

A menacing vampire with red eyes and a dark cape in a dark hallway.

THE  
NIGHT IS DARKER

T H E O R D E R O F

VAMPIRE  
HUNTERS

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## CONTENTS

Playing the Expansion.....	3
Contents.....	3
New Hunters .....	3
Vampire Activation Cards .....	3
Compulsion Cards .....	4
The Night is Darker Campaign .....	4
Other 5-6 Hunter Campaigns.....	4
Desmodus Special Abilities.....	5
Campaign .....	5
Campaign Map .....	5
New Campaign Rules .....	5
Hunts.....	8
The Compound.....	8
Elder Encounter .....	10
Quarantine.....	12
Kophas!.....	14
Papers .....	16
Shut Them Down .....	18



# THE NIGHT IS DARKER

Like the rest of the world, the Order has been monitoring the news reports following the mysterious hemorrhagic disease outbreak. The government describes this as some mutation of Ebola, with the victims bleeding out. They are found with almost no blood in their body. An emergency medical camp has been thrown together hastily and people have begun panicking. Many seek treatment for symptoms they are imagining, others are saying the government is spreading the disease and that they would not go to the camp, even if they were sick.

Of course, the Order of Vampire Hunters has a different view. Clearly these are victims of Vampire Attacks. Is the government covering this up, or do they truly not know what is happening? How can the Order intervene without revealing themselves? They are a secret Order, after all.

## PLAYING THE EXPANSION

The Night is Darker is an expansion for The Order of Vampire Hunters that enables you to play all Hunts with 5 or 6 Hunters. Also, many of the new components, the Hunters, the Desmodus Vampires and the new campaign can be used in 1-4 player games.

### Contents

- 18 Highly detailed plastic miniatures:
  - 2 new Hunters, Benny and Sebastian.
  - 6 new Desmodus Vampires.
  - 4 Thralls, in 2 poses.
  - 4 Warriors, in 2 poses.
  - 2 Upyrs.
- 2 Hunter ID Cards.
- 2 Basic Weapon Cards.
- 1 Vampire ID Card.
- 2 Large Double-sided Map Tiles.
- 1 Small Double-sided Map Tile.
- 18 Encounter Cards.
- 6 Vampire Activation Cards.
- 2 Compulsion Cards.
- 69 Tokens.

### New Hunters

The 2 new Hunters, Benny and Sebastian, can be used with the 4 Hunters from the core game in 5 or 6 Hunter games.

However, you are always free to use any combination of Hunters you wish. So if you have other Hunters from different expansions, you may use any of them to play the Hunts in this campaign. Also you may use Benny and Sebastian in any of the existing Hunts from the core game or other expansions.

### Vampire Activation Cards

Shuffle the new Activation Cards into your other Level 3 Vampire Activation Cards before drawing the cards for The Night is Darker Hunts. You will play with a mix of new and old cards. You can also do this for any existing Hunt, if you want to add Desmodus Vampires to that Hunt.

If you want to play with more Desmodus in the Den, create the Vampire Activation Decks by selecting Activation Cards from this expansion first and then complete the decks with other cards from your collection.



## Compulsion Cards

If you are playing with Turned Hunters, shuffle the new Compulsion Cards with the other Compulsion Cards during setup. The new Compulsion Cards are not specific to this expansion and can be used in any game.

## The Night is Darker Campaign

**5-6 Hunters:** The Night is Darker Hunts have been carefully balanced for 5 or 6 Hunters and will give you the most exciting play with larger groups. To play the campaign with 5 or 6 players, follow the normal setup rules, but create your Encounter Deck using just the Night is Darker Encounter Cards. When you resolve an Encounter, draw a Night is Darker Encounter Card, not a core Encounter Card.

The Night is Darker Encounter Cards are very similar to the core cards and only differ in the color coding:

- Blue Bars: Resolve the blue bar for 5-Hunter games.
- Pink Bars: Resolve the pink bar for 6-Hunter games.

**2-4 Hunters:** You can play these missions with fewer than 5 Hunters. Simply construct the Encounter Decks using Encounter Cards from the core game (see the section below for spawning Desmodus Vampires from core Encounter Cards).

## Other 5-6 Hunter Campaigns

With slight modifications, you can take any existing Hunt and play it with 5-6 Hunters. You will need to spawn more Vampires and use more Vampire Activation Cards:

- Follow the instructions in the Hunt definition to create an Encounter Deck from the core Encounter Cards. Then repeat this process making a second Encounter Deck from The Night is Darker Encounter Cards. Both decks will have a mix of Level 1 and 2 cards, as described in the Hunt.
- Construct your Vampire Activation Decks normally. With more Hunters you will often draw through the whole deck. If the draw deck is empty, shuffle the discard deck to form a new draw deck. Do not add extra cards to the Vampire Activation Decks as you may upset the balance of Level 1, 2 and 3 cards.

When you resolve an Encounter, draw one card from each deck. Resolve the core card using the green bars only. Then resolve The Night is Darker card, using the blue bars for 5-Hunter games and the pink bars for 6-Hunter games. All other Encounter rules are followed normally. For example, during the day, Vampires are placed Asleep. As before, the numbers on the bars show the location where Vampires are placed, not the number of miniatures to use.



Figure 1: Resolving an Encounter in a 5-Hunter Game.

