

# Claustrophobia

A GAME BY CROC

Scenarios



ASMODEE

## **Errata and Clarifications for Claustrophobia**

**Version 3 06/21/2012**

**Rules by CROC, edited by Anthony Martins**

### **Errata**

Page 8, the last framed box: Abilities printed in red can only be selected once per Threat phase.

Page 15, Impressive: A warrior with this Talent can prevent one or more enemies from leaving the tile they are currently on (except through the Hole in the Ground tile and token).

Page 24, Hungry Tunnels, last sentence: The effects of this tunnel only apply to hits obtained in combat. Event Card, "Critical Hit," last sentence: A warrior of your choice loses the Talent Bodyguard during the following Demon Player's Action phase.

### **Warriors**

All figures are "warriors," including both the human and demon figures.

### **Eligible Targets**

Effects that target condemned warriors (such as Aura of Healing or Terror) can only target condemned warriors (such as the Condemned Brute) and not other warriors (such as the Redeemer or Troglodytes).

### **Cards**

If the Event Deck runs out, do not reshuffle the pile of used Event Cards.

Grenade: The grenade effects all warriors, both your own and the Demon Player's. Roll for each warrior separately.

Critical Hit: The bodyguard talent is only lost for the round.

Blunderbuss: The Blunderbuss may be used to attack enemies on the same tile as the warrior using it. It may be used to attack an adjacent tile even if there are enemies on the tile of the warrior using it. Blunderbuss attacks can kill multiple troglodytes like normal attacks.

### **Items**

Items cannot be transferred between warriors and are returned to the box in the event of their owner being eliminated.

### **Exhaustion and Healing**

An Exhausted warrior whose current line of action is healed loses his Exhausted status. An Exhausted warrior who gets a bonus to MVT can move. An Exhausted warrior who gets a bonus to CBT can attack (note that many special abilities granted by equipment still do not function). Blessing may only heal an existing wound, it does not prevent further wounds.

### **Auras**

Aura of Courage can be used on any Condemned warrior (regardless of distance from the Redeemer). This is unlike Aura of Healing.

Effects of auras remain (until they would normally wear out) after the Redeemer's death.

### **Bodyguard**

The player can choose how many points of damage are taken by the warrior with Bodyguard. He can take all damage or some damage. However, the warrior cannot take more damage than he has room for on his card.

The warrior's DEF score is not applicable. The warrior takes damage, not the results on dice to be rechecked against DEF score.

If a hit is converted in some way, it converts after it hits the warrior with Bodyguard. For example, if an allied warrior takes two hits on a "Hungry Tunnel," tile, a warrior with Bodyguard can choose only to take one or two of those hits (for two or four damage respectively).

### **Impressive and Elusive**

One Impressive warrior cancels out all Elusive warriors on a tile and vice versa.

### **Blessing**

The healing effect of Blessing only applies when it is first used (during the Initiative Phase)

### **A Taste for Blood and Burrowing Monsters**

"A Taste for Blood" on the Board of Destiny effectively allows the Demon player to ignore the "tile must be empty of Human warriors" requirement when summoning Troglodytes and Demons during the current Threat phase. Similarly, "Burrowing Monsters" on the Board of Destiny effectively allows the Demon player to ignore the "tile must have at least one unexplored opening" requirement when summoning Troglodytes and Demons during the current Threat phase.

Despite "Burrowing Monsters'" specific mention of the "tile must be empty of Human warriors" requirement, both can be triggered together in order to ignore both requirements and summon Troglodytes and Demons on Human-populated tiles with no unexplored openings.

### **Troglodytes and Demons**

There is a limit of 11 Troglodytes on the board at a time. When a Troglodyte is killed, it is removed from the board, however, it can later be re-spawned. This is true for any effect that states, "removed from the game."

The Demon player cannot arbitrarily choose to remove her warriors from play, even if it would be advantageous for her to do so.

Things that effect Troglodytes do not necessarily effect Demons. For instance, only Troglodytes can use the Lair's special effect (Demons are not mentioned in its description).

### **Movement**

Spawning is not movement. In normal circumstances, warriors can move their full movement from the tile they were spawned onto.

Tile warrior limits and moving restrictions must be abided while moving for each space moved through and also for the destination tile.

### **Tiles**

Warriors spawned on Flooded tiles can move off of those tiles the turn they are spawned.

However, they are still under the normal restrictions for moving from the tile.

Troglodytes spawning on the Lair ignore rules for placement. However, the tile can still only hold three warriors from each side.

### **Scenarios**

In "Hit them Where it Hurts," and "A Breath of Fresh Air," place the final tile on the turn after the die is turned to its final number, not when the die is turned to its final number.



## **S**cenarios

<b>Lost!</b>	1
<b>Infection</b>	4
<b>Howls</b>	5
<b>The Summoning</b>	9
<b>It's Ours</b>	11
<b>Killing the Enemy in the Egg</b>	12
<b>Rescue</b>	14
<b>Demonic Trinity</b>	15
<b>All That Shines - 1 box</b>	16
<b>All That Shines - 2 box</b>	18
<b>The Hunt's Afoot</b>	20
<b>Parasite!</b>	22
<b>We're Shorthanded!</b>	23
<b>Separated</b>	24
<b>Putrid Air</b>	25
<b>The Great Crossing</b>	26

## **DELIVER US FROM EVIL**

<b>Take Them All!</b>	31
<b>New Eden</b>	33
<b>The Tears of Angels</b>	35
<b>Baptiste in the Shade</b>	36

# LOST!

**W**hen this scenario is played for the first time, its contents are for the demon player only. The demon player will reveal to the human player only the parts noted as « read out loud ».

We strongly advise that the demon player read the entire scenario before starting the game.

### *Read out loud before setting up the board*

The research of the Redeemer has allowed him to find an old map, which is supposed to lead him and his men to one of the sources of the invasion. But evil has good spies and in hell, geography can be very « capricious ». The Redeemer quickly understands that the places described on the map only partially match reality and that their intrusion has been quickly found out. Even worse – a « welcome committee » is waiting for them.



## Human Player's Forces

### *Read out loud before setting up the board*

The human player will be playing with the following warriors:

- The Redeemer (with the Gifts « Gather Round! » and « Aura of Healing »);
- A Condemned Blade for Hire with a Blunderbuss;
- A Condemned Blade for Hire;
- A Condemned Brute;
- Three advantage cards. Remove the two Map of the Sewers cards from the deck of advantage cards. Two cards are then picked randomly from the deck by the human player. Finally, the human player chooses a third advantage card from those remaining. This choice is not random.



## Demon Player's Forces

### *Read out loud before setting up the board*

The demon player begins the game with 4 TP.



## Scenario set-up

The demon player sets up the scenario by setting up the board as shown below.

Then remove from the tiles all stash tiles, the exit, the pentacle room and the dead ends.

**Path 1** is made up of 1 randomly drawn tile and 1 dead-end stash tile.

**Path 2** is made up of 1 randomly drawn tile and 1 dead-end stash tile.

**Path 3** is (at first) made up of 2 randomly drawn tiles and the Pentacle room tile.

The Human warriors are placed on the exit tile.



## Conditions of Victory

The human player wins if he or she manages to kill the master of souls. Any other result is a victory for the demon player.



## Special rules



### SURPRISE!

In addition to the 4 TP, the demon player also has a Demon of Combat that he or she will be able to summon during the game for 5 TP. Of course, this information must not be revealed at the beginning of the game, or the surprise will be spoiled. Moreover, the exact nature of this demon (its reference card) must only be revealed when the demon is attacked.



### THE ROAD WILL BE LONG

When the stash tile for the East or West path is placed, immediately place the remaining unrevealed tile (if it exists) of the other path on the top of the Southern path's tiles.

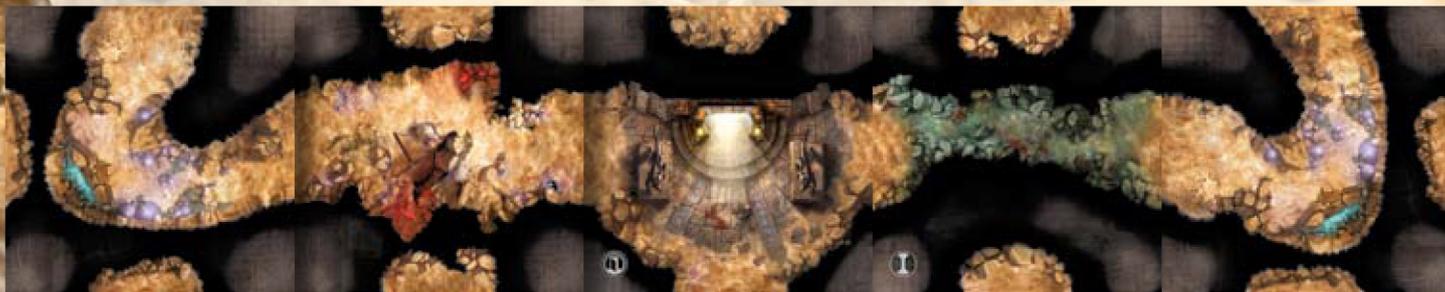
WEST PATH  
STACK OF 2 TILES

B



EAST PATH  
STACK OF 2 TILES

C



A  
SOUTH PATH  
STACK OF 3 TILES



### DIRECTION SENSE

The stash tiles of the East and West paths, as well as the pentacle room from the South path must be playable. The demon player cannot deliberately block the path before these three tiles have been played. If, despite all attempts to the contrary, a played tile creates a dead end before the stash or pentacle room tiles have been played, the tile creating the dead end must be discarded and a new one must be drawn (from the reserves) until the path is no longer blocked.



### OBSTRUCTED

The exits of tiles A, B, and C are not considered unexplored for placement of the demon player's warriors. Thus, the demon player cannot normally bring into play warriors through the free openings of these tiles, even with the A Taste For Blood result on the Board of Destiny. However, it is possible to bring into play warriors by using the Burrowing Monsters result on the Board of Destiny.



### TREASURE

When a stash tile is played, the human player randomly draws an advantage card.



### EXPLORATION

#### *Starting tile – read out loud at the beginning of the game*

You've been scouring the tunnels beneath New Jerusalem for days already, trying to find that bloody demon. For the first time, you can read worry on brother Leon's face. He seems to be annoyed every time he checks his map, as few things seem to match the area's architecture. Time is running short and you will need to think quick to take the right path. Traces of human footsteps mixed with those of unknown creatures lead to the East while an awful stench and worrisome growls seem to come from the South. Finally, to the West, the darkness is so dense that the darkest night would look like a sunny July day by comparison.

#### *East path – Read out loud when a human warrior reveals the Stash tile of the East path*

You discover a large man chained to a pole. His body is covered by horrible scars, but he still seems to be able to fight. He tells you that he was captured by a horde of troglodytes and brought here to be tortured by a demon lord. He wants to go with you to avenge himself. Moreover, he gives you a secret code which opens a portal to the west. According to him, a legendary weapon is hidden there.

A new Condemned Brute is added to the human player's team. Place the second Condemned Brute miniature on

the stash tile. He has DEF 6 until his first activation. The Condemned Brute will be able to be activated on the next human player's turn.

The Condemned Brute is equipped with a Shield of Steel and knows the secret code which will allow the exploration of the West path. The Condemned Brute is possessed of an insatiable hatred and benefits from a permanent +1 CBT bonus. During the initiative phase, any human warrior on the same tile as a human warrior who knows the secret code learns the secret code in turn.

If, at any point during the game, before the West path is opened, there are no human warriors who know the code left, the humans lose.

**West path – Tile B – Read out loud when a human warrior spends 1 MVT to leave this tile by the Northern exit**

A large portal made of unknown metals blocks your way. An obscure mechanism imprinted with strange esoteric symbols locks it. If you knew the code, it'd be a simple thing to open it.

If the human warrior does not know the secret code, then his MVT point is lost and exploration is not possible.

If the human warrior knows the secret code, exploration proceeds normally.

**West path – Read out loud when the West path's stash tile is revealed**

A pile of rotting innards covers the entire room. Nevertheless, a strange and welcoming light catches your attention. At the center of the room, a majestic war hammer bathed in a halo of light stands on a base untouched by the horrible stew. You cross the disgusting dejections with open distaste to claim the weapon.

The human warrior who has revealed the tile is now equipped with a consecrated hammer (even if he is a Condemned Blade for Hire). A sacred bond binds them now and only death will be able to part them. The human player takes the Blessed Hammer object card. The consecrated hammer has the same characteristics as the Blessed Hammer.

However, if the bearer of the consecrated hammer is eliminated, the card is left on the tile where he was when he was killed. Any human warrior on the same tile as the consecrated hammer can use their action to equip it.

**South path – Tile A – Read out loud when a human warrior reaches this tile**

The walls of this room are covered by unknown letters and obscene drawings depicting a vicious demon which seems to manipulate small humanoid creatures. A narrow passage to the South is partially blocked by ruins of an ancient civilization.

**South path – Tile A- Read out loud when a human warrior who does not have the consecrated hammer spends 1 MVT to leave the tile by the South opening**

God damn it! The passage is blocked by some sort of pagan altar dedicated to the glory of Satan. Only a consecrated weapon could get rid of this demonic construction.

The MVT point is lost.

**South path – Tile A – Read out loud when a human warrior with the consecrated hammer is present on tile A**

Giving free reign to your hatred and rage, you destroy the impious altar using the consecrated hammer. The passage to the South is finally open!

The normal exploration rules are used again.

**South path – Pentacle Room tile – read out loud when this tile is revealed**

Finally! Your quest's objective is imminent! The foul creature facing you is certainly behind the trouble gripping New Jerusalem recently. For the glory of God, make it pay for all its crimes!

The Demon Player places the Master of Souls on this tile.

If the Demon of Combat is still in play when the Master of Souls appears, then the Demon of Combat abandons his prey to the Master of Souls and flees into the murky depths of the underground tunnels. The miniature representing the demon is then immediately moved onto the pentacle room tile. It now represents the Master of Souls.

The Demon is protected by a mystic barrier. Thus, a human warrior present on the pentacle room tile cannot leave the tile as long as the Master of Souls is still alive.

No troglodytes may be placed on the pentacle room tile (even after using an event card), the presence of the Master of Souls being too terrifying to these creatures.

# INFECTION

The human warriors have just won a decisive battle, but the monstrous demon they've just defeated exploded, spreading through the corridors a foul stench which corrupts both mind and body. The Redeemer appears immune to this new curse due to his unwavering faith, but the same can't be said for his ill-fated companions.



## Human Player's Forces

The Human player will be playing the following warriors:

- Redeemer (with the Gifts "Smite the Evil Ones" and "Aura of Healing");
- One Condemned Blade for Hire with a Blunderbuss;
- Two Condemned Brutes;
- Three Advantage cards (picked randomly).



## Demon Player's Forces

The Demon player begins the game with 4 TP. They cannot play any Demons during this game.



## Scenario Set-up

Set aside the Exit and Pentacle Room tiles.

Make a first draw pile with 10 randomly chosen tiles.

Make a second draw pile with 3 randomly chosen tiles and the Exit tile (shuffle these 4 tiles).

Place the first pile on top of the second.

You should end up with a pile of 14 tiles, with the Exit tile being among the last 4.

The Pentacle Room tile is placed in the center of the table and all Human warriors are placed on it.



## Conditions of Victory

The Human player wins the game if they can get 2 of their warriors to the exit tile. The Demon player wins in any other case.



