



Vampire
DARK
INFLUENCES

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There is a World of Darkness much like our own. Hidden from humanity by a veil of deceit, the vampires of this world play games of intrigue, politics and betrayal. You are one of those vampires, called Kindred. Your Prince among the undead has declared that he will go into torpor, the rest of ages, and will choose a successor before he passes. The vampire who claims the most points worth of allies before dawn will be declared the new Prince.

Vampire: Dark Influences is a game for two to five devious players who forge bonds, win favors and break vows to reign supreme over the night.

Winning the Game

The game ends after six turns. The winner is the player whose allies are worth the highest total points. That player proves his charm, persuasiveness, treachery and viciousness to be worthy of Princedom. Estimated game duration is 30 minutes to an hour.

Components

Most everything you need to play **Dark Influences** is contained in this box. That includes:

- 5 Player Cards, one per vampire clan
- 25 Kindred Cards
- 30 Event Cards
- 16 blood/regnancy tokens for each player, with the clan symbols on them

Otherwise, you need about five 10-sided dice.

Setup

Separate the cards into three decks by backing and shuffle each deck. Each player draws a random Player Card. Place any remaining

Player Cards back in the box. Each player starts with 10 blood tokens by clan. Place them on your Player Card, blood (red) side up.

Next, randomly draw and place Kindred Cards side by side in six rows, each row with the following number of cards in ascending order:

Row One: 6 cards

Row Two: 5 cards

Row Three: 4 cards

Row Four: 3 cards

Row Five: 2 cards

Row Six: 1 card (The current Prince)



Arrange the rows so they're touching and all centered, forming a pyramid as in the sample shown here. Kindred Cards represent the vampires of prominence in the city, with whom players seek to gain favor, advantage or sway. The single vampire at the top of the power structure (the game's pyramid) is the Prince who is stepping down. He is not powerless yet, however. His word still has considerable sway in players' bid for control.

Winning a Kindred over is called gaining her allegiance. She becomes your ally and is a member of your undead coterie. Players try to win the allegiance of successively higher ranking Kindred in the city's power structure, adding vampires to their coteries. Having a vampire in one's coterie makes a player *regnant*, a domitor over the Kindred. Even the current Prince can be won over and added to your coterie. The ultimate goal is to win the allegiance of the most points' worth of Kindred and be crowned the new Prince.

Kindred Cards

Each Kindred Card is an archetype among the undead. He or she belongs to a vampire clan and covenant. Rolls to gain Kindred allegiance get bonuses if your clan and/or covenant matches theirs.

Each Kindred card also has a point rating: +1, +2 or +3. This modifier is added to the row number in which a Kindred lies to determine her total point value. So, a Kindred can be worth anywhere from two to nine points. That is, a +1 Kindred Card in row one is worth two points at the end of the game. A +3 Prince in row six is worth nine points at the end of the game.

Players

Each player controls a powerful vampire. Your vampire has an innate Discipline, as indicated on your Player Card. Your Player Card starts with 10 blood tokens on it. This is called your blood pool. During the course of the game, you place blood tokens on Kindred Cards and spend blood tokens to use your Discipline. Blood that's lost during play goes to a discard pile for each player. At the end of each turn, discarded blood returns to your blood pool.

Disciplines

Players each possess a supernatural power, or Discipline, that is fueled by blood. Your Player Card names your Discipline.

These powers can be used for modifiers on combat rolls and/or for allegiance bids. Using a Discipline requires you to discard a blood token from your blood pool. A Discipline cannot be applied more than once to the same roll. Disciplines must be activated and paid for before any dice are rolled.

Blood Tokens

You start with 10 blood tokens that represent the amount of blood in your vampire's undead body. Blood is used to bid for Kindred allegiance, to stage combat and to fuel your Discipline. In most cases, you place your blood red-side-up on Kindred Cards. When blood has been spent, it is put in a discard pile. Discarded blood is no longer considered to be in your blood pool until the next turn. Blood that has been placed on Kindred Cards is no longer in your blood pool, either.

When a Kindred joins your coterie, your blood tokens placed on him may be turned to the white side. White tokens indicate your regnancy over that Kindred.

The maximum number of tokens in your blood pool increases as you gain more potent allies in the city. For each new row in which you win a Kindred's allegiance, you immediately add one more token to your blood pool. When you win a coterie member in row one, you add one blood to your pool, for a maximum of 11 available to you. When you win a coterie member in row three, you add a third blood to your pool, for a maximum of 13. When you win the allegiance of the Prince, you add a sixth token for a total of 16.

