



**VAMPIRE™**  
THE ETHERNAL STRUGGLE

Rules Update

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### Credits

*The Sabbat*

## Additional Rules for **Vampire: The Eternal Struggle**

### Section 1 - What is the Sabbat?

*"Feel the power of a vampire unchained, slip the leash of authority, and do what you will. Welcome to the society of free vampires. Welcome to the Sabbat."*

—Cailean, Archbishop of Detroit

The Sabbat is a society of vampires bound together through rituals of blood. Sabbat society is structured like the Church, complete with bishops, archbishops, cardinals, and even an Inquisition. The leaders of this sect have declared an unholy crusade against their enemies, the vampires of the Camarilla. While the Kindred of the Camarilla hold to a rigorous Masquerade to hide their existence from humans, the vampires of the Sabbat make no special effort to hide themselves from humans except to preserve their own safety.

Packs of Sabbat vampires have also gathered together to resist the coming armageddon, when ancient vampires will arise and destroy their descendants. Unfortunately, many members of the Sabbat are secretly controlled by these ancient vampires. The Eternal Struggle continues...

### Overview of **Vampire: The Eternal Struggle** and *The Sabbat*

**Vampire: The Eternal Struggle** is a trading card game in which two or more players take on the roles of ancient vampires called Methuselahs. As a Methuselah, you will manipulate your minions to frustrate the designs of your enemies. These battles, sometimes covert and subtle, sometimes open and spectacular, are collectively called the Jyhad. Like a vampire's thirst for blood, the Jyhad may lie dormant, but it never really ends.

*The Sabbat* is a stand-alone expansion for **Vampire: The Eternal Struggle**. It can be played either by itself or as an expansion to the base game. The players still take the roles of Methuselahs, but their schemes now involve the more rebellious members of the Sabbat.

### Section 2 - What's New in *The Sabbat*?

*The Sabbat* has a number of new clans, titles, and optional rules. This guide is meant to cover the changes between *The Sabbat* and the V:TES base game. You'll find the complete rules in **Vampire: The Eternal Struggle** and the *Darkness Unveiled* strategy guide. This update is not a substitute for either version of those rules.

#### New Clans

The clans in *The Sabbat* are different, for the bloodlines of the Camarilla have been changed and augmented by blood magic. In this set, the Sabbat includes seven antitribu clans (corrupted versions of the seven established Camarilla clans) and three new clans. The new Sabbat clans are described below.



**Lasombra:** The Lasombra are the elite of the Sabbat, ruthless manipulators who value strength and reward those who possess it. Members of the clan are masters of the Disciplines of Obtenebration (controlling shadows), Dominate, and Potence.



**Tzimisce:** Members of this ancient clan are arcane scholars, descended from the house that once ruled

fiefdoms in Eastern Europe. They are masters of Vicissitude (shaping living forms), Auspex, and Animalism.



**Pander:** Among the Camarilla Kindred, vampires with weak, attenuated bloodlines are called Caitiff and have no clan standing. In the Sabbat, Joseph Pander fought for — and won — recognition for the Caitiff. The Panders took his name in gratitude. They do not have clan-specific Disciplines, but they are still an integral part of the Sabbat.

A vampire's clan symbol is printed in the upper-left corner of his or her card.

#### New Disciplines

The symbols in the lower-right corner of a vampire card represent the Disciplines known by that vampire. *The Sabbat* includes three new Disciplines.

- Dementia:** The power to induce madness
- Obtenebration:** Magical control of shadows
- Vicissitude:** Sculpting living flesh into new forms

#### Running Out of Cards and Withdrawing from the Game

If you've exhausted your library and begin your turn with less than a full hand, you must withdraw from the game. If you withdraw, neither you nor your predator gains a victory point or pool to add to any victory points you've already gained. Cards already in play in another player's active or torpor region (such as Detection on a Lasombra minion) remain in play until the end of the game.

### Section 3 - Vampire Politics

*Men must either be caressed or else annihilated; they will revenge themselves for small injuries, but cannot do so for great ones; the injury therefore that we do to a man must be such that we need not fear his vengeance.*

—Niccolo Machiavelli, *The Prince*

Like mortal societies, vampire societies have their own laws, creeds, and customs. In *The Sabbat*, you may call a vote as normal and, as always, you cannot split a minion's votes. If a vote passes, the effects of the card take place.

If your vampire calls a political action with a card, you automatically receive one vote from the card itself. Tally the votes of non-Sabbat vampires as normal. Each Bishop, Archbishop, Priscus, and Cardinal you have in the active region gives you additional votes. You have:

- 1 vote for each ready Bishop,
- 2 votes for each ready Archbishop, and
- 3 votes for each ready Cardinal.