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## **Laibon Storyline:**

There is an Ashanti legend that holds that there was a wise spider who wished to know all the stories of the earth – for in knowing them he would uncover the secret to all knowledge. He asked the Sky God for these stories, as the Sky God had seen the world and knew all its stories. The Sky God set upon 4 impossible tasks to the wise spider, but through cunning and wisdom, the wise spider overcame them all. In the end the wise spider was rewarded with a wooden box that contained all the stories.

There is another telling of this story – one known only to a few kindred, until now. This telling holds that the most well-known of the Akunanse – Kwaku Anansi – was the original ‘wise spider’ of legend. He travelled throughout Africa, passing through every terrain from North to South and East to West. He travelled from Africa’s majestic peaks to its sunken valleys, from its deepest jungles to its open plains, from its scorching deserts to its stretching beaches. He truly had travelled more than any other kindred in existence, save for Caine and perhaps the fabled 2<sup>nd</sup> Generation. Some believe that the Sky God was in fact one of Caine’s own childe, known by the name Nyame – who may have been Kwaku’s very own sire. If legend holds true, then Caine had given Nyame the task of recording and remembering all the tales and history since the dawn of mankind. It is believed that Nyame had given Kwaku a wooden box filled with the earliest records of history known, but not before setting him 4 tasks – namely, to capture a python (Onini, believed to have been the very same snake from the Garden of Eden), a leopard (Osebo, who was believed to have disappeared after his embrace), hornets (Mmoboro, this reference is shrouded in mystery, perhaps it was a tribe of kine who were particularly annoying) and a fairy (Mmoatia, believed to have meant a changeling). This wooden box would be invaluable, and has been the prize that many (who have heard this story) have tried to claim. To this day, the wooden box has not been found. Only the name of the traveller, Kwaku, and his clan, Akunanse, are known to any who seek the box.

## **General Storyline Rules:**

- A) Every event has a special card which is banned from deck construction in that tournament. This is because those cards are in play at some stage during the tournament due to that event’s special rules.
- B) Your crypt must be made up of 75% members of any 1 clan in all events.
- C) The special event rules apply **only** to the **final table** of each event – with the exception of the banned card, which is valid for the whole event.

### **1) Reliquary: Akunanse Remains.**

The texts written by Hay-Tau about his travels into the Dark Kingdom, tell of an ancient Akunanse with whom he had fought. From the ancient scripts, it appears that this ancient Akunanse was the bearer of a great secret, and was the first step on his path to discovering “the secrets of Caine”.

This Akunanse was wise, and could smell the hunger and destruction of the beast inside Hay-Tau, and so refused to tell him anything. His understanding of the beast and his own nature was so strong that even Hay-Tau command of supernatural powers could not shake him. This vampire was Kwaku. Hay-Tau, however, was a Baali, and they rarely try to solve their problems directly. For decades and centuries Hay-Tau tried everything he knew to try trick Kwaku into revealing the secret, however, he was foiled in every attempt, as if Kwaku had already known his every step. It was only through the intervention of a demonic being that this deadlock was finally broken. Hay-Tau managed to capture Kwaku with the help of this demonic being, but those same powers that gave him the ability to capture Kwaku had left its mark. The ancient text ends its story here.

The Akunanse, however have an oral tale of this encounter and reveal more of the events. During his interrogation, Kwaku remained calm and collected, and opened his mouth to reveal that he had torn out his own tongue with his claws, the greatest act of defiance that the Akunanse could show. Hay-Tau could no longer hold back the anger and rage he felt towards Kwaku who had eluded him for so long. Hay-Tau was beside himself, and in a fit of blood-lust killed Kwaku. It is believed that he left Africa after this. However, Kwaku’s disappearance had not gone unnoticed. Several of his clan went looking for Kwaku, and after many months of searching, found the room where he was believed to have been held. In the room, there was nothing but the tongue that had been torn from his mouth. The Akunanse kept this tongue within a sacred vessel, and it is believed that whoever carries this vessel will gain power and understanding of their vampiric natures.

The knowledge of this artefact has recently been discovered, and it is believed that there may be a way to unlock the stories from this ancient artefact, and, in turn, find the wooden box of legend. The first step to doing this would be to secure the Reliquary.

#### **The Structure of the Game:**

The game is standard constructed tournament.

#### **Special Rules:**

No deck may contain ‘Reliquary: Akunanse Remains’

This card starts at the center of the table. Any minion may take an undirected action that costs 1 pool to take control of this card. (Thereafter this action becomes a directed action that costs 1 pool).

The minion with this equipment may take a +1 stealth action to give all your other ready minions + 1 bleed and an additional vote for the remainder of the turn. If this action is

successful, this minion takes a point of unpreventable damage. No action modifiers may be played by this minion during this action.

*The Methuselah who wins this round has uncovered the Secret of the Tongue. In all future events in this storyline, this Methuselah gains two extra transfers in his/her first round to signify the head start they receive over the others.*

## **2) Igoli's Loyalty.**

The tongue tells many of the tales of Kwaku's travels. The first clue it reveals is that Kwaku had left a single word with many of the Ishtarri around Africa, and only by putting the words back together, in the order that he had told them, will the puzzle of the box's location be found.