Magenta has ended her move in an unexplored room and must resolve an Encounter, Figure 1. She draws 2 Encounter Cards, 1 from each deck. Because there are more than 4 players, she follows the green bars on the core game card, placing 2 sleeping Thralls. Next, the new card is resolved, this time using the blue bars for 5 players. In this case, only 2 of the 3 bars on the card are used, placing a Desmodus and a Giant Bat. Let's hope Magenta's teammates are just behind her.

You may also include The Night is Darker Vampire Activation and Compulsion Cards.

**Nightmare Mode:** If you are experienced players, you can increase the difficulty of 5-6 player games by making a small change to this scheme. Resolve the yellow bars from the core card instead of the green bars.

**Spawning Desmodus Vampires:** If you are playing Hunts that use the core Encounter Cards, these cards will not spawn Desmodus Vampires. However, it is easy to add Desmodus Vampires by spawning them instead of a core Vampire. Simply pick a Vampire to replace and replacement frequency:

- Spawn Desmodus instead of Warriors (recommended). These Vampires are similar in strength and the Hunt will remain balanced.
- Spawn Desmodus instead of Thralls. Desmodus Vampires are a little stronger, so this will make your Hunts slightly harder.
- Use Desmodus Vampires for every Spawn (recommended). This will make your game a little simpler, as the number of different types of Vampires does not change. You can leave the core Vampire ID Card and minis in the game box.
- Alternately place Desmodus Vampires and the original Vampire type. Using both Vampires will maximize the variety of Vampires in the Den, but you will have to keep track of which Vampire spawns next.



If other cards, for example, Terror Cards, refer to the core Vampire, apply that card to the Desmodus Vampire as well.

As stated above, including the new Vampire Activation Cards is another way to spawn Desmodus Vampires in your game.

## Desmodus Special Abilities

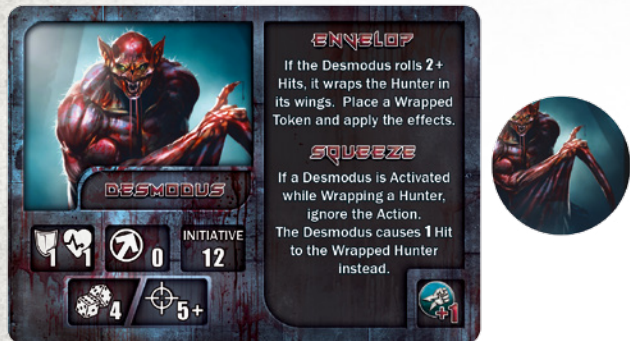


Figure 2: The Desmodus Vampire ID Card and the Envelop Token

**Envelop:** The Desmodus Vampire has 2 Special Abilities that work together. The Envelop ability activates if the Desmodus rolls 2 or more Hits in a single Attack. After resolving the Attack normally, place a Wrapped Token beside the Hunter. Wrapped Hunters cannot perform any Actions until they use an Action to Break Free. Unlike Dig Free, other Hunters cannot help the Wrapped Hunter. However, the Token is removed if another Hunter Destroys the Desmodus.

**Squeeze:** If the Desmodus has Wrapped a Hunter, it changes how it reacts to Vampire Activation Cards. If a Vampire Activation Card is drawn that Activates the Desmodus, it ignores the Action on the Card and causes 1 Hit to the Wrapped Hunter. This happens for all Actions, including Moving and Attacking other Hunters.

# CAMPAIGN

## Campaign Map

*As the Order watches the situation, things begin to unravel.*

*They have their own intelligence sources, and there has been a Vampire attack at the emergency medical facility. Reports indicate a new type of Vampire that has not been seen before, but this might just be confusion in the area; the Order has a great library of lore, and new types of Vampires are seldom seen. But some things are clear. If the Vampires are attacking, it seems more likely the government does not know what is going on. Otherwise they would not let this happen.*

*The best option is to send a team in now and destroy the infestation before the government realizes this is not a simple disease. It's best if some secrets remain secret.*



This Campaign Map shows how to organize the individual Hunts into the Campaign. Follow the arrows to form a continuous path from Hunt 19 to Hunt 24.

- You may not repeat a Hunt. You can complete the final battle in Hunt 24 without winning every Hunt, but if you lose too many, you will lose the Campaign.
- Hunt 21 is optional.

## New Campaign Rules

**Dashboard:** All Hunters continue to use the same Dashboard, unless their Reward explicitly awards them a new one.





## THE HUNTERS BENNY

With the Order's need to grow quickly, they have recruited Hunters wherever they can. It's an open secret that Benny was tied to organized crime. His "family" may have changed, but he is still loyal to a fault and knows how to keep his mouth shut.

His change of heart came when a night in a safe-house, minding the capo's wife Maria, went disastrously wrong. A seldom used house with money and guns was a ripe target for a gang of Thralls. Benny destroyed them all, but not before a Giant Bat took out Maria. Hunters found him trying to stop her bleeding out ... they all knew Benny could never go back.







## THE HUNTERS SEBASTIAN

One eye is enough when you have two guns. Sebastian's hi-tech electric shock pistols may not have the range of normal guns, but being silent is a boon when you are creeping around a Vampire den. The spreading electric arcs can often hit multiple targets, good news when your aim is not so good. Sebastian has used these prototypes for years, he simply refuses to give them back.