Winning the allegiance of more than one Kindred in the same row does not confer more tokens to your pool. If you lose your only coterie member in a row, you immediately lose one blood from your pool. It's not just discarded, it's removed from play. If you have no tokens in your blood pool when that happens, eliminate one from your discard pile, instead.

Event Cards

Each player starts the game with one Event Card, drawn at random and kept secret. When an Event Card is played, it's tossed in a discard pile until all available cards are gone. Discarded ones are then shuffled and drawn normally.

Event Cards can be played on yourself or others at any time. All rules and terms are detailed on each card.

Only one Event Card can be played at a time by a player. If two or more players seek to use Event Cards simultaneously, they apply in order of Initiative for the current phase.

A new Event Card is drawn each time you gain the allegiance of a Kindred, adding her to your coterie. Draw a new Event Card even if you reclaim a Kindred Card that you once possessed and lost. A new Event Card is also drawn when you eliminate all of another player's regnancy tokens from a Kindred Card through combat.

Finally, you can trade in two unused Event Cards for a single new one. Discard the two you have and draw a new one. You can trade in cards at any time.

Dice

You need about five 10-sided dice. Modifiers to rolls such as +1 or +2 are always added to the total dice rolled rather than as bonuses to the actual numbers rolled. So, if you start with three dice and receive a +2 bonus, you roll a total of five dice. You normally need to roll 8 or higher on each die to succeed at an action. Rolling a 10 counts as a success and allows you to re-roll that die to potentially gain more successes.



DETERMINING COVENANT

The first Kindred on row one whom you bring into your coterie determines your covenant, the secret

society of vampires with which you are affiliated. She indoctrinates you into her secret society of the undead. Shared clan and covenant grants bonuses to win the allegiance of other Kindred. Once your covenant affiliation is determined, it never changes, even if you lose the allegiance of the original Kindred who introduced you.



Playing the Game

The game is over after six turns. Each turn is staged in the following order:

Blood Placement Phase

Blood Resolution Phase

Initiative

At the beginning of each phase, all players count the blood tokens in their blood pools. Discarded blood and blood placed on Kindred Cards are not counted as part of your blood pool.

The player with the most blood in his pool goes first in the phase. If there is a tie, tied players roll off with high roller going first. Play proceeds clockwise. At the beginning of the game, roll to see which player starts.

Blood Placement Phase

Determine Initiative for the Blood Placement Phase and then take turns placing blood tokens on Kindred Cards, one token at a time. You can place blood on any Kindred that you like, and can place as many blood as you want on each card over the course of the phase.

The first ally you win as a coterie member (probably in the first turn of the game) must be on row one. Subsequent ones need to be adjacent to your existing coterie member(s). That is, they

must touch. New Kindred added to your coterie could be above, beside or below existing allies.

The single exception here is gaining other allies in row one. At any time in the game, you can bid for the allegiance of any available Kindred Card on row one, even if such a Kindred is not adjacent to any of your existing coterie members.

To stage combat against other players (see below), blood can be placed on any Kindred Cards controlled by your opponents, even if those cards are not adjacent to your coterie members. Combat is used to drive off a player who is regnant over a Kindred.

You can also place one blood on one of your existing allies in your action, instead of on a potential new Kindred coterie member. That blood can be turned over later to strengthen your regnancy over your existing ally.

Placing blood comes to an end when each player has passed. Once you pass, you can place no more blood for the turn.

Blood Resolution Phase

Determine Initiative for the phase by counting the tokens in each player's blood pool. (Discarded blood doesn't count. Nor does blood placed on Kindred Cards.) The player with the most blood in his pool goes first.

Players take turns resolving their own blood placed on Kindred Cards, one Kindred Card at a time, going clockwise around the table. Blood can be resolved to bid for Kindred allegiance, stage combat, turn a blood token over into a regnancy token, withdraw blood or to pass, all of which are explained below.



10 AGAIN

While a roll of 8 or higher on a die is a success, a roll of 10 is an opportunity for resounding success.

Re-roll each die that turns up a 10. The first 10 counts as a success. If you get another 8, 9 or 10 on the die, you get another success. If you get another 10, keep rolling as long as 10's keep turning up and successes keep getting added to your total.