To date, there is only one Ishtarri that may be capable of such a feat as to find each Ishtarri whom Kwaku had met on his travels, and recover the words he has told them – Ayo Igoli. Ayo, like many of her line, is a pleasure-seeker. When visiting her palace, it is quite obvious that anything mundane is within her grasp. In fact, there seems to be only one thing Ayo is interested in – political allies. With each ally she makes, she grows in power and she now wants to spread her influence to outside of Africa.

### The Structure of the Game:

The game is a standard constructed tournament.

### Special Rules:

No deck may contain Ayo Igoli.

Ayo Igoli is placed in the middle of the table, with a counter on her (representing her current votes). Any titled vampire may call a vote to steal X blood from any ready vampire where X is the number of votes by which the referendum passed. During this referendum, the number of votes cast in favour of the vote is increased by the number of counters placed on Ayo Igoli. No action modifiers may be played during or after the referendum. If the referendum passes, add a counter onto Ayo Igoli. Ayo Igoli cannot have more than 4 counters, and all counters except 1 are burnt if the referendum fails.

*The Methuselah who wins this round has garnered Igoli's Loyalty. In any future events in this storyline s/he gains two votes once each turn during any referendum they call while s/he controls a titled vampire.*

### **3) Eze, The Demon Prince.**

The story gathered by Ayo Igoli and the Ishtarri is incomplete, due to the deaths of several Ishtarri which had not passed on the word, as well as the unexpected end that came to Kwaku. However, with the knowledge gathered from the tongue, as well as the words gathered, one thing is clear – Kwaku would have only trusted one vampire to protect and hide this box without question – Eze, The Demon Prince. Kwaku had granted him much guidance and knowledge in the distant past, and Eze would be the only one who was in the right place, at the right time, and with enough power to have hidden and kept the box safe.

The greatest danger is that there are no secrets kept from Eze, and even now, he prepares himself against those who seek the box.

The structure of the game:

The game is a Standard Constructed Tournament.

Special Rules:

No deck may contain Eze, The Demon Prince.

All preliminary rounds are as normal.

At the start of the final round, place Eze, The Demon Prince in the middle of the table, with No Secrets from the Magaji placed upon him and 11 blood counters.

Whenever he is at the center of the table he is placed faced down and is out of play. All cards placed on him are then burnt.

Eze may not be the target of directed actions.

During each Methuselah's untap phase, Eze gains 2 blood counters.

If No Secrets from the Magaji is burnt, it is turned face down and put out-of-play instead, and returns to play immediately on Eze, The Demon Prince, whenever he is ready.

While Eze is uncontrolled, the acting Methuselah's prey may take control of Eze by burning one pool at the start of the minion phase.

If Eze is sent to torpor or burnt while in control of a Methuselah, then that Methuselah must burn 2 pool and place Eze immediately in the center of the table again.

At the end of any minion phase, Eze returns to the centre of the table.

*The Methuselah who wins this round has defeated Eze, The Demon Prince. In any future events in this storyline, this Methuselah may use a master phase action once a game to deal 3 unpreventable points of damage to any minion who has successfully bled them since their last turn.*

#### **4) Kisha Bhimja and Massassi's Honor.**

Kwaku was wise indeed to pass on the information about the wooden box onto Eze. Well before Eze was defeated he entrusted the safe-guard of the box to one of the wisest and oldest of the Osebo – Kisha Bhimja. Kisha Bhimja has been missing for months now, and no-one has seen or heard from Kisha. There is, however, still hope for those who seek the box. Another one of the Osebo – Massassi, had made a blood pact with Kisha Bhimja, promising that she would act as Kisha's personal bodyguard in dire times. It is through the power of this blood pact that Massassi will be able to retrace Kisha's footsteps and come to her aid.

Little does Massassi know that it is in this very brazen act that she will lead the hounds onto Kisha's scent.

The structure of the game:

This game is a standard constructed tournament.

Special Rules:

No deck may contain Kisha Bhimja.

A 6-sided dice will be needed. The starting Methuselah begins with the dice. In any Metheselah's untap phase, they may roll the dice and leave the dice with the number rolled facing upwards. The next Methuselah to have a ready minion who has successfully performed the requirement denoted by the number rolled gains 1 pool. When this occurs, the number on the dice is changed to 1 – meaning that no-one can benefit from it until the dice is re-rolled. During any Metheselah's discard phase, if they are in control of the dice, then control of the dice is given to their predator. In all things dependent on combat – acting minion succeeds first.

1 – No requirement.

2 – Enter combat with a non-blocking / non-acting minion.

3 – Block a minion.

4 – Hunt successfully.

5 – Successfully employ a retainer / Recruit an ally / Equip action.

6 – Send a minion to torpor (or incapacitated) region.

The Methuselah who wins this round has found Kisha Bhimja, the missing Osebo Magaji. Unfortunately, the wooden box held by Kisha Bhimja contains nothing but ward markings that is used to trap spirits. However, the sense of power that emanates from the box, tells of the powers it once held. Perhaps it had once held the spirit of Able, Caine's very own brother, or even his father, Adam's remains. Who knows? Regardless it is a trophy worthy of a Methuselah.

**Recommended Promo Card:**

*Hadithi Kasha (Story Box)*

*Equipment*

*Cost: 1 Pool*

*No requirements.*

*Unique Equipment. If the bearer is ready then as a master phase action you may look at a random card from any Methuselah's hand and the bearer may discard it if it is an action card. Any Tremere may steal this equipment as a (D) action.*

Tremere's get an added benefit as they were the winning clan that picked up the most VP's in the tournament series we held in Cape Town.