## VAMPIRE MINIONS DESMODUS

The Order of Vampire Hunters knows very little about the new Desmodus Vampires. They are strong and agile, with leathery wings tipped with sharp bone-scythes. Don't get too close or it will try to wrap you in these wings and slowly crush you to death. Wrapped around its own body, the wings provide light armor against your attacks. Stay back and use ranged weapons until the Order finds a weakness.



# HUNT IS THE COMPOUND



<b>Entrance:</b>	Split the Hunters into 3 forces as evenly as possible. Place 1 force at each of the 3 Entrances.
<b>Clock:</b>	Start 4, End 8.
<b>Encounter Deck:</b>	11 Level-1 Encounter Cards.
<b>Vampire Day Activation Deck:</b>	3 Level-1, 10 Level-2 and 5 Level-3 Cards.
<b>Vampire Night Activation Deck:</b>	3 Level-1, 5 Level-2 and 4 Level-3 Cards.
<b>Pete and the Extractor:</b>	Pete joins the Hunt.
<b>Dashboard:</b>	The Hunters use the Small Dashboard in this Hunt.
<b>Standalone Play:</b>	The Hunters start with no Special Ability or Equipment Cards.

- 

**ENCOUNTER**  
X 11
- 

**CLOSED DOOR**  
X 13
- 

**OPEN DOOR**  
X 8
- 

**TUNNEL ACCESS**  
1, 2, & 3
- 

**WINDOW**  
X 8
- 

**LEVER**  
X 1
- 

**BLUE DOOR**  
X 1
- 

**OBJECTIVE 1**  
X 1
- 

**ENTRANCE**  
X 3



## Prologue

*When you arrive, something seems off. You can see the compound is quite large, but it is still being constructed. Perhaps this is normal, it's being built in a rush. But it's too quiet inside, almost abandoned. No-one is working on construction, no staff seem to be rushing around. The perimeter is secure and locals have collected near the gate. Mainly poor and homeless people panicked by the rumors of this deadly disease.*

*You can't sneak in until later, but once you do, the infestation is clear. There is a strong feeling of evil emanating from one building. You split up to take the Vampires by surprise. This should be an easy Hunt.*

## Special Rules

The Blue Door is Locked. Activate the Lever to Unlock the Blue Door. Once Unlocked, it can be Opened normally.

## Objectives

**Hunters' Primary Objective:** If a Hunter Picks Up the Objective Token and leaves the facility, the Hunters gain the **Evidence** reward. This Objective ends the Hunt normally and the **Run** reward will not be awarded.

**Hunters' Secondary Objective:** If a Hunter Destroys a Desmodus, that Hunter gains the **It's Real** reward.

**Turned Hunters' Primary Objective:** If all Turned Hunters leave the facility before the Clock runs out, the Turned Hunters gain the **Run** reward. Do not end the Hunt when the current Turned Hunters leave, as more Hunters may Turn.

## Rewards and Downtime

**Evidence:** The Hunters examine the item they find in the heart of the facility. It is part of an ancient Relic. This is extremely strange. There is no reason for the Vampires to set up a permanent den and hide Relics here. It seemed far more likely the Vampires were just here to feed. But no new medical facility would have holy items. Take a Relic Card by following the rules in **Drawing Relic Cards**.