If you have a Discipline that lowers the number you need to get a success — say to 5 or 6 instead of 8 — extra successes are gathered for rolling those lower numbers. Getting 10's still allows for further re-rolls. Say your Discipline lowers the number you need on rolls to 6. You roll three dice and get a 10, 6 and 4. You get to re-roll the die that turned up a 10. You already have two successes. If you get a 6 or higher on the re-rolled die, you add another success. If you roll another 10, you add another success and keep rolling that die.



Bidding for Allegiance

If one or more of your blood tokens is on a Kindred Card over whom no one is currently regnant (no one has a white token on that Kindred), you can declare a bid to win the Kindred's allegiance. Discard as many of your blood placed on the Kindred as you like. Each blood lets you roll one die. You need at least one success to add the Kindred to your coterie. **A roll of 8 or higher is a success.**

If either of your clan or covenant matches that of the Kindred, you get +1 die for each. Say you're a member of Clan Nosferatu and a member of the Circle of the Crone Covenant. If you bid for allegiance on a Kindred who is also a Nosferatu, you gain +1 die to win her allegiance. Or if she is a fellow member of the Circle of the Crone, you gain +1 die. If both of you are Nosferatu and Circle members, you get +2 dice to win her allegiance.

You have the option of turning one of your discarded blood from the card into a regnant token for each success you achieve in the roll. That blood is turned over to the white side and kept on

the Kindred Card as a marker of your regnancy. So, if you get three successes, you can turn over up to three blood. You get to decide exactly how many blood to make into regnancy tokens.

If successes rolled ever exceed the blood you dedicated to an allegiance bid, you can turn over only the blood you dedicated. The extra successes are wasted. Say you have two blood on a Kindred card and dedicate both of them to an allegiance bid. If you get three or more successes on your roll, you can turn no more than your original two blood into regnancy tokens. Or, say you have two blood on a Kindred Card and you dedicate only one of them to an allegiance bid. After modifiers you get to roll three dice and each of them gets a success. You can turn only one blood into a regnancy token, however, because that's how many blood on the Kindred Card were dedicated to the allegiance bid.

If you get no successes on your roll, all blood dedicated is discarded and the Kindred Card remains available.

If you have any blood left on the Kindred that was not dedicated, it remains and can be used in other actions for the card.

Remember that you add one blood to your blood pool for each new row in which you gain a Kindred Card as a coterie member (see "Blood Tokens," p. 7).

Also remember to draw a new Event Card when you gain a Kindred as a coterie member.

Strengthening Regnancy

If you are regnant over a Kindred and have unresolved blood tokens placed on her, those tokens can be flipped to reinforce her allegiance. One blood can be flipped as one of your actions in the Blood Resolution Phase. Each regnancy token adds one to the successes required for others to take your coterie member away. See Combat for more details.

When a Kindred is claimed as a coterie member, the winner places one or more regnancy tokens on the Kindred. As you claim the allegiance of more Kindred across the city's power structure, you win more and more standing among the undead. Your power can be undermined, however. Other players' blood placed on one of your Kindred Cards can be used to attack you and weaken your regnancy. Vampires run afoul of each other while they seek to influence Kindred, and violence ensues.

Combat is staged whenever an opponent resolves blood placed on one of your Kindred Cards. He discards as many of his blood on the card as he likes and rolls one die for each. Each roll of 8 or higher eliminates one of your regnancy tokens on the Kindred. Your tokens are discarded as blood. If all of your regnancy tokens are discarded, that Kindred leaves your coterie. She is available to be won over by any player. No roll is made in combat for you, the regnant.

If a lost Kindred Card was the only one you had in a row, you lose one token from your blood pool (see "Blood Tokens," p. 7). If you ever lose all of your Kindred Cards, you must win allies all over again, starting on row one. Your covenant remains the same, however.

Not all of a player's blood present on a Kindred Card needs to be dedicated to combat. Extras remain on the card and can be resolved in subsequent actions in the phase.

Remember that an attacker draws a new Event Card when he eliminates all of another player's regnancy tokens from a Kindred Card.



DISCIPLINES AND CARDS

Certain Disciplines and Event Cards apply modifiers to bids for allegiance and/or combat.