## Special Rules



### THE CRAWLING DEATH

The poisoned air of the labyrinth causes irreversible damage to the Condemned. At the beginning of the initiative phase, before rolling the dice, each Condemned Human who does not have at least 2 canceled action lines suffers a hit. The Human player chooses which action line becomes canceled.



### RETURN FROM BEYOND

In this scenario, any Human warrior killed is immediately replaced by a Putrefied Damned. If this transformation causes the size rule to be broken, the Demon player must remove a miniature of their choice from the tile. All Putrefied Damned have the same characteristics. They are considered to be Demons and are controlled by the Demon player. They can act on the turn where they enter play.



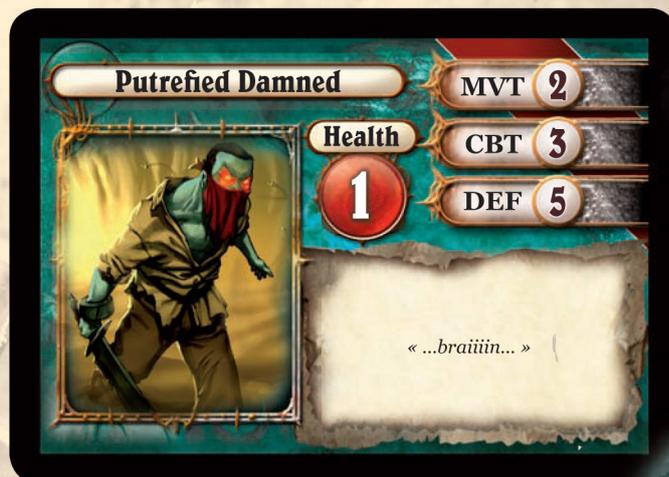
### A LARGE GULP OF FRESH AIR

The Stash tiles represent wells reaching into the depths through which less stale air from the rest of the labyrinth flows. A human warrior on such a tile suffers no poison damage (see The Crawling Death special rule).



### SAVING LIGHT

Once a Human warrior reaches the exit tile, it is removed from the game. None of the Demon player's warriors can be placed on the Exit tile.



# HOWLS

BY PHILIPPE VILLÉ

**W**hen this scenario is played for the first time, its description is for the Demon player only. The Demon player will reveal to the Human player only the parts noted as « read out loud ».. We strongly advise the Demon player to read the entire scenario before starting the game.

## *Read out loud before setting up the board*

« Brother Leon, your recent feats in the catacombs beneath the city have come to the council's ear, and they have asked me to hire your services for a delicate mission. You doubtlessly know that many sources have recently reported an unusual amount of troglodyte activity and that a few have shown up on the surface! This incursion has caused a massive panic among the noble families and some have left New Jerusalem for good. It is vital for the local economy that such an event does not occur again. You have my complete faith in finding the source of this problem and fixing it. I know that your experience and hatred for the Prince of Lies make you the man for the job...»



## Human player's forces

### *Read out loud before setting up the board*

The human player will be playing with the following warriors:

- The Redeemer (with two gifts chosen by the human player);
- Two Condemned Blades for Hire;
- Two Condemned Brutes;
- One advantage card: Remove the two Map of the Sewers from the deck of advantage cards as they won't be used in this game, then the Human player chooses an advantage card.
- One equipment card. The Human player chooses an equipment card that he'll give to one of the Human warriors.



## Demon player's forces

### *Read out loud before setting up the board*

The demon player begins the game with 4 TP.



## Scenario set-up (secret)

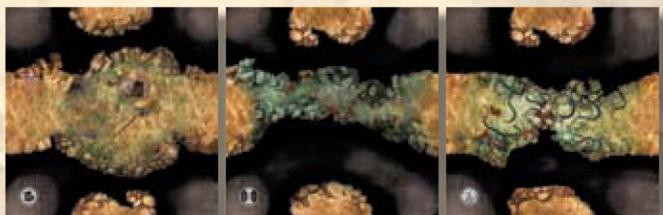
1) The Demon player sets up the scenario without the Human player looking, by making the game board shown below. Then, the Demon player flips face-down all tiles except the pentacle room tile.



Normal  
Exploration

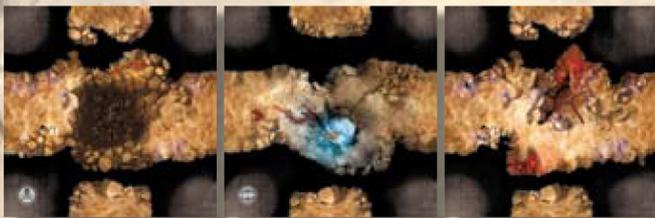
### NOTE:

Shuffle the following 3 tiles.



Then put the pile of three tiles face down to make section **A**

Shuffle the following 3 tiles



Then place the pile of three tiles face down to make section **B**.

2) Set aside the 3 dead-end tiles and the exit tile. Two dead-end tiles will be used later in the game.

3) Take the lair tile pictured below, then draw 4 more tiles from among those remaining. Place the lair tile under the other 4 tiles: they make up the **Exploration pile**. For the purposes of this scenario, the lair tile will be called the *Troglodyte nest*.



4) The Human warriors are placed on the pentacle room tile.



## Conditions of victory

The Human player wins the game if he or she manages to eliminate both **howling troglodytes**. Any other result is a victory for the Demon player.



## Special rules



### EXPLORING HIDDEN TILES

When a Human warrior enters a face-down tile, the tile is revealed by the Demon player who places it **as shown on the pictured game board**. The exits of a revealed tile leading to an unrevealed tile are considered to be **non-explorable openings**. The *Burrowing Monsters* ability cannot be used to make troglodytes appear on a face-down tile.



### AURA OF PRECOGNITION

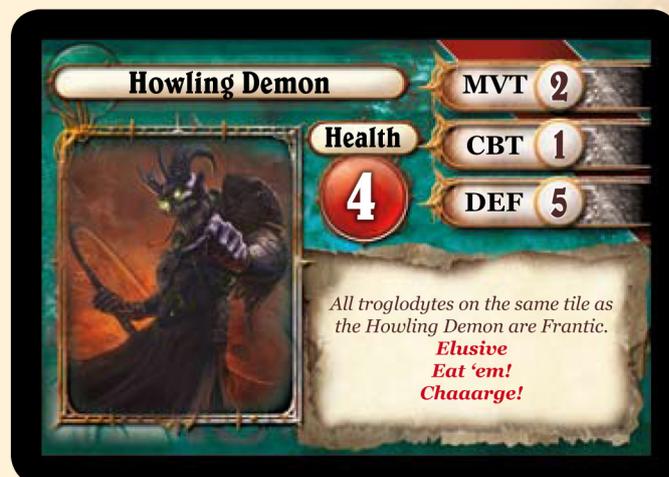
**Reveal this information to the Human player if the Redeemer has the Aura of Precognition.**

Replace the text of the *Aura of Precognition* by the following: At the beginning of his activation, the Redeemer can choose to trigger this Gift. The Human player can look at one hidden tile on the game board and then replace it face down where it was.



### SURPRISE!

In addition to the 4 TP, the demon player also has a **Howling Demon** that he or she will be able to send in during the game. Of course, this information must not be revealed at the beginning of the game, or the surprise will be spoiled. Moreover, the exact nature of this demon (its reference card) must only be revealed when the demon gets attacked.



#### TALENTS:

- All troglodytes on the same tile as the Howling Demon are Frantic.

- Elusive

- Eat 'em!

Instead of making a combat action, the Demon can spend X TP. X is equal to the number of troglodytes which will gain a +1 CBT bonus until the end of the turn. The troglodytes which will benefit from this bonus must be indicated by the Demon player when this talent is used. **This talent can only be used once per game.**

- Chaaarge!

When the Demon player spends TP to bring troglodytes into play during this threat phase, he or she will be able to bring 2 troglodytes into play (instead of 1) for each TP spent. **This talent can only be used once per game.**



## POISONED GIFT

When a stash tile is revealed, the Human player draws 2 advantage cards and keeps one. The other card is returned to the advantage card pile, which then gets shuffled. However, the Demon player also gains 3 TP.



## SECTIONS A AND B

Put the first tile of the pile into play when this section is explored. The other two tiles are discarded.



## EXPLORATION

### *Pentacle Room Tile* *Read out loud at the beginning of the game*

Your men, despite being criminals of the worst sort, are growing more nervous. Fear can be seen on their faces, ravaged from the many years spent in prison. You have already eliminated many troglodytes since the beginning of your trip, but you're realized that the number of these creatures is abnormally high. Moreover, they seem to be excited by inhuman screams from the catacombs sector.

### *Enigma of the Prism Tile* *Read out loud when a Human warrior reaches this tile*

**NOTE:** The miniature which enters this tile immediately ends its movement

The room is lit with a strange light the colors of which are similar to a rainbow's. As you are about to follow the source of the horrible screams which have been with you ever since you started exploring, a massive portal looms before you and blocks your way southward! As you come closer to inspect it, you notice that a few strange colored prisms, encrusted in the portal, light up regularly in a specific order and seem to reproduce a color sequence. You decide to reproduce one of these sequences by pushing on the lit prisms and you immediately hear the clicking of a mechanism which opens the portal slightly. Another 2 or 3 tries and the way will be open!

Read the first color sequence to the Human player who must repeat it in exactly the same order, without taking notes. If the Human player succeeds, read the second sequence and so one until the fifth sequence or until the Human player fails. Reading a sequence to the Human player can be done more or less fast, depending on the Demon player's goodwill...

- 1) Red – Orange – Yellow – Green
- 2) Red – Orange – Yellow – Green – Blue – Indigo
- 3) Red – Orange – Yellow – Green – Blue – Indigo – Violet
- 4) Violet – Indigo – Blue – Green – Yellow – Orange – Red
- 5) Red – Orange – Yellow – Green – Blue – Indigo – Violet – Indigo – Blue – Green – Yellow – Orange – Red.

*Read out loud if the Human player fails to repeat the first (if this happens, remind the player that a troglodyte would do better than he or she did), second or third sequence.*

The portal opens in a mindblowing crash, attracting all the vicious creatures wandering in the area.

The Demon player immediately places 3 troglodytes for free on the Enigma of the Prism Tile.

*Read out loud if the human player manages to repeat the fourth or fifth sequence*

The portal opens silently and a powerful multicolored light leaps from the prisms. This providential light invades the tunnels and lightly illuminates the area, which will doubtlessly help your exploration.

If the Human player has repeated the fourth sequence, discard the first tile in the **Exploration Pile**.

If the human player has repeated the fifth sequence, discard the first two tiles in the **Exploration Pile**.



## EXPLORATION PILE

Once the portal of the Enigma of the Prism Tile open, the exploration resumes following the classic rules and using the **Exploration Pile**. The Demon player cannot willingly block the way leading to the *Troglodyte Nest*.



## SAVED BY THE GONG!

As soon as the *Troglodyte Nest* is revealed, the Howling Demon (if it is still alive) leaves the tunnels to go warn its master of the human's discovery. Remove its miniature from the game board. **Moreover, the Demon player cannot use the Trap and Dark Destiny results from the Board of Destiny.**



## THE TROGLODYTE NEST

*Read out loud when the Troglodyte Nest Tile is revealed.*

Strident howls fill the room! They seem to come from everywhere! Countless troglodytes emerge from cavities and seem attracted by this infernal cacophony.

When the *Troglodyte Nest* is revealed, **place face down** 2 dead-end tiles at the unexplored openings of the tile. The Demon player immediately places 3 troglodytes for free on the *Troglodyte Nest*.



**Read out loud when the first Dead-end Tile is revealed.**

You finally discover the source of these unbearable cries. A scarlet-skinned troglodyte, assuredly an unknown specimen of the species, is tied to a pole. The creature is covered in horrible gaping wounds and it's apparently the intense pain which causes these terrifying howls. No doubt about it, a sadistic demon is behind this infamy, with only goal to attract as many troglodytes in the tunnels. By putting an end to its pain, you might be able to succeed in the mission given to you by the council and, as an added bonus, save your life!

As long as at least one Howling Troglodyte is still alive, the Demon player can bring troglodytes\* into play for free on the *Troglodyte Nest* at the end of each Threat Phase, even if the tile no longer has unexplored openings or that humans are present on it.

The *Troglodyte Nest* can have 5 miniatures of each side on it.

\* Two Howling Troglodytes alive: 2 troglodytes enter the game for free on the *Troglodyte Nest* at the end of the Threat Phase.

\* One Howling Troglodyte alive: 1 troglodyte enters the game for free on the *Troglodyte Nest* at the end of the Threat Phase.

Both dead-end tiles shelter a Howling Troglodyte each. A Howling Troglodyte is placed on a dead-end tile when it is revealed. Use a marker to differentiate it from the other troglodytes. The troglodytes present on the same tile as a Howling Troglodyte gain the *Bodyguard* talent.

**When all the Howling Troglodytes are eliminated, the game ends immediately and the Human player is declared the winner.**

**Read out loud when all the Howling Troglodytes are eliminated.**

The unbearable show of suffering has ended and as a Christian, you cannot remain indifferent to the torture suffered by these creatures. As for the other troglodytes, now calmed down, they suddenly return to the many cavities which lead out of the tunnel, without a glance at the bodies of their unfortunate brothers. Sure, you've managed to win a battle, but the war is far from over. Once again, the demons have proven that nothing will stop them and that the attacks on New Jerusalem will probably be intensified in the future.



# THE SUMMONING

BY LUDOVIC RIVOAL

**I**t was brought to the attention to the Council of New Jerusalem that a summoning ritual was taking place in the city's catacombs. No matter what being it was meant to bring into existence, the council could not afford to take its time and wait for the ritual to finish and so immediately sent a team to put an end to that menace. After poring over ancient tomes, the council discovered that only an ancient artifact in its possession could break the summoning spell. But of the team sent in with the sacred object, only a single agonized soldier came back to the surface. The expedition had failed...

Wracked by fever and with gaping wounds all over his body, the lone survivor told the story of the discovery of the Pentacle Room, the rout through dark corridors with innumerable creatures in hot pursuit and the hiding of the relic before his capture by the horde. With his last breath, he barely had the strength to warn of the death hiding in the shadows and awaiting the bearer of the artifact. The Redeemer packed his belongings and swore to the council that he'd recover the relic and put an end to the foul ritual.



## Human player's forces

- The Redeemer (with the Gift "Aura of Healing") with a Shield of Steel;
- Two Condemned Brutes;
- One Condemned Blade for Hire with a Blunderbuss;
- Two advantage cards (drawn randomly).



## Demon player's forces

The Demon player begins the game with 4 TP. During this scenario, they can play one Demon Treasure Hunter.



## Scenario set-up

Remove the 4 Stash tiles, the 3 Dead End tiles, the Exit tile and the Pentacle Room tile.

Make one pile by shuffling 2 randomly-drawn tiles and the Pentacle Room tile.

Make a second pile by shuffling 6 randomly-drawn tiles.

Make a third pile by shuffling 2 randomly-drawn tiles with the 4 Stash tiles.

Place the first pile on top of the second, and place the resulting pile on top of the third.

You should have a pile of 15 tiles, with the Pentacle Room tile among the first 3, and the Stash tiles among the last 6 tiles.

The Exit tile is placed in the center of the table and all the Human warriors are placed on it.



