

Claustrophobia

DE PROFUNDIS

A GAME BY CROC

RULEBOOK





Journal of Gottfried, penniless mercenary

Autumn 1634

What a bloody country! We barely scavenge, one farm a week, and even for that, the local lords fall on us and give chase. Peace and quiet will be the death of us. Damn. We've set up camp tonight at the edge of a dark forest. The men wander while waiting for the food. Fatigue and lack of discipline can be seen on the faces of those who are standing guard. Hunger stabs our stomachs, our beasts are famished. We can see their ribs. I hope the rumors are right. If Herman told the truth, we'll find a job in Magdeburg. "When work grows short in this world, it abounds in Hell". I like that saying.

That very evening

Blasted fools! Their mothers were brainless! I used to calm down, settle my nerves. Tonight some men took Marie-Magdalen aside. The girl had been sleeping peacefully. She's dumb and never speaks. We don't know her real name. She carries her pitiful belongings in the baggage train, with the whores, the wounded and the entertainers. The men took her to the forest. From what the sole survivor says, two shadows fell on them. I've seen the result: a proper bloodbath. Those responsible thought they could get away. I unleashed the entire pack. They didn't get far. Seven more of our companions died in the capture of these furies. Two women, armed and armored. A masquerade, a joke. They're pretty nonetheless.

Approaching Magdeburg

One of the guards tried to tame one of the prisoners with a bit of food. She gouged his eye out, I'm still not sure how. The men have had more-than-sufficient warning. One of them has been disfigured. Another... Well, let's just say he's no longer quite a man... and he'll likely be dead before dawn. If I'm tormented by these witches, by their beauty and their mystery, I keep a cool head. We should get a good price for them, enough to pass, with a bit of luck, the gates of Hell. I've only heard the sound of their voice once. I caught one word of their conversation, before they fall quiet.

«... blutschwestern.»

In other words: blood sisters.

... Tonight, as I write by candlelight, stomach pains have cleared our ranks. I've ordered the water reserves renewed. Watched.

New city of Magdeburg

We've found refuge in the faubourgs, in a hotel which we've emptied of clients. Not too far away, the merchants offer slim and pitiful Damned, under the rod of overly austere Franciscans and quarrelsome Dominicans. The scavengers following us have claimed the stables. Tonight, once the pack is sleeping, I'll discreetly export the innkeeper.

A nightly visit

The odd guy didn't introduce himself. Under the light of the torch his acolyte, an incredibly tough-looking thug, was holding. I'd believe he was a monk of an unknown order. He stank terribly. Not through lack of hygiene: he carried with him the stench of Hell. It had wormed its way to his bones. The gold pouch he gave me in exchange for our prisoners stank, too. I warned him of the danger they represented. He smiled at me. "These are not the first Sicaria we enroll. Or the last." I weighted the leather bladder. Good thing I didn't kill these witches. Blood sisters, huh. I'll visit the stables to end the night.

For the love of the Lord, don't judge me! Demon I was, for lack of a better term, born, a humble servant I remain. I've found here a corpse of which I know almost nothing about. You see, I came here looking for female warriors with a reputation for being invincible. As a trophy, I've got this paunchy corpse in the stables, with his breeches and stays down. And boredom. And so I write these few lines, following the last writings of the deceased, using his blood. An homage, of sorts.

However, allow me to warn you: due to safety concerns, we've set abominations loose in the area. I'll let you discover what they're capable of on your own.

Raphelet, diplomat, ambassador and this day, smuggler

This Claustrophobia expansion offers you the possibility of playing 12 extra scenarios while adding new game options. Some of these new options can also be used with the base game.



The New Tiles

The new tiles each have special rules which you can discover on page 24 of this book. When you play a scenario from this expansion, shuffle these new tiles along with those from the base set.



New Advantage Cards

Simply shuffle the new Advantage cards together with those from the base set. You can use the newly created deck with all scenarios.



New Event Cards

When you play a scenario from this expansion, shuffle the new Event cards with those from the base set.

However, since the number of lethal possibilities becomes more important, the Demon player's hand is now limited to 3 cards. If the Demon player draws cards and now has more than 3, they must discard until they reach this limit before being able to play one.

The New Gifts

The new gifts are used in this expansion. If you choose to change the gifts of the Redeemer when creating a new scenario on your own, never give him two gifts which correspond to the same action line.



You will find in this expansion a new version of the **Aura of Blessing** gift. This card cancels and replaces the one from the base set.

The New Objects

The new Objects are used in the scenarios contained in this expansion. When a scenario from this expansion requires you to draw an Object card, create a draw pile by shuffling the Objects from the base set and those from this expansion.



The Hellhounds

And, after everything, let's talk about hellhounds. In truth, they are demons reduced to a savage state. As much a punishment as a quick political solution, this degradation keeps its victim from its more advanced intelligence and leaves room only for the most basic instincts. A beast inhabited by a thousand subtle needs with no way to satisfy them. Alone, they run in circles and torment themselves for days. Led, they are more fierce than some Damned of Wrath.

