



FROM
BLOOD TO DUST

T H E O R D E R O F

VAMPIRE
HUNTERS

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FROM BLOOD TO DUST

Like a bloodstain spreading across the floor, the Night seeps across the world, flowing from every dark corner into more and more populated areas. Destroying one Vampire leads to an encounter with two more. They are no longer hiding outside of larger cities: they are strong enough to leave their old hunting grounds and are beginning to feast among us all.

The Order of Vampire Hunters has received sightings of both minions and powerful Elders inside the urban sprawl. Worse, there seem to be new types of creatures, particularly suited to these new environments. Staying out of sight, they have crept into the city along old underground train lines and through the sewers. How long before they are sighted and mass panic grips the city?

It is time for you to hunt them down and destroy them all, leaving nothing but dust.

PLAYING THE EXPANSION

The From Blood to Dust expansion for The Order of Vampire Hunters is designed to be played as a new Campaign of 6 Hunts. It can also be merged with existing Hunts to increase the variety of enemies the Order must overcome. We will start by describing Campaign play.

The Order of Vampire Hunters core game is required to play this expansion.

Contents

- 16 Highly detailed plastic miniatures:
 - 15 Lurker Vampires in 3 different poses.
 - Drakku, an Elder Vampire.
- 2 Vampire ID Cards.
- 4 Large Double-sided Map Tiles.
- 1 Small Double-sided Map Tile.
- 15 Encounter Cards.
- 4 Vampire Activation Cards.
- 69 Tokens.

From Blood to Dust Setup

Follow the normal rules when you set up each Hunt, with the following exceptions:

- The From Blood to Dust Encounter Deck completely replaces the Order of Vampire Hunters Encounter Deck. When drawing Encounter Cards for each Hunt, only use the new cards.
- Some Hunts place Drakku in the Den. If Drakku is not in play, do not include the Drakku Vampire ID Card with the other Elder Vampire ID Cards, so that Drakku cannot spawn at random.
- Shuffle the From Blood to Dust Vampire Activation Cards into the Order of Vampire Hunters Vampire Activation Cards before drawing the cards for your Hunt. You will play with a mix of new and old cards.

If you want to play with more Lurkers in the Den, create the Vampire Activation Decks by selecting Activation Cards from this expansion first and then filling the decks with cards from the core game.

From Blood to Dust Rules

The From Blood to Dust expansion introduces a few new rules. These rules should be used in all games that incorporate these new components.



Figure 1: The Water Icon and Water-based Special Powers.

Water Icon: The new Water Icon indicates Areas where Vampire's water-based Special Powers are active. Some Vampire Special Powers can only be used if the Vampire is in a Water Area, as indicated by the Water Icon, see Figure 1. Sewage water drains through several of the pipes on these Map Tiles.

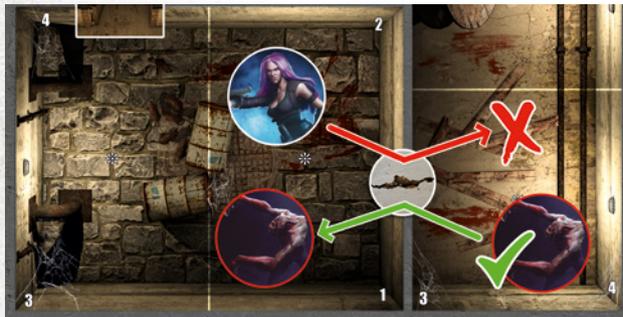


Figure 2: Cracks and movement.

Crack Token: Crack Tokens are placed on Walls, in a similar manner to Door Tokens, see Figure 2. Placement is shown on the Hunt mini-map.

However, there are some differences from the existing Doors:

- Cracks are always Open.
- Only Lurkers can pass through Cracks. Hunters and all other Vampires ignore Cracks when moving through the Den. This is important when deciding the shortest path when resolving Vampire Activation Cards.

Noise and Lurkers: Lurkers wake at the slightest sound.

There are no changes to the rules for Noise in a Room with sleeping Lurkers. However, if a Hunter makes a Noise in a Room that has Open Doors or Cracks, Lurkers will Wake in the adjacent Rooms too. Follow these 4 steps in order to fully resolve Noise when Lurkers are included:

1. Locate adjacent Rooms connected to the Noisy Room by Open Doors or Cracks.
2. If the adjacent Room is unexplored, resolve an Encounter Card for that Room, ignoring any Terror Event generated by the Encounter Card. Place all Vampires Asleep in this step.
3. If any Lurkers were spawned, Wake them immediately. Only the Lurkers Wake now.
4. Lurkers move silently. If they Move into or out of Areas with sleeping Vampires, they do not Wake them.

Other rules regarding noise are not changed.



Figure 3: Waking Lurkers in adjacent Rooms.

Figure 3 shows the result of Magenta's Actions:

1. Magenta enters the lower corridor and Opens the Door to the North. If this were a Room she would resolve an Encounter Card here, but not for the Room behind the open Door.
2. Magenta now makes Noise, by using a Noisy Weapon to Attack a Vampire where she came from. This noise effect is resolved normally (this step is not shown).
3. The players must now use the new **Noise and Lurkers** rule to see if Lurkers Wake in adjacent Rooms where the noise can be heard. Noise leaks through the Open Door and the Crack, but not the Closed Door to the far right.
 - a. An Encounter Card is drawn for the Room on the other side of the Crack. The Thrall remains Asleep but 2 Lurkers are now Awake.

- b. The Encounter Card for the Room behind the Open Door is kinder to Magenta. There are no Lurkers in that Room and all the Vampires remain Asleep.

