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| **Attack, my Children!**  Play the Town Attack Scenario.  Bitten: +7d6 | **Attack, my Children!**  Play the Town Attack Scenario.  Bitten: +7d6 | **Attack, my Children!**  Play the Town Attack Scenario.  Bitten: +7d6 | **Eerie Downs Envoys**  +1 Influence  Bachmeir Baurenhof  +3d6 to initial monster pool dice for any scenarios in Baurenhof or Nachtdorf.  Bitten: +4d6 |
| **Attack, my Children!**  Play the Town Attack Scenario.  Bitten: +7d6 | **Attack, my Children!**  Play the Town Attack Scenario.  Bitten: +7d6 | **Journey into Shadows**  +1 Influence  SchattenTurm  Draw one Necromancy Spell  Bitten: +4d6 | **Journey into Shadows**  +1 Influence  SchattenTurm  Draw one Necromancy Spell  Bitten: +4d6 |

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| **Corpse Call**  +1 Influence  Hugel Friedhof  Draw one Necromancy Spell  When rolling on zombie core table, roll two dice and take highest.  Bitten: +4d6 | **Eerie Downs Envoys**  +1 Influence  Bachmeir Baurenhof  +3d6 to initial monster pool dice for any scenarios in Baurenhof or Nachtdorf.  Bitten: +4d6 | **Wake Warrior’s Bones**  +1 Influence  SchattenWald and SchattenTurm  When rolling on skeleton core table, roll two dice and take highest.  Bitten: +1d6 | **Feast of Souls**  +1 Influence  Hugel Friedhof and SchattenTurm  For remainder of campaign, Necromancers have equivalent of +1 Wound and Lucky Charm.  Bitten: +1d6 |
| **Corpse Call**  +1 Influence  Hugel Friedhof  Draw one Necromancy Spell  When rolling on zombie core table, roll two dice and take highest.  Bitten: +4d6 | **Whispers in the Webs**  +1 Influence  SchattenWald  When rolling on spider core table, roll two dice and take highest.  Bitten: +4d6 | **Whispers in the Webs**  +1 Influence  SchattenWald  When rolling on spider core table, roll two dice and take highest.  Bitten: +4d6 | **Invocation of Shades**  +1 Influence  Baurenhof and SchattenTurm  Add a sprit core table group to initial Vampire Forces for all scenarios.  Bitten: +1d6 |

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| Night Event | Night Event | https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcTRDNzV9oM_Wolz8TqciAlMfu7gIs62f4hJ7XLwF64pe2Oblttn  Day Event | https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcTRDNzV9oM_Wolz8TqciAlMfu7gIs62f4hJ7XLwF64pe2Oblttn  Day Event |

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| **Summon Ancient Captains**  +1 Influence  Schattenwald and Hugel Friedhof  Add a grave guard core group to initial Vampire Forces for all scenarios.  Bitten: +1d6 | **Cemetery Feeding Frenzy**  +1 Influence  Hugel Friedhof and Baurenhof  Add a ghoul core group to initial Vampire Forces for all scenarios.  Bitten: +1d6 | **Refugees!**  Refugees from the countryside arrive. Add two to worker points and on a 5+ Morale improves by one.  **Overcast** | **Refugees!**  Refugees from the countryside arrive. Add two to worker points and on a 5+ Morale improves by one.  **Clear** |
| **Infernal Pestilence**  +1 Influence  Schattenwald and Baurenhof  All rats, wolves, and bats are poisonous (wound on 6 to hit)  Bitten: +1d6 | **Mastery of Death Magic**  Draw three Necromancy spells!    Bitten: +0d6 | **Refugees!**  Refugees from the countryside arrive. Add two to worker points and on a 5+ Morale improves by one.  **Overcast** | **Refugees!**  Refugees from the countryside arrive. Add two to worker points and on a 5+ Morale improves by one.  **Clear** |

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| **Starving Soldier**  *A hungry straggler!*  Add one soldier to Captain Dedrich’s men.  **Overcast** | **Starving Soldier**  *A hungry straggler!*  Add one soldier to Captain Dedrich’s men.  **Clear** | **Surprise Attack!**  Play Town Attack  scenario!  **Overcast** | **Bandits**  *Travelling warriors are waylaid.*  All warriors on Shopping Trip or Patrol take one hit at Strength 3.  If wounded, their action for the turn is missed, but they gain +1 exp  **Overcast** |
| **Starving Soldier**  *A hungry straggler!*  Add one soldier to Captain Dedrich’s men.  **Overcast** | **Starving Soldier**  *A hungry straggler!*  Add one soldier to Captain Dedrich’s men.  **Clear** | **Surprise Attack!**  Play Town Attack  scenario!  **Overcast** | **Bandits**  *Travelling warriors are waylaid.*  All warriors on Shopping Trip or Patrol take one hit at Strength 3.  If wounded, their action for the turn is missed, but they gain +1 exp  **Clear** |

