



THE VARACOLACI

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The Varacolaci are an evil strain of Vampire, recently seen aiding the other Creatures of the Night, although they have a long and secret history that is well known to the Order.

Originally from rural Romania, the Varacolaci have always been well hidden. Ignorant peasants have created colorful myths about these monsters, myths the Order has done nothing to dispel. Varacolaci are not the animated corpses of suicides or unbaptized babies. Stories of their enormous tongues are just that, stories. No, the truth is far worse.

Varacolaci are a further corruption of the Vampire, a Vampire infected with a large and muscular parasite. The parasite lives inside the chest of the Varacolaci and emerges through its mouth to feed, mistaken by the locals as a giant tongue. The parasite controls the host and, in return, feeds it symbiotically. However you name it, Hunters must approach the Varacolaci carefully, as they can attack from a distance.

Rejected as abominations by the other Creatures of the Night, the Varacolaci were so well hidden in the past century

that the Order wondered if they died out. No such luck. Varshi may be the first Varacolaci Elder, at least he is far more cunning than any Varacolaci before. It is Varshi that has led the Varacolaci from their hidden lairs to advance the Night's cause. The Order has yet to determine Varshi's agenda or why the Night is tolerating his presence.

ADDING THE VARACOLACI TO YOUR HUNTS

The Varacolaci are designed to be easily integrated into any Hunt:

When building the deck of Encounter Cards, include Varacolaci Encounter Cards of the appropriate level specified in the Hunt setup. Similarly, include the new Activation Cards.

It is completely up to you how you do this. For example:

- Shuffle the Varacolaci L1 Encounter Cards with core

L1 cards and draw the required number of cards at random. This will give you a small number of Varacolaci Vampires in the Den.

- Draw from the Varacolaci cards first, and use the Core Game cards only to make up the required numbers. The Varacolaci will dominate the Vampires in the Den.

It does not matter how you build the deck, so long as you include the specified number of cards at each level. Similarly, Varshi can be added to any Hunt that includes an Elder Vampire. Treat Varshi like any other Elder, for

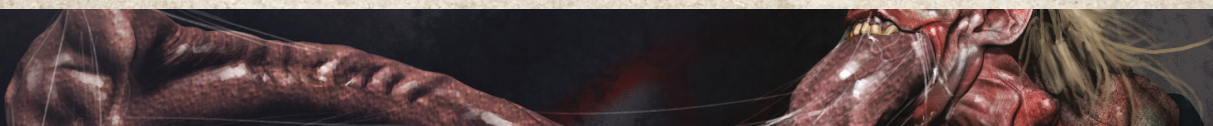




Figure 1: Vampire Ranged Attack examples.

example by adding the Varshi 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.

Although Varshi and the Varacolaci will often be used together, you can use them independently, for example using Varshi alone.

RANGED VAMPIRE ATTACKS

All the Varacolaci have Ranged Attacks that modify 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 Vampires starting in 2 different positions.

1. Varshi is already in position to Attack Magenta, and so does not Move.
2. The Varacolaca stops short and makes a Ranged Attack through the Open Door.