### It's

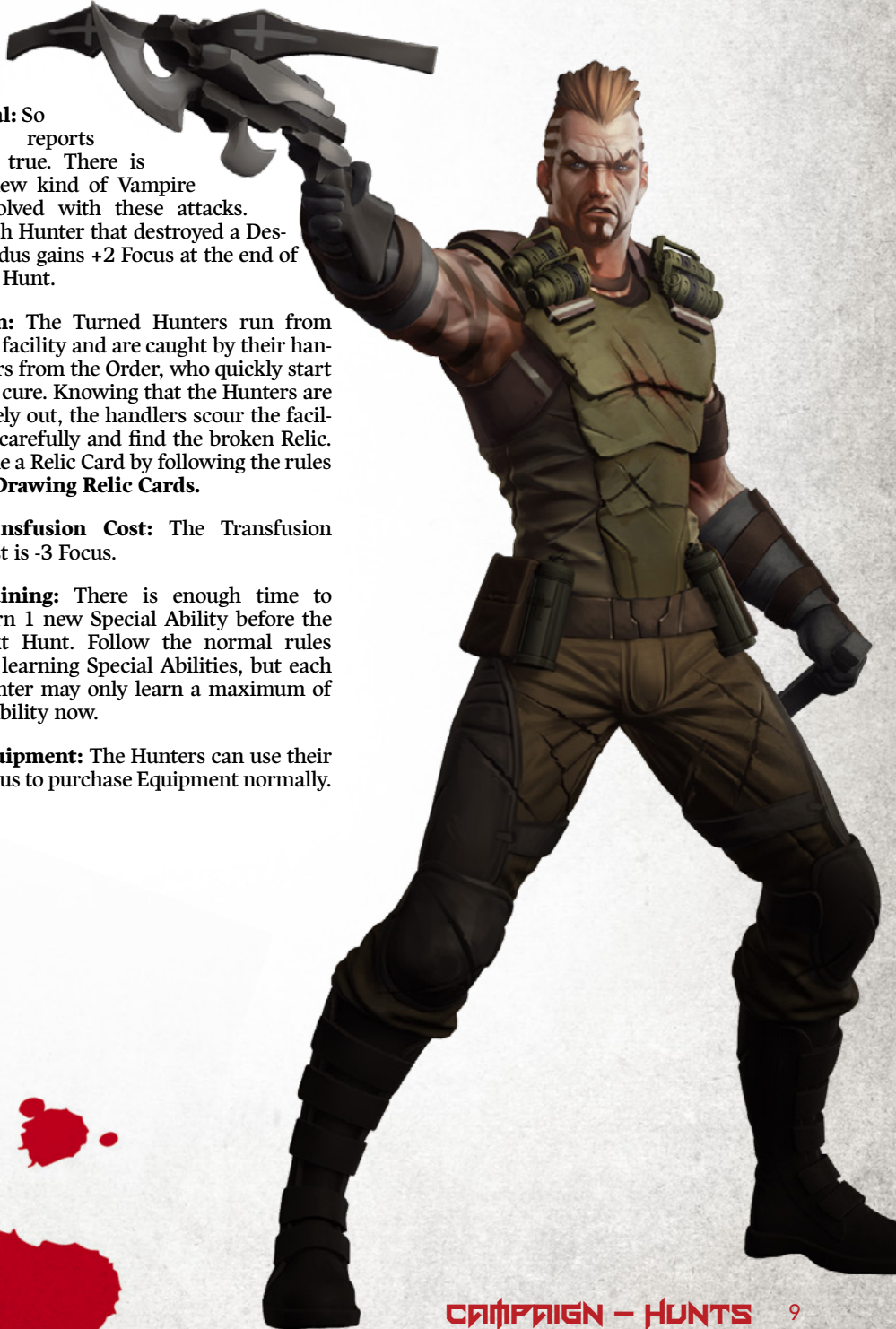
**Real:** So the reports are true. There is a new kind of Vampire involved with these attacks. Each Hunter that destroyed a Desmodus gains +2 Focus at the end of the Hunt.

**Run:** The Turned Hunters run from the facility and are caught by their handlers from the Order, who quickly start the cure. Knowing that the Hunters are safely out, the handlers scour the facility carefully and find the broken Relic. Take a Relic Card by following the rules in **Drawing Relic Cards**.

**Transfusion Cost:** The Transfusion Cost is -3 Focus.

**Training:** There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

**Equipment:** The Hunters can use their Focus to purchase Equipment normally.





# HUNT 20 ELDER ENCOUNTER



<b>Entrance:</b>	Split the Hunters into 3 forces as evenly as possible. Place 1 force at each of the Starting Areas inside the building.
<b>Clock:</b>	Start 4, End 8.
<b>Spawn:</b>	Place the Evaki and Their miniatures asleep in the Area shown on the minimap and put their Elder ID Cards within easy reach of the players.
<b>Encounter Deck:</b>	11 Level-1 Encounter Cards.
<b>Vampire Day Activation Deck:</b>	3 Level-1, 8 Level-2 and 7 Level-3 Cards.
<b>Vampire Night Activation Deck:</b>	3 Level-1, 4 Level-2 and 5 Level-3 Cards.
<b>Pete and the Extractor:</b>	Pete joins the Hunt.
<b>Standalone Play:</b>	Each Hunter randomly draws 1 Special Ability and 1 Equipment Card.

- 
**ENCOUNTER**  
X 11
- 
**CLOSED DOOR**  
X 14
- 
**OPEN DOOR**  
X 8
- 
**TUNNEL ACCESS**  
1, 2, & 3
- 
**PLAYER STARTING AREAS**
- 
**LEVER**  
X 3
- 
**BLUE DOOR**  
X 1
- 
**CRATE**  
X 1
- 
**EVAKI**
- 
**THEIR**



## Prologue

*The Order listens carefully to your report. They agree that something strange is going on. The bodies you saw all seem to be poor and homeless people, not people suffering from the same disease. The facility seems to be rudimentary; not enough equipment, not enough staff. After careful consideration you are sent back to scout more of the buildings. The Order sends a bigger backup team this time, in case they need to make a distraction and get you out. This could go wrong; you are Vampire Hunters not spies.*

*When you arrive, you are immediately drawn to one specific building. There are clearly more Vampires about, which is not what you expected. Luckily, you are Vampire Hunters.*

## Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the 3 Levers to unlock the Blue Door. Once Unlocked, it can be Opened normally.

## Objectives

**Hunters' Primary Objective:** If the Hunters Destroy Evaki and Theyr they gain the **Defeated Elders** reward. This Objective ends the Hunt normally and the **Get Out** reward will not be awarded.

**Turned Hunters' Primary Objective:** If all Turned Hunters leave the building before the Clock runs out, the Turned Hunters gain the **Get Out** reward. Do not end the Hunt when the current Turned Hunters leave, as more Hunters may Turn.

**Shared Secondary Objective:** If a Hunter or Turned Hunter ends the Hunt with 7+ Focus, they gain the **Experienced** reward.