Once awake, Lurkers are controlled normally by Vampire Activation Cards. Remember, they may move through Cracks when moving towards Hunters.



Figure 4: Drakku's Blood Lust.

Blood Lust: Drakku has a special power, Blood Lust, which allows it to Attack several Hunters with 1 Attack Action. After making a successful Attack, i.e. an Attack that causes a Wound to a Hunter, Drakku can move up to 1 Area and then Attack a different Hunter. This continues until Drakku fails to Wound, or has no new targets in range. In Figure 4, Drakku's first Attack Hits and Wounds Magenta. Drakku then moves 1 Area and rolls another successful Attack against Stephan. Drakku cannot move far enough to Attack Sarah and since Magenta and Stephan have both been Attacked as part of this Action, Drakku must now stop.

Interpreting Existing Cards: When resolving card effects that refer to Thralls, treat the card as applying to Lurkers as well.

Integrating with Existing Hunts

It is relatively easy to add variety to existing Hunts by integrating From Blood to Dust components.

Drakku: Drakku can be added to any Hunt that includes an Elder Vampire. Treat Drakku like any other Elder, for example by adding the Drakku Vampire ID Card to the other Elder ID Cards for random spawns, or placing the miniature in the Den during setup, in place of another Elder.

Lurkers: When building the deck of Encounter Cards, include From Blood to Dust Encounter Cards of the appropriate level specified in the Hunt setup. Similarly, include the new Activation Cards.

It is completely up to you how you do this. For example:

- Shuffle the From Blood to Dust L1 Encounter Cards with core L1 Cards and draw the required number of cards at random. This will give you a smaller number of Lurker Vampires in the Den.
- Draw from the From Blood to Dust Cards first, and only use the Core Game Cards to make up the required numbers. The Lurkers will dominate the Vampires in the Den.

It does not matter how you build the deck, so long as you include the specified number of cards at each level.

Map Tiles and Tokens: You can even use the new Map Tiles and Tokens to replace the Map Tiles in existing Hunts. Make sure to select Map Tiles that have roughly the same layout and to place Door, Crack and other Tokens in suitable places to mimic the existing Den.

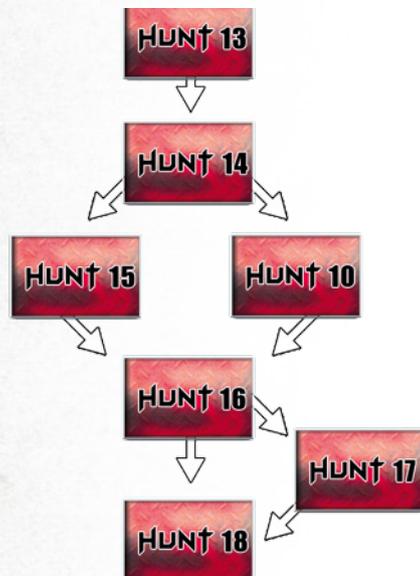
Once you start to make these substitutions you will have taken the first steps to creating your own unique Hunts.

CAMPAIGN

Campaign Map

Although the Order of Vampire Hunters is more active than a decade ago, they are not holding the Night at bay. No-one was expecting a resurgence now, and the Vampires are spreading faster than the Order can recruit and train new Hunters. There are even reports of Vampires entering cities around the world.

Villagers in the old country know the Vampire legends and can turn a blind eye to the occasional missing neighbor or blood-drained corpse in exchange for their own lives. But if city folk learn the Vampires are real, there will be mass hysteria. The Order is taking more and more risks with new recruits, trying to clear out these infestations before they come to everyone's attention. Unfortunately for you, you are one of these new recruits.



This Campaign Map shows how to organize the individual Hunts into the Campaign. Follow the arrows to form a continuous path from Hunt 13 to Hunt 18.

- You may not repeat a Hunt. You can complete the final battle against Kophas without winning every Hunt, but if you lose too many, you lose the Campaign.
- When the path branches, you may only take one branch. For example, you will play either Hunt 15 or Hunt 10, not both.

Note that Hunt 10 is from the core game.

New Campaign Rules

Dashboard: All Hunters continue to use the same Dashboard, unless their Reward explicitly awards them a new one.

VAMPIRE MINIONS LURKERS

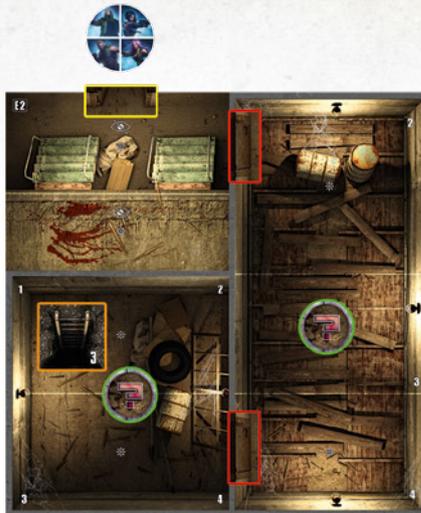
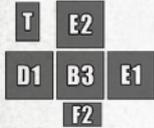
Lurkers are a new breed of Vampire, part amphibian, part monster. With the ability to squeeze through gaps and move silently, they are perfect for infiltrating cities via the sewers and subway tunnels. No wonder the Order sees them so often in urban environments. But they are not just scouts; by sinking their hooked claws deep into human flesh or wrapping their long arms around their enemies, they easily immobilize their prey.



