

VAMPIRE

THE MASQUERADE

RIVALS

EXPANDABLE CARD GAME

The Dragon & The Rogue Expansion
RULEBOOK

Old and young, settled and abandoned, guardian and rogue; two clans bound by the Curse of Caine could not be more opposite, yet they come together in this expansion to offer new strategies to rule the night. Where Tzimisce seek to possess and shape the physical world around them, Ravnos constantly leave their world behind in search of fresh opportunities to exploit, and their shaping is more of the mental variety. As always, you may play these two clans head-to-head with the pre-constructed decks provided, or integrate them with your Core Set and other expansions to create unique strategies for conquering your foes.

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Ages 14+



2-4 Players

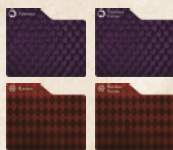


30-70 Minutes

Contents



2 Pre-Constructed
49-Card Player Decks



4 Card Dividers



4 Fear Tokens



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

Tzimisce

The Clan of the Dragon want above all else to possess a thing fully: property, mortals, and even their own bodies. Using their unique ability to accumulate attachments through Dominate and other means, they seek to expand their collection beyond their enemies' power to contain them. Once they do, the Old Clan is well-equipped to defend themselves. Havens, fortified with defenses, are difficult to assail without paying a heavy price. Meanwhile, wolves and worse roam the grounds, controlled through the discipline of Animalism.

Offensively, Tzimisce make exceptional use of their Protean powers of vicissitude and fleshcrafting to weaponize themselves and their servants, which they can use to mount a terrifying assault of their own. These strategies take time to implement, so woe is the foe who lets them complete their work.

Ravnos

If Tzimisce are the dragons who jealously guard their hoard, the Ravnos are surely the trickster that seeks to make off with their precious gold. These daredevils have adapted to life on the run, where survival is a matter of outsmarting your foes more than overwhelming them. Through cunning and trickery, they use *Obfuscate* to cast powerful illusions and are masters at setting devious traps. Putting their many machinations into effect is an important key to their success.

Beyond that, Animalism affords them an alliance of urban creatures to do their bidding, giving them more defensive options. And perhaps most useful of all, the Ravnos can move from Haven to Haven, making them a difficult target to attack while keeping their foes off balance with an ever-changing landscape on which to wage battle.

New Card Type

Ghouls

Ghouls are mortals that serve vampires, gaining extended lives and superhuman abilities by drinking vampire Blood. Ghouls in this expansion differ from the typical ghouls encountered in the vampire world, as many Tzimisce transform the very flesh of their servants to better suit their needs. These Tzimisce ghouls come in two varieties: *Szlachta* and *Vozhd*. A Ghoul enters play via the playing of an "Action - Ghoul" card by a member of your coterie and attaching at least 1 Retainer already in your coterie to it as a cost to play it. The Action card then becomes the Ghoul character in play.

When you play a Ghoul, place it in your Haven and pay its cost, which involves attaching 1 or more Retainers you control, up to their maximum limit. If you cannot pay the cost, you cannot play the Ghoul. Then put Blood tokens of your color from the general supply on the Ghoul, 2 per attached Retainer. This is their health. For *Vozhd*, you can continue to add more Retainers over time using cards like *Fleshcrafting* and other effects, and add 2 Blood for each Retainer you attach. Each Ghoul's maximum blood is tied to how many Retainers are attached to it (2 per), and they cannot be mended above that number. Attach effects do not trigger when Retainers attach to Ghouls as part of the cost to play the Ghoul, except for cards that specifically reference Ghouls (such as the attach trigger on Ghouls themselves).



Once in play, Ghouls are characters in your coterie for most purposes; cards that reference “characters” include Ghouls as well. They can move in and out of your Haven, join parties, block, attack, and hold attachments (up to the limits listed on their card). Ghouls have 0 in all attributes as well as 0 BP, so rely on attribute bonuses to deal damage and survive attacks.