## Rewards

**Failure:** If neither the Hunters nor the Turned Hunters achieved their Primary Objective, the Campaign is over!

**Defeated Elders:** It was a tough fight but it is over. You call your support to clear the building, in case there are any more Vampires to Destroy. More importantly, they need to search the building and see what is going on.

**Get Out:** Some force is driving the Turned Hunters to leave the building. The support team starts the cure and heads into the building to see what is happening.

**Experienced:** All Characters that end the Hunt with 7+ Focus will use the Large Dashboard in the next Hunt.

**Transfusion Cost:** The Order administers the Cure immediately. It's not perfect, your transformation will only be reversed for 1 or 2 days. If the Turned Hunters gain the **Get Out** reward, the quick actions of their handlers mean the Transfusion Cost is -2 Focus. If not, it is -3 Focus.

## Epilogue

*You catch your breath and regroup with the other members of the Order. They share their findings. You were right, this is not a real medical facility. There is no equipment for treating patients and the dead bodies don't look like they were sick. Worse news, they found a broken Relic locked in a safe. Vampires don't use safes.*

Take a Relic Card by following the rules in **Drawing Relic Cards**. You must decide whether to stay and investigate again tomorrow or go back to the Order's HQ.

## Downtime – Stay on Site

**Training:** There is not enough time to learn a new Special Ability before the next Hunt.

**Equipment:** Your support team brought some equipment and the Hunters can use their Focus to purchase Equipment normally.

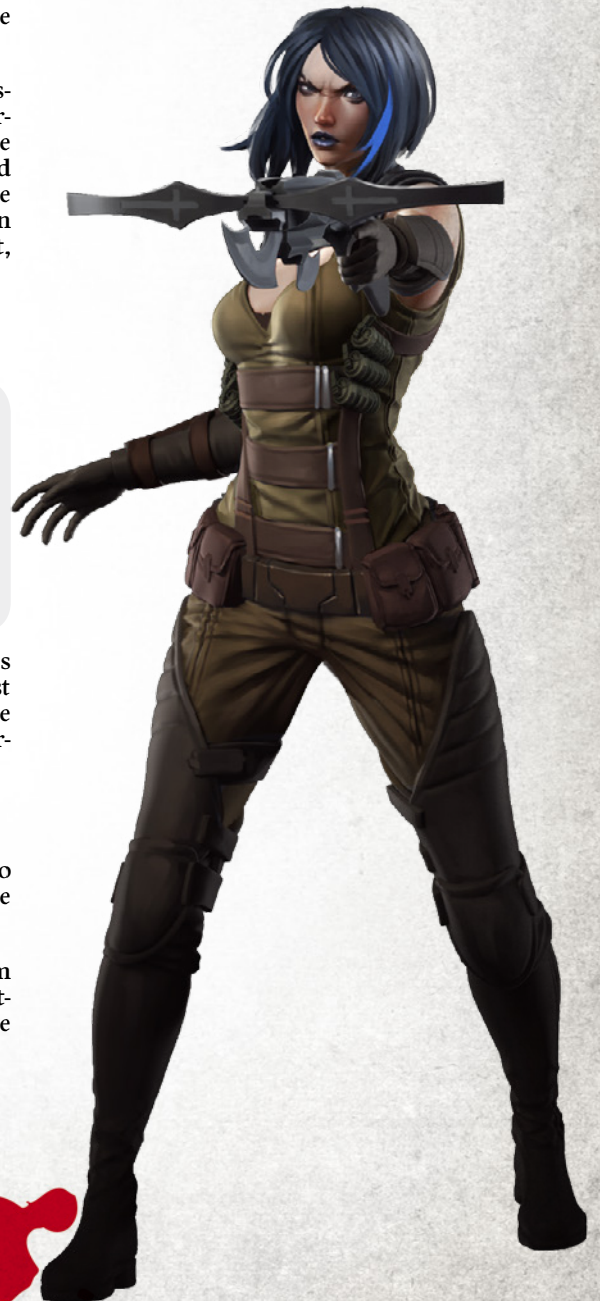
Play Hunt 21 next.

## Downtime – Return Home

**Training:** There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

**Equipment:** The Hunters can use their Focus to purchase Equipment normally.

Play Hunt 22 next.

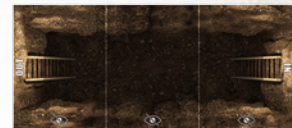




# HUNT 21 QUARANTINE



B3	H1	T
A3	A4	G2



**Entrance:**

Split the Hunters into 3 forces as evenly as possible. Place 1 force at each Entrance and 1 at the Starting Area inside the building.

**Clock:**

Start 4, End 8.

**Encounter Deck:**

11 Level-1 and 1 Level-2 Encounter Cards.

**Vampire Day Activation Deck:**

3 Level-1, 8 Level-2 and 7 Level-3 Cards.

**Vampire Night Activation Deck:**

2 Level-1, 2 Level-2 and 8 Level-3 Cards.

**Pete and the Extractor:**

Pete joins the Hunt.

**Standalone Play:**

Each Hunter randomly draws 1 Special Ability and 2 Equipment Cards.