## Conditions of victory

The Human player wins if they manage to get a Human warrior with the artifact onto the Pentacle Room tile. Any other result is a victory for the Demon player.



## Special rules



### FINDING THE ARTIFACT

The artifact has been hidden in one of the Stash tiles. Each time a Stash is drawn, the Human player rolls the 10-sided die. On a result equal to or greater than 10, the artifact is discovered. For each Stash tile previously discovered, the Human player adds +3 to the roll of the die.

The artifact is represented by a treasure token. This token is gained by the warrior who explores the Stash tile (place the token on that warrior's card).

The bearer of the artifact, hindered by the object's weight, can never move more than one tile per activation and loses his Elusive talent, if any.

At the end of the Initiative Phase, a warrior can give the artifact to another warrior if they are both on the same tile.

A Dead or Exhausted warrior will drop the treasure token on the ground. It can be picked up by another Human warrior on that tile (or by this same character if it is no longer Exhausted) at the end of its activation. The sacred aura of the object prevents the Demon player from touching the treasure token.



### DEMONIC STRUCTURE

The Pentacle Room is filled with various demonic devices. It cannot therefore contain more than 3 Warriors per side.

#### Chances of finding the artifact

1 <sup>st</sup> Stash tile	artifact found on a roll of 10;
2 <sup>nd</sup> Stash tile	artifact found on a roll of 7 or more (+3 bonus);
3 <sup>rd</sup> Stash tile	artifact found on a roll of 4 or more (+6 bonus);
4 <sup>th</sup> Stash tile	artifact found automatically (+9 bonus).



# It's Ours

BY ALEX DOWAY

**D**uring a previous mission, a highly important artifact has been lost. The officials of New Jerusalem are outraged and Brother Leon has been given the task to reclaim this relic as fast as possible. With all haste, he has gathered his flock and left on a quest for the item, which must be reclaimed as soon as possible, before it falls into wrong hands and is corrupted by occult powers.

## Human player's forces

The Human player will be playing with the following warriors:

- The Redeemer (with the Gifts “Smite the Evil Ones” and “Aura of Healing”) with the Blessed Hammer;
- One Condemned Blade for Hire;
- One Condemned Brute with a Shield of Steel;
- Three advantage cards (drawn randomly).

## Demon player's forces

The Demon player begins the game with 4 TP. During the game, they can send in up to 2 Pack Leader Demons (but never both at the same time).

## Scenario set-up

Remove the 4 Stash tiles, the Exit tile, the Pentacle Room tile as well as the 3 Dead-End tiles. The other tiles are shuffled and placed in a pile.

The Exit tile is placed in the middle of the table.

All Human warriors are placed on it.

## Conditions of victory

The Human player wins if they can get one of their warriors carrying the artifact to the Exit tile. Any other result is considered a victory for the Demon player.

## Special rules

### WITCH ALL HASTE

Remove the “Lost” and “Map of the Sewers” cards for their respective decks.

### DETECT MAGIC

In order to find the artifact, the Human warriors use a medallion which allows them to detect magic items and gives them a direction to take. It uses the same rules as A Breath of Fresh Air from the “The Survivors” scenario (p.16 of the Rulebook), with one exception: when the side numbered 5 is up, the next tile isn't the Exit tile, but the Pentacle Room tile.

### MAGIC ARTIFACT

When the Pentacle Room tile is placed, a treasure token is placed on it to represent the artifact. A Human warrior can, at the beginning or the end of his movement, take the artifact if it is on the same tile as he is. If the warrior holding the artifact is killed, the object falls to the ground and can be picked up by another Human warrior as per these rules.



# KILLING THE ENEMY IN THE EGG

By CROC

**A**lthough lairs are places where troglodytes mature, the Redeemer believes they are born in another place. Thanks to a powerful spell, he's been able to tame one of these creatures. With the proper motivation, it will doubtless lead the human expedition to its origins, where it will be easy to spread a strong poison. But the tunnels are a mess and their guide is not as docile as it looks.

## Human player's forces

The Human player will be playing with the following warriors:

- The Redeemer (with the Gifts "Aura of Courage" and "Gather Round!");
- A Condemned Blade for Hire with a Blunderbuss;
- A Condemned Blade for Hire;
- A Condemned Brute with a Shield of Steel;
- Two advantage cards (randomly drawn).

## Demon player's forces

The Demon player begins the game with 4 TP. During the game, they can send in up to 2 Guardian Demons (but never both at the same time).

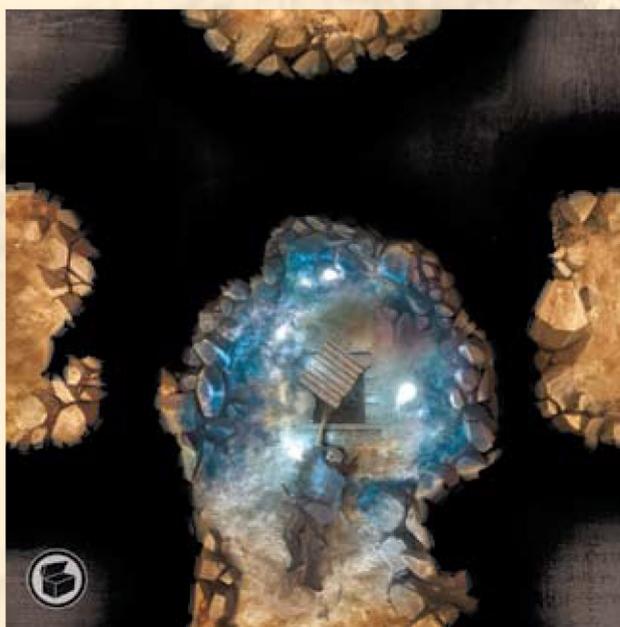
## Scenario set-up

Remove the Stash tiles (all 4 of them), the Exit tile and the Pentacle room tile.

Make a first pile of face-down tiles using 7 randomly chosen tiles.

Make a second pile of face-down tiles using 3 randomly chosen tiles and one dead-end stash tile (shuffle these 4 tiles).

*Use the Stash tile to represent the troglodytes' nest.*



Place the first pile on top of the second.

In the end, you should have one pile of 11 tiles, with the stash tile being among the last 4 tiles.

The exit tile is placed in the middle of the table. All Human warriors are placed on it.



## Conditions of victory

The human player wins the game if they are able to poison the troglodytes' nest. Any other result is a victory for the demon player.



## Special rules



### Labyrinth

In this scenario, the Human player cannot explore any opening. That's the job of the troglodyte slave. Remove the "Lost" and "Map of the Sewers" cards from the events and advantage card piles (respectively).



### The Guide

Place a troglodyte miniature (marked by a treasure token) on the exit tile. This troglodyte does not count as a warrior: it does not take up space, is not affected by flooded tunnels and cannot be attacked.

This is just a marker to know where the guide is. Before the Human player's initiative, the troglodyte explores one opening (the one it explores is randomly chosen if there are multiple choices). The Human player chooses how the drawn tile is placed. The Guide's miniature is then placed on the explored tile.

If the tile where the Guide is contains no more openings to be explored, the troglodyte goes, one tile at a time and using the shortest path, towards the nearest tile with an opening to explore.

Remove the Guide from the game if it ever reaches the Stash tile.



### A Cry in the Darkness

Once per action phase, the human player can use a character's action to hit the troglodyte. The Guide then moves as indicated in the "The Guide" rules paragraph. If this happens, the troglodytes, enraged by the yelps of pain of their comrade, become Frantic for the next Demon player's action phase.



### Poisoning the Eggs

From the moment when a human player reaches the stash tile representing the nest, the Human player wins the game.



# RESCUE

BY THIERRY VAREILLAUD

**G**od have mercy upon us! The Redeemer has disappeared. During his latest underground expedition, an entire corridor floor has collapsed under him, swallowing him like a demon gleefully devouring his soul! Gone with him is all his knowledge, the experience of his struggle against the slithering spawn. My God, save us, we are lost without our guide...

Praise the Lord! A glimmer of hope still remains. Our Lord, in his infinite kindness, had gifted the priest with a divine spiritual link to his flock, allowing them not to get lost in the putrid tunnels of the catacombs. And this morning, a miracle has occurred – the condemned have felt the call of their shepherd, faint, flickering and filled with pain. He is in agony, alone in the heart of darkness. Our prayers were heard, we are leaving to find him. Our Divine Father is even giving us a blessed flask in order to allow the Redeemer to recover his strength to the point where he can escape the soiled earth!



## Human player's forces

- One Condemned Sword for Hire with a Blunderbuss;
- One Condemned Sword for Hire;
- One Condemned Brute with a Shield of Steel;
- One Condemned Brute;
- One “Our Faith Will Protect Us” Advantage Card;
- A second Advantage Card (picked randomly).



## Demon player's forces

The Demon player begins the game with 4 TP. During the game, they can send in up to 2 Demons of Combat (but never both at the same time).



## Scenario set-up

Remove the Exit tile. The other tiles are shuffled and placed in a draw pile.

The Exit tile is placed in the center of the table and all Human warriors are placed on it.



## Conditions of victory

The Human player wins when the Redeemer reaches the Exit tile. Any other result is a victory for the Demon player.



## Special rules



### FOLLOW THE CALL OF THE SPIRITUAL BOND

In order to find the wounded priest, the Human warriors follow the call of the spiritual bond telling them which way to go. This works the same way as the “A breath of fresh air” rule from the The Survivors scenario (see Rulebook, p.16) with one exception: when the “7” side is visible, place the Redeemer on the next tile. If the tile drawn is a Tight Tunnel, discard it and draw a new one.



### THE WOUNDED PRIEST

The Redeemer has the “Gather round!” and “Aura of Healing” gifts. A damage token is placed on his first 5 action lines and he receives an initiative die placed on the “6” side. He is now considered to be a warrior belonging to the Human player, but he cannot be activated during the action phase in which he enters the game.



### AN EXCEPTIONAL BEING

The Demon player cannot use the Trap result from the Board of Destiny on the Redeemer.



### THE BLESSED SCHNAPPS FLASK OF THE HOLY FATHER

The flask is automatically used on the Redeemer once he is discovered. At the beginning of each initiative phase, the Human player heals one of the Redeemer's action lines. If the Redeemer receives the flask loses its healing power. The elements: major vic-condemned warriors.

# Demonic Trinity

BY THIERRY VAREILLAUD

**W**e have found it, may the Lord be praised! We know where the demon draws its malevolent power from. Like some caricature of a God aping our Lord, but based not on the Holy Trinity, but on a demonic and perverted parody. We've discovered the three demonic areas hidden in the depths of hell protecting the demon's source of power. We must destroy all three to deny our enemy its strength and reduce it to nothing. Forward, my brothers, our victory is at hand!

## Human player's forces

- The Redeemer (with the Gift "Aura of Courage") carrying the Scepter of Command;
- One Condemned Blade for Hire with a Blunderbuss;
- One Condemned Blade for Hire;
- One Condemned Brute;
- Two Advantage Cards (picked randomly).

## Demon player's forces

The Demon player begins the game with 4 TP. During the game, they can send in up to 2 Demon Torturers (but never both at the same time).

## Scenario set-up

Remove from the pile the Dead-end tiles (3), the Cache tiles (4), the Demonic Mechanism tiles (3), the Exit tile, and the Pentacle Room tile.

The Demon player chooses 12 tiles from the remaining 24. At least 6 must be normal (have no special rules). The Demon player shuffles their chosen tiles and makes 3 stacks of 4 tiles. The Demon player then places one Demonic Mechanism tile under each stack.

The Exit tile is placed in the center of the table, and all 4 Human warriors are placed on it.

The Demon player then places face-down in front of each opening of the Exit tile the tiles from one of the 3 stacks.

## Conditions of victory

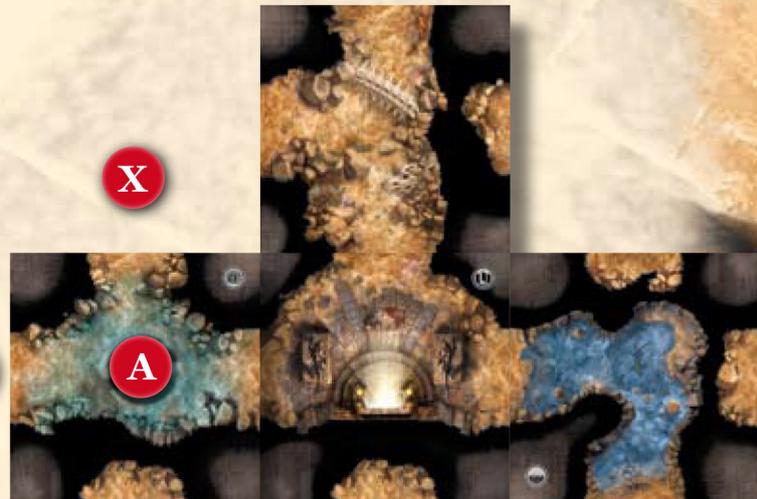
To win, the Human player must place a protective seal on each of the 3 sources of evil. They are represented by the Demonic Mechanism Tiles. Note that these tiles lose their usual special effect.

## Special rules

### EXPLORATION

When the Human player explores a path, the Demon player uses the stack placed in front of the explored opening. Note: when exploring an opening, a tile cannot be placed in a way which would block a non-explored opening from another path.

*The spaces marked X can only be filled by explorations from the A tile*



### DESTROY THE DEMONIC POWER

Each time a Human warrior reaches a Demonic Mechanism tile, the Human player places a Protective Seal token on it and draws a new advantage card. As long as such a tile is occupied by a Human warrior, the Demon player rolls one less destiny die during the Threat Phase.

# ALL THAT SHINES

1 BOX VERSION

*This scenario has been written for 3 players. This version uses a single copy of the Claustrophobia game. Don't hesitate to read the other (more complex) version, which requires 2 copies of the game.*

**T**he Redeemer is dead and so is the foul demon who controlled this section of the tunnels. The survivors have been left to their own devices. The Condemned squabble amongst themselves while the brightest among them attempt to bring riches back to the surface. The Troglodytes, still shaken by the death of their master take care of their pressing urges and try to devour every hot-blooded being in the maze of tunnels...

## Human player's forces

### "THE BLONDIES"

The Blondies will be playing with the following warriors:

- A Condemned Blade for Hire with a Blunderbuss;
- A Condemned Brute;
- Two advantage cards (drawn randomly).

They are fast and wily and will act before the other Human team.

### "THE CROWS"

The Crows will be playing with the following warriors:

- A Condemned Blade for Hire;
- A Condemned Brute with a Shield of Steel;
- Two Advantage Cards (drawn randomly).