These two new models can be used by the Demon player.



Unleash the Hounds!

In all of the scenarios in this expansion, unless otherwise stated, the Demon player can always bring into play Hellhounds. The Demon player can never bring more than two into play (for the entire game).

Bringing a Hellhound into play costs 3 TP.

They can benefit from the "Burrowing Monsters" and "A Taste for Blood" Destiny square.

The Hounds in Combat

The Hellhounds are neither troglodytes nor Demons. Each Hellhound must be targeted independently. Their Health characteristic is equal to 3.

Each Hellhound can be given a Die of Destiny during the Threat Phase. If they do not get one, they behave instinctively. The die isn't placed permanently on the Hellhound's reference card, and will return with the other Dice of Destiny in each Threat Phase.

On the turn of its arrival, the Hellhound gets a free die. Simply place on its reference card a destiny die showing the side of your choice. That die isn't considered to be a Die of Destiny and will be discarded at the beginning of your next Threat Phase.

A Hellhound has just entered play. The Demon player places on its reference card a die showing a value of their choice (1 in this case, so that the Hellhound can chew on Condemned warriors at its leisure).



The Hellhound is already in play. During their threat phase the Demon player rolls 3 Dice of Destiny and gets 3, 4 and 6. They can choose to not give a die to the Hellhound who would then get highly reduced characteristics for this turn (MVT 0, CBT 0 and DEF 4), or place on its reference card one of these dice but be limited to two dice on their Board of Destiny. In the end, the Demon player puts the 6 on the reference card in order to turn the Hellhound into a ball of sharp spikes (wall of thorns), leaving a 3 and a 4 for the Board of Destiny.





The Sicaria

I cannot keep myself from writing a few words about the sicaria. These women have sworn to protect their own. They aren't enrolled: mothers, sisters, current and former whores one day simply take up arms. They always find one another and teach the newcomers a strict moral code, discovering for themselves a sense of honor and a faith which can move mountains.

The Sicaria are female warriors used by the Human player in some scenarios. They are considered to be Condemned warriors. They can be given skills which increase their powers.



THE SKILLS

The skills are given to each Sicaria at the beginning of the game in the same way Gifts are given to the Redeemer. If multiple Sicaria are present, they cannot have the same skills (it's the reason why there is only one copy of each card). The effects of the skills are permanent unless otherwise indicated on the card.



Cleansing with Fire

By CROC

"The only way to get rid of this spawn is to destroy their mothers", roared the Redeemer. The fires were lit, the weapons were sharpened, and the warriors lined up before their leader. He continued to harangue his troops until the moment of their departure. At first, everything went according to plan. They had already set fire to two egg layers when a cave-in cut off their only hope of retreat. The Redeemer gathered the survivors and spoke to them in these words: "All is not lost; we must finish our work and find an exit". Dark glances were exchanged and jaws set – God was on their side.



HUMAN PLAYER'S FORCES

The Human player will use the following troops for the game:

- The Redeemer (with the Gifts Aura of Courage and Gather Round!);
- One Condemned Blade for Hire with a Blunderbuss;
- One Condemned Brute with a Shield of Steel;
- One Condemned Brute;
- One Advantage card (randomly drawn).



DEMON PLAYER'S FORCES

The Demon player begins the game with 6 TP. During the scenario, the Demon player cannot bring any Demons into play.



SCENARIO SET-UP

Create a face-down pile with these 8 tiles (shuffle them):



2 dead-end stash tiles



the 2 lairs



Then shuffle together the Exit tile, the last dead-end Stash tile, and the last 3 tiles of the pile and stack them face-down. In total, the game will be played with a pile of 10 tiles, the Exit and at least one Stash tile being among the last 5. Place the Pentacle Room tile in the middle of the table. All the Human warriors are placed on it. Keep close at hand the 2 X-shaped crossing tiles.

Remove from the appropriate card piles the following cards: Lost and Map of the Sewers.



CONDITIONS OF VICTORY

The Human player must first destroy the 3 egg-layers, and then immediately wins if one of their warriors is on the Exit tile. And other result is a victory for the Demon player.



SPECIAL RULES

THE EGG-LAYERS

The Stash tiles represent the egg-laying females who produce the troglodytes. They must be destroyed with fire. Only the Brutes carry torches which would allow them to burn the egg-layers. As soon as a Brute enters the Stash tile, the egg-layer is immediately destroyed. The Brute doesn't even have to end its movement into the tile.

A REAL PIECE OF SWISS CHEESE

If the game board no longer has any unexplored openings and that there are still tiles in the pile, place the tile which has just been drawn on the bottom of the pile and instead use one of the crossing tiles set aside at the beginning of the game.