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| **Peddler!**  All player heroes in Nachtdorf not resting or missing phase have a free Shopping Trip. Hired swords may not be hired.  **Clear** | **Force of Will**  A bitten heals. Players  may choose a bitten  player warrior or NPC if there is one.  **Clear** | **Insidious Spies**  Campaign Master may secretly look at one Coffin Marker in an area on the Campaign Tracking board, and swap that marker with another one site unseen if desired.  **Clear** | **Beautiful Day**  +1 to Town Morale!  **Clear** |
| **Force of Will**  A bitten heals. Players  may choose a bitten  player warrior or NPC if there is one.  **Overcast** | **Vicious Thunderstorm**  Weather for all scenarios  in this phase and subsequent night phase  as below.  **Overcast**  **Rain**  **Wind** | **Insidious Spies**  Campaign Master may secretly look at one Coffin Marker in an area on the Campaign Tracking board, and swap that marker with another one site unseen if desired.  **Overcast** | **Beautiful Day**  +1 to Town Morale!  **Clear** |

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| ***Control Weather***    Play: Any Time  The weather becomes overcast for the remainder of the day.  Alternatively, if already overcast, a single campaign area has rain, wind, or fog for the remainder of the current phase | ***Control Weather***    Play: Any Time  The weather becomes overcast for the remainder of the day.  Alternatively, if already overcast, a single campaign area has rain, wind, or fog for the remainder of the current phase | ***Control Weather***    Play: Any Time  The weather becomes overcast for the remainder of the day.  Alternatively, if already overcast, a single campaign area has rain, wind, or fog for the remainder of the current phase | ***Lesser Summoning***    Play: Coffin Hunt or Town Attack Scenario Setup  Add 2d6 to the Vampire Forces dice pool. |
| ***Control Weather***    Play: Any Time  The weather becomes overcast for the remainder of the day.  Alternatively, if already overcast, a single campaign area has rain, wind, or fog for the remainder of the current phase | ***Control Weather***    Play: Any Time  The weather becomes overcast for the remainder of the day.  Alternatively, if already overcast, a single campaign area has rain, wind, or fog for the remainder of the current phase | ***Lesser Summoning***    Play: Coffin Hunt or Town Attack Scenario Setup  Add 2d6 to the Vampire Forces dice pool. | ***Lesser Summoning***    Play: Coffin Hunt or Town Attack Scenario Setup  Add 2d6 to the Vampire Forces dice pool. |

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| ***Lesser Summoning***    Play: Coffin Hunt or Town Attack Scenario Setup  Add 2d6 to the Vampire Forces dice pool. | ***Pass Through Walls***    Play: Before Bitten roll made at end of Night Phase.  Add 3d6 to this Bitten roll. I’ve come to drink your blood…. | ***Pass Through Walls***    Play: Before Bitten roll made at end of Night Phase.  Add 3d6 to this Bitten roll. I’ve come to drink your blood…. | ***Pass Through Walls***    Play: Before Bitten roll made at end of Night Phase.  Add 3d6 to this Bitten roll. I’ve come to drink your blood…. |
| ***Shadow Spies***    Play: After Vampire Forces pool roll in Town Attack setup.  Up to two of the pool dice may be altered by +1 or -1. | ***Shadow Spies***    Play: After Vampire Forces pool roll in Town Attack setup.  Up to two of the pool dice may be altered by +1 or -1. | ***Control Time***    Play: After roll for *Limited Turns* during any scenario.  The scenario duration die just rolled is treated at a 6 or a 1 by choice of the Vampire Forces. | ***Control Time***    Play: After roll for *Limited Turns* during any scenario.  The scenario duration die just rolled is treated at a 6 or a 1 by choice of the Vampire Forces. |

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| ***Dark Energies***    Play: Any Time  All Necromancy spells are easier to cast by one difficulty point for the remainder of the current campaign turn. | ***Dark Energies***    Play: Any Time  All Necromancy spells are easier to cast by one difficulty point for the remainder of the current campaign turn. |  |  |
| ***Greater Summoning***    Play: Coffin Hunt or Town Attack Scenario Setup  Add 5d6 to the Vampire Forces dice pool. | ***Imposition of Will***    Play: Any Time  The Vampire Forces choose any game area and add an Influence Point to that area. |  |  |

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