ELDER VAMPIRE DRAKKU

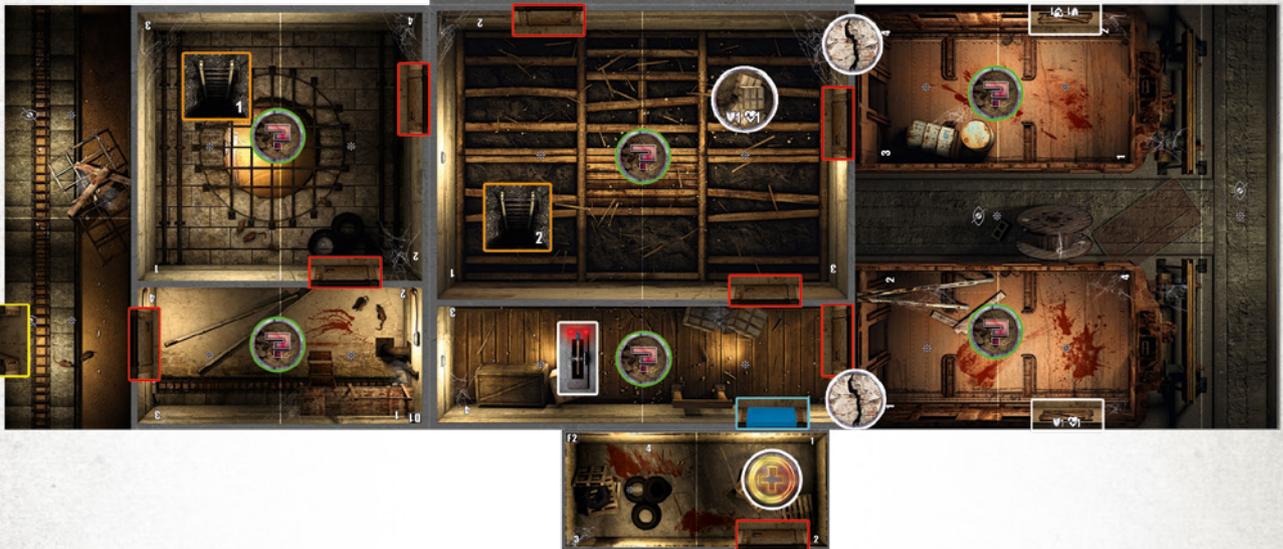
Drakku is a nightmarish beast, not described in the Order's books of lore. It is believed to be the first of the Lurkers, grown and mutated over time to be an amphibious monstrosity. With four arms and massive claws, Drakku is a fearsome foe but its real power comes from its rapid, leaping attacks. Once aroused by the scent of its prey, its frenzied attacks do not stop until its enemies are torn and bloody.

HUNT 13 FIRST BLOOD



As you approach the derelict subway station, you try to focus on your instructions. You are rookies: this is just a recon mission. Look around, take stock, do not take risks. Engage minions if you must but bring back solid information. Are there really Vampires here? Could there be Vampires we have never seen before?

If the monsters are among us, we could be overrun at any time. Surely these are just stories. But the hairs on your neck tell you there may be something to the rumors.



Entrance:	Split the Hunters into two forces of the same size, if possible. Place one force at Entrance 1 and the other at Entrance 2.
Clock:	Start 4, End 8.
Encounter Deck:	8 Level-1 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 6 Level-2 and 4 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 3 Level-2 and 3 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Dashboard:	The Hunters use the Small Dashboard in this Hunt.
Standalone Play:	The Hunters start with no Special Ability or Equipment Cards.

-  **ENCOUNTER**
X 8
-  **CLOSED DOOR**
X 10
-  **OPEN DOOR**
X 2
-  **TUNNEL ACCESS**
1, 2, & 8
-  **WINDOW**
X 2
-  **ENTRANCE**
X 2
-  **LEVER**
X 1
-  **CRATE**
X 1
-  **BLUE DOOR**
X 1
-  **CRACK**
X 2
-  **OBJECTIVE 1**
X 1

Special Rules

The Blue Door is Locked. Activate the Lever to Unlock the Blue Door. Once Unlocked, it can be Opened normally.

Objectives

Hunters' Primary Objective: If a Hunter Picks Up the Objective Token, the Hunters gain the **Lucky Find** reward. This Objective ends the Hunt normally and the **Run** reward will not be awarded.

Hunters' Secondary Objective: If a Hunter Destroys a Lurker, that Hunter gains the **New Strain** reward.

Turned Hunters' Primary Objective: All Turned Hunters must leave the Den before the Clock runs out. The Turned Hunters gain the **Run** reward. Do not end the Hunt when the current Turned Hunters leave, as more Hunters may Turn.

Rewards and Downtime

Lucky Find: The situation is worse than you imagined. The Vampires are completely settled here, to the point of finding and destroying Relics in the area. At least the Order may be able to do something with the broken item. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Run: The Turned Hunters run from the Den and are caught by their handlers from the Order, who quickly start the cure. Knowing that the Hunters are safely out of the Den, the handlers scour the Den carefully and find the broken Relic. Take a Relic Card by following the rules in **Drawing Relic Cards**.

New Strain: Each Hunter that destroys a Lurker will use the Large Dashboard in the next Hunt.

Transfusion Cost: If the Turned Hunters gain the Run reward, the quick actions of their handlers mean the Transfusion Cost is -2 Focus. If not, it is -3 Focus.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

Equipment: The Hunters can use their Focus to purchase Equipment normally.



HUNT 14 A LURKING ELDER

The Order was impressed with your first hunt, now it's time to try something a little harder. The Order has information on a new Elder leading the Lurkers. It's time for another fact finding mission, but if you get the opportunity to destroy this creature, take it.