ENCOUNTER X12



CLOSED DOOR X13



OPEN DOOR X2



TUNNEL ACCESS 1, 2, & 8



ENTRANCE X2  
PLAYER STARTING AREA X1



LEVER X3



BLUE DOOR X1



CRATE X1



CAPTIVE X2



WINDOW X2



## Prologue

*You start your investigation the next day. The compound is quiet and you decide to send just two Hunters into this building, the pair that has recovered the most strength overnight.*

*For once, the mission goes well. After entering via an open tunnel, the Hunters radio in to say they have found another relic. Suddenly, things go disastrously wrong. Desmodus Vampires appear in the tunnel and barricade it shut. The Hunters are trapped on the wrong side of some quarantine doors. You will need to fight your way through the building to rescue them.*

## Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the 3 Levers, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

The force in the building must be 2 Hunters. Give an Objective Token to a Hunter that starts in the building, to represent the Relic they found. It must be placed in an empty Inventory Slot.

## Objectives

**Shared Primary Objective:** If a Character leaves the building with the Objective Token, that group gets the **Hidden Relic** reward. Turned Hunters can obtain this reward. They will carry the Relic in their backpack without knowing what they have.

**Shared Secondary Objective:** If a Character ends the Hunt with 7+ Focus, they gain the **Experienced** reward.

## Rewards and Downtime

**Hidden Relic:** You quickly examine the Relic. It is not part of the same Relic you found before and did not look like it was hidden away by a Vampire. It really seems like various broken Relics are being brought into the facility by the people that built it. And the quarantine room that you were locked in looks more like a prison or a lab than a treatment facility. You have to take this information back to the Order immediately. Take a Relic Card by following the rules in **Drawing Relic Cards**.

**Experienced:** All Characters that end the Hunt with 7+ Focus will use the Large Dashboard in the next Hunt.

**Transfusion Cost:** the Transfusion Cost is -3 Focus.

**Training:** When you get home, there is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

**Equipment:** The Hunters can use their Focus to purchase Equipment normally.





# HUNT 22 KOPHAS!

C1 B1 T  
G2 B2 B6 I1



<b>Entrance:</b>	Split the Hunters into 4 forces as evenly as possible. Place 1 Hunter in each Starting Area in the Room with Kophas. The other 2 forces are placed in the other 2 Starting Areas.
<b>Clock:</b>	Start 5, End 9.
<b>Spawn:</b>	Place the Kophas miniature Awake in the Area shown on the minimap and put the Elder ID Card within easy reach of the players. Use the side with the most Health Points.
<b>Encounter Deck:</b>	9 Level-1 and 2 Level-2 Encounter Cards.
<b>Vampire Day Activation Deck:</b>	2 Level-1, 5 Level-2 and 5 Level-3 Cards.
<b>Vampire Night Activation Deck:</b>	4 Level-1, 10 Level-2 and 10 Level-3 Cards.
<b>Pete and the Extractor:</b>	Pete is not available.
<b>Standalone Play:</b>	Each Hunter randomly draws 1 Special Ability and 2 Equipment Cards.

-  **ENCOUNTER**  
X 8
-  **CLOSED DOOR**  
X 10
-  **OPEN DOOR**  
X 2
-  **TUNNEL ACCESS**  
1, 2, & 3
-  **PLAYER STARTING AREA**  
X 4
-  **KOPHAS**
-  **LEVER**  
X 3
-  **BLUE DOOR**  
X 1
-  **CRATE**  
X 2
-  **CAPTIVE**  
X 2
-  **WINDOW**  
X 2
-  **OBJECTIVE 1**  
X 1



## Prologue

*You are invited before the High Council, to present your findings in person. You look around the room at the legendary Hunters that run the Order. All have paid a price, some an eye, some a hand, others a part of their mind.*

*The discussion has a dangerous undercurrent but you are ushered from the chamber while the Council is still deliberating. While you await your orders, you put the pieces together in your mind. The relics and the patients are bait. The facility is meant to attract Vampires. But why?*

*When the chamber door reopens, you are given clear orders. Find the true purpose of the "medical facility". Are they curing people or is something far worse going on?*

*The mission goes off the rails before it really starts. You split into three groups and enter the building. For two of the groups, there is no problem. The third group is too relaxed and pushes ahead too quickly. Is it an ambush or just bad timing? Who can say? But as you enter the facility, Kophas appears from a Burrower's tunnel. To be honest, it seems as surprised as you. There is some pushing and shoving as Kophas picks something up, throws it through the door you entered, and then slams the door shut. You hear some kind of grinding as a mechanism locks. Too late, you are trapped in the room with Kophas.*

## Special Rules

Resolve the Encounter Card for the Room with Kophas at the very start of the game. Kophas is making a lot of noise, so place these Vampires Awake.

The Hunter that starts beside the Crate is in cover.

Discard all Equipment Cards from the 2 Hunters in the Room with Kophas. They have lost their Equipment in the confusion at the start of the Hunt.

The Blue Door is Locked at the start of the Hunt. Activate the 3 Levers in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

After the Awakening, Kophas begins to summon more Vampires. At the very start of each Round, beginning with Round 7, draw an Encounter Card from the Encounter Deck. Spawn those Vampires in the Room where Kophas begins play. They will Activate in the same round they are spawned.

When you Defeat Kophas, interrupt the Attack, discard unassigned Wounds and read the Interlude.

Kophas uses its mind to dominate Turned Hunters and they do not attack Kophas under any circumstances, even if their Compulsion is to Attack Vampires.

