

VAMPIRE

THE MASQUERADE

RIVALS

EXPANDABLE CARD GAME

Justice & Mercy Expansion
RULEBOOK

The Banu Haqim and the Salubri are two clans on different paths. The Banu Haqim are judges and lawbringers with both martial and sorcerous tools at their disposal. The Salubri are a clan on the run, simply trying to survive — alone if necessary. Rarest of all the clans, their mending abilities are second to none. You may play these two clans head-to-head or integrate them with your other clans to create new strategies!

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RIVALS

EXPANDABLE CARD GAME



Ages 14+



2-4 Players



30-70 Minutes

Contents



2 Pre-Constructed
49-Card Player Decks



2 sets of 11
Discipline Tokens



4 Card Dividers



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



2 Player Aid Cards
Side A: Solitary
Side B: Diablerist

New Concepts and Keywords

Affliction: This new keyword encompasses all tokens/cards (so far) that represent negative modifiers placed on your vampires by your foes—Curses, ‘-1 BP’ tokens, Fear tokens, and the new ‘- discipline’ tokens. This keyword does not replace Curse, as Curses are cards attached to your vampires by your foes. ‘No Influence’ tokens and Blood tokens of a color other than your own are not Afflictions.

Curses: We will no longer be printing “with 2 or fewer attachments” on Curse cards (cards a foe attaches to your character). However, the rule remains. If a character has their maximum number of attachments (3 without a modifier), no new cards may be attached to that character. However, the character's controller can still detach a non-Title card they control from it to make room for a new one. You still control Curses you attach to foes' characters. This is important to note for cards like Soul-Thieving and Traditionalist found in this expansion.

Solitary: This is a new keyword found on all Salubri and is covered later in these rules and on the Player Aid cards in this box. Solitary vampires gain substantial benefits if they are the only vampire you control. They may join mixed-clan coteries, but each player may not control more than 1 Solitary vampire at a time.

Diablerist: Several of the Banu Haqim in this expansion have this new keyword. When your Diablerist defeats another vampire during an attack, you may consume the victim, which grants several benefits. This is unauthorized diablerie, so there are also consequences. More on this later and on the Player Aid cards in this box.

Discipline Tokens: There are two sets of 11 discipline tokens in this expansion. Each player at the table can have their own set of these tokens (one of each different discipline). A player cannot use tokens from more than one set. The green “+” side grants a discipline to the character. On the back, the red “-” side cancels one appearance of that discipline if they have it or gain it. Note that Thin-Blood Alchemy is not included, as it is exclusive to the Thin-Bloods and other vampires cannot learn it, nor can it be unlearned.

Other Tokens: Fear and ‘-1 BP’ tokens have appeared in every expansion to date, so we did not add more here, despite there being a couple of cards that use them.

Prey: This new keyword refers to an attached vampire card. After diablerie is successfully performed, the defeated character becomes Prey and is attached to the vampire performing diablerie. Prey cannot be detached without a card effect allowing you to remove an attachment. Prey are neither Curses nor Afflictions.

Clan Banu Haqim

The Banu Haqim are torn between their hereditary thirst for Blood and their passion for justice. Stern adjudicators, they are fiercely devoted to upholding the law and punishing transgressors. Many among their number are Diablerists, who will consume a vampire they have investigated and found to be guilty. These Diablerists perform **unauthorized diablerie**, so if they are defeated with a Prey attached, **they are burned**. This clan fuels their Blood Sorcery Rituals with several aggressive ways to swap Blood on their foes. The Banu Haqim also love to judge, and adhering to the Traditions gives them new ways to find fault with their peers.

Note: There are no Traditions in this set, but one may be found in each of the six previous releases.

Clan Salubri

With a prominent third eye in the middle of their forehead, it's hard for the Salubri to hide or blend in. The Salubri have been reduced to just a handful of members, as special properties of their Blood make it desirable to other vampires. They dare not risk traveling in groups, preferring to spread out to avoid a massacre. To simulate this, the Salubri do not consort with other Salubri in Rivals, so as to not draw too much attention to themselves. To aid in their survival, the Salubri are the masters of mending and Affliction removal via their Fortitude and other powerful abilities. Many Salubri are seeking Golconda, a mythical state of enlightenment where a vampire can avoid their more bestial desires.

Solitary

As there are so few of them, the Salubri in Rivals employ a “loner” methodology. They dare not risk being seen in numbers for fear of losing half of the entire clan in one night. All Salubri have the keyword **Solitary** and are subject to the following rules:

- Each player may control only 1 vampire with **Solitary** at a time.
- If you recruit a new **Solitary** vampire, burn your old **Solitary** vampire.
- If you control only 1 vampire and they have **Solitary**...
 - When this vampire is defeated or sent to torpor, burn them unless they suffer diablerie. You may immediately recruit a vampire (of any clan) from your hand at no action cost, paying their Prestige cost as normal. Doing so prevents a coterie elimination. They do not gain your Leader token.
 - When this vampire plays or places an Action card, ready them.



Note that the first two bullets on the previous page always apply, even if your Solitary vampire is part of a mixed-clan coterie. The last bullet and sub-bullets apply if the **only** vampire you control has Solitary. A vampire in torpor is still one you control.

Solitary vampires can be used in a variety of ways. A Salubri-only deck controls only one vampire at a time, but they have several advantages that give them a chance against larger coteries. Be sure to have a back-up Salubri in your hand at all times in case your current one is defeated! A mixed-clan coterie can have a Salubri Leader and recruit non-Salubri without issue. A mixed-clan coterie can recruit a Salubri during the game without issue as well. Salubri in a mixed-clan coterie go into torpor like any other vampire when defeated.










