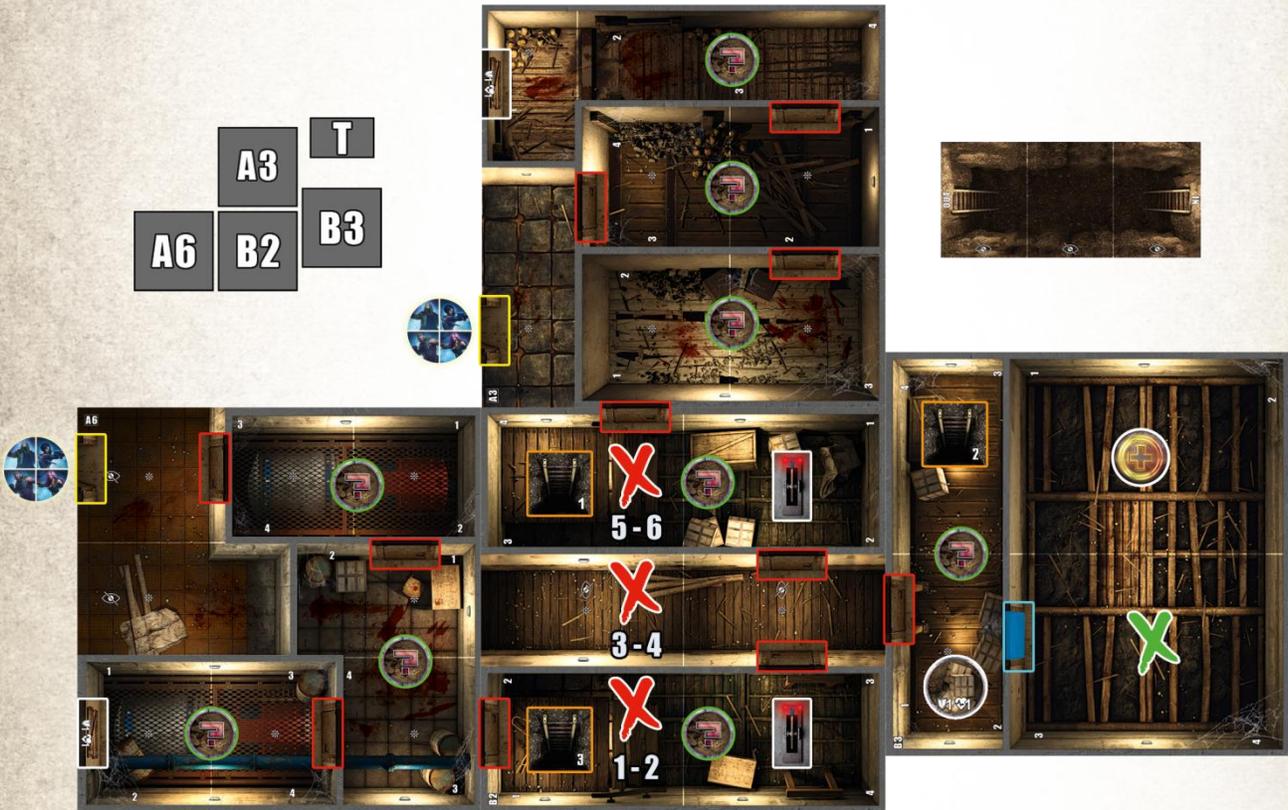


NYX

FRIEND OR FOE

The Order has sent you to a remote Den to retrieve The Chameleon Orb. The Orb was once thought to be a powerful weapon against the Night, but it is now known to be a double edged sword. As well as giving the bearer protection against Vampires, it corrupts them too. Your goal is to retrieve it, so the Order can keep it safely under lock and key.

Little do you know that you are not the only party searching for this object.



- 

ENCOUNTER
X 9
- 

LEVER
X 2
- 

WINDOW
X 2
- 

CLOSED DOOR
X 11
- 

CRATE
X 1
- 

ENTRANCE
X 2
- 

OPEN DOOR
X 2
- 

BLUE DOOR
X 1
- 

OBJECTIVE 1
X 1
- 

TUNNEL ACCESS
1, 2, & 3
- 

ELDER

Entrance: Split the Hunters into 2 forces of the same size, if possible. Place 1 force at each Entrance.

Clock: Start 3, End 10.

Encounter Deck: 8 Level-1 and 1 Level-2 Encounter Cards.

Vampire Day Activation Deck: 3 Level-1, 7 Level-2 and 6 Level-3 Cards.

Vampire Night Activation Deck: 3 Level-1, 6 Level-2 and 7 Level-3 Cards.

Pete and the Extractor: Pete joins the Hunt.

Dashboard: The Hunters use the Small Dashboard in this Hunt.

Elder: Select an Elder to guard the Den. Place the Elder on the green X.

Standalone Play: The Hunters start with no Special Ability or Equipment Cards.