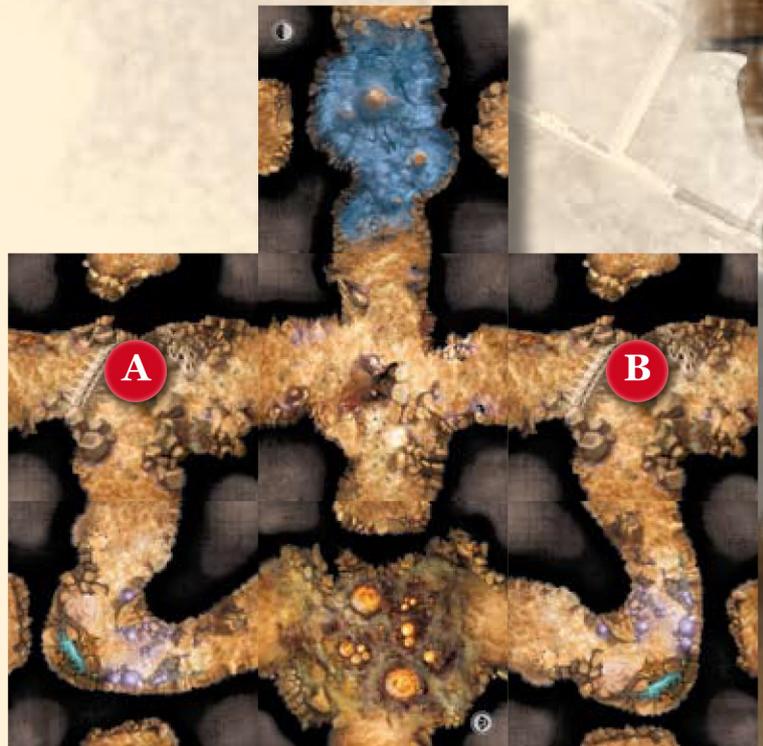
These warriors are calm and thoughtful. The Initiative Phase favors them.

## Demon player's forces

The Demon player begins the game with 6 TP.

## Scenario set-up

Set up the board as shown below.



Separate the Pentacle Room tile, the Exit tile, the 4 Cache tiles and the 3 Dead-End tiles from the other tiles.

Make a first face-down pile with 2 randomly drawn tiles. Place that pile on top of a Dead-End Cache tile and place these 3 tiles near the unexplored opening on tile A.

Do the same thing once more and place those 3 tiles near the unexplored opening on tile B.

Place the Exit tile face-down near the unexplored opening of the Flooded corridor.

The warriors from the Blondies are placed on tile A, those from the Crows are placed on tile B.

## Conditions of victory

A Human warrior who reaches the exit is worth as many points as the number of treasure tokens he carries.

The Human player who scores the most points is the winner. The game ends when there are no more Human warriors left in the tunnels.

If the Demon player manages to kill all Human warriors or if they finish the game with the same number of points (including zero), the Demon player automatically wins the game.



## Special rules



### DISORGANIZATION

Remove the “Map of the Sewers” and “Lost” cards from the game.



### THE ACID PITS

The Cache tiles represent acid pits which contain unbelievable riches.

When an exploration is made through the opening of Tile A, use the corresponding pile of 3 tiles. Do the same with the opening of tile B. The third tile of each pile (the Cache tile) must be entered into play before anyone can leave the maze.

Any Human warrior who ends his activation on a cache tile can take any number of treasure tokens (indicate the exact number using wound tokens). If he takes a single treasure token, he suffers no wounds. If he takes more than one, he suffers one wound per token after the first as he is burnt by acid. Each warrior can only take tokens from a cache tile once per game. The treasure tokens carried by a warrior who is killed are left on the tile he was on at the time of his death. A Human warrior can only take a single dropped treasure token from the ground at the end of his activation.



### TO FREEDOM

As soon as a Human warrior explores the opening of the Flooded tile, put the Exit tile into play. It represents the exit from the maze. Any Human warrior who reaches that tile is removed from the game (he has left the tunnels). No Demon warrior can ever be placed on that tile.



### THEY WILL KNOW FEAR

Each turn, the Human players must keep the troglodytes they kill. During each Threat Phase, the most efficient troglodyte killer is determined – the Human player who killed the most troglodytes gets a Fear token (use a protective seal token). Once this token is awarded, return the troglodytes to the Demon player. During the Demon Player’s Action Phase, the warriors of the Human player with the Fear token have a +2 DEF bonus.



### THE THREE ENEMIES

The corridor size rule doesn’t change: 3 warriors per side can occupy a single tile. It may be possible for up to 9 warriors to stand on a single tile. However, for the blocking

rule, the warriors from both enemy camps are added when checking to see if a Warrior can leave a tile.

When fighting, you must target a specific Warrior (except for the troglodytes which must, as always, be targeted collectively).

The Demonic Possession card can be used on two Human warriors who are not on the same side.

The Lucky Amulet only allows players to change the value of a die you’ve chosen.



### THE PRICE OF CORRUPTION

Any direct attack by a Human warrior on another Human warrior grants 2 TP to the Demon player (no matter what the CBT value of the attacker). The use of a grenade is not considered to be a direct attack.



### CHAOS BENEATH NEW JERUSALEM

Since none of the three groups has a stable organization in this scenario, the play sequence is modified as follows:

#### JOINT INITIATIVE PHASE

A number of dice equal to the number of living Human warriors in the game plus 3 are rolled. If a special effect allows players to roll a greater number of dice (demonic mechanism, the calm before the storm), they are added to the total amount of dice to be rolled.

In the following order (Demon, Crows, then Blondies), each player, in turn, chooses a die. Once the Human players have enough dice to give a die to each of their warriors, the Demon player gains the remaining dice. The Demon player will use them during his following threat phase.

The Human players, starting with the Crows, then distribute their dice. Cards which must be played during the initiative phase are played at this time.

#### ACTION PHASE OF THE BLONDIES

Same as in a normal game. The Blondies can attack the Demon warriors as well as the Crows’ warriors.

#### ACTION PHASE OF THE CROWS

Same as in a normal game. The Crows can attack the Demon warriors as well as the Blondies’ warriors.

#### THREAT PHASE

The Demon player rolls no dice as they’ve already been chosen during the previous joint initiative phase. However, the player now places them on his Board of Destiny as during a normal game. The rest of the phase is resolved normally. This is when the Demon player plays cards which must be played during the threat phase.

#### DEMON PLAYER’S ACTION PHASE

Same as in a normal game.

# ALL THAT SHINES

2 BOX VERSION

*This scenario has been written for 3 players. This version uses two copies of the Claustrophobia game. Don't hesitate to read the other (simpler) version, which uses a single copy of the game. Please note that this scenario still only uses a single set of tiles and cards.*

**T**he Redeemer is dead and so is the foul demon who controlled this section of the tunnels. The survivors have been left to their own devices. The Condemned squabble amongst themselves while the brightest among them attempt to bring riches back to the surface. The Troglodytes, still shaken by the death of their master take care of their pressing urges and try to devour every hot-blooded being in the maze of tunnels...

## Human player's forces

### "THE BLONDIES"

The Blondies will be playing with the following warriors:

- A Redeemer (representing the leader of the blondies) with a Shield of Steel;
- A Condemned Blade for Hire with a Blunderbuss;
- A Condemned Brute;
- One Advantage Card (drawn randomly).

They are fast and wily and will act before the other Human team.

### "THE CROWS"

The Crows will be playing with the following warriors:

- A Redeemer (representing the leader of the crows) with a Blunderbuss;
- A Condemned Blade for Hire;
- A Condemned Brute with a Shield of Steel;
- One Advantage Card (drawn randomly).

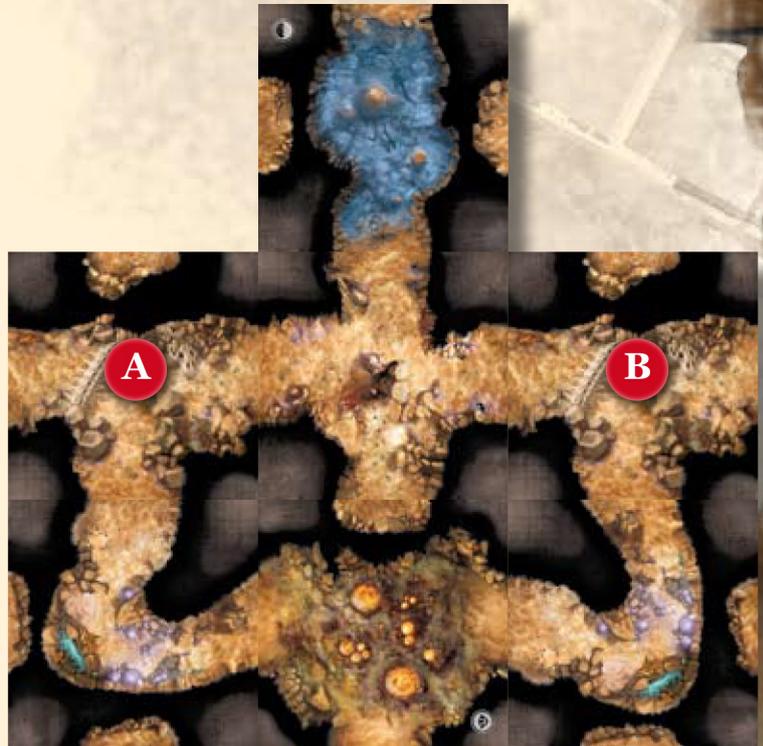
These warriors are calm and thoughtful. The Initiative Phase favors them.

## Demon player's forces

The Demon player begins the game with 8 TP.

## Scenario set-up

Set up the board as shown below.



Separate the Pentacle Room tile, the Exit tile, the 4 Cache tiles and the 3 Dead-End tiles from the other tiles.

Make a first face-down pile with 2 randomly drawn tiles. Place that pile on top of a Dead-End Cache tile and place these 3 tiles near the unexplored opening on tile A.

Do the same thing once more and place those 3 tiles near the unexplored opening on tile B.

Make a third face-down pile with 2 randomly drawn tiles. Place that pile on the Exit tile and place these 3 tiles near the unexplored opening of the Flooded corridor.

The warriors from the Blondies are placed on tile A, those from the Crows are placed on tile B

## Conditions of victory

A Human warrior who reaches the exit is worth as many points as the number of treasure tokens he carries.

The Human player who scores the most points is the winner. The game ends when there are no more Human warriors left in the tunnels.

If the Demon player manages to kill at least 5 Human warriors or if they finish the game with the same number of points (including zero), the Demon player automatically wins the game.



### Special rules



#### DISORGANIZATION

The Redeemers are considered to be Condemned Warriors. Remove the “Map of the Sewers” and “Lost” cards from the game.



#### THE ACID PITS

The Cache tiles represent acid pits which contain unbelievable riches.

When an exploration is made through the opening of Tile A, use the corresponding pile of 3 tiles. Do the same with the opening of tile B. The third tile of each pile (the Cache tile) must be entered into play before anyone can leave the maze. Any HumanHuman warrior who ends his activation on a cache tile can take any number of treasure tokens (indicate the exact number using wound tokens). If he takes a single treasure token, he suffers no wounds. If he takes more than one, he suffers one wound per token after the first as he is burnt by acid. Each warrior can only take tokens from a cache tile once per game. The treasure tokens carried by a warrior who is killed are left on the tile he was on at the time of his death. A HumanHuman warrior can only take a single dropped treasure token from the ground at the end of his activation.



#### TO FREEDOM

When the opening of the Flooded tile is explored, use the corresponding pile of 3 tiles. The third tile of that pile (the Exit tile) MUST enter play. It represents the exit from the maze. Any HumanHuman warrior who reaches that tile is removed from the game (he has left the tunnels). No Demon warrior can ever be placed on that tile.



#### THEY WILL KNOW FEAR

Each turn, the HumanHuman players must keep the troglodytes they kill. During each Threat Phase, the most efficient troglodyte killer is determined – the HumanHuman player who killed the most troglodytes gets a Fear token (use a protective seal token). Once this token is awarded, return the troglodytes to the Demon player. During the following Demon player’s Action Phase, the warriors of the Human player with the Fear token have a +2 DEF bonus. Each turn, the HumanHuman players must keep the troglodytes they kill. During each Threat Phase, the most efficient troglodyte killer is determined – the HumanHuman player who killed the most troglodytes gets a Fear token (use a protective seal token). Once this token is awarded, return the troglodytes to the Demon player. During the following Demon player’s Action Phase, the warriors of the Human player with the Fear token have a +2 DEF bonus.



#### THE THREE ENEMIES

The corridor size rule doesn’t change: 3 warriors per side can occupy a single tile. It may be possible for up to 9 warriors to stand on a single tile. However, for the blocking rule, the warriors from both enemy camps are added when checking to see if a Warrior can leave a tile.

When fighting, you must target a specific Warrior (except for the troglodytes which must, as always, be targeted collectively).

The Demonic Possession card can be used on two HumanHuman warriors who are not on the same side.

The Lucky Amulet only allows players to change the value of a die you’ve chosen.



#### THE PRICE OF CORRUPTION

Any direct attack by a HumanHuman warrior on another Human warrior grants 2 TP to the Demon player (no matter what the CBT value of the attacker). The use of a grenade is not considered to be a direct attack.



#### CHAOS BENEATH NEW JERUSALEM

Since none of the three groups has a stable organization in this scenario, the play sequence is modified:

##### JOINT INITIATIVE PHASE

A number of dice equal to the number of living Human warriors in the game plus 3 are rolled. If a special effect allows players to roll a greater number of dice (demonic mechanism, the calm before the storm), they are added to the total amount of dice to be rolled.

In the following order (Demon, Crows, then Blondies), each player, in turn, chooses a die. Once the Human players have enough dice to give a die to each of their warriors, the Demon player gains the remaining dice. The Demon player will use them during his following threat phase.

The Human players, starting with the Crows, then distribute their dice. Cards which must be played during the initiative phase are played at this time.

##### ACTION PHASE OF THE BLONDIES

Same as in a normal game. The Blondies can attack the Demon warriors as well as the Crows’ warriors.

##### ACTION PHASE OF THE CROWS

Same as in a normal game. The Crows can attack the Demon warriors as well as the Blondies’ warriors.

##### THREAT PHASE

The Demon player rolls no dice as they’ve already been chosen during the previous joint initiative phase. However, the player now places them on his Board of Destiny as during a normal game. The rest of the phase is resolved normally. This is when the Demon player plays cards which must be played during the threat phase.

##### DEMON PLAYER’S ACTION PHASE

Same as in a normal game.

# THE HUNT'S AROOT

BY GUILLAUME GIGLEUX

**T**o gain a vital advantage over the demonic forces, the humans created a special artifact: the Saint Naos Force Condenser. It is a bizarre mix of optics, mechanics and faith; although completely experimental, its presence could very well strengthen the human ranks.

However, the troglodytes, in an unusual stroke of audacity, stole the artifact. It is made up of three parts kept in chests. A team of warriors was immediately dispatched to chase down the thieves!

Arriving under New Jerusalem, the warriors realized that the demons are well organized and barely had time to dive for cover before then entrance collapsed in an explosion... The Saint Naos will have to be brought back through another exit... which will have to be found...

The hunt is on, and the hunters are sometimes also the prey.

## Human player's forces

The Human player will be using the following warriors:

- The Redeemer (with two gifts chosen from among the following: "Gather Round!", "Aura of Courage" and "Aura of Healing");
- Two Condemned Blades for Hire each with a Blunderbuss;
- Two Condemned Brutes;
- Three advantage cards (drawn randomly).

