

LEGENDARY[®]


MK

Long thought dead, the most bloodthirsty demons of the Marvel Universe have finally been resurrected: Zarathos, the fiery-skull-headed demon lord from whom Ghost Rider drew his powers. Lilith, the ancient demon goddess who raises endless Lilin demonspawn. And the Great Old One Chthon, the lurking, hungering, Elder God who created the cursed Darkhold tome.

To oppose them rise the Midnight Sons, an unlikely team of paranormal heroes from the horror side of Marvel Comics. Some are monsters themselves, like Morbius, the Living Vampire, and Jack Russell, the Werewolf by Night. Others are monster hunters, like stakes-and-guns Elsa Bloodstone and Wong, Master of the Mystic Arts. Blade is both: half-vampire and vampire hunter. Now comes the darkest midnight hour.

Blood Frenzy

Vampires and Werewolves famously crave the taste of blood. Furious rage drives them to seek more of the red delight, gaining strength from every kind of blood they drain. This is shown by the new Blood Frenzy keyword.

- Blood Frenzy on a Hero card means **"You get +1 for each different VP value you have among cards in your Victory Pile."**
- Likewise on a Villain card, during your turn Blood Frenzy means **"This Villain gets +1 for each different VP value you have among cards in your Victory Pile."**
- (VP means "Victory Points," shown as )
- It only matters how many different VP values you have among cards in your Victory Pile. It doesn't matter how many you have of any single value. So if your Victory Pile has cards worth 0, 1, 1, 1, 2, 2, and 5 VP, then Blood Frenzy would give +4.
- This includes Bystanders in your Victory Pile. Horrifically, even heroic Vampires and Werewolves cannot always resist draining blood from innocents!
- Use whatever VP a card is worth, not just its printed VP. If a Master Strike becomes "a Villain worth 4VP," then it counts as 4VP for Blood Frenzy. An "Undercover" Agent worth 1VP counts as 1VP too.
- If a card gets into your Victory Pile somehow with no printed or specified VP value, it counts as "0 VP," which is a number that can help your Blood Frenzy.

Hunt for Victims

Some sadistic Villains say "Ambush: Hunt for Victims."

- This means: **"KO a Bystander that is captured by any Villain or Mastermind or in the Escape Pile. If you can't, then this captures a Bystander instead."**
- Other abilities on Lilith and the Lilin then benefit from the number of Bystanders in the KO Pile.





MIDNIGHT SONS



- If a player fights Lilith, and her Mastermind Tactic Hunts for Victims and captures a Bystander, the player doesn't immediately rescue that Bystander.
- When facing Enemies that Hunt for Victims, defeat Villains holding captured Bystanders quickly, before those Bystanders are Hunted as Victims!



Haunt

Zarathos and his Fallen can control Heroes' bodies like twisted puppets. They say things like "Ambush: Haunt the rightmost unhaunted Hero in the HQ."

- This means: **Tuck this Villain beneath that Hero, 'Haunting' it, so you can see the Villain's name. Players can't recruit that Haunted Hero while the Haunting Villain is under it.**
- Instead, a player can spend  equal to the Haunted Hero's cost to "exorcise" that Haunted Hero. If a player does, they either KO the Haunted Hero or choose a player to gain it. Then the Haunting Villain enters the city, ignoring any Ambush effects it has.
- While a Villain is Haunting a Hero, you can't fight the Haunting Villain itself – you have to spend  to exorcise the Haunted Hero first, driving the Haunting Villain into the city so you can finish it off there.
- Exorcizing a Haunted Hero is not a "fight" - don't do any Fight abilities on the Haunting Villain.
- A Hero can't be Haunted by two Villains at once. Haunt abilities all say to Haunt an "unhaunted Hero."
- Zarathos' Master Strikes and Tactics can cause him to Haunt a Hero in the same way. Exorcizing that Hero drives Zarathos back to the Mastermind space.
- A "Haunted Hero" is still a Hero, so it can still be affected by things that affect Heroes in the HQ. A Villain escaping the city that KOs a Hero from the HQ (that costs 6 or less) can KO a Haunted Hero. Card effects that let you "gain a Hero from the HQ" or "Put a Hero from the HQ on the bottom of the Hero Deck" still work on Haunted Heroes. However, card effects that say "recruit a Hero from the HQ for free" don't work on Haunted Heroes, since you can't recruit them.
- If something causes a Haunted Hero to leave the HQ, then the Haunting Villain stays in that HQ space and Haunts the new Hero that arrives to refill that HQ space.
- If an HQ space is "destroyed," KO any Haunted Hero there and the Haunting Villain there enters the city, ignoring any Ambush effects.

Moonlight and Sunlight

Vampires and Werewolves are especially vicious at night. Meanwhile, Wong's spells can focus sunlight to destroy creatures of shadow. This is represented by this matched pair of keywords, which first debuted in *Legendary®: The New Mutants* in 2020.

- Some Hero cards say things like "Moonlight: Draw a card." Others say things like "Sunlight: You get +2 .
- **Moonlight abilities work only when most of the Heroes in the HQ have odd-numbered costs. Likewise, Sunlight abilities work only when most of the Heroes in the HQ have even-numbered costs.**
- Besides Heroes, some Villains also say they get extra  or abilities during Moonlight or Sunlight.
- If there are a tied number of odd and even-numbered Heroes in the HQ (perhaps because some HQ spaces were added or destroyed), then neither Moonlight nor Sunlight is in effect.
- Only the printed costs matter. Abilities that change the costs of Heroes in the HQ won't affect Moonlight and Sunlight.
- "Haunted Heroes" are still Heroes, so they still count towards Moonlight and Sunlight. (Any Villains Haunting them don't count, since they aren't Heroes.)
- A "Divided Card" from *Legendary®: Civil War* or other sets still counts as just one card for Moonlight/Sunlight.
- You can remember that Moonlight abilities love odd-numbered costs with the phrase "The odd ones come out at night..."

Manipulating Moonlight and Sunlight

- Clever players can recruit cards out of the HQ at crucial times to manipulate if it is Moonlight or Sunlight.
- When Villains escape, KO'ing Heroes from the HQ, you can also use this to shift towards Moonlight or Sunlight.
- In a game with many Moonlight and Sunlight effects, some players like to shift the odd-numbered cost cards in the HQ down a little bit, as shown here. This makes it easier to tell whether Moonlight or Sunlight is in effect.






Patrol

When evil creatures of the night stalk innocent civilians, monster hunters like Elsa Bloodstone and Blade patrol vulnerable areas to keep them clear of dangerous fiends. This keyword debuted in *Legendary®: Secret Wars, Volume 2* in 2015.

- Some cards say things like "Patrol the Bridge: If it's empty, draw a card." **You can use the specified Patrol ability only if the specified city space has no cards in it.**
- If that city space becomes empty later in the turn, it's too late to use the Patrol ability.
- If a card effect causes a city space not to exist, you can't use Patrol abilities for that space.

Abilities Triggering Separately

Some Hero cards have a Sunlight (or Patrol) ability, then a separate ability like ": You get +1 .

 on another line. Do each of a card's abilities, one at a time, in the order listed. The second ability doesn't require both Sunlight and a played  card. Some Sunlight abilities can move cards out of the HQ. This might enable a Moonlight ability later on the card to activate too.

Game Contents

Rules insert and 100 cards:

- 5 New Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 2 New Villain Groups of 8 cards each
- 2 New Double-Sided Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Schemes

Credits

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