However, Ghouls differ from characters in your Faction deck in the following ways:

- Ghouls are not recruited, but are instead played like Actions and put into play like characters.
- The player calling you Rival does not gain the base 1 Agenda for defeating a Ghoul you control.
- Ghouls do not count as characters for game-ending conditions, such as having no active characters in your coterie.
- Ghouls cannot have the Prince of the City Title.
- When defeated, Ghouls do not go into torpor, but are burned instead.
- Ghouls have 0 BP by default, and this cannot be increased by other effects. Therefore, Ghouls cannot play Attack cards that require more than 0 BP.
- Ghouls cannot play Action cards, regardless of the BP requirement.
- Retainers attached to Ghouls are treated as if their game text is blank.

Ghouls can be attacked and take damage like any other character, and if they are defeated, you must burn the Ghoul along with any attached Retainers. If a *Szlachta* is defeated, its Retainer may be moved to a Vozhd instead. If there are ever 0 Retainers on a Ghoul, burn it.

New Concepts and Keywords

Guard: This keyword will no longer include reminder text, yet it still retains its meaning: Vampires with this keyword may block Ranged attacks made against other members of their party.

Attachment: This keyword refers to the quantity of cards that may be attached to a card. Vampires by default are limited to 3 attachments. A card that grants +1 **Attachment**, such as *The More the Scarier*, increases that limit by 1.

Possessive: Vampires with the keyword **Possessive** may retain 1 non-Title attachment when they enter torpor. Vampires entering torpor automatically keep their Title, so this keyword allows them to keep a non-Title attachment as well. In this way, a Possessive vampire can enter torpor with 2 attachments as long as 1 of them is a Title. A Curse on a vampire is placed into its owner's discard pile, as usual.

Attached Cards in Torpor: Cards attached to your characters in torpor have no game text unless preceded by the term “Torpor -”. You do control them, however, which is important for certain cards such as *Vladislav* and *Szlachta*.

Active Havens: Your “active” Haven is your coterie's primary Haven that is not attached to any other card and sits next to your Agenda card. You may only have

one "active" Haven at a time, unless a card says otherwise. A Haven "from your collection" means the card must come from your own collection and cannot be another copy of a Haven you currently control. You may choose a Haven that another player controls, as Havens are not unique. Be sure to bring some extra Havens if you play with cards that reference them. If a Haven is burned, it returns to your collection (and may be reused later).

A Haven attached to your **Leader** grants the "Leader Ability" game text to your Leader. However, any other game text besides the Leader Ability is ignored. Havens attached to any other cards (Ongoing, non-Leader characters) have no game text.

Rules Clarifications

Remember the Golden Rule: All rules have the caveat - "Unless a card says otherwise." There are several instances of "otherwise" surrounding the rules for Ghouls.

Tokens: Tokens moved from one card to another retain their orientation (Prestige remains Prestige, Blood remains Blood) unless a card says otherwise (e.g., "flip to either side"). Tokens may only be placed on cards that would normally contain them. Ongoing cards that require tokens are burned when the last token is removed.

Card Attachments: Cards may only be attached to other cards that would normally allow attachments, unless a card says otherwise (e.g., you can't attach a card to an Agenda card, nor place a 4th attachment on a card limited to 3).

Likewise, you cannot attach cards to a Haven unless a card specifically allows it, such as *Home Improvement*. If a Haven with attachments is swapped with another Haven or leaves play for any reason, its attachments are discarded.

At No Action Cost: Some cards allow you to play other cards "at no Action cost." Whether you choose an Action or Unhosted Action, you do not need to exhaust a character to play it. You must still pay all other costs and satisfy any requirements to play.

Specific Card Clarifications

Campsite: When you use this card's Leader Ability, you swap it with a Haven from your collection. If *Campsite* was your active Haven, the new Haven becomes your active Haven. If *Campsite* was attached to a character like Maya, the new Haven is now attached to her. Either way, *Campsite* returns to your collection.