D4 T
E3 E2

Entrance:	Place all Hunters at the Entrance.
Clock:	Start 6, End 9.
Spawn:	Place the Drakku miniature awake in the Area shown on the mini-map. Place Drakku's ID Card within easy reach of the players.
Encounter Deck:	4 Level-1 and 1 Level-2 Encounter Cards.
Vampire Day Activation Deck:	1 Level-1, 1 Level-2 and 2 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 2 Level-2 and 8 Level-3 Cards.
Pete and the Extractor:	Not available.
Standalone Play:	Each Hunter randomly draws 1 Special Ability and 1 Equipment Card.

- 
ENCOUNTER
X 5
- 
CRATE
X 1
- 
CLOSED DOOR
X 8
- 
CRACK
X 1
- 
OPEN DOOR
X 1
- 
DRAKKU
X 1
- 
TUNNEL ACCESS
1, 2, & 8
- 
CAPTIVE
X 1
- 
ENTRANCE
X 1

Special Rules

Drakku is especially fast moving and its fighting style is unlike anything the Hunters have seen before. For each Hit that Drakku receives, roll 1D6. Ignore 1 Hit for each roll of 5+.

When Drakku is reduced to 0 Health, read Interlude 1.

Objectives

Hunters' Primary Objective: If the Hunters defeat Drakku and a Hunter exits the Den, the Hunters gain the **Safe Exit** reward.

Turned Hunters' Primary Objective: If a Turned Hunter Bites the Captive, the Turned Hunters gain the **Shared Knowledge** reward.

Shared Secondary Objective: If a Hunter or Turned Hunter exits the Den with 6+ Focus, they gain the **Experienced** reward.

Do not end this Hunt immediately when a Primary Objective is achieved. Play on until time runs out or until all Characters have exited the Den, so that everyone has a chance to get the **Experienced** reward. Note that only the first Primary Objective to be completed will give its rewards.

Interlude 1

Drakku moves like no other Vampire the Hunters have seen. They are totally unprepared for this fighting style, jumping from Hunter to Hunter as it attacks and dodging blows that should have landed. Just as they think they have won the fight, Drakku leaps past them towards the entrance hall and creates a terrific racket as he barricades the front door with floor boards and slips away into the tunnels.

Remove the Entrance Door. The Hunters will have to find another exit. Place an Objective Token in the same Area as Drakku then remove the Drakku miniature from play. The Hunters' Primary Objective changes.

Hunters' Primary Objective: If a Hunter exits the Den with the Objective Token, the Hunters gain the **Safe Exit** reward.

Rewards and Downtime

Safe Exit: During the race through the Den, you did not have a moment to look at what you picked up. Now you can see it's valuable – part of an old Relic. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Shared Knowledge: You retain some images from the Captive's mind, showing the location of a hidden Relic. The Order can use this information to find the object. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Experienced: All Characters that gained this reward will start the next Hunt with the Large Dashboard. Otherwise, Characters continue to use the same Dashboard as they used this Hunt.

Transfusion Cost: If the Turned Hunters gains the **Experienced** reward, the quick actions of their handlers mean the Transfusion Cost is -2 Focus. If not, it is -3 Focus.

Training and Equipment: There is no time for Special Ability training before the next Hunt, but the Hunters can use their Focus to purchase Equipment normally. You practice some fighting moves to counter Drakku. It will not be able to dodge your blows again.



HUNT IS DESTROY DRAKKU

The Lurkers are no match for you, but this new Elder, Drakku, is something different. It escaped the first time, but now you are ready. Destroying it may be crucial. All these urban dens have Lurkers - if you can destroy the Elder Lurker, maybe they will leave the city. You have a reliable lead pointing to a large sewer junction. Can you flush the Night out of the city once and for all?



Entrance:	Split the Hunters into two forces of the same size, if possible. Place one force at Entrance 1 and the other at Entrance 2.
Clock:	Start 5, End 9.
Spawn:	Place Drakku and 4 Lurkers in the Den, as shown on the mini-map. These Vampires are Awake.
Encounter Deck:	7 Level-1 and 1 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 3 Level-2 and 3 Level-3 Cards.
Vampire Night Activation Deck:	3 Level-1, 5 Level-2 and 4 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Standalone Play:	Each Hunter randomly draws 1 Special Ability and 2 Equipment Cards.

-  **ENCOUNTER**
X 6
-  **LEVER**
X 2
-  **CLOSED DOOR**
X 12
-  **CRATE**
X 1
-  **OPEN DOOR**
X 2
-  **BLUE DOOR**
X 1
-  **TUNNEL ACCESS**
1, 2, & 8
-  **CRACK**
X 2
-  **WINDOW**
X 2
-  **OBJECTIVE 1**
X 1
-  **ENTRANCE**
X 2
-  **LURKERS**
X 4
-  **DRAKKU**
-  **CAPTIVE**
X 1

Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the 2 Levers, in any order, to Unlock the Blue Door. Once Unlocked, it can be Opened normally.

Use the normal rules for Vampires in Closed Rooms to activate the Vampires placed during setup.

Objectives

Hunters' Primary Objective: If a Hunter Destroys Drakku, read Interlude 1.

Turned Hunters' Primary Objective: If the Turned Hunters Bite the Captives and leave the Den, the Turned Hunters gain the **Fresh Blood** reward. Do not end the Hunt when the current Turned Hunters leave, as more Hunters may Turn.