Warning: A mixed-clan Faction deck with 3+ Salubri will be limited in its potential coterie members, as you may not control more than one Salubri at a time!

Diablerist

To drink the blood and consume the very essence of an immobilized vampire, bringing about their “Final Death,” is called diablerie. **Diablerists** ply their trade without the blessing of a Prince, which makes it unauthorized diablerie. However, a **Diablerist** must “investigate” their intended victim first. Here are the rules for the **Diablerist** keyword:

- When your **Diablerist** defeats a vampire (during an attack) **that had 1+ Blood of your color on them**, you may perform unauthorized diablerie against that vampire.
- While a **Diablerist** has Prey attached, they cannot perform further diablerie even if they have another card that allows them to do so.
- If a **Diablerist** is defeated while they have Prey attached, burn them, even if they used a separate card effect to perform the diablerie.




When you commit diablerie on a vampire you just defeated, attach the Prey to the vampire who defeated them so that the Prey’s left-most column of attributes and disciplines is visible. The Diablerist gains the attributes of the consumed vampire **where they are higher than their own** as well as **all** of their disciplines, and a bonus of **+1 BP** (this effect does not mend them). For example, a vampire with 2 , 0 , and 1  commits diablerie on a vampire with 1 , 1 , and 2 . The Diablerist’s attributes improve to 1  and 2 . Their  does not improve as it is already equal or higher.



Additional Rules on Diablerie:

- A vampire must survive the attack sequence in order to perform diablerie.
- Once they become Prey, another copy of that vampire may be recruited.
- You cannot remove Prey from your vampire without a card effect allowing it.
- Diablerie may only be performed on vampires.
- Performing diablerie against a vampire is not defeating them a second time.
- If the victim is burned, they cannot be consumed through diablerie.
- Burn all attachments (including Titles and tokens) on the Prey.
- When a vampire with Prey attached is defeated, burn the Prey.
- Prey count against the 3-card attachment limit.

Blood Sorcery Rituals (Reprinted in part from the *Blood & Alchemy* rulebook.)

A Ritual is an Ongoing Action card that costs 2 actions to play, but only 1 vampire with Blood Sorcery  is required to exhaust when you play it.

However, you may exhaust ONE additional vampire with Blood Sorcery in the same party to reduce the action cost of that Ritual by 1. You cannot combine an action and an unhoused action to perform a Ritual. When you play a Ritual card, place it face up near your Haven card. To complete the Ritual, add 1-3 Blood of your color to the card from any number of characters in play (not in torpor). If characters in other coterie have Blood of your color, you may add those Blood tokens to your Ritual as you play it to pay the required Blood payment. These sources can be from any mix of coterie.

You must add at least 1 Blood to a Blood Sorcery Ritual as you play it. Since “Place 1 to 3  of your color on this card” is preceded by a  icon, the acting character must have the Blood Sorcery discipline. The more Blood you add, the more “uses” you will get out of the Ritual. Once a Ritual is in play, effects that add Blood to cards may be used. However, you cannot pull Blood from characters “for free” once the Ritual is in play. There is no limit to the amount of Blood a Ritual may have on it once it’s in play. When the last Blood on a Ritual is removed, resolve the effect (if any) and burn that Ritual.

There are 2 rules from the Core Set rulebook to keep in mind regarding Blood tokens:

1. You must spend/remove your own tokens from a vampire you control before you can spend/remove other tokens from your vampire.
2. You cannot spend the last Blood on a vampire to pay a cost. This means you cannot remove so much Blood from a character that they would be defeated.



Specific Card Clarifications

Alhaml Alqurbanii: This effect is not a “may.” If another character in your coterie is reduced to 0 Blood, this character is defeated instead and the original victim is not defeated (so they don’t lose any attachments, etc.).

Alzbeta: The “affected character” is the target of the Reaction you play. Some Reactions can be played on other characters, such as Heightened Senses (from *Blood & Alchemy*) and Just a Taste. Playing Just a Taste to mend a character also gives them +1 Shield during the attack. Playing a Reaction that has no Shield icon still grants +1 Shield.

Amara: This effect can remove a Prey, Retainer, Animal, Curse, attached Action card, etc. from a character.

Cursed Blade: “This character’s turn” is shorthand for “the controller of this character’s turn.” If a character is defeated by this Blood loss, the player who owns this card gets the credit. If there are multiple Cursed Blades attached, they resolve in player order starting with the active player.

The Hermitage, The Castle: Note that there is no “Leader Ability” tag on these Havens. They work whether or not you control a Leader. If attached to a Leader, there is no Leader Ability to gain.

Ishtar’s Touch: Place the discipline token on the side with the red “-” sign to show that the character loses one instance of the chosen discipline by way of this Affliction. It is removed when that character is defeated.

Obeah: As the text does not mention torpor or “a character you control,” it cannot target a character in torpor.

Of Two Minds, A Kiss Before Dying, Acuity, and Look Me in the Eyes:

The character playing the card must have Solitary to trigger the “**Solitary** –” text. A Solitary character has Solitary even if you control more than one character. If you are able to play additional Reactions, play them after the previous one has resolved, but before moving on to abilities and damage. These cards break the rule of “1 Reaction per attack.” With Acuity’s ‘-1 BP’ token, the attacker only checks their BP when their Attack card is revealed, not after Reactions have resolved.

Soul-Thieving: This card can steal any attachment, including Retainers, Titles, Animals, Prey, Wraiths, etc.

Third Eye’s a Charm: The 3 damage resolves during Step 13 of the Attack Sequence, as it is dependent on the defender surviving the attack. The defender’s Mental attribute is not added to the damage, as there is no skull icon under the BP icon in the upper left.

Traditionalist: This Agenda card counts any Fourth Tradition: The Accounting you attached to a foe’s character, as you still control that card.

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