These modifiers might apply to one's own roll or to an opponent's. All blood dedicated, Disciplines and Event Cards must be declared before dice are rolled. Any changes in blood dedicated, Disciplines activated or Events Cards played must be made before the dice are finally rolled.



Withdrawal

You can dedicate an action in the Resolution Phase to remove any blood that you have assigned to a single Kindred Card. Those tokens go straight to your discard pile. You can do nothing else in that action.

You can also withdraw your own regnancy tokens this way, but can discard no more than one regnancy token per Blood Resolution Phase, total, no matter how many Kindred are in your coterie. A withdrawn regnancy token goes to your discard pile as an ordinary blood token. You could even abandon a Kindred Card this way, withdrawing your only regnancy token from it.

Say Justin has three regnancy tokens on the Bitter Outcast. He decides to free up some of those tokens on his next action in the Blood Resolution Phase. He withdraws one regnancy token and discards it. That's the only regnancy token he can withdraw for the whole phase. He can't withdraw regnancy tokens from any of his other Kindred allies.

Passing in the Resolution Phase

If you have blood tokens remaining on Kindred Cards but do not want to resolve them in a turn, you may declare a "pass" in the Blood Resolution Phase. You cannot bid for allegiance, initiate combat, flip blood tokens over to regnancy tokens, withdraw tokens or activate Disciplines for the remainder

of the current turn. You can still play Events Cards, though. Regnancy tokens and Kindred in your coterie can also be lost if other players attack you.

Your unresolved blood remains on Kindred Cards into the next turn.

All players' regnancy tokens automatically remain on Kindred Cards from turn to turn unless a regnant is driven off through combat, or you withdraw one of your own regnancy tokens.

End of Turn

At the end of a turn, any discarded blood returns to your blood pool. The next turn begins with Initiative for the Blood Placement Phase.

End of Game

The player with the most points' worth of coterie members at the end of turn six is the winner. He becomes the new Prince. Points are determined by adding Kindred Cards' row numbers (1 to 6, from the bottom to the top of the pyramid), and adding the point values (+1 to +3) of each coterie member to that total

Having a member of each clan and/or covenant in your coterie at the end of the game grants you an additional five points. So, if you have at least one coterie member in each of Clans Daeva, Gangrel, Mekhet, Nosferatu and Ventrue you gain five bonus points at the end of the game. Likewise, if you have at least one coterie member in each of the Carthian, Circle of the Crone, Invictus, Lancea Sanctum and Ordo Dracul Covenants you gain five bonus points at the end of the game. Having at least one member of each clan *and* covenant therefore grants 10 bonus points. One or more Kindred Cards can even contribute to a full set of clan *and* covenant members.

Frequently Asked Questions

Q: If I have a chain of coterie members on one side of the pyramid, can I become regnant over a Kindred on another part of the pyramid, who isn't adjacent to my allies?

A: Only if that "distant" Kindred is on row one. You can bid for allegiance over any available Kindred on row one, even if they're not adjacent to any of your other coterie members.

Q: Can I place blood on any Kindred Cards across the pyramid, even if they're not adjacent to members of my coterie?

A: Yes. You might do so to stage combat on an opponent, or to accumulate blood on a Kindred in anticipation of bidding for her allegiance when your adjacent coterie members "reach" her.

Q: What happens if my chain of adjacent coterie members is broken in combat, "stranding" one or more of them?

A: Nothing. You keep playing as normal and bid for the allegiance of new Kindred who are adjacent to the coterie members you have left.

Q: I lose my only coterie member on a row, so I lose one blood from my blood pool. If I regain the same or a new coterie member on that same row, do I get one blood back?

A: Yes. If you lose your only coterie member on any row, you lose one blood from your pool. If you regain that coterie member or another one on the same row, you get that blood back.

Q: The Event Card rules say "Only one Event Card can be played at a time by a player." That means two players can't play cards at the same time?

A: No, that means one player can't play two or more cards at the same time. He has to do it one card at a time, with his card being resolved fully before the game proceeds. If two or more players seek to play cards at the same time, each is resolved in full in order of Initiative for the current phase.

Q: Is there a limit to the number of Event Cards a player can have?

A: No. He just can't play more than one at a time.

Q: When determining Initiative in a phase, what blood tokens do I count?

A: Only the ones remaining in your blood pool. Not discarded blood and not blood placed on any Kindred Cards, or anyregnancy tokens.