Interlude 1

You take your chance to strike the deathblow. Drakku collapses to the ground, but you are immediately distracted by a cacophonous howling. Normally silent, the Lurkers start wailing. It's an earsplitting noise, like fingernails on a chalkboard. Perhaps you can hear people screaming too. Is it the captives or just your fellow Hunters? You turn back to Drakku, but the body is gone. As silent as the grave you see its gangly form fleeing down a tunnel.

Hunters' Primary Objective: The Hunters' Primary Objective changes. If a Hunter can exit the Den while carrying Objective Token 1, the Hunters gain the **Best of a Bad Situation** reward.

Rewards and Downtime

Best of a Bad Situation: You failed to destroy Drakku, but who knows? Perhaps the wound will prove fatal. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Fresh Blood: The scent of blood on the Turned Hunters lures any remaining Vampires out into the open. With no cover, it is an easy task for the Order to pick off these Vampires, allowing them to enter the Den and search it thoroughly. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Dashboard: The Characters that complete their Primary Objective will start the next Hunt with the Large Dashboard. The Characters that do not complete their Primary Objective will start the next Hunt with the Small Dashboard.

Transfusion Cost: -3 Focus.

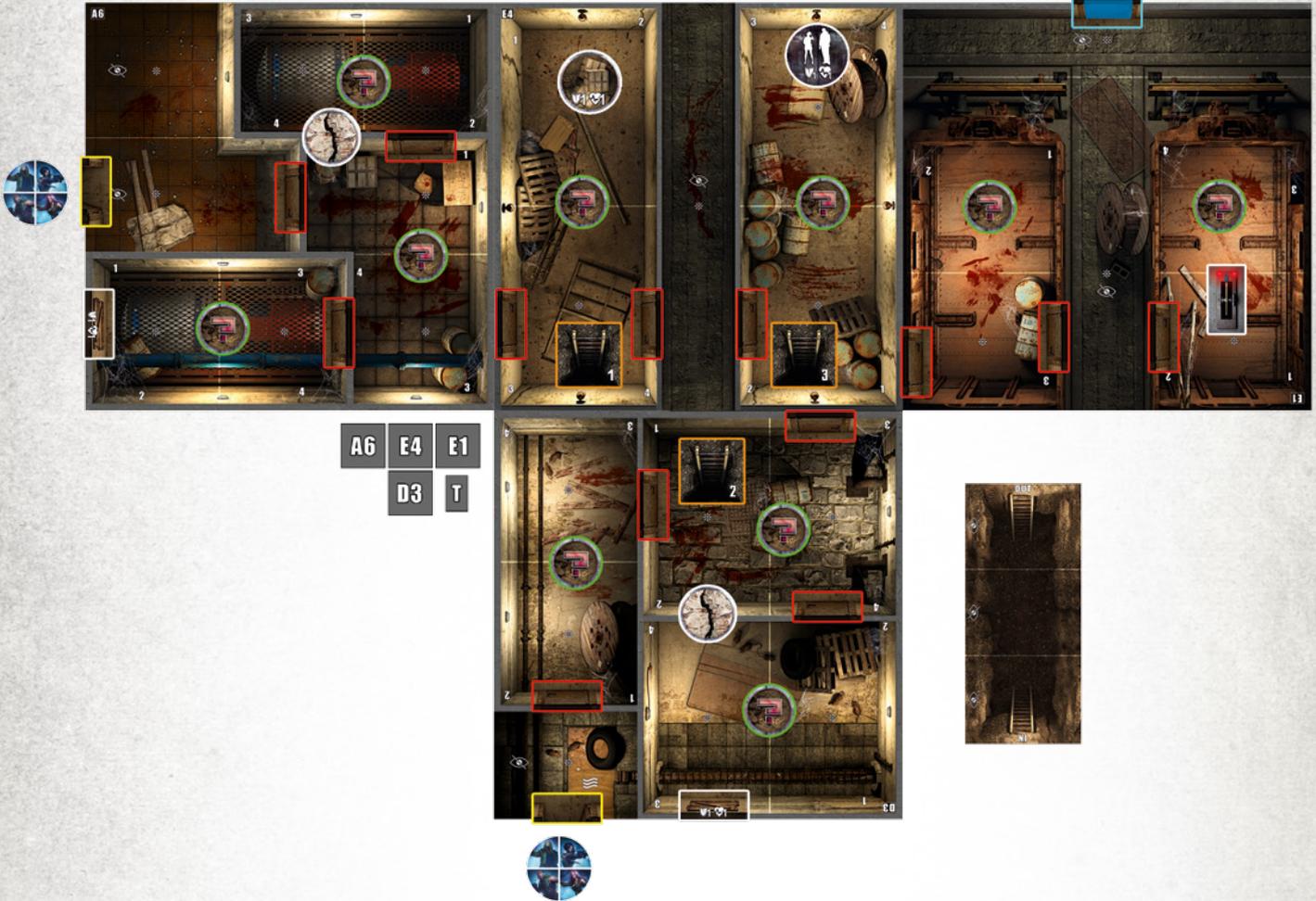
Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

Equipment: The Hunters can use their Focus to purchase Equipment normally.



HUNT IS RESCUE

You are not the only Hunters working inside the city limits. Unfortunately, one of your brothers has been captured. It is important for you to rescue them, as they have found critical information about the location of another broken relic.



Entrance:	Split the Hunters into two forces of the same size, if possible. Place one force at Entrance 1 and the other at Entrance 2.
Clock:	Start 4, End 8.
Encounter Deck:	9 Level-1 and 1 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 4 Level-2 and 6 Level-3 Cards.
Vampire Night Activation Deck:	1 Level-1, 2 Level-2 and 5 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Standalone Play:	Each Hunter randomly draws 1 Special Ability and 2 Equipment Cards.