## Demon player's forces

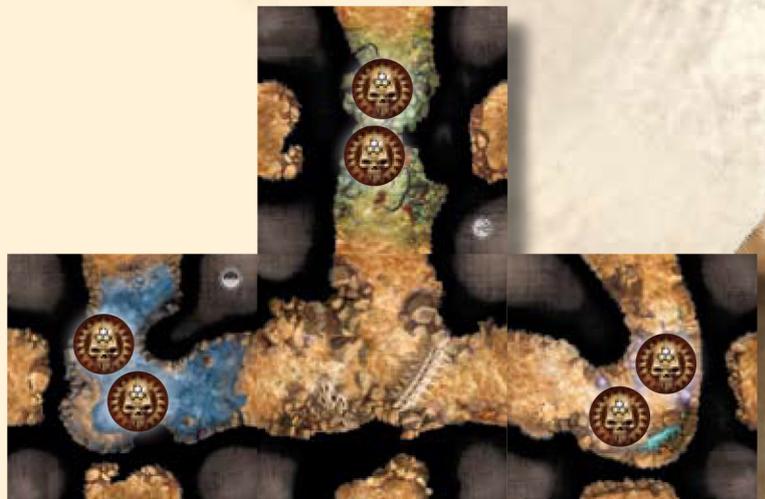
The Demon player has 6 troglodytes, 3 of which are holding a treasure token. These troglodytes are placed on the board at the start of the game according to the instructions in the Scenario Set-up section.

The Demon player begins the game with no TP.

During the game, they can send in 1 Demon of Combat and 1 Underground Hunter (but never both at the same time).

## Scenario set-up

Create the board as shown below.



On each of the tiles shown, place two troglodytes (one of which must be carrying a treasure token).

On the remaining tile, place all human warriors. They all receive an initiative die of 6.

Remove the following tiles: the Hole in the Ground tiles (3), the Lair tiles (2), the Pentacle Room tile, the Exit tile and the normal Dead-End tiles (with no Stash, 3).

First, create pile consisting of 2 randomly drawn tiles, the Exit tile, and one Lair tile with 4 exits.

Then, create a second pile with 8 randomly drawn tiles, one t-shaped Hole in the Ground tile, and the Pentacle room tile.

Place the second pile on top of the first one.

The Demon player begins the game.

## Conditions of victory

The Human player wins the moment at least two parts of the artifact are on the exit tile. Any other result is a victory for the Demon player.



### Special rules



#### HURRIED

The Demon player and the Human player can each explore on their turn, and it's their opponent who draws and orients the tile.



#### THE ARTIFACT

- The treasure tokens represent artifact parts.
- The Demons cannot carry treasure tokens.
- The troglodytes can carry a maximum of one treasure token.
- The Humans can carry one or two treasure tokens (a Human with two tokens cannot attack).
- To take possession of a treasure token, a warrior must kill its current owner in hand-to-hand. Place the treasure token on the base of the warrior who picks it up. It can also be left on the tile.
- If a warrior carrying a treasure token dies from another means other than hand-to-hand, the token is left on the tile.
- Taking possession of a treasure token on a tile replaces the attack of a warrior.
- Instead of attacking, a Human warrior can give a treasure token it is carrying to another Human warrior on the same tile (the troglodytes are too greedy to act like this).
- A troglodyte carrying a treasure token who begins its activation on the Lair tile is removed from the game along with its token. If two tokens are removed from the game this way, the Demon player immediately wins the game.



#### PROTECT OR DIE

The troglodytes present on the same tile as a troglodyte carrying a treasure token must always be eliminated before the treasure carrier.



#### SHADES OF GREY

The effect of the Stash tiles depends on which player discovers them first. If a Human warrior discovers a Stash tile, the Human player draws one advantage card. If a Demon player's warrior discovers a Stash tile, then the Demon player draws an event card.



#### THE INFERNAL WIND

The Pentacle room tile causes the Infernal Winds to blow. Any warrior who begins his activation on that tile gains a +1 MVT bonus until the beginning of his next turn. Moreover, if it's a troglodyte, it gains +1 DEF until the beginning of its next turn. If it's a Human, the reek of hell gives him a -1 DEF (to a minimum of 3 DEF) penalty until the beginning of his next turn. Mark the miniature with a threat point token taken from the reserve to remind you. The troglodytes who are under the effect of this bonus must be targeted separately from normal troglodytes.



#### YOU SHALL NOT PASS!

Once per game, at any moment during their action phase, the Demon player can sacrifice their Demon of Combat to cause a cave-in on the tile it's on. The tile is flipped over (it becomes inaccessible and cannot be replaced or flipped face up again) and all warriors of the Demon player on that tile are removed from the game (a treasure token carried by a troglodyte or on the ground is also removed from the game). All Human warriors on that tile suffer a wound and are randomly placed on an adjacent tile with exits leading to the now caved-in tile. The exits in contact with the now destroyed tile cannot be used to bring warriors into play.

# PARASITE!

By CROC

**T**he demon had paralyzed the entire group, prepared a ritual, and sacrificed about ten troglodytes. Then it disappeared. Anointed with the blood of its enemies, the brute somehow managed to free his comrades, But he had still hesitated before reanimating the Redeemer. Because, somehow, all of this was the Brother's fault. But the brute had eventually changed his mind. They were already too few and they needed to stick together to hope to survive and find the exit. After a few hours of wandering, the brute's already sedate pace began to slow further. He paused and noticed that his comrades were looking at him with a disbelieving look in their eyes. He didn't have the time to ask them what was going on. He started to cough up blood, guts, and demonic ichor. The Redeemer ended the Brute's torment by shattering his skull with his hammer.

## Human player's forces

The Human player will be using the following warriors:

- The Redeemer (with the Gifts "Aura of Courage" and "Aura of Healing");
- A Condemned Blade for Hire with a Blunderbuss;
- A Condemned Blade for Hire;
- A Condemned Brute;
- One Advantage Card (drawn randomly).

## Demon player's forces

The Demon player begins the game with 4 TP. During the game, they can summon up to 2 Underground Hunters (but never both at the same time).

## Scenario set-up

Set aside the Exit and Pentacle Room tiles. Shuffle the other tiles to make up the draw pile. The Pentacle Room tile is placed in the center of the table. All the Human warriors are placed on it.

## Conditions of victory

The Demon player immediately wins the game if the infected Human warrior manages to reach the Exit tile. The Human player immediately wins the game if a healthy Human warrior manages to reach the Exit room tile. Any other result is considered to be a victory for the Demon player.

## Special rules

### A BREATH OF FRESH AIR

Use the same rules as the "The Survivors" scenario in the rulebook.

### THE PARASITE

The Demon has contaminated one of the Human warriors with a lethal and horribly contagious parasite. The Demon player must do everything in their power so that the bearer of the parasite survives and manages to leave the catacombs. The Demon player secretly notes on a piece of paper which Human warrior is the infected one. It is imperative for the Demon's plans that the infected character reach the Exit tile alive.

### OPEN SKIES

Once a Human warrior reaches the exit tile, he is removed from the game. No warriors belonging to the Demon player may be placed on the Exit tile.

### THEY NO LONGER NEED IT

After the Human player has drawn their Advantage Card, a draw pile is formed with the remaining Advantage Cards. Once a Stash tile is found and placed in game, the Human player draws a card from this deck and adds it to their hand.

# WE'RE SHORTHANDLED!

BY LUDOVIC GEISERT

**B**rother Kelric and his men have just found the troglodytes' treasure, which truly contained the four enormous crucifixes of Sidon that the man had been seeking but also the remains of the previous expedition: a few weapons, a lantern, an old waterskin and a battered helmet. A breeze of fresh air lets the relieved warriors know that the exit from the caves is nearby, but a sudden monstrous roar shatters all hopes.

## Human player's forces

The Human player will be using the following warriors:

- The Redeemer with the Scepter of Command (with the gifts "Smite the Evil Ones", "Gather Round!" and "Aura of Healing");
- A Condemned Blade for Hire;
- A Condemned Brute;
- The following four Advantage Cards: Grenade, Flask of Schnapps, Oil for Your Lamp and Look Out!

## Demon player's forces

A Demon of Combat is placed on the exit tile. Once killed, it can be summoned normally (for 5 TP). If it is killed a second time, it cannot be returned to the game a third time. The Demon player begins the game with no TP.

## Scenario set-up

Set-up the game tiles as illustrated here. The Human warriors are placed on the Pentacle Room tile, the Demon of Combat on the Exit tile. Four treasure tokens are placed on the Pentacle Room tile, they represent the four crucifixes of Sidon.

## Conditions of victory

The human player wins the game the moment the four crucifixes are on the Exit tile. Any other result is a victory for the Demon player.

## Special rules

### STRAIGHT FOR THE EXIT

The human player is not allowed to explore new tiles.

### THE CRUCIFIXES OF SIDON

During their movement, each Human warrior can carry a crucifix token and place it on the tile on which their movement ends. If a human character moves across multiple tiles, it is possible to drop a crucifix on the first tile moved to, or to pick one up and then continue moving (and so on). The troglodytes and the demon cannot carry crucifixes. As soon as a Human warrior carrying a crucifix stops on the Exit tile, the token is placed on the tile. When all four crucifixes are placed on the exit tile, the Human player wins the game.



# SEPARATED

BY ALEX DOWAY

**I**t's without any sign of fear that the team was returning, victorious. They were too many to be attacked directly and, overjoyed at their victory, they failed to see the trap which had been laid for them: the wall crashed amidst them. Separated, they were more vulnerable. Trained for this sort of situation, the order is given: "we go forward and meet at the exit".  
The only thing left was to survive...

## Human Player's Forces

The Human player will be playing the following warriors:

- The Redeemer with a Shield of Steel (with the Gifts Slay Evil and Aura of Anger);
- One Condemned Blade-for-Hire;
- One Condemned Blade-for-Hire with a Blunderbuss;
- One Condemned Brute;
- One Condemned Brute with a Shield of Steel;
- One Sicaria (with the skill Weapon Master);
- Three Advantage cards (drawn randomly).

## Demon Player's Forces

The Demon player begins the game with 6 TP. During the game, they can send in up to 2 Enraged Demons (but never both at the same time).

## Scenario Set-up

Remove from the stack the Exit, Pentacle Room and two Dead-End tiles.

Place the Dead-End tiles on the table, without connecting them to anything, with the Redeemer, the Brute with Shield and the Blade-for-Hire on one, and the Sicaria, the Brute and the Blade-for-Hire with Blunderbuss on the other.

## Conditions of Victory

The Human player wins if they can bring both their groups to the end of the tunnel and get at least one warrior from each group onto the Exit tile. Any other result is a victory for the Demon player.

## Special Rules

### SEPARATED

Each group of 3 warriors begins play on a Dead-End tile. Each group follows a breath of fresh air, as in the "The Survivors" mission of the basic game, except that the Exit tile is common to both corridors. If one group reaches the exit, it can wait for the others, but under no circumstances can they try to go find the other group.

### WE'RE NOT LEAVING WITHOUT THEM

A Human warrior on the Exit tile cannot leave on its own. It must wait for the other group to arrive.

### DOUBLE THREAT

The Demon player can only bring into play one Demon for each group of Human warriors. The same applies to the Hellhounds.



# PUTRID AIR

By ALEX DOWAY

**H**aving almost arrived at their destination, the small team found an area filled with greenish eggs. As a reflex, one of the Brutes crushed one, which exploded into a nauseating cloud. The Redeemer quickly realized that this foggy stench could kill them all. Unfortunately, the corridors are already filled and the exit seems so far away. Which begs the question – are the corridors possessed by an unknown power? The way out looks different. Maybe it's because the gas is making the band hallucinate...

## Human player's forces

The Human player will be using the following warriors:

- The Redeemer (with the gifts Aura of Healing and Gather Round!).
- One Condemned Blade for Hire;
- Two Condemned Brutes;
- Two advantage cards (drawn randomly).

## Demon player's forces

The Demon player begins the game with 4 TP. During the game, they can summon up to 2 Toxin-Spitter Demons (but never both at the same time).

## Scenario set-up

Set aside the Exit and Pentacle Room tiles. The other tiles are shuffled and form the draw pile. The Pentacle Room tile is placed in the center of the table. All the human warriors are placed on it.

## Conditions of victory

The Human player wins the game if they manage to get 2 of their warriors to the Exit tile. Any other result is considered a victory for the Demon player.

## Special rules

### A BREACH OF FRESH AIR

This rule works the same way as the Breath of Fresh Air in the “The Survivors” scenario.

### PUTRID AIR

During the Human player's initiative phase, each human warrior gains one poison token (use a threat token or any other unused token). At any point, if the number of poison tokens on a warrior is greater than or equal to the number of non-canceled action lines, all poison tokens are removed and that warrior takes a hit.

**NOTE:** the “Critical Hit” card cannot be played on this hit.

<b>Toxin-Spitter Demon</b>		MVT	1
	Health	CBT	6
	3	DEF	4
<p><i>Hits scored by this Demon do not cause damage but add poison tokens to its victim.</i></p>			

# THE GREAT CROSSING

BY ALEX DOWAY

**T**he corridor seems endless and the fresh breeze treacherous. But the instinct of the Redeemer is without peer and cannot fail, or else the whole team will lose confidence. Such a situation would be the death of them all. The Devil's ruse might actually work this time: wear down the morale and the hopes of the troop in a maze which seems unending. The priest has no other choice: the band will have to pause and drink at the fountains, even if the water needs to be purified first. A cruel dilemma! Each stop allows the team to better prepare for the next, but every wasted moment allows the enemy to better marshal their forces. The crossing will be rough.



## Human Player's Forces

The Human player will play using the following warriors:

- The Redeemer (with the Gifts Aura of Anger, Aura of Healing, Aura of Consecration, and Aura of Blessing);
- One Condemned Blade-for-Hire;
- One Condemned Brute;
- One Sicaria (with the skills Weapon Master, Tough, Brutal, Resilient, Quick, and Tactician);
- Three Advantage cards (drawn randomly).



## Demon Player's Forces

The Demon player begins the game with 4 TP. During the game, they can send in up to 2 Lone Terrors into play (but never both at the same time).



## Scenario Set-up

Remove from the stack the Exit, Pentacle Room and both Healing Fountain tiles.

Place the Pentacle Room tile in the middle of the table and all Human warriors on it. Then draw 9 tiles randomly, shuffle them and place a Healing Fountain tile under them. Repeat this process again. Repeat a third time but place the Exit tile at the bottom instead of a Healing Fountain. Finally, place the first stack on the second, and place the third one underneath. There should be a stack of 30 tiles with a Healing Fountain every 10 tiles and the Exit as a last tile.



## Conditions of Victory

At least one Human warrior must reach the Exit Tile. Any other result is a victory for the Demon player.



## Special Rules



### They Won't Be Needing It

When a Human warrior reveals a Cache tile, the Human player draws an Advantage card.



### We'll Rest And Move On

When a Healing Fountain tile is discovered, no miraculous water tokens are placed on it. The first time the Redeemer reaches that tile, 4 miraculous water tokens are placed on it.



# DELIVER US FROM EVIL

BY PHILIPPE VILLÉ

**T**he archbishop paced nervously in the huge reunion room, the austere decoration of which felt right at home with the somber faces of the notable who were his audience. They had already met multiple times in this late December of 1635, but this time no one was fooled. The unusual attitude of this messenger from the Vatican betrayed his extreme anxiety, which bade nothing good in the speech about to be made. All of a sudden, the archbishop cleared his throat, seemed to try and find his words, and then spoke, putting an end to the buzzing of the worried whispers filling the room.

*"Citizens of New Jerusalem, I cannot hide the truth from you any longer, even if by doing this I betray my former hierarchy by revealing to you part of a terrible secret"*

The old ecclesiastic paused for a second and resumed his words on an even more solemn tone.