## Objectives

**Hunters' Primary Objective:** If a Hunter leaves the facility with Objective Token 1, the Hunters gain the **Recovery** reward.

**Turned Hunters' Primary Objective:** If all Hunters are Turned, the Turned Hunters gain the **Swap Sides** reward.

**Shared Secondary Objective:** If a Hunter or Turned Hunter ends the Hunt with 7+ Focus, they gain the **Experienced** reward.

## Interlude

*Kophas staggers from the blow and steps back, toward the rough tunnel the Burrowers have made. Suddenly, the monster lunges into the hole and disappears from sight. If you made Kophas retreat, you must have dealt it a severe wound, but it is unlikely to be fatal.*

Remove Kophas from play and stop resolving extra Encounter Cards for this Room.

## Rewards and Downtime

**Recovery:** When you exit the building, your support team decides it's safe to rush in and finish the fight. You examine the Relic, and see it's clearly a plant. It's broken cleanly, with no teeth or claw marks. But you gain no more information as to what's going on. Take a Relic Card by following the rules in **Drawing Relic Cards**.

**Swap Sides:** The support team waits as long as it can and enters the facility. They are surprised to find it totally empty, apart from the confused Turned Hunters. They calm their comrades as best they can and administer the cure in the field. A thorough search of the building turns up another Relic, as expected, but no further clues as to what is going on. Take a Relic Card by following the rules in **Drawing Relic Cards**.

**Experienced:** All Characters that end the Hunt with 7+ Focus will use the Large Dashboard in the next Hunt.

**Transfusion Cost:** The Transfusion Cost is -3 Focus.

## Epilogue

*You are shocked that a Vampire Lord is involved. You still do not have the information you were looking for and if Kophas is here, things could get much worse very quickly. You all agree to make one more attempt to extract the information tomorrow. Some things are certain. There is no disease here and for once, it is not the Vampires that are behind these terrible events.*

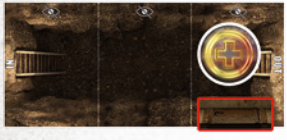
**Training:** There is not enough time to learn any Special Abilities before the next Hunt.

**Equipment:** You brought some extra Equipment with you. The Hunters can use their Focus to purchase Equipment normally.



# HUNT 23 PAPERS

		A5
A2	H2	A3
T	B4	A6



<b>Entrance:</b>	Split the Hunters into 3 forces as evenly as possible. Place 1 force at each Entrance.
<b>Clock:</b>	Start 4, End 8.
<b>Encounter Deck:</b>	12 Level-1 and 3 Level-2 Encounter Cards.
<b>Vampire Day Activation Deck:</b>	4 Level-1, 5 Level-2 and 9 Level-3 Cards.
<b>Vampire Night Activation Deck:</b>	1 Level-1, 2 Level-2 and 9 Level-3 Cards.
<b>Pete and the Extractor:</b>	Pete joins the Hunt.
<b>Standalone Play:</b>	Each Hunter randomly draws 2 Special Ability and 2 Equipment Cards.

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**ENCOUNTER**  
X 15
- 

**CLOSED DOOR**  
X 16
- 

**OPEN DOOR**  
X 8
- 

**TUNNEL ACCESS**  
1, 2, & 3
- 

**ENTRANCE**  
X 3
- 

**CRATE**  
X 2
- 

**WINDOW**  
X 3
- 

**OBJECTIVE 1**  
X 1



## Prologue

*You gather what strength you can and decide this is it. One more, all or nothing, push to get the information you need. There is a large building on site that you have not entered, there must be something in there to explain exactly what is going on.*

## Special Rules

There is a torn and dirty set of papers spread over the tunnel floor. A Hunter can stuff the papers in a folder and take them – use the Pick Up Action to place Objective Token 1 in an empty Inventory Slot. This Token can be traded between Hunters like an Item Card. It is too important to Drop.

Turned Hunters cannot Pick Up the folder or Trade it, but if they have it when they Turn, they will not drop it.

## Objectives

**Shared Primary Objective:** If a Character can exit the building with Objective Token 1, gain the **Solved** Reward.

If you do not complete this Primary Objective, you have failed to solve the mystery and the campaign is over. You have failed.

**Hunters' Secondary Objective:** Any Hunter that Destroys an Elder gains the **Battle Experience** reward.

**Turned Hunters' Secondary Objective:** Any Turned Hunter that has 8+ Focus at the end of the Hunt gains the **Battle Experience** reward.

## Rewards and Downtime

**Solved:** As you exit the facility, your support team immediately triages your wounds and starts the cure, if necessary. They rush into the building to do the same for your team, leaving you to look at the papers. They are all torn, partly burned and generally illegible. But you can see you are looking at a mix of different things. Memos between defense departments, orders for laboratory equipment, DNA test results. This is above your pay grade and not the work Hunters are normally involved in. You need to get this information back to the High Council and let them decide what it means.

**Battle Experience:** All Characters that gained the Battle Experience reward will use the Large Dashboard in the next Hunt.