-  ENCOUNTER X10
-  CLOSED DOOR X13
-  OPEN DOOR X2
-  TUNNEL ACCESS 1, 2, & 3
-  WINDOW X2
-  ENTRANCE X2
-  LEVER X1
-  CRATE X1
-  BLUE DOOR X1
-  CRACK X2
-  CAPTIVE X1

Special Rules

The Blue Door is Locked. Activate the 2 Levers in the bottom half of the Den, in any order, to Unlock the Blue Door.

The Hunters must rescue the Captive. The Hunters must support the Captive and help them move to the exit. Hunters can use the Pick Up and Trade Actions to place the Captive Token in their play area, to show who is currently helping the Captive move (Hunters cannot Drop the Captive). Movement costs for all Move Actions performed by the Hunter that is helping the Captive are increased by 1 Movement Point. If a Vampire Defeats a Hunter that is helping the Captive, the Vampire kills the Captive and the Hunters cannot complete their Primary Objective.

Objectives

Hunters' Primary Objective: If a Hunter exits the Den while helping the Captive move, the Hunters gain the **Rescue** Reward. This Objective ends the game normally.

Turned Hunters' Primary Objective: If all Turned Hunters exit the Den, the Turned Hunters gain the **Flee** reward. This Objective does not end the mission if there are Hunters in the Den, as those Hunters may Turn.

Note that both Primary Objectives can be achieved.

Rewards and Downtime

Rescue: Once you get the Captive out of the Den, you realize this was a more important task than you thought. They had already found the Relic and had it on them! Take a Relic Card by following the rules in **Drawing Relic Cards**.

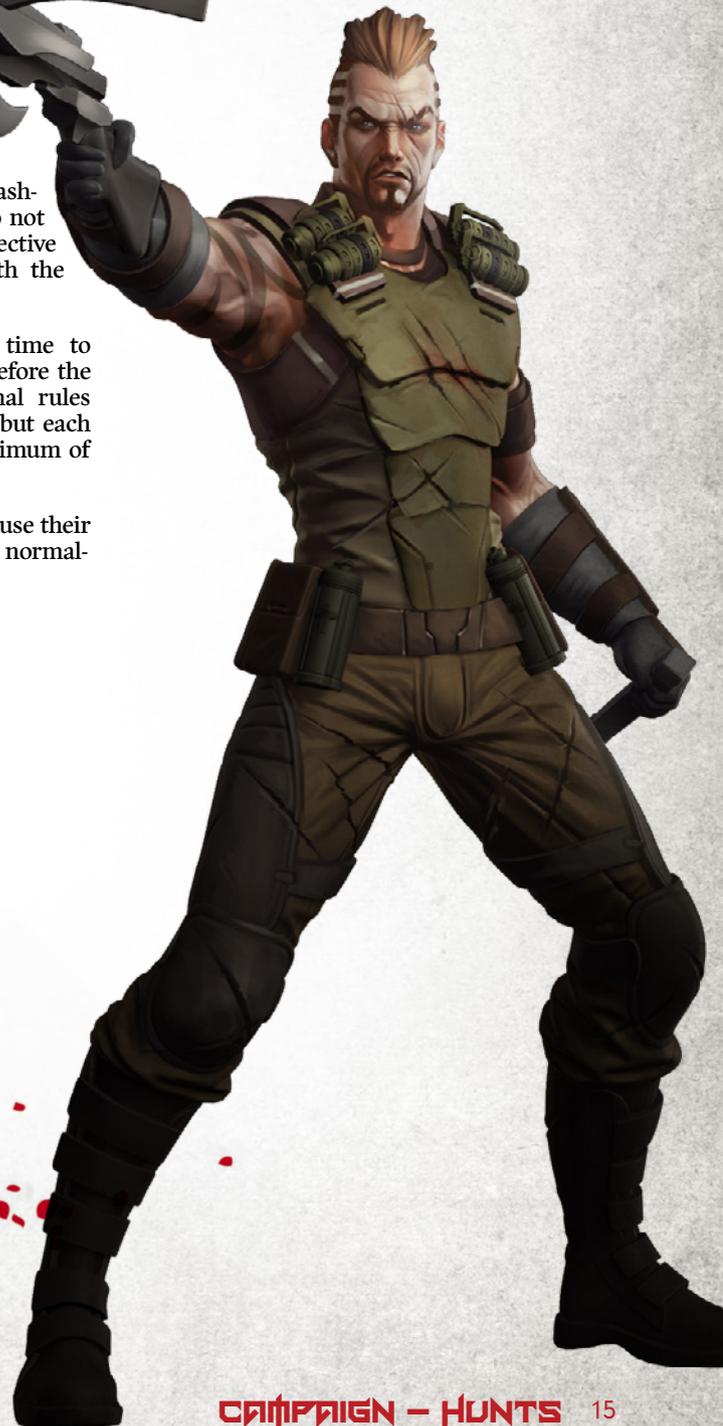
Flee: If the Turned Hunters all leave the Den, they recover more quickly. The Transfusion Cost is 0. If the Turned Hunters fail to get this reward, the Transfusion Cost is -3 Focus.

Dashboard:

The Characters that complete their Primary Objective will start the next Hunt with the Large Dashboard. The Characters that do not complete their Primary Objective will start the next Hunt with the Small Dashboard.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

Equipment: The Hunters can use their Focus to purchase Equipment normally.



