

# V:TES ONE VAMPIRE FORMAT

## CREATING A FUN FORMAT FOR CASUAL PLAY

Updated Version 10-25-23

### 1. Contesting:

Vampires do not contest with other Methuselahs. (EXAMPLE): Player 1 and Player 2 could both play Anneke.

### 2. Crypt:

No Crypt

### 3. Non-Unique Vampires:

Non-Unique Vampires are banned. (EXAMPLE): Tupdog, Fida'i, Hermana Hambrienta Menor, Hermana Hambrienta Mayor, Grotesque, The Horde, Aabbt Kindred, Valkyrie, etc.

### 4. Uncontrolled Region:

Start with 4 of the same vampire in your uncontrolled region. You can play with an advanced card but you are limited to only 4 cards in your uncontrolled region. (EXAMPLE): You can have 2 copies of Xavier's base version and 2 copies of his advanced version. You can have a ratio of 3 to 1 as well as long as you have 4 vampire cards in your uncontrolled region.

### 5. Influence:

Regular V:TES Rules for influence.

### 6. Rescue a Vampire from Torpor:

A Methuselah can rescue his own vampire in torpor during his master phase as a master phase action by paying 3 pool. The rescued vampire gets 1 blood from the blood bank.

### **7. Non-Unique Allies:**

Non-Unique allies are now considered unique only for the Methuselah. Any Methuselah can have the same non-unique ally as another Methuselah but are limited to only 1 in play. (EXAMPLE): You can have only one Nephandus in play for each Methuselah.

### **8. Unique Allies:**

Unique Allies are still unique and can be contested.

### **9. Embracing:**

Vampires cannot make other vampires (This is a one-vampire format.) Embracing cards and effects cannot be played. (EXAMPLES): The Embrace, Bamba, Tumnimos, Thin-Blooded Seer, Third Tradition: Progeny, Web of Knives Recruit, Nosferatu Bestial, Waters of Duat, Brother in Arms, The Becoming, Legion, Creation Rites, Thin-Blooded Seer, Childe of the Revolution, etc.

### **10. The Slave Rule:**

DOES NOT APPLY to the one-vampire format. Slave vampires are free to act. So, now you can play Gargoyle Vampires.

### **11. Block Fails and Action Fails:**

You cannot play block fails, action fails, or cannot block card effects. (EXAMPLES): Phantom Speaker, Elder Impersonation, Horrific Countenance, Psychomachia, Seduction, Strange Day, Incriminating Videotape, Blind Spot, Faerie Wards, etc.

### **12. Stealing Vampires:**

You cannot play take control of a vampire effects. (EXAMPLES): Chameleon, Graverobbing, Mind Rape, Form of Corruption, Spirit Marionette, Temptation, etc.

### **13. Locking Down Vampires:**

You cannot play lockdown a vampire effect. (EXAMPLES): Nightmare Curse, Riddle Phantastique, Sensory Deprivation, etc.

#### **14. Topor Strikes:**

You cannot play strikes that send vampires to topor. (EXAMPLES): Coma, Entombment, etc.

#### **15. Alternative Effects:**

You can still play a card that has a block fails, action fails, cannot block effect, steals a vampire, locks down a vampire, or topor strike but, you can only use the other effect. (EXAMPLE): You can still play Elder Impersonation for its inferior ability "+1 stealth". You cannot play its superior ability "*Only usable if a minion attempts to block. That attempt fails and the blocking minion cannot attempt to block this action again.*"

#### **16. Banned List:**

Includes the OFFICAL V:TES BAN LIST.

#### **ACTIONS**

Abomination

Baltimore Purge

Call the Great Beast

Dual Form

Reality

Spell of Life

The Name Forgotten

Unleash Hell's Fury

#### **MASTER CARDS**

Brainwash

Fear of Mekhet

Giants Blood

Golconda: Inner Peace

Hostile Takeover

Khobar Towers, Al-Khubar

Millicent Smith

Pentex(TM) Subversion

Rotschreck

Shock Troops

**Society Of Leopold**  
**Out of Control**  
**XTC-Laced Blood**

**EQUIPMENT**

**Signet of King Saul, The**  
**Soul Gem of Etrius**  
**Rowan Ring**

**POLITICAL ACTIONS**

**Auto-da-fé**  
**Banishment**  
**The Eldest Command Undeath**  
**Justicar Retribution**

**VAMPIRES**

**Ankou, The**  
**Rabbat, The Sewer Goddess**