

## GUGADETH AND THE BEAST

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### Contents:

1 Highly Detailed Plastic Miniature.  
2 Vampire ID Cards.  
10 Elder Influence Cards.  
This Rule Sheet.

### GUGADETH AND THE BEAST

*Gareth was a kennel master living on a small country estate. When the Night swept through, he was feeding the hounds, making sure the pack leader, Dex, did not take too much more than his fair share. The Vampires sensed the vicious nature of the hunting dogs, so it was the pack that the Vampires turned, while the workers and family were simply drained as food. But the kennel master's devotion to his pack gave him the strength to cling to this world, although the corruption in his dying body meant he was no longer truly capable of that emotion.*

*Caring for the pack of Guardians was now his new role in the clan and soon the pack ran at the vanguard of the Vampire raiding parties. With so much blood spilt, his power grew, as did the Guardian's alpha, who was seemingly immune to the harm that caused attrition to the pack. What was devotion, was now an unholy bond, passing power in both directions.*

*Slowly the pack began to spend more time hunting and sleeping alone. Despite their aggression, Guardians fell in battle, and eventu-*

*ally it was just the pair that was left. No-one from the clan was there to chastise the kennel master for his slack work, but then, he was no mere minion anymore and would not take criticism easily.*

*No, Gareth and Dex had grown to be the Elders Gugadeth and the Beast, forever bound as a pack of two.*

### Adding Gugadeth to your Hunts

Gugadeth and the Beast can be added to any Hunt that includes an Elder Vampire.

To randomly spawn Gugadeth and the Beast, add the Gugadeth Vampire ID Card to the other Elder Vampire ID Cards and place the Beast card within easy reach. When the Gugadeth card is drawn, place both Gugadeth and the Beast ID Cards in your playing area.

For Hunts that place Elders in the Den during setup, simply place the miniature in the correct location and place both Gugadeth and the Beast ID Cards in your playing area.

Both Gugadeth and the Beast are Elder Vampires. They have their own Elder Influence Cards, which are kept separate from the other Elder Influence Cards. Shuffle this deck and place it in easy reach in your playing area.

### Game Play

Gugadeth and the Beast share a strong psychic bond, allowing life force to be shared between them.

When Attacking Gugadeth or the Beast draw an Elder Influence card from their custom deck.

When the Beast's Health is above 0, it will actively join the Attack against the Hunters and will defend Gugadeth effectively. When resolving Vampire Activation Cards, both Elders will Attack. However, Hunters can only Attack the Beast.

When the Hunters reduce the Beast to 0 Health, it is not destroyed immediately as it draws strength from its bond with Gugadeth. It becomes far more passive and no longer Attacks during the Vampire Activation phase and Hunters can now Attack Gugadeth. However, the Beast still moves Gugadeth around the Den and will occasionally lash out as directed by the Elder Influence Cards. Although the Beast is not completely Destroyed, take the Focus reward the first time a Hunter reduces it to 0 Health.

Once Gugadeth is reduced to 0 Health, both Elders are Destroyed and you can remove the miniature from play.

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## ETEN

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### Contents:

1 Highly Detailed Plastic Miniature.  
1 Vampire ID Card.  
10 Elder Influence Cards.  
This Rule Sheet.

### ETEN

*Nete was a white witch, healing with herbs and bringing villagers together with love potions. Every formula was carefully recorded in her Book of Life. She lived just outside the hamlet, near the graveyard. She could easily harvest her ingredients in the fields and woodlands and at night, she secretly tended the graves, keeping them clean and beautiful. Especially that of her dead husband, who passed too young at 18.*

*The villagers were no fools. They accepted her broken-hearted obsession and knew her spells were just quackery. Back then, people took care of their own. Still, sometimes the herbs helped with toothache and someone had to tend the graves. It wasn't all charity.*

*When the Night swept through, she was the first to be turned.*

*The boiling corruption coursing through her body has inverted Nete. Now a powerful Elder with the full power of Influence, Eten reads backwards from her Book of Blood as she repels and harms Hunters in her vicinity.*

### Adding Eten to your Hunts

Eten can be added to any Hunt that in-

cludes an Elder Vampire. Treat Eten like any other Elder, for example by adding the Eten Vampire ID Card to the other Elder ID Cards for random spawns, or placing her miniature in the Den during setup in place of another Elder.

Eten has a unique deck of Elder Influence Cards, which are kept separate from the other Elder Influence Cards. Shuffle this deck and place it in easy reach in your playing area. When Attacking Eten, Hunters should draw an Elder Influence Card from this custom deck.



## NYX

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### Contents:

- 1 Highly Detailed Plastic Miniature.
- 1 Vampire ID Card.
- 1 Hunter ID Card.
- This Rule Sheet.

### Adding Nyx to your Hunts

Unlike all the other characters in the game, Nyx can be played as an Elder Vampire or a Hunter.

Nyx can fight for the Night. Treat Nyx like any other Elder, for example by adding the Nyx Vampire ID Card to the other Elder ID cards for random spawns, or placing her miniature in the Den during setup in place of another Elder.

She can also join the Hunt. One of the Players can take her Hunter ID and Basic Weapon card and control her in Stand Alone or Campaign games.

We suggest the first time you use Nyx, you download and play the introductory Hunt we have created for her. You can find it at:

<http://www.darkgategames.com/download>

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## VAMPIRE LORDS

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### Contents:

- 2 Highly Detailed Plastic Miniatures:
  - Lord Kurivan
  - Lord Marku
- 2 Vampire ID Cards.
- This Rule Sheet.

### LORD KURIVAN

*One of the most ancient Vampire Lords, Kurivan was known by many names, the Storm After the Calm, the Executioner of Death, Collector of Skulls. Driven by an insatiable hate and hunger that devours it from within, it can never rest. Where it walked, death was by its side, leaving nothing behind but scorched earth. But Kuri-*

*van's raging power burned quickly and his reign of terror lasted only a few decades.*

*Can it be an accident that Kurivan has reclaimed leadership of the Night now? Has it sensed an unknown weakness in the Order that it plans to exploit?*

### LORD MARKU

*Stepping out of the shadows, Marku has now shown itself as the true Lord of the Night. Although Marku's complete history is unknown, the Order's library has tales of a giant bat ravaging Eastern European villages. Later stories tell of an Elder Bat leading a powerful Hungarian Vampire enclave.*

*The Order believes this new bat-faced fiend is that same Elder, fed and corrupted by the evil it has spread across the centuries.*

*Does the Order have the strength to destroy this feral beast that rules the Night?*

### Replacing Vampire Lords in your Hunts

Either of these Vampire Lords, Lord Kurivan or Lord Marku, can be used to replace any Vampire Lord in a standalone Hunt or a complete Campaign. Use the new Lord's ID Card and miniature as directed in the Hunt definition.

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## GRELROK

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### Contents:

- 1 Highly Detailed Plastic Miniature.
- 1 Vampire ID Card.
- This Rule Sheet.

### GRELROK

*The sharp protruding bones, thick hide and bulging muscles send a clear message, Grelrok is here to fight. Grelrok is a misshapen beast that uses its whole body as a weapon. It does not matter if its prey remains in one piece, what matters is that it's dead.*

### Adding Grelrok to your Hunts

Grelrok can be added to any Hunt that includes an Elder Vampire. Treat Grelrok like any other Elder, for example by adding the Grelrok Vampire ID Card to the other Elder ID Cards for random spawns, or placing the miniature in the Den during setup, in place of another Elder.