*"By colonizing these lands soiled by sin and vice, we've made the greatest mistake in the history of mankind, one which could lead humanity to its doom. The Adversary has been able to deftly exploit our vanity by allowing us to believe it was possible to freely occupy his kingdom. One does not defy Satan without running the risk of being smitten in return!"*

A heavy silence answered each word spoken by the holy man. The crowd of "well-to-do" was holding its breath.

*"A few months ago, an expedition made into the tunnels beneath our city discovered various artifacts and sacred texts from an ancient civilization. To this day, our best demonologists have not been able to discover the origin of these texts. However, they have managed, not without much effort, to decipher parts of these texts. The most surprising knowledge they were able to gain from these is that this civilization surpassed us in many domains and that it had reached its peak well before the appearance of the infernal circles"*

The archbishop took a cup of wine left on a finely worked table with a trembling hand. He took two sips from it, and placed it back shakily before resuming his monologue.

*"It's now been established that the devil was the architect of the decline and enslavement of this forgotten race and that an identical fate is before us! The ruse used to this end is unknown to us, but some suspicions have led us to a trail immediately taken up by the Inquisition. Individuals possessed by the Adversary have infiltrated the highest spheres of nobility and of bourgeoisie of our city. A few have been unmasked, and even though these lost souls have been questioned by steadfast inquisitors, nothing really concrete has been revealed by these demonic puppets. Our*

*attempts at exorcism have all failed and we had to purify these unfortunates with fire. May God forgive us!"*

Baptiste Valombre, the famous adventurer, was heard: *"Tell us more, Milord! Lance the boil!"*

*"I'll do so, mister Valombre! I can tell you with certainty that in this very room, evil plotters are putting in motion dark plans, the final goal of which is the enslavement of humanity!"*

Vocal protests interrupted his speech, but he resumed with authority.

*"Enough! Silence! Listen carefully to me! The Vatican has been able to convince the Christian monarchs that the sole solution for the salvation of humanity would be to raze New Jerusalem and exterminate its population. At this very moment, an army of ardent Christian souls is gathering and getting ready to fall upon our city. In a few days, the sacking of Magdebourg will be nothing but an obsolete joke compared to what awaits us! Time is of the essence. It is imperative that we find these traitors and discover the details of the monstrous plot and put an end to it! Let us unite our forces in these uncertain times!"*

Suddenly, a sharp detonation rang out, creating an indescribable panic in the room. The old speaker fell to the ground, his body stained by a dark and reddish stain. Baptiste spotted the origin of the shot with a single glance and made his way through the assembly with much difficulty, having to shove numerous unbelieving citizens frozen in fear out of his way. He drew his remarkable experimental pistol and quickly drew a bead on the assassin. Bang! The head exploded under the violence of the impact. But by eliminating the scum, he lost any chance of making him reveal precious information about the origin of the plot. Cursing his dim-wittedness, he went back the way he came, returning to the archbishop and kneeling by his side. With his last breath, the dying man whispered these words, almost too faintly to be heard: *"Have mercy on us Lord, and deliver us from evil..."*

The *Deliver Us From Evil* campaign introduces new game mechanics which will give new thrills to your *Claustrophobia* games We suggest you familiarize yourself with these new rules before trying your first game.



## Extra content

To play the campaign, you'll require the following elements:

- Coins, small glass beads or tokens to represent bravery markers.
- Coins, small glass beads or tokens to represent power markers.
- Four coins, small glass beads or tokens to represent secret document markers (scenario 2).
- Five coins, small glass beads or tokens to represent toddler markers (scenario 3).
- Two miniatures representing Baptiste Valombre and the Infernal Ambassador respectively for the fourth and final scenario of the campaign.



## Baptiste Cell

*Baptiste Valombre: first westerner to have stood on infernal soil, this free-captain happens to be an adventurer with unknown goals. In my research, I've found his name in the four corners of the known world, always seeking items forgotten by time. Well-known demonologist, renowned sage, he's also a deadly fencer. This Paris-born man, by turning his back on the divine, has also earned the ire of the Christian church.*

Baptiste Valombre is organizing the resistance and setting up a special cell whose objective it is to discover and put an end to the Adversary's plans before the army raised by the Vatican reaches New Jerusalem. The human player plays the part of Baptiste Valombre, which means that he or she will have to manage their troops and gear throughout the campaign, all the while offering more freedom for recruitment choices.



## Recruitment

*Valombre seems to have an informant network throughout all of Hell. These informants can be found in all of the various factions. Valombre mostly hires specialized fighters, extremely competent and passably eccentric.*

After having learned the objective and rules of the scenario to be played, the human player must create a force by choosing warriors from the Baptiste Cell. The *Baptiste Cell* is made up of 14 hardened and experienced warriors who are available to be hired by the human player. However, the following limitations must be respected:

- Redeemers: maximum 1 per scenario.
- Condemned Sword-for-hire: maximum 2 per scenario.
- Condemned Brutes: maximum 2 per scenario.

Any human warrior still alive at the end of a game will be able to be recruited in a future scenario of the campaign –

any wounds that warrior may have suffered will have been totally healed by then. By contrast, any human warrior killed during a game will no longer be available for future scenarios. The human player will have to maintain a clear roster of the men available to the *Baptiste Cell* for the demon player to consult.



## Item Cards

The human player has 6 item cards available for the entire campaign. When a human warrior with an item card equipped is eliminated, then that card is discarded and will no longer be available for future scenarios in the campaign. The maximum number of item cards allowed in a scenario is 3.

- 2 Blunderbusses.
- 1 Blessed Hammer.
- 2 Shields of Steel.
- 1 Scepter of Command.



## Talents

Each warrior of the *Baptiste Cell* has one or more talents. The use of some talents require the expenditure of Bravery Tokens. Any such cost is indicated in the description of the talent.



## LEADER

Only one human warrior with the Leader talent can be recruited for a scenario. A human warrior with the Leader talent can transfer one or more Bravery Token in his possession to a single human warrior on the same tile as him at the end of his activation. This is not considered to be an action.



## BRAVERY TOKENS (BT)

A human warrior from the cell can earn Bravery Tokens during the game. A human warrior immediately earns a number of Bravery Tokens when he performs one of the following actions during a game:

- Kill a troglodyte: 1 BT.
- Wound a demon: 1 BT per wound caused.
- Kill a demon: 3 BT or draw a new Advantage Card.
- Explore a new tile while moving: 1 BT.
- Specific conditions of the scenario: as indicated in each scenario.

Earned Bravery Tokens are placed on the warrior's card and lost when the warrior is eliminated.



## ADVANTAGE CARDS

Bravery Tokens of human warriors still alive at the end of a scenario can be spent in order to buy one or more advantage cards for the next scenario. 6 Bravery Tokens allow the purchase of 1 advantage card (of the human player's choice). The human player cannot buy more than 3 cards in this way at the end of a scenario. These cards are added to any given by the scenario. Unspent Bravery Tokens are lost.



## The Horde

*It's time to remember our dark alliance, to raise all blades in disorderly timing, so that together they fall upon the heads of all sinners and that at last on our soil all dark souls learn that there is only one master, only one voice, only one faith.*

The demon player takes on the mantle of the Adversary and has access to new powers and new demons to bring triumph to the demonic forces. Despite their plans being complex and secret, there is no doubt that this campaign will have an important impact for humanity's future...



### POWER TOKENS (PT)

The demon player can gain Power Tokens through various means. The player immediately earns a certain amount of Power Tokens when one of his or her warriors performs one of the following actions during a game:

- Wounding a human warrior as a result of a combat action: 1 PT per canceled action line.
- Conditions specific to the scenario: as indicated in each scenario.

The acquired Power Tokens are placed in the game area, so that they are visible to the human player.

At the end of a game, the demon player can keep up to 5 PT which have not been used, which will then be available for use during the next scenario.



### THE 10 COMMANDMENTS OF SATAN

*When I gaze upon the extent of their ingenious guile, I understand how they wonderfully take their place, after their death, in our displays of eternal torment. Oh, but the complexity of the scene is surely not to our credit, as we merely sloppily copy the masterpiece of our lord.*

The demon player has a series of commandments which he or she will be able to use at any point of his or her playing turn by spending Power Tokens. A commandment can only be used once per game. Their effects are cumulative with those of the destiny board.



### LUCIFER'S SHOCK TROOPS

The demon player has a total of 4 demons available for the entire length of the campaign. After learning the objectives and rules of the scenario, the demon player can recruit a single demon for the game. A demon who is still alive at the end of the game may be recruited during a subsequent scenario of the campaign, if so, any wounds he may have suffered will be healed. By contrast, any eliminated demon may not be recruited for future scenarios.

#### Description of the 10 commandments of Satan

- You shall rush in

Spend 3 PT to grant +1 MOV to 3 troglodytes of your choice for this action phase.

- You shall threaten your neighbor

Spend 2 PT to gain 2 TP.

- You shall devour his entrails

Spend 3 PT to grant +1 CBT to a troglodyte of your choice for this action phase.

- You shall drink his blood

Spend 3 PT to give the Frantic talent to a troglodyte of your choice for this action phase.

- You shall pursue them

Spend 3 PT to grant +1 MOV to a demon of your choice for this action phase.

- You shall eviscerate them to the last

Spend 3 PT to grant +1 CBT to a demon of your choice for this action phase.

- You shall grind his face in the dirt

Spend 4 PT to choose a human warrior who will lose his Elusive talent for his next activation.

- You shall make show of your strength

Spend 5 PT to choose a human warrior who will lose his Bodyguard talent until the end of this action phase.

- You shall be sneaky

Spend 5 PT to draw an event card.

- And you shall break his bones

Spend 6 PT to gain a discarded event card of your choice. This event card cannot be played on the turn in which it is recovered.

*You can photocopy this table in order to keep track of each commandment as they are used during the game.*



## Winning the campaign

The players choose their side and play the 4 scenarios of the *Deliver Us From Evil* campaign in order. Each scenario offers various levels of victory which will determine the quality of a victory or defeat. At the end of the campaign, the player with the highest total number of Campaign Points (CP) will be the winner.



## Epilogue



### DEMON PLAYER'S VICTORY: NEW AGE

Valombre has failed. The army raised by the Vatican is without mercy and has swept away any resistance. New Jerusalem, "purified" by fire, is now no more than a pile of ashes and burnt corpses. However, the Christian

kingdoms are not certain to have put an end to the threat facing humanity. A problem quickly forgotten by the kings of France, Spain and England, blinded by the pleasure of the birth of new heirs.



### HUMAN PLAYER'S VICTORY: THE STRUGGLE CONTINUES

Valombre has won the opening battle, but his struggle against the Adversary is not over. Despite the soldiers of the Holy See getting dangerously close, he is confident as he knows he's getting close to his goal. Soon, he'll be able to foil the plot and be able to convince the Vatican to give up its mad plan. Soon, he'll become a legendary hero.

# TAKE THEM ALL!

**A**fter having nursed her newborn, Catherine gently rocked him to help his digestion. Then, once the required milky burp done, she placed him in his crib with all the tenderness a loving mother can give. "Sleep well my little angel and sweet dreams to you".

As she returned to the bed in which her husband, long abandoned to the sandman, was waiting for her, she didn't notice a pair of deep black globe-like eyes watching her. Once she had left the child's room, the sneaky creature stealthily crept up to the child's bed, and an unhealthy greed could be seen in its eyes...

The following day, during a special meeting of the Baptiste cell:

"Friends! Dramatic events which have plunged many families of New Jerusalem into pain last night. Newborns were kidnapped throughout the city, in all neighborhoods, whether poor or rich. According to witnesses, there is no doubt that these horrendous actions were perpetrated by troglodytes. Yes, it may seem improbable to you that these foul beasts venture onto the surface, but it's now a fact! And, of course, you wonder about the reason behind this odd operation. And it'll be up to us to discover the reason. Nonetheless, my instinct leads me to believe that the individuals fingered by the archbishop are behind this. For now we have to deal with the most urgent matter – my informers have let me know that another wide-scale kidnapping is being planned for tomorrow night. Thankfully, the invasion source, a gallery of tunnels south of the city, has been found. Sharpen your swords and check to see that your weapons are properly loaded, as the risk is great, and unfortunately many will die. Despite being a convicted atheist, I cannot keep myself from using this consecrated expression: May God watch over you!"



## Demon player's forces

The demon player chooses their team by following the campaign rules and begins the game with 2 TP. Many troglodytes are also present at the beginning of the scenario (see below).



## Human player's forces

The human player chooses his team by following the campaign rules and draws 2 Advantage Cards after having removed from the deck both Map of the Sewer cards.



## Scenario Set-up

Set up the board as shown on the scenario's plan.

The human player places their warriors first, with a maximum of 1 model per tile marked with an X.

The demon player places 3 troglodytes on the first Lair tile and 3 troglodytes on the second Lair tile. The demon player also deploys 1 troglodyte on each of the Dead-end tiles (3-4-5).



## Conditions of Victory

The demon player must get a maximum number of troglodytes off the board by using the exits marked A-B-C-D. The human player must prevent the troglodytes from leaving.



## VICTORY LEVELS

- At least 3 troglodytes have left the tunnels: major victory for the demon player (2 CP).
- 2 troglodytes have left the tunnels: minor victory for the demon player (1 CP).
- 1 troglodyte has left the tunnels: minor victory for the human player (1 CP).
- No troglodytes have fled the tunnels: major victory for the human player (2 CP).



## Special rules



### RESTRICTED ARRIVAL

The demon player can only bring troglodytes in play onto the two Lair tiles. The demon must enter play in the same way.



### RESTRICTED DOMINATION

The demon player has a limited amount of time to try and control this horde of undisciplined troglodytes. The game normally lasts 9 game turns - use the 10-sided die to keep track. The die starts at "1". During the initiative phase of every turn, starting on round 2, the number is increased by 1. From the end of turn 9, the demon player can spend 7 PT at the end of each game turn to add a new turn to the game.



### RESTRICTED DANGER

The Demonic Mechanism tiles and Trapped Corridor tiles have no effect. Treat them as though they were normal tiles.



### TOUGH AS NAILS

Tough troglodytes cannot leave the game board.