Special Rules

This is a special standalone Hunt with no rewards or Downtime. Play this Hunt before a Campaign where you plan to use Nyx.

Health: Both Nyx and the Elder in the Den are especially strong at the moment. Nyx is glowing with health from being in Middara and the Elder is fueled by the corrupting power of the Orb. Both characters start with 10 Health Points.

The Chameleon Orb: Objective Token 1 is the Chameleon Orb, a glowing Orb that enables humans to pass as Vampires. Specifically, the Hunter holding the Orb:

- Does not draw a Vampire Activation Card.
- Does not draw an Elder Influence Card when they Attack an Elder.

However, the Hunter is not immune to Vampire Attacks. At the end of the Hunter's Turn, if the Hunter attacked any Vampires and did not destroy them, those Vampires move to the Hunter's Area and Attack them in retaliation.

The Chameleon Orb does not affect Nyx, as she is not human.

Arrival: By coincidence, Nyx teleports to Earth to retrieve the Chameleon Orb during your fight. When the first Hunter or Turned Hunter enters one of the Areas marked with the red X, Nyx arrives. Roll 1D6 and place Nyx in the location shown on the mini map. She arrives **Searching** for the Orb, but she may change her plan; check **Switching States** below.

Nyx is either Searching, Friendly or Hostile. She may switch states.

Searching: Nyx is trying to find the Orb to take it back to Middara. Use the Hunter side of the Nyx ID card. She activates immediately before the Hunters, and has a simple, automated, turn:

- If Nyx activates while holding the Orb, she will teleport back to Middara. Her Escape ends the game.
- If Nyx activates in an Area with The Chameleon Orb on the ground, she will Pick it Up and end her Turn.
- Otherwise, Nyx has 2 Movement Points to spend. Move her towards Objective 1, even if it is being carried by a Hunter. Nyx can Open normal Doors.

Vampires are wary of the other-worldly power emanating from Nyx. If Nyx is **Searching**, they will not Attack or impede her movement: Vampires completely ignore Nyx when she is in this state.

Friendly: Nyx will help the Hunters. Use the Hunter side of the Nyx ID card. The Players have full control of Nyx and play her as an extra Hunter. The players must agree on her actions and when to activate her. Nyx draws and resolves a Vampire Activation Card, just like any Hunter.

However, Nyx is helpful, but not reckless: she will not attack Elders.

Hostile: Nyx is enraged and will fight the Hunters. Use the Nyx Vampire ID Card. Nyx is a normal Elder Vampire, controlled by the Vampire Activation Cards.

Switching States: Check Nyx's state before and after each Action she takes, or whenever another Character takes an Action that affects her. Note that she will never switch back to **Searching** once she becomes **Friendly** or **Hostile**.

Nyx will become **Hostile** if:

1. she is Attacked by a Hunter or Turned Hunter, or
2. she is in the same Room as the Hunter carrying the Chameleon Orb.

The Hunters can calm her down and make her **Friendly** if:

1. a Hunter is in her Area and the Hunter spends 2 Actions to talk to her, or
2. a Hunter in her Area Trades the Chameleon Orb to her.

If she changes state while active, end her activation.

Vampire Activation Cards: If Nyx is friendly, you may draw through the Activation Deck. Simply shuffle the discarded Vampire Activation Cards to restock the deck if this happens.

Objectives

Friend: The Hunters win if they Destroy the Elder guarding the Den, Nyx is Friendly, and the Hunters or Nyx have the Orb.

Foe: The Hunters win if both Nyx and the Elder guarding the Den are destroyed, and the Hunters or Nyx have the Orb.

Escape: Turned Hunters win if Nyx takes the Orb back to Middara.

All other conditions are a loss, for example if Nyx is killed by the Vampires while she is **Friendly**.

Downtime

If you end the Hunt with Nyx as a **Friend**, you can play her as a Hunter in your future games. If you kill her, or end the game with her as a **Foe**, play her as a Vampire in your next games.

If she **Escapes**, either replay the mission with your own arcane artifact in place of the Orb, or save Nyx for another campaign.

Discard all Focus and Items, etc, and start the next game or campaign with the setup it describes.

SHADROE "RAT" DECATUR

SHADOW OF THE PAST

The Council summons you to a briefing, but you can tell from the start that something is a little different.

"We have re-cataloged some old artifacts and we are sure we have found something to help on your next Hunt. The two halves of this object were found separately, but they clearly fit together. Take it with you, and assemble it in the Den. That should activate it."

"Where did the Order find these parts?" you ask as innocently as possible.

"One was in a cache of arcana in Wewelsburg, the other in the personal collection of a 'Herr Schmidt'.

"So you want us to use an untested lost Nazi artifact in the heat of battle?" you blurt out.

"Hunters, you have your orders!"

Special Setup Rule: Nominate one of the Hunters to carry the artifact.

