

ENDLESS NIGHT

Halloween storyline of the Principality of Treviso. Saturday, November 7, 2026.

BANNED CARDS

Soul Gem of Etrius is not allowed.

RAISING THE DEAD

Two face-down piles sit in the middle of the table: one of Zombie and Mummy allies and one of Wraith allies. A ready vampire you control can take a recruit ally action (+1 stealth, as per the rules) to raise the top card of a pile, which you choose when you announce the action:

- **Zombie and Mummy:** remove the top card of your library from the game, then take the top card of that pile.
- **Wraith:** remove a card of your ash heap from the game, then take the top card of that pile.

The ally enters your ready region directly; if its text has a lower and an upper part, only the lower part applies. Requirements and recruit cost are ignored, as is anything the card asks you to remove or pay when it enters play (e.g. Rotting Behemoth, Shambling Hordes): the only cost is the card removed from the game. If the recruit cost is X, X is 2. If it leaves play for any reason, including its Methuselah being ousted, it is shuffled back into its original pile, even if the card text says otherwise. If a pile is empty, no dead of that kind can be raised. The action is not repeatable: each vampire can raise only one dead per turn.

LIMIT

You can raise a dead only if you have in play fewer dead raised from the piles than there are Methuselahs still at the table, yourself included. Zombies, Mummies and Wraiths played normally from your deck do not count. If a Methuselah is ousted and you are over the new limit, you lose nothing, but you cannot raise more until you are back under the limit.

THE SHROUD IS THIN

Leave torpor and rescue from torpor cost 1 blood. This is a fixed cost: no other effects that increase or decrease it apply.

NOBODY REALLY DIES

Burned vampires, diablerie included, do not go to the ash heap but to their owner's uncontrolled region, with no blood. Cards on them go to the ash heap. Vampires removed from the game stay out of the game.

NIGHT OF MASKS

Stealth and intercept only count from cards already in play before the action. Other cards (action cards, action modifiers, reactions, combat cards, etc.) work, but any stealth or intercept bonus in their text is ignored. Stealth from the rules, like the +1 of the recruit ally action, counts.

OUTCOME

Regular standings. The winner becomes *Keeper of the Endless Night*.

THE PILES

Zombie and Mummy · 25 cards

- Aggressive Corpse ×3
- Akhenaten, The Sun Pharaoh ×1
- Amam the Devourer ×1
- Bone Shambler ×3
- Freakish Conglomeration ×3
- Gravebound Drone ×3
- Kherebutu ×1
- Nephren-Ka ×1
- Qetu the Evil Doer ×1
- Reanimated Corpse ×2
- Rotting Behemoth ×2
- Saatet-ta ×1
- Shambling Hordes ×2
- Tutu the Doubly Evil One ×1

Wraith · 25 cards

- Ambrosius, The Ferryman ×1
- Brigitte Gebauer ×1
- Emerald Legionnaire ×5
- Felix "Fix" Hessian ×1
- Fiorella, Empty One ×1
- Gianna di Canneto ×1
- Giulia Giovanni Abruzzina ×1
- Heartrender ×1
- Ponticulus ×1
- Puppeteer ×3
- Screamer ×4
- Spectral Servitor ×4
- Tye Cooper ×1

Unique cards come as a single copy, the others in several copies. Each table has its own set of 50 cards.