à Sample Turn

Bram, Mary, Byron, Mark and Justin sit down to a game of **Vampire: Dark Influences**. The Player Card, Kindred Card and Event Card decks are each shuffled. Player Cards are assigned randomly as follows, and each player gets one Event Card that he or she keeps secret.

Bram: Nosferatu

Event Card: Röttschreck

Mary: Gangrel

Event Card: Herald

Byron: Ventrue

Event Card: Priscus

Mark: Daeva

Event Card: Blood Bond

Justin: Mekhet

Event Card: Master of Elysium

The Kindred Cards are then arranged into a pyramid to represent the city's undead power structure, as shown here:

The Unliving Terror, presiding Prince, announces that he is going into torpor. The player to have the most points' worth of

coterie members by the end of the night (after six turns) will be declared the new Prince.

Initiative

All players have the same number of blood in their pools (10) to start the game, so each rolls a die. Mary gets the highest roll, so goes first in the Blood Placement Phase, and play goes clockwise from her.

Blood Placement

Mary places a blood on the Bitter Outcast.

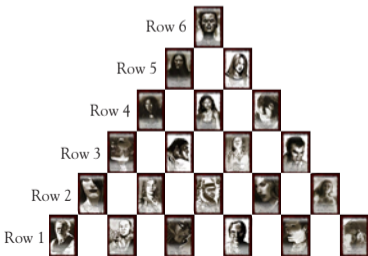
Byron places a blood on the Conniving Perfectionist.

Mark places a blood on the Resolute Guardian

Justin places a blood on the Shadow Player.

Bram places a blood on the God-fearing Redeemer.

And so allocation of one blood at a time proceeds until each player decides he has placed enough blood. Tokens are placed as follows:



Mary has four on the Bitter Outcast (row one) and three on the Bearer of Secrets (row two). Even though Mary doesn't yet have a coterie member on row one, she's banking on claiming the Bitter Outcast quickly so she can claim the Bearer of Secrets in row two, all in the first turn. That leaves three blood in her pool.

Before Mary can say "pass" for the phase, however, Mark plays the Blood Bond card on her and places two more of her blood as he likes in the Initiative rotation of the phase. He allocates them to the Unliving Terror and the Shadow Player. That leaves Mary with one blood left in her pool.

Byron has three blood on the Conniving Perfectionist (row one), three on the Hex Witch (row one), and one on the Indulgent Practitioner (row two). He gambles on the same strategy as Mary. He has three blood left in his pool.

Mark has played cautiously and placed four blood on the Resolute Guardian. He hopes to have the most blood in his pool at the beginning of the Blood Resolution Phase in order to go first. That leaves six blood in his pool.

Justin has placed three blood on the Shadow Player (row one), and three on the Crusader (row two). He is so certain that he can climb the city's power structure quickly that he assigns his Master of Elysium card to the Outland Warden on row three. Whomever is first to claim that Gangrel as a coterie member cannot be driven through combat.

Bram has placed three blood on the God-fearing Redeemer, two on the Bitter Outcast and one on the Resolute Guardian. As a Nosferatu, he seeks combat with other players on the second two Kindred. That leaves Bram with four blood in his pool.

Now that everyone has passed, play proceeds into the next phase.

Mark has the most blood left in his pool, at six, so he should go first in Initiative for the Blood Resolution Phase. Mary plays the Herald card, however, so trumps the order of things and goes first. That means play resolves clockwise from her.

Blood Resolution

Mary sets out to bid for the allegiance of the Bitter Outcast. Before she can do so, however, Bram plays the Röttschreck card on her and discards one of her four blood on the Bitter Outcast. That leaves Mary with three blood, all of which she dedicates to her bid. She rolls three dice. Her Protean Discipline is no help on an allegiance bid. The Outcast is a Nosferatu, so Mary gets no bonus for shared clan. She gets 8, 7 and 1 — one success. One of her blood on the Kindred Card is turned over into a regnancy token and the other two are discarded. Since the Bitter Outcast is a Carthian, that's now Mary's covenant as well. She adds one blood to her pool for gaining a coterie member on a new row, and draws a new Event Card: Diablerie.