**Transfusion Cost:** the Transfusion Cost is -4 Focus.

**Training:** There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

**Equipment:** The Hunters can use their Focus to purchase Equipment normally.






# HUNT 24 SHUT THEM DOWN



<b>Entrance:</b>	Split the Hunters into 3 forces as evenly as possible. Place 1 force at each starting area.
<b>Clock:</b>	Start 4, End 9.
<b>Spawn:</b>	Place the Kophas miniature asleep in the Area shown on the minimap and put the Elder ID Card within easy reach of the players.
<b>Encounter Deck:</b>	8 Level-1 and 3 Level-2 Encounter Cards.
<b>Vampire Day Activation Deck:</b>	4 Level-1, 7 Level-2 and 7 Level-3 Cards.
<b>Vampire Night Activation Deck:</b>	3 Level-1, 6 Level-2 and 9 Level-3 Cards.
<b>Pete and the Extractor:</b>	Pete joins the Hunt.
<b>Standalone Play:</b>	Each Hunter randomly draws 2 Special Ability and 2 Equipment Cards. In addition, draw 3 Relic Cards, following the rules in <b>Drawing Relic Cards</b> .

	<b>ENCOUNTER</b> X 11		<b>CRATE</b> X 2
	<b>CLOSED DOOR</b> X 10		<b>LEVER</b> X 8
	<b>OPEN DOOR</b> X 8		<b>BLUE DOOR</b> X 1
	<b>TUNNEL ACCESS</b> 1, 2, & 8		<b>KOPHAS</b>
	<b>PLAYER STARTING AREAS</b>		



## Prologue

*Exhausted, you return home to heal, rest, train and, most importantly, hand over the papers you found. Days later, you are summoned to the High Council again.*

*"Your work was vital in confirming what we already believed. With physical evidence, the Order could approach those involved in this stupid and dangerous scheme and shut it down. You have probably guessed what is happening yourself, but let us confirm your suspicions."*

*"A rogue branch of the military started this hazardous plan. With only the smallest knowledge of the Night, they believed they could experiment on Vampires and create some kind of living weapon. They callously played on the fears of locals, attracting them to the site by offering a cure to a mock disease and risked our work by collecting relics. Both the relics and people were bait! And this new Desmodus is the result of the experiments. We knew a new strain of Vampire could not suddenly appear without us having some inkling."*

*"When you first arrived, the whole experiment was out of control. They had no idea the Night was so strong and could not stop the Vampires coming back to the site. They just abandoned the whole facility. This new breed even attracted a Vampire Lord. What were they thinking?"*

*"We have dealt with the officials. Do not concern yourself with them. They had one more relic in their possession. We have reclaimed it and forged a new weapon, one strong enough to destroy Kophas, if that monster is still around. You have done so much ... do you want to return and clear the last building? To put an end to this, once and for all?"*

## Special Rules

Begin this Hunt by drawing one more Relic Card, following the rules in **Drawing Relic Cards**.

You must have a complete, assembled, Relic to attempt this Hunt. If you failed to retrieve enough Relic Components in your previous battles, the Order has lost this Campaign.

The Blue Door is Locked at the start of the Hunt. Activate the 3 Levers in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

After their intensive training, the Turned Hunters will instinctively attack Kophas, without any other change to the Turned Hunter rules. Turned Hunter's Attacks can Wound Kophas when it is in either form. However, their claws are relatively ineffective: Kophas rolls 1D6 for each Hit the Turned Hunters cause and avoids a Wound for each roll of 5+.

## Objectives

**Hunters' Primary Objective:** You must Destroy Kophas. End the Hunt and read Epilogue 1.

**Turned Hunters' Primary Objective:** You must Destroy Kophas. End the Hunt and read Epilogue 2.

If Kophas is not Destroyed, read Epilogue 3.

## Resolution

*Epilogue 1: You strike a mighty blow with the relic and it shatters in your hand. For one moment, you think Kophas will tear you limb from limb, but then the beast staggers back. With a scream of pain, it seems to collapse in on itself, as centuries of aging suddenly catch up with it.*

Your fight is over, but you will never be the same. Your own government was feeding people to the Night and created another foe for you to battle. With luck, you have contained and eradicated the Desmodus strain and the Order has maintained its secrecy. But you need more than luck if you are going to survive as a Vampire Hunter.

*Epilogue 2: Your claws rip into Kophas, its throat tearing open. The heady scent of its blood distracts you and at first you do not realize how deep a wound you have caused. It's not just the power of the blood you feel ... the Vampire Lord's essence is transferring to you as Kophas withers to dust. Your body swells and grows as power you never imagined courses through your veins. It is fitting that this new breed of Vampire has a new Vampire Lord. Now you must lead the Night in its battle against the Order.*

Our Campaigns are intended to be standalone. However, if you have additional miniatures, you may wish to retire the Hunters that Turned in this scenario and/or play your next Campaign with a new Vampire Lord representing the Lord born here. Include Desmodus Vampires in the Night's army to continue this story for one more cycle.

*Epilogue 3: Kophas bats its last enemy across the room. It lands broken and bleeding. And still. The Order is as foolish as the scientists in the army. Nothing can stand between the Night and its goal to corrupt the world. But the next battle is tomorrow. Tonight, it feasts.*

Our Campaigns are intended to be standalone. However, you may wish to extend this story into your next Campaign by continuing to use Kophas and the Desmodus Vampires in that story arc. If you have additional Hunter miniatures, you could even retire the Hunters that lost the fight with Kophas today.



