

ERIELLA THE BARMAID **5**



HALF-FAIRY

THIS TARGET IS IMMUNE TO INFERNAL DAMAGE.

AT THE END OF THE ENVIRONMENT TURN, EACH NON-[VAMPIRE] REGAINS 1HR.

THE SAME FAE HERITAGE THAT PROTECTS ME FROM THE VAMPIRES MADE BE VULNERABLE TO THEIR MAGIC WHICH THEY USED TO BIND ME TO THIS PLACE.

ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

AERIK THE BARTENDER **3**



VAMPIRE

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, EACH [VAMPIRE] REGAINS 1HR.

OF COURSE EVERYBODY KNOWS YOUR NAME. IT'S ONE OF OUR SPECIAL TALENTS.


ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

FLOPIN THE BOUNCER **4**



VAMPIRE

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

PLAYERS MAY NOT PLAY CARDS.

SURE. WHY NOT. GO ON IN.

ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

SORIN, IOANA, & IONUT **3**



VAMPIRE, DANCERS

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS TARGET DEALS THE HERO TARGET WITH THE HIGEST HP X IRREDUCIBLE INFERNAL DAMAGE, WHERE X EQUALS THE NUMBER OF [DANCERS] CARDS IN PLAY.

COME. DANCE WITH US.

ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



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SotM: Rift Comics – Environment: The Night Cafe

LUMINITA, LAURENTIU, & IULIAN



VAMPIRE, DANCERS

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS TARGET DEALS THE HERO TARGET WITH THE HIGEST HP X IRREDUCIBLE INFERNAL DAMAGE, WHERE X EQUALS THE NUMBER OF [DANCERS] CARDS IN PLAY.

COME. DANCE WITH US.

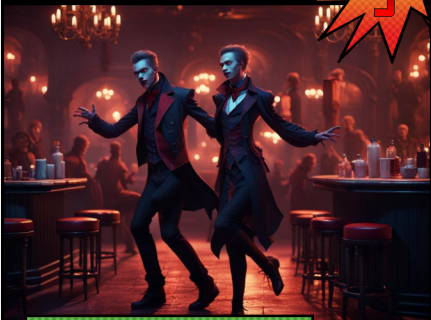
ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



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DANUT & ANGHEL



VAMPIRE, DANCERS

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

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COME. DANCE WITH US.

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The Night Cafe



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CRINA, DAVID, & IANCU



VAMPIRE, DANCERS

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS TARGET DEALS THE HERO TARGET WITH THE HIGEST HP X IRREDUCIBLE INFERNAL DAMAGE, WHERE X EQUALS THE NUMBER OF [DANCERS] CARDS IN PLAY.

COME. DANCE WITH US.

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The Night Cafe



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DACIANA, STEFAN, LICA, & MIHAI



VAMPIRE, DANCERS

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS TARGET DEALS THE HERO TARGET WITH THE HIGEST HP X IRREDUCIBLE INFERNAL DAMAGE, WHERE X EQUALS THE NUMBER OF [DANCERS] CARDS IN PLAY.

COME. DANCE WITH US.

ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



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D.J. VAMP



VAMPIRE

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS TARGET DEALS ALL OTHER TARGETS 2 SONIC DAMAGE.

I LOVE THIS SONG. THEIR VOICES HAD AN UNEARTHLY QUALITY EVEN BEFORE THEY WERE TURNED. NOW... WELL JUST LISTEN.

ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

KARA



VAMPIRE

WHEN THIS CARD ENTERS PLAY, SET HP TO ④ TIMES 3.

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS TARGET DEALS THE NON-[VAMPIRE] TARGET WITH THE HIGHEST HP ④ INFERNAL DAMAGE.

YOU LOOK TASTY ...

ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

LARA



VAMPIRE

WHEN THIS CARD ENTERS PLAY, SET HP TO ④ TIMES 3.

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS TARGET DEALS THE NON-[VAMPIRE] TARGET WITH THE SECOND HIGHEST HP ④ INFERNAL DAMAGE.

JUST CLOSE YOUR EYES ...

ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

MARA



VAMPIRE

WHEN THIS CARD ENTERS PLAY, SET HP TO ④ TIMES 3.

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS TARGET DEALS THE NON-[VAMPIRE] TARGET WITH THE LOWEST HP ④ -2 INFERNAL DAMAGE.

YOU'LL REMEMBER THIS NIGHT ... FOREVER

ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

ORB OF CORNELIUS



RELIC

[VAMPIRE] TARGETS ARE IMMUNE TO FIRE AND RADIANT DAMAGE.

IT HAS BEEN HERE FOR HUNDREDS OF YEARS. IN FACT, THE NIGHT CAFE WAS BUILT AROUND IT BECAUSE IT RESISTS ALL EFFORTS TO BE MOVED.

ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

The Night Cafe



ART BY NIGHTCAFE CREATOR, GUIDED BY MICHAEL J. AHLERS

CATRINEL THE HOSTESS

6



VAMPIRE

WHEN THIS CARD ENTERS PLAY, IF THERE IS ANOTHER CARD NAMED "CATRINEL THE HOSTESS" IN PLAY, DESTROY BOTH OF THEM.

WHEN FIRE OR RADIANT DAMAGE IS DEALT TO THIS TARGET, INCREASE IT BY 1.

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

IT ONLY APPEARS THAT WAY. I CAN'T REALLY BE EVERYWHERE AT ONCE. THAT WOULD BE MAGIC, AND ONLY ELDERS MAY USE MAGIC.

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The Night Cafe



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The Night Cafe



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The Night Cafe

YOU HAVE PURSUED THE VILLAIN THROUGH THE RIFT FROM ONE WORLD TO ANOTHER. TONIGHT, YOU FIND YOURSELF ON ELDONIA, AN ALTERNATE EARTH WHERE FAE CREATURES AND LEGENDARY MONSTERS EXIST SIDE-BY-SIDE WITH SUPERHEROES AND ALIENS. YET SOMEHOW, THE MAJORITY OF THE HUMAN POPULACE SEEMS BLISSFULLY UNAWARE OF THE STRANGE HAPPENINGS ALL AROUND THEM.

AFTER SEVERAL WEEKS OF SEARCHING, AND WITH THE NEXT RIFT OPENING JUST HOURS AWAY, YOU HAVE LEARNED THE LOCATION OF YOUR TARGET: A VAMPIRE BAR KNOWN AS THE NIGHT CAFE.

The Night Cafe

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