Byron gets to go next. He tries to resolve the Hex Witch first, adding her to his coterie. He and the Witch are both Ventrue, so he gets +1 die to the roll. Of his three blood, he dedicates two and spends a blood from his pool to activate Dominate, lowering the number he needs on his dice from 8 to 6. He gets 10, 6 and 3. He re-rolls the 10 for an 8. That gives him three successes. Even though he got three successes, he dedicated only two of his blood on the Witch to the roll, so can flip only two of his blood on the card into regnancy tokens. He does. Since he had three blood assigned to the card, however, he still has one unresolved blood left on the Hex Witch. Byron is now a member of the Circle of the Crone, and he adds one blood to his pool and draws an Event Card: Haven.

Mark has blood on only the Resolute Guardian, so makes an allegiance bid for that Kindred. Mark is a Daeva, while the Guardian is a Nosferatu, so he gets no clan bonus. Mark dedicates all four of his blood on the Kindred to the roll, and discards a blood from his pool to activate Majesty to get an additional die. He rolls 7, 6, 6, 5 and 2 — no successes. All of Mark's blood on the Guardian are discarded and the Kindred remains available. Mark still has no covenant.

Justin seeks the allegiance of the Shadow Player before Mary can claim that Kindred. Justin dedicates all three of his blood on the Shadow Player to the roll. Justin and the Shadow Player are both Mekhet, so he gets an additional die. He also discards an additional blood from his blood pool to lower the number he needs on all dice from 8 to 7. He rolls 9, 9, 4 and 3 — two successes. Justin can turn two of his three blood dedicated to the roll into regnancy tokens, but opts for only one. The remaining two are discarded. (Justin wants to keep as many blood tokens as “liquid” as possible.) He adds one blood to his pool for acquiring a coterie member on a new row. He also draws a new Event Card: Covenant Obligation. Finally, Justin is now an Invictus, like his first coterie member.

Now Bram gets to go. He bids for the allegiance of the God-fearing Redeemer. He dedicates all three blood on the Kindred to the roll, and adds a die since they're both Nosferatu. Bram's Nightmare Discipline is effective in only combat. He rolls 10, 8, 5 and 5. His 10 is re-rolled for another 10. That's re-rolled for a 3. Bram gets a total of three successes. He dedicated three blood to the roll, so can turn them all into regnancy tokens. He decides to flip two and discards the last. Bram is now a member of the Lancea Sanctum, like the Redeemer. He also adds a blood to his pool and draws a new Event Card: Staked. Bram is pleased by the card and gives a smug look.

Mary makes a surprising move and plays her Diablerie card on Bram, claiming his one and only Event Card. She likes the card, too.

The order is back to the top, with Mary. She's tempted to bid for the Bearer of Secrets' allegiance, but remembers her Gangrel lineage and declares combat against Justin over the Shadow Player. If she wins this combat, Justin will lose the Shadow Player and won't be able to bid for the allegiance of the Crusader since he won't have any allies in the first row who are adjacent to the Crusader. Fortunately, Justin has the Covenant Obligation card and plays it, forcing Mary to seek allegiances rather than instigate combat in her current action.

Mary therefore turns her attention back to the Bearer of Secrets. She and the Bearer are both Gangrel, for +1 die to her allegiance roll. They have different covenants, however. Of her three blood on the Kindred, she dedicates two to the roll. Her three dice turn up 8, 5 and 2. She flips one blood into a regnancy token and discards her other two on the Bearer. The Kindred is on a new row, so Mary adds another blood to her pool and draws an Event Card: Invictus Mandate. Mary has succeeded in claiming two coterie members on separate rows in a single turn. The question is, can she hold onto them?

Byron goes next in the rotation. He tries his luck at the same thing Mary did and seeks an alliance with the Indulgent Practitioner on the second row. Byron is a Ventrue while the Practitioner is a Daeva, but both are members of the Circle of the Crone for +1 die. Byron has only one blood on the Kindred, so gets a die for that. He also discards a blood from his pool to activate Dominate and lowers the number he needs from 8 to 6. He rolls 3 and 1 — no successes. Byron's single blood on the Kindred is discarded.

Mark has no blood placed on any Kindred at this point, so can do no more in the turn.

That means Justin is up next. He makes a grab for the Crusader, but before he can, Mary plays her Staked card on him. Justin misses his action.