As you assemble outside the Den, you take the artifact from your backpack. "Guys, there's no way we're going to put this together inside. If it's a great weapon against the Vampires, we can complete it here, and see what it is or how to use it. If something goes wrong, we can just ditch it."

"Well, I ..."

Before your teammate finishes their sentence, you slot the two halves together. It hums and glows for a second, then there is a sudden flash of light and burst of air, like a gentle explosion, knocking you all off your feet. As you recover your balance and your eyes adjust, you see a person standing in the center of your team. At first, they appear startled, but they rapidly become aggressive.

"What the hell? You idiots used the Zeitverschieber? We hid that where no-one would find it!"

You calm the newcomer down and gain some information about the Zeitverschieber. "It's a transportation device, not a weapon. It pulls someone back to its location, the Nazis used it to pull spies home at the end of missions. I'm not sure why it teleported me ... perhaps because I separated the parts last. Where has it taken me? England? France? This doesn't feel like the front line."

"Err, 'where?' is not the right question. Perhaps you should ask 'when am I?'; we've not fought Nazis for 60 years."

At that moment, the door to the Den opens. The noise you're making has attracted some attention.

"You know how to kill Nazis? Perhaps you can kill Vampires!"

"I know how to kill more than Nazis!"



ENCOUNTER
X1



CLOSED DOOR
X8



OPEN DOOR
X1



TUNNEL ACCESS
1, 2, & 3



WINDOW
X2



ENTRANCE
X1



FOCUS
X10



LEVER
X1



CRATE
X2



BLUE DOOR
X1



EVAKI



THEYR

Entrance: The Hunter that was holding the Zeitverschieber is injured and will not enter the Den. That player should use Rat instead.

Clock: Start – 6. There is no End Time. Play until the Hunters win or lose.

Encounter Deck: 1 Level-1 Encounter Card

Vampire Day Activation Deck: 3 Level-2, 1 Level-3 Cards.

Vampire Night Activation Deck: Use all the Night Activation Cards.

Pete and the Extractor: Not available.

Dashboard: The Hunters use the Large Dashboard in this Hunt.

Standalone Play: Each Hunter randomly draws 1 Special Ability and 1 Equipment Card.

Special Rules

This is a special standalone Hunt with no rewards or Downtime. It is intended to be played without the Turned Hunter optional rules.

The Blue Door is Locked at the start of the Hunt. Activate the Lever to unlock the Blue Door. Once Unlocked, it can be Opened normally.

Spawning: For this Hunt, the Vampires spawn at the Tunnel Access Points, beginning with the first Round after the Awakening. Spawn Vampires at the beginning of each Round.

At the beginning of each Round after the Awakening, the first Player takes the number of dice indicated for each Access Point, rolls them and places the Vampires shown in the tables below. Use the correct table for the number of Hunters on the Mission.

- No Hunters in the Room with the Access Point: Roll 3D6.
- 1+ Hunters in the Room with the Access Point, roll 1D6.

Place the Vampires in the same Area as the Tunnel Access. They will Activate normally on the Turn that they are spawned.

For 2 Hunters:

| | | | | | |
|---|----------|---|----------|---|-------------|
| 1 | No Spawn | 3 | No Spawn | 5 | 1 Giant Bat |
| 2 | No Spawn | 4 | 1 Thrall | 6 | 1 Warrior |

For 3 Hunters:

| | | | | | |
|---|----------|---|------------|---|-----------|
| 1 | No Spawn | 3 | 1 Thrall | 5 | 1 Warrior |
| 2 | No Spawn | 4 | 1 Burrower | 6 | 1 Upyr |

For 4 Hunters:

| | | | | | |
|---|----------|---|-------------|---|-----------|
| 1 | No Spawn | 3 | 1 Giant Bat | 5 | 1 Warrior |
| 2 | 1 Thrall | 4 | 1 Burrower | 6 | 1 Upyr |

Past 12: Unlike normal Hunts, the clock is not a time limit and you will play on until the Objectives are met or the Hunters are defeated. After completing Round 12, stop using the Clock to track time, and follow these steps:

- Discard any remaining Activation Cards from the Vampire Activation Deck. Switch to the Activation Cards of the other type (i.e. the first time you follow these steps switch to the Day Vampire Activation Deck) and shuffle all the Activation Cards as the new Vampire Activation Deck.
- Add 1D6 to the spawn rolls (i.e. the first time you follow these steps roll 4D6 or 2D6).

It is very unlikely that you will survive long enough to draw through the Vampire Activation Deck again, but if you do, just follow these steps again.

Note that it is still Night: All Vampires are Awake and there are no Sunlight effects.

Tunnel Access: The Hunters cannot enter the Tunnels in this Hunt. If any card effect states that the Hunters fall into the Tunnel, read it as “The Hunter trips on junk in the Den. Take 1 Wound”.

Objectives

Hunters’ Primary Objective: The Hunters win if they can destroy both of the Elders.

Downtime

This is a standalone Hunt with no rewards or Downtime.