HUNT 17 NO RESPITE

You have not seen Drakku in days. Could it be that your aim was true and it limped off to die in a Tunnel? If so, you have bad news: the loss of Drakku has not affected the Vampires. They are still all over town. You must head out and clear another urban den, you do not want people to notice what is happening beneath their feet. Why are there so many Vampires the city right now?



Entrance:	Split the Hunters into two forces of the same size, if possible. Place one force at Entrance 1 and the other at Entrance 2.
Clock:	Start 4, End 9.
Encounter Deck:	9 Level-1 and 1 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 5 Level-2 and 5 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 5 Level-2 and 5 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Standalone Play:	Each Hunter randomly draws 2 Special Ability and 2 Equipment Cards.

-  ENCOUNTER X10
-  LEVER X3
-  CLOSED DOOR X13
-  CRATE X2
-  OPEN DOOR X2
-  BLUE DOOR X1
-  TUNNEL ACCESS 1, 2, & 3
-  CRACK X2
-  WINDOW X2
-  ENTRANCE X2
-  CAPTIVE X2
-  LURKER X3

Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the 2 Levers in the lower part of the Den, in any order, to Unlock the Blue Door. Once Unlocked, it can be Opened normally.

The Relic Objective is locked in a secret compartment and is not placed in the Den during Setup. When the Lever marked by the green cross is Activated, the compartment opens. Place the Relic Objective here once this third Lever has been Activated.

Objectives

Hunters' Primary Objective: A Hunter must leave the Den with the Objective Token in their Inventory. The Hunters gain the **Secret Compartment** reward.

Turned Hunters' Primary Objective: A Turned Hunter must Bite the Captives. The Turned Hunters gain the **In the Blood** reward.

Secondary Objective: When the Blue Door is opened, read Interlude 1.

Interlude 1

You haul the door open and immediately recognize the stench in the room behind. Drakku is here! This time you will destroy it for good.

Place Drakku in the Area marked by the red cross on the minimap.

Shared Secondary Objective: If a Hunter or Turned Hunter Destroys Drakku, they gain the **Final Blow** reward.

Rewards and Downtime

Secret Compartment: You take time to look at the material you gained from the secret compartment. Amongst the usual trash the Vampires find so interesting, you find something surprising. Another part of a Relic, useful for sure, but it is wrapped in shredded parchment. You can just make out the description of Kophas, a Vampire Lord long believed to be dead. Could a Lord really be hiding in the center of civilization? Perhaps that is the true reason for the Vampire activity in the city. Take a Relic Card by following the rules in **Drawing Relic Cards**.

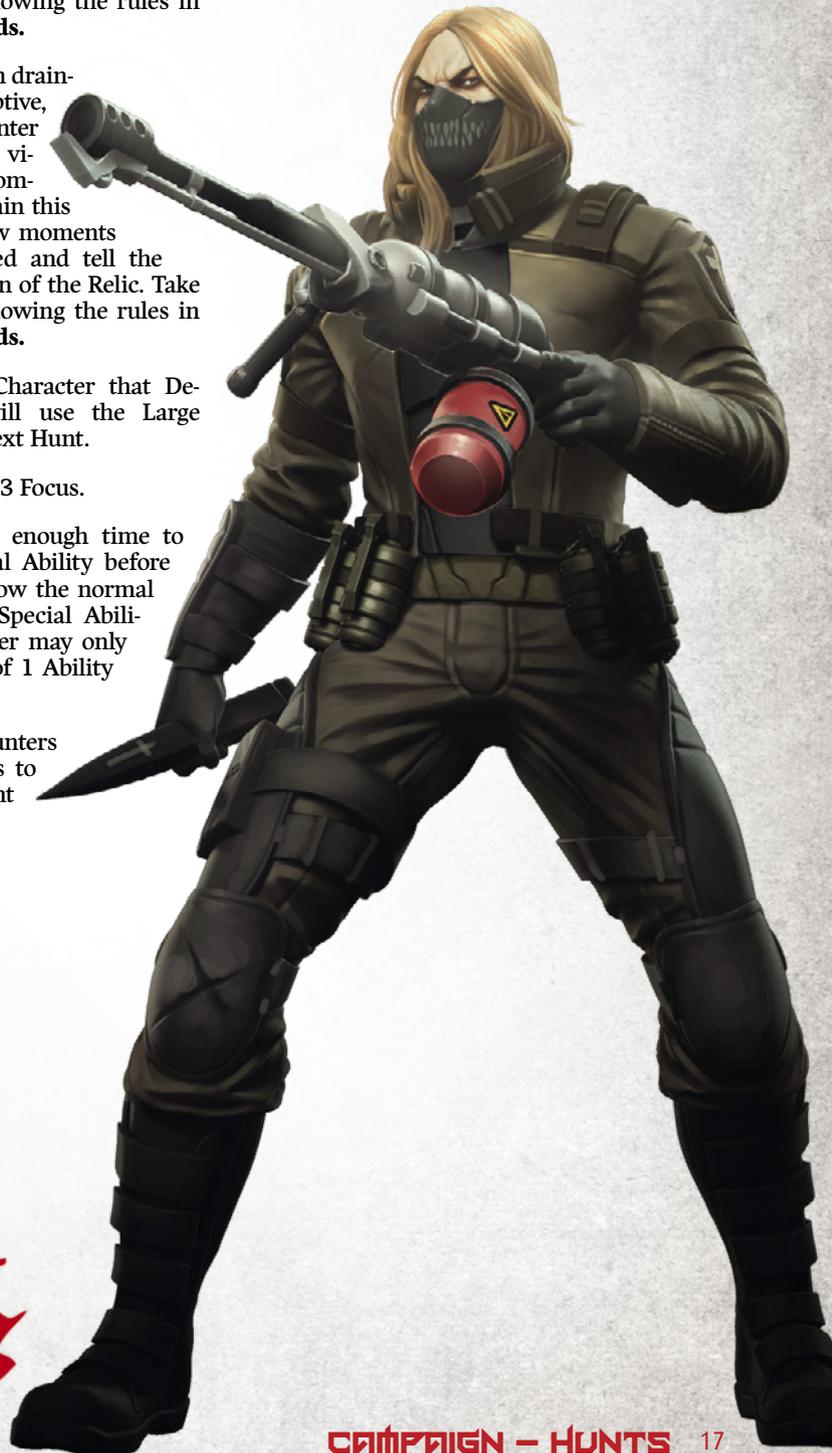
In the Blood: When draining the second Captive, the Turned Hunter gains a mysterious vision of a secret compartment. They retain this knowledge for a few moments after they are cured and tell the Order of the location of the Relic. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Final Blow: The Character that Destroyed Drakku will use the Large Dashboard in the next Hunt.