Bram doesn't like that Mary is gaining a small advantage so early in the game, so stages combat against her over the Bitter Outcast. Shared clan and covenant have no bearing in combat. Bram has two blood placed on the Outcast, while Mary has one regnancy token there. Bram dedicates both blood to the attack, discards them, and discards a blood from his pool to activate his Nightmare Discipline, lowering the number he needs to roll from 8 to 5. He rolls 5 and 4 — one success. That's enough to eliminate Mary's single regnancy token. It's tossed into her discarded blood pile. Bram gains an Event Card — Sire — for knocking off all of Mary's regnancy tokens. Meanwhile, Mary loses one blood from her pool for losing her only coterie member on a row. That blood is not just discarded, it's removed from play. That leaves her with the Bearer of Secrets as a coterie member on row two, but since she won him over before losing the Bitter Outcast, she can continue acquiring allies who are adjacent to the Bearer. Mary's covenant remains the same now that it's been established.

Jealous of all the backstabbing going on, Byron trades his two unused Event Cards in for a single new one: Ghoul.

The rotation is back to Mary. She kept Justin from claiming the Crusader as a coterie member, and now seeks to attack him over the Shadow Player to take that ally away. She has only one blood on the Shadow Player and discards it for a die. She also discards a blood from her pool to activate Protean, adding two dice to her roll. She rolls 10, 7 and 1. The 10 is re-rolled for a 4. Still only one success. It doesn't matter, though. She needed only one to cause Justin to discard his single regnancy token from the Shadow Player. He loses one blood from his pool for losing his only coterie member on a row. Mary draws an Event Card — Blood Hunt — for driving Justin away from the Shadow Player.

There are only a few players' blood left on Kindred Cards, so Byron can safely bid for the allegiance of the Conniving Perfectionist. (He can bid for the allegiance of the Perfectionist, even though that Kindred is not adjacent to his existing coterie member the Hex Witch, because you can always try to gain coterie members among unclaimed Kindred on row one, no matter where they are located on that row.) He considers using his Ghoul card to move his one unresolved blood from the Hex Witch to the Perfectionist to increase his dice pool, but decides against it. He dedicates all three blood on the Perfectionist to the roll, and discards a blood from his pool to activate Dominate. He needs to roll 6 or higher, and gets 2, 4 and 4 — no successes. All three of his blood on the Kindred are discarded.

Mark still can't go.

Justin has three blood marooned on the Crusader in row two. He can't bid for allegiance because he has no adjacent allies on row one. He opts to withdraw all his blood on the Crusader and discards them.

Bram has one unresolved blood left on the Resolute Guardian. He makes an allegiance bid with one die for his one blood, and gets a second die since they're both Nosferatu. (Their covenants are not the same, however.) He gets a 9 and 3, so flips that blood over to a regnancy token. Bram gets a new Event Card — Retainer — but does not add any blood to his pool. The Guardian is his second coterie member on the same row.

Earlier in the turn, one of Mary's blood was placed on the Unliving Terror by Mark. Since she can't bid for the Prince's allegiance yet (she has no allies adjacent to him), and no one else claims him as a coterie member so combat is not possible, she withdraws that blood. It's discarded.

Byron has one unresolved blood left on the Hex Witch, on which he also has two regnancy tokens. He decides to play it safe

and spends his action flipping that blood into a third regnancy token. It will be very challenging for anyone to defeat him in combat for the Witch.

Mark and Justin are done for the turn.

Bram has two regnancy tokens on the God-fearing Redeemer and one on the Resolute Guardian. He decides to withdraw the one regnancy token that he can for the turn from the Redeemer, leaving one there. The withdrawn token is discarded as a blood.

Mary has one regnancy token on the Bearer of Secrets, so passes for the remainder of the turn.

End of Turn

That's the end of the turn. Bram has one regnancy token on each of the God-fearing Redeemer and the Resolute Guardian. Mary has one on the Bearer of Secrets (row two). Byron has three regnancy tokens on the Hex Witch. The Master of Elysium Event Card remains assigned to the Outland Warden for the remainder of the game.

All players return discarded blood back to their blood pools and Initiative for the Blood Placement Phase of turn two is determined. Play then proceeds until the end of turn 6.

End of Game

At the end of the game, the point values of players coterie members are totaled. Mary has the Shadow Player (3), Bearer of Secrets (4), Pulpit Preacher (6), Lone Rebel (5) and Invoker of Blasphemies (5) as remaining allies. They're worth a total of 23 points. However, she also has one ally in each covenant for an extra five points. That means she has 28. She doesn't have members in each clan, but 28 points are enough to win and be declared the new Prince.