### SPECIAL WAYS OF GAINING BRAVERY AND POWER TOKENS



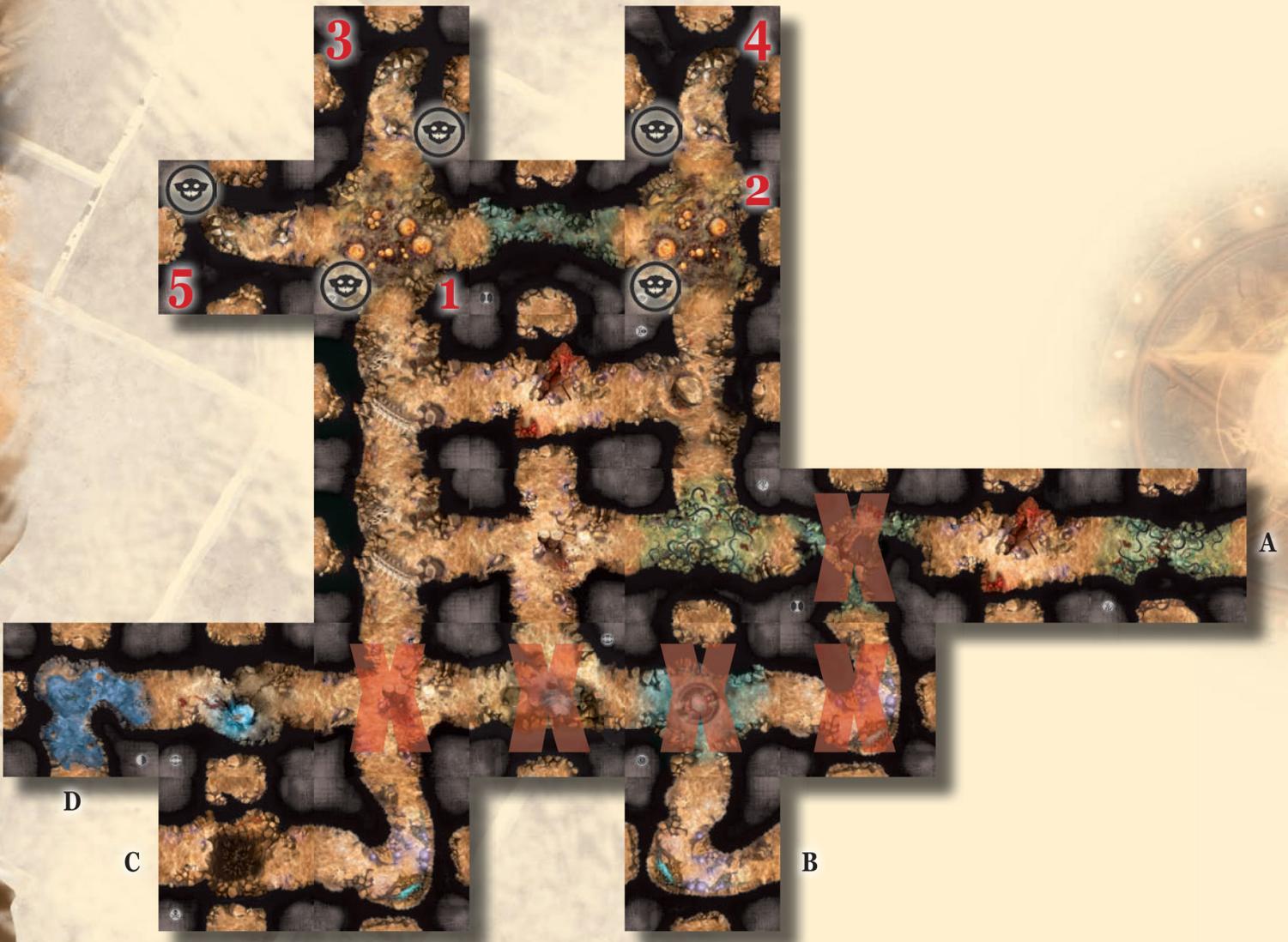
#### NO ONE CAN MAKE AN OMELET WITHOUT BREAKING AN EGG

A human warrior who eliminates at least one troglodyte on a Lair tile gains an extra 1 BT.



#### OVERWHELMING

Each time a troglodyte leaves the game board, the demon player gains 2 PT.



# New Eden

**T**he Baptiste Cell is searching for clues which could lead it to the holding place of the newborns kidnapped in the first kidnapping incident. As a matter of fact, Baptiste is totally convinced that the recent events have a more important link to the infiltrators and the dire events mentioned in the archbishop's speech. The search of the personal belongings of the holy man has uncovered documents in which a secret lodge, named "New Eden", is mentioned repeatedly. Are these people implicated in the recent wave of unfortunate events? Valombre thinks so, and his instinct is very rarely wrong. The extra investigation efforts made by his men have been fruitful, as the location of New Eden's headquarters has been discovered. Immediately, the best men of the Baptiste Cell investigate the area with the task of finding out more about the goal of this mysterious lodge. But once inside, they realize that the place has been left in a hurry. In any case it's too late to turn back now, and maybe not all of the compromising evidence has been destroyed. As they go deeper into the tunnels, they realize they're not alone...



## Demon player's forces

The demon player chooses their team by following the campaign rules and begins the game with 4 TP.



## Human player's forces

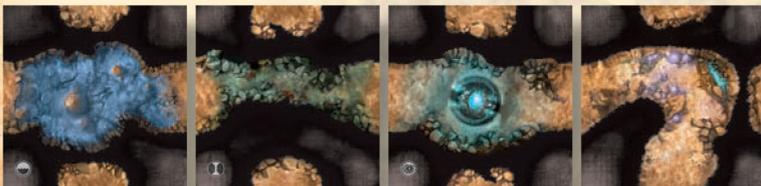
The human player chooses his team by following the campaign rules and draws 1 Advantage Card after having removed from the deck both Map of the Sewer cards.



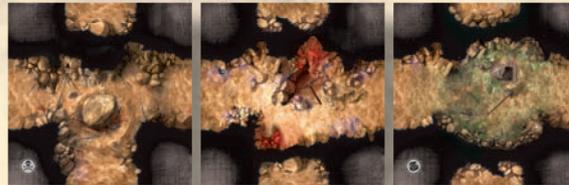
## Scenario Set-up

The tiles of each pile are shuffled and placed face-down (see plan).

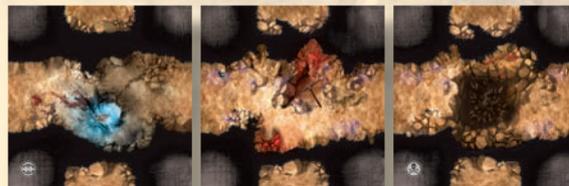
Pile 1 contains the following tiles:



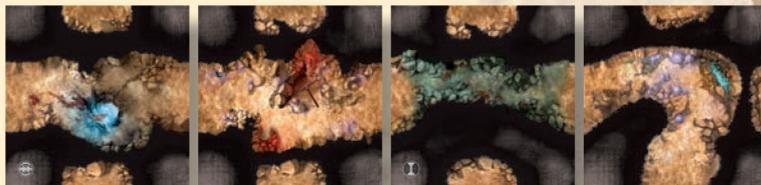
Pile 2 contains the following tiles:



Pile 3 contains the following tiles:



Pile 4 contains the following tiles:



Major information about the plot are hidden on 4 tiles. The demon player secretly chooses a single tile per pile to contain a secret document. To help the demon player remember, that player will mark off the squares for the chosen tiles in the tile list above (important: only 1 tile per pile). In the end there must be 4 secret documents, one in each pile.



## Conditions of Victory

The human player can declare the end of the game at the end of a demon player's turn as long as he or she has been able to claim at least 2 secret documents (see special rules). The game also ends if the human player no longer has any living warriors.

- The human player claims no secret document: major victory for the demon player (3 CP).
- The human player claims 1 secret document: important victory for the demon player (2 CP).
- The human player claims 2 secret documents: minor victory for the demon player (1 CP).
- The human player claims 3 secret documents: minor victory for the human player (1 CP).
- The human player claims 4 secret documents: major victory for the human player (2 CP).



### Special rules



#### SEARCH

A human warrior can, at the end of his activation, make a search test on the tile where he stands. A search test is not considered to be an action. The human player rolls 1 D6 and on a result greater than or equal to 5, the search is considered to have been successful. The human warrior can reroll one or more failed search tests by spending 3 BT. When the search test is successful, the demon player must reveal to the human player if the tile searched contained a secret document. If so, a secret document token (use a marker of your choice) is placed on the base of the human warrior who has discovered it. A human warrior is allowed to carry more than one secret document token. On a successful roll, if the tile contains no secret document, the demon player must announce it.



#### CLAIMING THE SECRET DOCUMENTS

At the end of his activation and as a free action, a human warrior with one or more secret document tokens who is on the Pentacle room tile can drop them on that tile's ground. This indicates that the precious documents have been taken out of the tunnels through the use of a secret tunnel made by the Baptiste Cell.

When a human warrior with one or more secret document tokens is eliminated, the secret document tokens he carried are left on the tile where he was eliminated. At the end of his activation and as a free action, a human warrior on a tile with one or more secret document tokens can pick them up.



### Map of the headquarters in New Eden

It's the human player who orients the drawn tiles in the direction of his or her choice, but the player is not allowed to block the exploration direction.



#### SPECIAL WAYS OF GAINING BRAVERY AND POWER TOKENS



##### NO LUCK

The demon player gets 1 PT each time a human warrior fails a search test.



##### NICE FIND

The human warrior gains 1 BT when he finds a secret document.

## PILE 1

*Secret document #1*

## PILE 3

*Secret document #3*



*Secret document #4*

## PILE 4

## PILE 2

*Secret document #2*

# THE TEARS OF ANGELS

*"They knew we were coming! So many of our men slain, makes me feel nauseous. This dirty traitor is spying on us and we're headed for big problems if we don't unmask him as soon as possible. When a limb is gangrenous, there's no other choice but amputation!"*

- Baptiste Valombre, the evening of operation New Eden

**M**any are those who have lost their life during the expedition led into the headquarters of New Eden. Nonetheless, it wasn't in vain, since the Baptiste Cell has been able to locate the place where the newborns are being held. Many other dark designs were found, such as vague implications about a ritual of possession. Does the Adversary have a plan to claim the souls of the captured newborns? For what purpose? Is a traitor hiding in the ranks of the Baptiste Cell? So many questions which will require answers, once the newborns have been saved.



## Demon player's forces

The demon player chooses their team by following the campaign rules and begins the game with 4 TP.



## Human player's forces

The human player chooses his team by following the campaign rules and draws 1 Advantage Card.



## Scenario Set-up

Remove from the pile the Exit tile. The other tiles are shuffled and form a draw pile. The Exit tile is placed in the middle of the table. All human warriors are placed on it.



## Conditions of Victory

At the end of his activation and as a free action, a human warrior who possesses a toddler token and who is on the Exit tile can discard his token and save the newborn. The child has been placed safely out of the tunnel.

If a human player has fewer CP than the demon player by the end of scenario 2, the human player gets an advantage to re-balance the game. Indeed – annoyed by his failure,

Baptiste Valombre has resolved to take as few risks as possible by sending a second team. This second team has already saved one newborn at the beginning of the game. In other words, the human player gains +1 newborns saved for this scenario.

0 or 1 newborn saved	0 CP for the human player and 3 CP for the demon player.
2 newborns saved	0 CP for the human player and 2 CP for the demon player.
3 newborns saved	1 CP for the human player and 1 CP for the demon player.
4 newborns saved	2 CP for the human player and 0 CP for the demon player.
5 newborns saved	3 CP for the human player and 0 CP for the demon player.

The human player can declare the game to be over at the end of his or her turn, as long as he or she has saved at least 3 newborns.



## Special rules



### WHEN THE STORKS VISIT

Prepare 5 newborn tokens.

When a human warrior explores a new tile, the human player makes a search test by rolling 1d6. On a result of 6, the warrior immediately ends his move on the tile and a newborn token is placed on that same tile. Then the demon player immediately places the maximum amount of troglodytes the tile could have. That area contains a captive newborn guarded by troglodytes.

Each newly explored tile reduces the test's difficulty by 1 until a newborn is found. Note that a result of 1 on the search test is an automatic failure. When a tile holding a newborn is found, the test's difficulty for the next explored tile goes back up to 6 and the difficulty will once again reduce with successive exploration. This operation takes place every time a new newborn token is uncovered.

Example: the human player begins the game and explores the first tile. That player must roll a 6 to find a newborn. The player rolls a 3 and thus fails. The human player activates a second warrior who explores a second tile and must therefore roll a 5 or better to find the newborn. The player rolls a 6 and the newborn is found. The next tile explored by a human player will once again require a die result of 6. A human warrior can reroll the die on a search test by spending 3 BT.

At the end of his activation, a human warrior can pick up a newborn token for free as long as the tile is empty of any troglodytes and demons. When a human warrior with a newborn token is eliminated, the token is left on the tile where the warrior was eliminated. A human warrior can carry only one newborn token at a time.



### SPECIAL WAYS OF GAINING BRAVERY AND POWER TOKENS



#### NEAR-SIGHTED

The demon player gains 1 PT whenever the human player fails a search test with a difficulty of 2, 3 or 4.



#### AT A GLANCE

A human warrior who succeeds at a search test with a difficulty of 5 or 6 (even after a reroll) gains 1 BT.

# BAPTISTE IN THE SHADE

**T**he pain at the back of his skull was intense, but he managed, little by little, to regain his senses. Once on his feet, he realized he was nothing but a vulgar prisoner, cornered like a rat. He cursed his stupidity, as he has been fooled like a virgin fending the advances of her first lover. He knew, though, that the Devil often uses evil ploys.

The fallen angel hadn't failed his reputation when he had ordered one of his envoys to cowardly assassinate a member of the Cell in order to take the unfortunate's place by assuming his shape. Sure, a ruse as old as the world itself, but one that had been proven effective in the past. Then again, isn't it said that what makes a plan foolproof is its simplicity? At first, the mole was tasked by its master to infiltrate and spy on the Baptiste Cell, then its mission changed when the humans were about to discover the whys and hows of the plan. Valombre's capture had become vital. It would be easy to torture him at leisure in one of the Adversary's cells, with, of course all the necessary refinements, and make him spill everything he knew before impaling him to the root of his hair.

Baptiste remembered the moment in which he unmasked the mole and the ensuing combat. He had underestimated his opponent, as assuredly, the infernal ambassador was fearsome. A fact he was able to verify when he collapsed near death before the laughing creature. But Valombre could count on his valorous men – he knew they were on his trail, ready to give their lives to free him and offer him a chance to avenge himself...



### Demon player's forces

The demon player chooses their team by following the campaign rules and begins the game with 4 TP.



### Human player's forces

The human player chooses his team by following the campaign rules and draws 3 Advantage Cards.



### Scenario Set-up

Place the tiles, models and tokens according to the scenario plan. Then remove from the stack the Exit tile, the Dead-end tile (all 3 of them) and the Dead-end/Stash tiles (all 3 of them). Then create 3 different exploration piles by following the rules below.



#### EXPLORATION PILE 1

Create a face-down pile made up of 3 randomly drawn tiles. Then make a second one made up of 1 randomly drawn tile + 1 Dead-end/Stash tile. Shuffle the second pile and place it beneath the first.



#### EXPLORATION PILE 2

Create a face-down pile made up of 4 randomly drawn tiles. Then create a second pile made up of 2 randomly

drawn tiles + 1 Dead-end/Stash tile. Shuffle the second pile and place it beneath the first.

**EXPLORATION PILE 3**  
Proceed as with pile 2.

## Conditions of Victory

Once a human warrior ends his move on the Exit tile, he is removed from the game. None of the demon player's warriors, other than the Infernal Ambassador can be placed on the Exit tile. The game ends as soon as there are no longer any human warriors left in play.

### FOR THE HUMAN PLAYER

Baptiste flees using the Exit tile: +2 PV.  
Each other human warrior who flees using the Exit tile: +1 PV.  
The Infernal Ambassador is eliminated: +2 PV.

### FOR THE DEMON PLAYER

Baptiste Valombre is eliminated: + 3PV.  
Each other eliminated human warrior: +1 PV.  
The Infernal Ambassador is still alive at the end of the game: +2 PV.

## Special rules

### THE PRISONER

The tile on which Baptiste Valombre is is a prison of which 3 of the 4 exits are blocked for good. The three Protective Seal tokens represent the blocked exits 1, 2 and 3. Exit 4 leads nowhere and no exploration or entrance of models

of the demon player can be performed from it. As long as Baptiste Valombre is captive, he cannot be targeted by any attack or special effect (Event card, Destiny board, etc.) by the demon player.