The Completionist: This Agenda counts your active Haven, Ongoing cards, and characters in the Streets, so long as those cards have 3+ attachments. However, characters in your Haven or torpor are not counted.

Country Estate: A Ghoul attached to this haven cannot be attacked or targeted, but it does count as an attached card for purposes of *The Completionist*.

Doomed to Roam: If activated during an attack, the attack still resolves fully.

Fata Morgana: Damage redirected from an attack by this card retains its type (Aggravated damage remains Aggravated, Superficial remains Superficial, etc.). If there are multiple types of damage in a single attack, specify which damage you are redirecting.

Home Improvement: The benefits you get from this card are based on how many *Home Improvements* you have attached to your Haven. Resolve only the top *Home Improvement* card attached to your Haven, much like how *Team X* is resolved. For example, if you have 2 attached *Home Improvements*, you may claim the #1 and #2 benefit listed on the topmost card.

The Long Con: You may target any card(s), including vampires, controlled by any player(s), even your own. However, you cannot steal more than 1 token per card. So, if you had 3 Prestige on *The Long Con*, you could steal a total of 3 Prestige and/or Blood tokens from 3 different cards belonging to 1 or more players. Once stolen, you can flip them to either side when you place them.

Mask of a Thousand Faces: If you activate this card's effect during an attack, the attack resolves using the new replacement character. When making the swap to a higher BP character, you must pay the difference in Prestige and all tokens on the previous character are placed on this new character. The new character does not add Blood beyond what the old character had. If the new character is a lower BP character, reduce any excess Blood, down to the limit of the new character. Any Reaction card played prior to the swap stays in play, even if the requirements for playing that card are no longer valid.

Social Housing: Note that if your Leader chooses to attach the Mortal as a Retainer, it may be immediately moved with this Haven's ability. The choice of Burn or Attach is a triggered effect and so is this card, so you can choose the order in which to resolve them.

Switcharoo: An attack using this card may be announced as either Physical, Social, or Mental. When it's revealed, you may continue the attack as announced or discard *Switcharoo* and follow the directions on the card. This decision is made prior to any Reaction being revealed, so you should tell the defending player not to flip their Reaction until you are ready. If the Reaction does not match the new attack type, discard it without effect.

CREDITS

RENEGADE GAME STUDIOS

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Vice President Sales & Marketing:
Sara Erickson
Controller: Robyn Gaeta
Director of Operations: Leisha Cummins
Associate Project Manager: Katie Gjesdahl
Director, Strategic Partnerships:
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Senior Game Designer, RPGs: Elisa Teague
Game Designers: Dan Blanchett, Chris Chung,
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Brand Marketing Manager: Jason Carl

PARADOX LICENSING

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World of Darkness Brand Agent:
Joe LeFavi | Genuine Entertainment

THE DRAGON & THE ROGUE



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Game Expansion Designer: Dan Blanchett
Senior Producer of Board & Card Games:
Dan Bojanowski
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Jimmy Le
Senior Creative Lead of Board & Card Games:
Anita Osburn
Packaging Cover Illustrator:
Anastasiia Horbunova
Illustrators: Anastasiia Horbunova, Felipe
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Irene Francisco, Mara Miranda-Escota,
Adelijah Ocampo, & Jen Santos
Graphic Designer: Cold Castle Studios
Editor: William Niebling
Production Artist: Cold Castle Studios



Playtesters: Shaikh Asnain, Samuel W Bailey, Aaron Boyd, Graham James, Ainsley Kalb, Michael Kroecker, Wasyl Kurek, Joseph R Martin III, Alex Mehring, Michael Morgan, Bethan Nye, James Parsons, Jared Ridinger, Angus Roberts, Patrick Rurek, Evan Strite, James Williams, Frode Wist, Joshua Wood

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