Terminology

The following are terms evolved among vampires across the ages to help identify and understand their condition. These words are spoken and used directly among the undead, and will help you better understand the setting of this game.

Beast, the: The primal instinct within all vampires to keep and feed without remorse.

blood hunt: A citywide hunt for a particular Kindred fugitive, in which most if not all local Kindred are expected to participate.

Carthian (KAR • thee • enn): A vampiric idealist, one who believes in reconciling the Requiem with the politics and society of modern mortals.

clan: One of five families of Kindred whose lineage links back to times beyond Kindred memory.

Circle of the Crone: A covenant of ritualistic Kindred that reveres pagan gods, spirits, pantheons and/or progenitors.

coterie: A group of allied vampires.

covenant: A faction of Kindred who share certain political and theological beliefs. The covenants exist worldwide, though details often differ from region to region.

Daeva (DAY • vuh) : A clan of vampires known for being emotional, sensual and desirable.

Damned, the: The race of Kindred; vampires.

diablerie (dee • AHB • ler • ee): Kindred “cannibalism”; draining another vampire of not only his blood but his soul.

Disciplines: The preternatural abilities and edges the Kindred possess, allowing them to vanish, turn into bats and perform myriad other inhuman feats.

Auspex — Heightened senses and supernatural awareness

Dominate — Mind control

Majesty — Supernatural charisma

Nightmare — The power to instill unreasoning terror

Protean — The ability to assume bestial forms

Elysium (ell • ISS • ee • um): A location used for Kindred gatherings and declared a neutral, “no violence” sanctuary by the Prince.

Embrace: The act of turning a mortal into a vampire.

frenzy: A berserk state in which the Beast takes total control over a vampire. Rage, fear and hunger can induce frenzies; when precision is needed, the term is qualified by cause (rage frenzy, fear frenzy or hunger frenzy) or by a special term (*Rötschreck* or *Wassail*). Unqualified, the term generally indicates rage frenzy.

Gangrel (GANG • grell): A clan of vampires known for being primal, hardy and savage.

ghoul: A mortal fed Kindred Vitae and possessed of various supernatural abilities, though far weaker than most vampires.

Harpy: A Kindred in a position prominent or estimable enough to raise up or put down others in vampire society.

haven: A vampire’s residence; where one finds sanctuary from the sun.

Herald: A spokesman for the Prince.

Invictus (in • VICK • tuss): One of the largest of the Kindred covenants, which believes in rule by a vampiric “elite” made up mostly of elders.

Kindred: The modern (and most frequent) term by which vampires refer to themselves and their race. Kindred Cards represent the vampires with whom player form coteries.

Lancea Sanctum (LAN • kay • uh SANK • toom): A covenant of vampires, made up of vampiric religious zealots who honor the Roman centurion Longinus, whom they have adopted as a form of “patron saint” for the act of testing Christ’s divinity.

Master of Elysium: The Kindred responsible for places of Elysium, who also makes sure that everything is prepared, that nobody fights and that word gets out about events.

Mekhet (MEK • et): A clan of vampires known for being quick, discreet and wise.

Nosferatu (noss • fur • AH • too): A vampire clan known for being stealthy, strong and terrifying.

Ordo Dracul (OR • dough drah • KOOL): A covenant of vampires known for its mystic studies and desire to transcend the vampiric condition.

Primogen (PRIM • oh • jen): An elder who advises the Prince of a city (also plural).

Prince: The ruler of, or most powerful Kindred in, a city.

Priscus (PRISS • kuss): The informal “head” of a specific clan within a city. The plural is Prisci (PRISS • key).

regnant: A vampire who has influence or sway over another vampire. In **Vampire: Dark Influence**, having Kindred in one’s coterie.

Rötschreck: The “Red Fear”; a fear frenzy, usually instigated by the presence of fire.

Sheriff: The Kindred responsible for enforcing the Prince’s laws and dictates.

sire: A vampiric “parent,” one who has Embraced a childe; alternatively, a verb, meaning “to Embrace.”

torpor: A death-like sleep into which Kindred fall if they are injured severely or starved for too long. Kindred can also enter torpor willingly to escape the world for a time.

Ventrue (VENN • true): A clan of vampires known for being regal, commanding and aristocratic.

witch-hunter: A mortal who seeks out Kindred and destroys them.

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