Transfusion Cost: -3 Focus.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

Equipment: The Hunters can use their Focus to purchase Equipment normally.



HUNT 18 BLOOD OR DUST

You draw strength from the Order's resolve. Destroying Drakku was not the solution you were hoping for, but all rumors point to a Vampire Lord living in the city. The Order has located the largest den you have ever seen. If there is a Lord anywhere, it's here.

The Order takes the broken relic parts and uses their arcane lore to forge a new weapon, the likes of which has never been seen before. You are surprised and honored when they return it to you. They have complete faith in your skills and now it's time to prove your worth. If there is a Lord in the city, you are equipped to destroy it. It's time for you to grind these monsters to dust!



Entrance:	Split the Hunters into two forces of the same size, if possible. Place one force at Entrance 1 and the other at Entrance 2.
Clock:	Start 2, End 9.
Spawn:	Place Kophas in the Area shown on the mini-map. Kophas is Awake.
Encounter Deck:	10 Level-1 and 2 Level-2 Encounter Cards.
Vampire Day Activation Deck:	3 Level-1, 10 Level-2 and 7 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 6 Level-2 and 4 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Standalone Play:	Each Hunter randomly draws 2 Equipment Cards. Draw 3 Relic Cards following the rules in Drawing Relic Cards to assemble a complete Relic.



ENCOUNTER
X 12



CLOSED DOOR
X 13



OPEN DOOR
X 2



TUNNEL ACCESS
1, 2, & 3



WINDOW
X 8



ENTRANCE
X 2



LEVER
X 2



CRATE
X 2



BLUE DOOR
X 1



CRACK
X 2



KOPHAS

Special Rules

You must have a complete, assembled, Relic to attempt this Hunt. If you failed to retrieve enough Relic Components in your previous battles, the Order has lost this Campaign.

The Blue Door is Locked. Activate both the Levers, in any order, to Unlock the Blue Door. Once Unlocked, it can be Opened normally.

Use the normal rules for Vampires in Closed Rooms to activate the Vampires placed during setup.

Kophas uses the normal rules for Vampire Lords, including switching between both sides of the Vampire ID Cards. Hunters can Wound and Destroy Kophas by Attacking with the Relic once Kophas is Vulnerable.

After their intensive training, the Turned Hunters will instinctively attack Kophas, without any other change to the Turned Hunter rules. Turned Hunter's Attacks can Wound Kophas when it is in either form. However, their claws are relatively ineffective: Kophas rolls 1D6 for each Hit the Turned Hunters cause and avoids a Wound for each roll of 5+.

Objectives

Hunters' Primary Objective: You must Destroy Kophas. End the Hunt and read Epilogue 1.

Turned Hunters' Primary Objective: You must Destroy Kophas. End the Hunt and read Epilogue 2.

If Kophas is not Destroyed, read **Epilogue 3**.

Resolution

Epilogue 1: *The city is safe! You know this the moment you strike your final blow and, as Kophas falls to the ground, you can tell your fellow Hunters feel the same. The oppressive feeling of dread and despondency has lifted immediately. You turn back to Kophas, but there is nothing but a pile of dust on the floor.*

Although you are physically exhausted from this fight, you have never felt more alive or ready to take on the Night. You have won this battle, but you know there is more to this war.

Epilogue 2: *As your claws rip into Kophas, you instinctively know you have won the fight. Kophas rots and crumbles to dust before your very eyes, you feel his strength coursing through your body. Your mind links with minions in the den, then in the city, then across the globe. You knew how people were turned ... now you know how Vampire Lords are created! Your power feels limitless ... the Order does not stand a chance.*

Our Campaigns are intended to be standalone. However, if you have additional miniatures, you may wish to retire the Hunters that Turned in this scenario and/or play your next Campaign with a new Vampire Lord representing the Lord born here.

Epilogue 3: *Kophas turns and surveys the destruction in the den. Blood covers the walls and floors, driving the minions into a frenzy. But it is not enough to excite the Lord. Its mind reaches outside to the blood coursing through the entire city. Imagining the destruction about to be unleashed, Kophas roars in triumph. Now that is a feast fit for a Vampire Lord.*

Our Campaigns are intended to be standalone. However, you may wish to extend this story into your next campaign by continuing to use Kophas as the Vampire Lord in that story arc. If you have additional Hunter miniatures, you could even retire the Hunters that lost the fight with Kophas today.

