURCHYARD

St. John's (King's) Churchyard is placed in the center of the table, uncontrolled, at the beginning of each game (this card is custom-designed for this event and not legal for play outside this event). When uncontrolled, any Methuselah may use a master phase action to play the Churchyard as if from your hand (pay cost as normal). If the Churchyard is burned, place in the center of the table uncontrolled.



ST. JOHN'S (KING'S) CHURCHYARD

Master: Unique Location

Cost: 1 pool

Tap this card to allow a vampire you control take a +1 Stealth action that costs 1 blood to search your library for a wraith or demon ally or retainer. Show that card to all players and put it in your hand. Discard down and shuffle afterward. Any vampire with Daimoinon or Necromancy may take a (D) action to take control of this card.

EVENT RULE #4

SHARED CRYPT VAMPIRES

Each game begins with a central, Shared Crypt of 5 Event Vampires (these vampires are custom-designed for this event and not legal for play outside this event). They are placed face-up in the center of the table.

- Dr. Alan Pickman, Noddist
- Marco Giovanni
- Aiko Hira, Edenic Groundskeeper
- Gehenna Cultist
- Gehenna Cultist

As a master phase action, any Methuselah may move one Event Vampire from the Shared Crypt to their uncontrolled region.

As a master phase action, any Methuselah may take an Event Vampire from another Methuselah's uncontrolled region and move it to their own uncontrolled region, including any cards and counters on the vampire.

During your influence phase, add up to three blood counters from the blood bank to any Event Vampire in your uncontrolled region (never to exceed capacity).

As a +1 stealth action, any vampire may steal an Event Vampire in torpor from another Methuselah. Move it to the torpor region of the acting vampires Methuselah.

If a Event Vampire is burned, that vampire is returned to the center of the table in the Shared Crypt.



DR. ALAN PICKMAN, NODDIST

Tremere

Capacity: 7 Group: ANY

dem, pre, AUS, THA, VIC

Camarilla primogen: While Dr. Pickman is ready, if you control Prophecies of Gehenna, control does not pass to another player. If Dr. Pickman takes a successful action to burn the Armageddon Clock, send him to torpor rather than burning him. Dr. Pickman's Methuselah may then choose to cancel

the effects of his burning the Armageddon Clock by burning 3 pool or Dr. Pickman.

MARCO GIOVANNI

Giovanni

Capacity: 7 Group: ANY

obt, DOM, NEC, POT

Independent. Marco may equip with cards that require a sect and/or clan as if he were of that required sect and/or clan. Equipment cards cost Marco 1 less. If Marco takes a successful action to burn the Armageddon Clock, he may burn 5 blood to prevent being burned.



AIKO HIRA, EDENIC GROUNDSKEEPER

Gangrel Antitribu

Capacity: 7 Group: ANY

ani, for, obf, CEL, PRO

Sabbat. Black Hand. Seraph: Aiko may take a +1 stealth action to add 2 blood to any Sabbat vampire in your uncontrolled region or 1 blood to all Black Hand vampires in your uncontrolled region. If Aiko takes a successful action to burn the Armageddon Clock, you may choose to burn another ready vampire you control of capacity 4 or greater.

GEHENNA CULTIST

Caitiff

Capacity: 2 Group: ANY

aus, for

Independent. Anarch: Gehenna Cultist's are not unique. The Cultist may take a +1 stealth action to add or remove a nightmare counter from the Armageddon Clock.

