



# CRAWLERS

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- 5 Highly Detailed Plastic Miniatures:
- 5 Crawlers
- 1 Vampire ID Card

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*One of the smallest Creatures of the Night, Crawlers are a mystery. Unknown in some parts, common in others, the Order teaches that they are mainly a distraction. But when they attack in groups, they can be just as dangerous as any other Vampire minion.*

*They inhabit the same tunnels as Burrowers and many members of the Order*

*think they are related. Some go so far as to say the Crawlers are juvenile Burrowers that are only seen in new Dens where they have not had a chance to fully mature. Others say they are a different mutation, a smaller animal that has become too corrupted to recognize. No matter their origin, these minions are often seen together.*

*Hunters must be on guard against their nasty jaws, although their wounds are more painful or irritating than harmful. While tending to these sores, many Hunters have succumbed to a greater foe they failed to notice. Focus is everything in a Den.*

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## ADDING THE CRAWLERS TO YOUR HUNTS

The Crawlers are designed to be easily integrated into any Hunt. They live underground and burst forth to Attack the Hunters, just like the Burrowers. You spawn the Crawlers by placing them when you would normally place a Burrower. You do not need any new Encounter or Activation Cards and you do not need to adjust the decks created for each Hunt.

You can use Crawlers to make slight adjustments to the difficulty of the game:

**Slightly Easier:** Place 1 Crawler whenever a card spawns a Burrower.

**No Change:** Place 2 Crawlers whenever a card spawns a Burrower.

**Slightly Harder:** Place 1 Crawler and 1 Burrower whenever a card spawns a Burrower.

Simply agree on how you will spawn the Crawlers at the start of the game.

If any card refers to Burrowers in play, also apply those effects to the Crawlers.

CRAWLERS



T H E O R D E R O F

VAMPIRE HUNTERS