BRITH

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From Daniel Stoica's Hunt Journal, added to the Book of Brith in June 2016:

I managed to clear the Den just as night was falling. I had taken a few scratches, but was still ready to fight. All I had to do was empty the cellar and it was over.

As I lifted the trapdoor and jumped down, I knew something was off. It wasn't just a root cellar. There were many rough hewn exits and the room was huge, maybe 10 feet high. I felt the earth shake before I heard or saw it. Turning, the great beast was already upon me. My instincts took over and I had my sword deep in its belly before I realized I was fighting the legendary Elder, Brith. I killed him with the first blow, or so I thought. Then it screamed, more like joy than pain and its skin tore open with a sickening wet ripping sound. Three massive tentacles snaked out, fatter than my thighs, and clawed at my wrist.

All I remember is that I ran. I don't know how I got out. Or what became of Brith. The Den was empty when I went back the next day. Cold and quiet like a grave.

ADDING BRITH TO YOUR HUNTS

Brith can be added to any Hunt that includes an Elder Vampire.

To randomly spawn Brith, add the Brith Vampire ID Card to the other Elder Vampire ID Cards and place the Burst Brith Card within easy reach. When the Brith Vampire ID Card is drawn, the Brith miniature comes into play.

For Hunts that place Elders in the Den during setup, simply place the Brith miniature in the correct location and put the Brith ID Card in your playing area.

GAME PLAY

Brith plays like any other Elder Vampire, until it is reduced to 0 Health. Follow the Elder rules normally, for example drawing cards from the Elder Influence deck when Brith is Attacked.

When Brith is reduced to 0 Health Points, it is not Destroyed like other Elders. Start by following the normal rules for Destroying a Vampire: end the Attack, ignore any unassigned Hits, discard Wound Tokens assigned to Brith and take the Focus reward shown on the Brith ID Card. But instead of simply removing Brith, replace the miniature and ID Card with the Burst Brith game components.

Figure 1: Vampire Ranged Attack examples.

Burst Brith continues the battle and is Destroyed like any another Elder.

RANGED VAMPIRE ATTACKS

Burst Brith has a Ranged Attack that modifies many existing cards that cause Vampires to Move and Attack. However, it is easy to interpret existing cards with the new Ranged Attack rules.

- Vampire Ranged Attacks follow the same rules as Hunter Ranged Attacks, for example using the LOS markers on the Map Tiles.
- If the Vampire is already in a position to Attack the target indicated on the card, do not move the Vampire.
- If the Vampire is not in position to Attack, follow the normal movement rules on the card, typically moving the Vampire along the shortest path to the target. However, stop moving the Vampire as soon as they can legally Attack. This will often mean the Vampire stops short and uses their Ranged Attack.

Figure 1 shows how 1 Vampire Activation Card is resolved for Burst Brith starting in 2 different positions.

1. Burst Brith is already in position to Attack Magenta, and so does not move.
2. Burst Brith stops short and makes a Ranged Attack through the Open Door.