### BLIND EXPLORATION

When a human warrior explores, he can draw a tile from any of the 3 exploration piles, but it's the demon player who gets to place the tile. The players aren't allowed to block all the unexplored exits. If at any point a tile blocks all other exits without any possibility of doing otherwise, then it is temporarily set aside and is replaced by another tile drawn from one of the 3 exploration piles, of the demon player's choice. The set aside tile will be placed, if possible, during the next exploration.

### I AM A FREE MAN!

The Dead-end/Stash tiles hide the prison rotation mechanism. A human warrior on such a tile can use his action to activate the mechanism and rotate Baptiste's jail 90° clockwise. The mechanism of a Dead-end/Stash tile can only be used once. All 3 Dead-end/Stash tiles must therefore be found in order to free Baptiste Valombre. Baptiste's presence on the board does not count as a Leader pick for the human player. Once the last exit leads to the corridor tile, Baptiste Valombre is no longer considered to be a captive. During the next initiative phase, wwh'e'll therefore be free to act normally during the subsequent action phase. His lines of action are as follows:

### LEADER

### BRAVE

Baptiste already has 2 BT in reserve at the beginning of the game.

### SIXTH SENSE

Each time he is victim of the Trap destiny square, Baptiste can cancel the damage by spending 2 BT.

**BAPTISTE VALOMBRE**

Leader, Brave, Sixth Sense, Do you believe you can live forever?, Experimental Pistol, Defensive Combat, Weapon Master

	MOV	CBT	DEF
1	1	3	3
2	1	3	4
3	1	3	4
4	1	2	5
5	2	1	5
6	2	2	6

**DO YOU BELIEVE YOU CAN LIVE FOREVER?**  
Human warriors on the same tile as Baptiste gain +1 CBT.

**EXPERIMENTAL PISTOL**  
Baptiste can attack an opponent in a tile adjacent to the one he is in.

**DEFENSIVE COMBAT**  
Once per action phase by spending 2 BT, Baptiste can force the reroll of a combat die for an attack that targets him.

**WEAPON MASTER**  
Once per action phase and by spending 2 BT, Baptiste can reroll one of his combat dice.

**UNDER HIS PROTECTION**  
This talent can only be used once per game and must be announced during the threat phase. The demon player spends 5 PT for the Infernal Ambassador to have DEF 6 until the next threat phase.

### SPECIAL WAYS OF GAINING BRAVERY AND POWER TOKENS

**ENCHANTED MERRY-GO-ROUND**  
A human warrior who activates a jail's rotation mechanism gains 2 BT.

**BLOODY REWARD**  
The demon gains 2 PT whenever it eliminates a human warrior.

## The harder the escape

The demon player places the Exit tile as soon as Baptiste Valombre is freed. The tile is placed in contact with an exit of an already explored tile in order to be accessible. If the Exit tile cannot be placed immediately, the demon player will place it as soon as a new exploration makes it possible. When the Exit tile is placed, the demon player places the Infernal Ambassador on it.

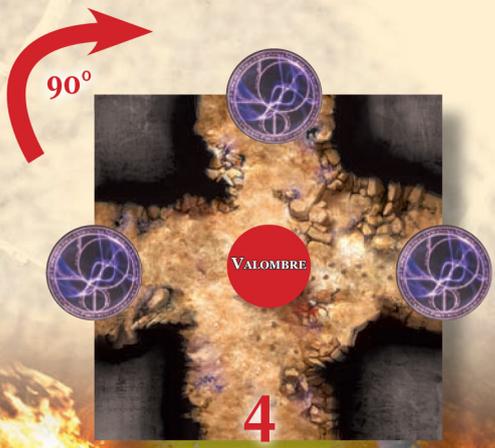
**IMPRESSIVE**  
The Infernal Ambassador loses this talent as soon as his health becomes equal or less to 3.



**Ambassadeur infernal**

MOV	1
Health	6
CBT	3
DEF	5

*Impressive*  
*Under His protection*



# Claustrophobia

## DELIVER US FROM EVIL CAMPAIGN

### FRANCESCO "THE TROGLODYTE SCOURGE"

Francesco is a Redeemer whose lack of interest in the study of divine writing, diplomacy or even preaching have led him to remain at the bottom of the Vatican's hierarchical ladder. With a passion for weapons and war, he willingly joined the first expeditionary corps tasked with colonizing Hell. He's shown time and time again on the battlefield that he is a tenacious warrior and that he is much more skilled with his war hammer than with his prayers.

#### REDEEMER

- Leader
- Smite the Evil Ones
- Aura of Precognition
- Battle Fury

Francesco may use his combat action to eliminate all troglodytes on the same tile as him. Troglodytes thus eliminated earn no BT. Battle Fury may be used for free once per scenario. Subsequent uses cost 5 BT.



### THEODORE "THE THICK SKINNED"

A great admirer of Saint Blaise, Theodore ardently wished to become, like him, a skillful doctor. Unfortunately, his parents forced him to become a priest and he had, at first, set aside his dream. Unable to deny his passion, he secretly studied medicine by testing on himself various cures and therapies, to the point where, over time, he developed a natural resistance to infections.

#### REDEEMER

- Leader
- Aura of Healing
- Gather Round!
- Supernatural Healing

Once per game, during the initiative phase, Theodore may heal himself and regain all of his canceled lines of action.



### JACEK "THE EXALTED"

Jacek deeply hates the Adversary and is ready to sacrifice everything to weaken his influence. A gifted preacher, he handles the religious word with passion and conviction. His warrior sermons are so eloquent that his audience often transforms into a fanatic mob invested with divine might.

#### REDEEMER

- Leader
- Aura of Blessing
- Gather Round!
- Sermon

Once per game, during the initiative phase, Jacek can galvanize his men. All Condemned Warriors gain +2 CBT until the beginning of the next initiative phase.



### JACOB "THE PROTECTOR"

In his youth, Jacob lived through a trauma which has made him the man he now is. Youngest of the family, he witnessed, powerlessly, the murder of his elder brother by highwaymen. Convinced that the Adversary is behind that event, he has sworn to protect his fellow men from the dark plans of evil.

#### REDEEMER

- Leader
- Aura of Courage
- Aura of Blessing
- Divine Rampart

During the initiative phase, Jacob may regain one canceled line of action of his choice and gains +1 MOV, +2 DEF as well as the talents Elusive and Bodyguard until the beginning of the next initiative phase. Divine Rampart can be used for free once per game. Subsequent uses of this power cost 5 BT.



### CLEMENT "ITCHY TRIGGER"

Clement managed to get Baptiste Valombre's attention during a battle in which he killed a neausea-inducing Damned of Gluttony (whose obesity was due in part to the digestion of an unfortunate mercenary) with a single blunderbuss shot. Of course, the unfortunate mercenary didn't survive the lead shower, but at least he was spared the horrible pain caused by the slow digestion...

#### CONDEMNED BLADE FOR HIRE

- Elusive
- Itchy Trigger (3 BT)

Clement must be equipped with the Blunderbuss item to be able to use the Itchy Trigger talent. The number of hits caused by the Blunderbuss are doubled. The human player must declare the use of Itchy Trigger before rolling his combat dice and does not earn BT if any hits are caused by this talent.



### JOSEPH "THE COWARD"

In the summer of 1634, Joseph had enrolled in the advance guard of Francisco Vargas' Christian army, whose objective was to lay claim to the Göt-Walle swamps, in order to have a foothold in a new circle of hell. Trapped by demons, the humans suffered heavy losses and Joseph witnessed horrible massacres in which he lost many brothers-in-arms. Despite that, he miraculously escaped the demonic creatures by developing survival skills he never knew he had, which allowed him to safely reach the troops of Baptiste Valombre, based in the Garden of Torments...

#### CONDEMNED BLADE FOR HIRE

- Elusive
- Flee (3 BT)

The Flee talent is used in the demon player's action phase. When a demon player's warrior moves to a tile on which Joseph is, the latter can immediately use his Flee talent to immediately move to an adjacent already explored tile. He ignores the blocking rule but must respect the tunnel size rule when performing this movement.



### LEON "THE CHUTZPAH"

A price was placed on the Leon "the chutzpah's" head had after he'd stolen the jewels and decency of a New Jerusalem's notable's daughter, despite not having had much trouble getting in her skirts. He demonstrated his outstanding fencing skills during an oft-discussed skirmish with Helle Möller, the famous female bounty hunter, during which he barely escaped her club and her long sword! Slightly boastful, he likes to tell everyone who'll believe him that he and the pretty lady are now lovers.

#### CONDEMNED BLADE FOR HIRE

- Elusive
- Dodge (2 BT)

Leon can use the Dodge talent to force the demon player to reroll any dice which have caused hits during a combat action against him. Rerolls caused by Dodge are performed after any rerolls granted by the Frantic talent.



### THOMAS "THE DO-GOODER"

Thomas is the son of a famous healer whose talents as a thaumaturge are known all over the cévenole territory. He inherited the skills and knowledge of his father, but his thirst for adventure led him to leave his birthplace to "go see the world" and live fabulous adventures... However, he did not expect to end up in Hell!

#### CONDEMNED BLADE FOR HIRE

- Elusive
- First Aid (3 BT)

At the end of his activation, Thomas can use the First Aid talent to allow another human warrior on the same tile as him to regain a canceled line of action. First Aid is not an action and Thomas cannot use it on himself.



### PIERROC "BLESSÉD ASS"

No one will ever be able to claim that Pierrot has ever sinned, mainly because no one would believe it. Pierrot is really one of a kind, his nose always deep in holy writing, and so invested by faith that he could convince an atheist champion that God exists. His companions even claim that he has the Holy Father's undivided attention! Exalted madman or blessed by God, it still seems that the forces of the Adversary seem to weaken in his presence.

#### CONDEMNED BLADE FOR HIRE

- Elusive
- Pious Wishes (3 BT)

At the end of his activation, Pierrot can use the Pious Wishes talent to force the demon player to discard 2 TP.



### KARL THE ARROW

Karl is of Bavarian origin and, as everyone knows, the 30 year war has spared few people in Germany. At the age of 8, he lost his parents when his village was razed by a band of ruthless mercenaries. Barely avoiding death, he lived for years on what he could steal and murder for, and learned during those years to move swiftly to avoid the militias of wealthy local merchants.

#### CONDEMNED BRUTE

- Bodyguard
- Impressive
- Fast (3 BT)

Karl gains +1 MOV during his movement. The human player must declare the use of the Fast talent before beginning the movement.



### REMI "THE TOP"

Remi is the most popular adventurer of the band. He became famous for his specialty move with which he can cut to ribbons a half-dozen troglodytes by spinning about with a strange bladed weapon of his conception. Despite being made from junk metal, this odd axe is terribly efficient in Remi's hands, to the point where his companions argue who'll stay by his side during dangerous missions.

#### CONDEMNED BRUTE

- Bodyguard
- Impressive
- Spinning Attack (3 BT)

Remi gains +2 CBT until the end of the current action phase. The human player must declare the use of the Spinning Attack talent before rolling the combat dice and does not gain any BT if hits are made with the use of this talent.



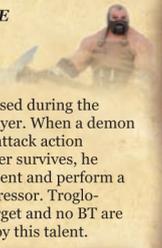
### HANZ "RICOCHET"

Hanz is Karl's best buddy and we can honestly say that they've been through Hell and high water together before joining Baptiste's ranks. While Karl is easygoing, Hanz is quick to anger and carries grudges. One day, after an innkeeper sold him bootlegged wine which had given him the most terrible headache of his existence, he decided to get revenge in the most brutal way possible. He forced the innkeeper to drink half a keg of his foul brew and crushed his stomach by kicking him until the liquid flowed from each of his orifices. Ever since that story's been heard around town, Hanz has never had a reason to complain about the wine served to him.

#### CONDEMNED BRUTE

- Bodyguard
- Impressive
- Counter-attack (3 BT)

The Counter-attack talent is used during the action phase of the demon player. When a demon player's warrior performs an attack action against Hanz and that the latter survives, he can use the Counter-attack talent and perform a combat action against his aggressor. Troglodytes still count as a single target and no BT are earned if any hits are caused by this talent.



### STANISLAV "BONE BREAKER"

Born in Warsaw, Stanislaw is a great amateur cook of Kluski na parze, a Polish specialty dish, which he serves with a bit too much sauce and various fatty meats. His weight problem is due to years of gluttony. However, he's learned how to turn that physical flaw to his advantage. When Stanislaw puts his 240 lbs into a charge, his belly all distended while screaming a ton of bird names, one can see a certain glint of anxiety in the frog-like eyes of troglodytes.

#### CONDEMNED BRUTE

- Bodyguard
- Impressive
- Charge (3 BT)

If Stanislaw moves before performing his combat action, he gains +2 CBT.

The human player must declare the use of the Charge talent before starting his movement.



### GARETH "THE CAC"

Gareth has foiled death many times and the impressive scars covering his body bear witness to an eventful and adventurous past. On his nights out on the town, he likes to show the one he's most proud of, gained during a Dante-esque encounter with a Great Damned of Wrath, at the hands of which he almost lost his ninth life...

#### CONDEMNED BRUTE

- Bodyguard
- Impressive
- Tough (3 BT)

The Tough talent is used at the end of Gareth's activation. During the demon player's next turn, Gareth will ignore the first hit scored against him.



### Manipulative Demon

MOV 2

Health

3

CBT 2

DEF 4



Manipulation  
Galvanizing glare  
Dark healing

### Tracking Demon

MOV 1

Health

5

CBT 3

DEF 4



Track  
Fierce  
Go fetch!

### Demon of Slaughter

MOV 1

Health

5

CBT 3

DEF 4



Impressive  
Extermination  
Vicious

### Bilious Demon

MOV 2

Health

4

CBT 3

DEF 4



Elusive  
Stream of Bile  
Bilious Ball  
Sprint

#### • Bilious Ball

Once per game, the demon expels a large ball of bile. This counts as a ranged attack. Choose a tile adjacent to the demon's. Attack each warrior on the chosen tile by rolling 3 combat dice.

#### • Dark healing

At the end of the threat phase, this demon regains 1d3 health points (roll a six-sided die, divide the result by two and round up). His health cannot exceed 4.

#### • Extermination

This talent can only be used once per game and must be declared before a combat action. All hits caused during this demon's combat action are doubled.

#### • Fierce

When this demon no longer has all 5 of his health points, he gains +2 CBT.

#### • Galvanizing glare

This talent can only be used once per game and must be declared at the end of the threat phase. All troglodytes gain

+2 DEF until the beginning of the next threat phase.

#### • Go fetch!

Once per game, at the end of the threat phase, all troglodytes gain +1 MOV for the upcoming action phase.

#### • Manipulation

This talent can only be used once per game and must be declared at the end of the threat phase. This demon can move two condemned warriors to an adjacent tile, ignoring the blocking rule.

#### • Sprint

Once per game, at the end of the threat phase, this demon may gain +2 MOV for the upcoming action phase.

#### • Stream of Bile

The demon can attack an opponent on a tile adjacent to the one he is on.

#### • Track

This demon gains +1 MOV. After having made such an extra movement, he must perform a combat action. If the additional +1 MOV will not allow him to

perform a combat action, he cannot use this ability this turn.

#### • Vicious

This talent can only be used once per game and must be declared after having scored hits in combat but before they are allocated. The demon player chooses which action lines are canceled on his target as a result of his combat action.