Misled

By Alex Doway

A mission like any other, it seemed. All that was required was to kill a demon and cleanse its territory, but it seemed too easy to the Redeemer, used to having things go bad. He was trying to figure out what felt wrong, but everything seemed right. However, it was fairly certain that nothing would be as easy as planned!



HUMAN PLAYER'S FORCES

The Human player will use the following troops:

- The Redeemer with a Blessed Hammer (with the Gifts Smite the Evil Ones, Aura of Healing and Aura of Precognition);
- A Condemned Blade for Hire with a Blunderbuss;
- A Condemned Blade for Hire;
- A Condemned Brute with a Shield of Steel;
- A Condemned Brute;
- Three Advantage cards (drawn randomly).



DEMON PLAYER'S FORCES

The Demon player begins the game with 4 TP. During this scenario, the Demon player cannot bring any Demons into play.



SCENARIO SET-UP

Remove from the game all dead-end tiles, as well as the Exit and Pentacle Room tiles. All other tiles are shuffled to form a draw pile. The Exit tile is placed in the middle of the table, and all Human warriors are placed on it.



CONDITIONS OF VICTORY

The Human player wins if they manage to kill the Master of Souls and get at least 2 warriors to the Exit tile. Any other result is a victory for the Demon player.



SPECIAL RULES



EVIL PRESENCE

The Human player cannot use the Aura of Precognition before the Master of Souls is vanquished.



DETECTION OF EVIL

The human warriors use an artifact which allows them to find their target. It uses the same rules as the "A Breath of Fresh Air" from the "The Survivors" scenario (see page 16 of the basic game's rulebook), with one exception: when the 4-side is visible, the next tile isn't the Exit tile, but the Pentacle Room tile.



FORCE OF WILL

It's the Human player who will orient all tiles drawn during the game.



TRAPPED

The demon uses a powerful spell to force the Humans to fight it (it can even manage to split them into two groups). Once the Pentacle Room tile is revealed, the Master of Souls is placed on it and then the last tile placed before the Pentacle Room tile is replaced with a dead-end tunnel (any warriors and tokens on that tile are placed on the dead-end). The dead-end tunnel must be placed with its opening facing the opposite way from the Pentacle Room. The tiles that were set aside (the dead-ends) are shuffled into the draw pile to form a new draw pile.





The Hunt Begins

By Thierry Varellaud

My brothers, the struggle grows stronger, new spawn have begun to crawl beneath our feet, sapping the foundations of our faith. But the Lord will never turn away from us, the only faithful able to read the signs. Among the profane tomes buried in the archives of the Saint Church, our learned brothers have discovered something to grant us an advantage in order to exorcise the demons. An ancient ritual from the first demon hunters will allow us to create a talisman able to scare the evil spawn away. For this to be made, you must bring us back the heads of six of these Marmorean creatures which have not yet been soiled by the devil. Hurry, for we have discovered a nest of these impious creatures! Slash them, decapitate them, but take care to preserve their ears! May the Lord guide your weapons!

At the end of this scenario, the Humans will finally be able to use the Necklace of Ears, a talisman which causes horror and repulsion from troglodytes.

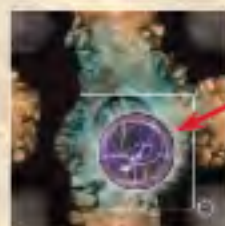


HUMAN PLAYER'S FORCES

The Human player will use the following troops for the game:

- The Redeemer (with the Gifts Aura of Anger and Aura of Consecration);
- Two Condemned Blades for Hire;
- Two Condemned Brutes;
- Two Objects of the Human player's choice (other than the necklace of ears);
- Two Advantage cards (drawn randomly).

Magic portal to ears



DEMON PLAYER'S FORCES

The Demon player begins the game with 4 TP. The Nurse is the only demon that the player will use in this scenario. It is in play from the start of the game. During any threat phase after its death, the Demon player can reincarnate The Nurse for free. Eliminate a troglodyte in play so that The Nurse can take its place. The troglodyte model is placed on its side and the Human warriors will be able to pick up the corpse to gather its ears.



SCENARIO SET-UP

Set up the board as shown below.

Remove from the game all straight and elbow corridors (other than the 2 Fog tiles) as well as the dead-end tiles (other than the Stash tiles).

There should be a pile of 18 tiles remaining.

The Demon player places the 11 troglodytes on the Lair tile and the 3 adjacent tiles as desired. There must be at least 2 troglodytes per tile and the normal Tunnel Size rules apply.

The Nurse is placed on the Lair tile.

The Human warriors are placed on the Exit tile.

A magic portal token (use the Protective Seal tokens) is placed on each Demonic Mechanism tile.



CONDITIONS OF VICTORY

The Human player wins the game if they manage to gather 6 troglodyte corpses.

Any other result is a victory for the Demon player.

Once a troglodyte is killed in hand-to-hand, after a suicide attack or because of a Sanctified Zone tile, it is placed on its side and becomes a corpse (those killed using a Gift, a Blunderbuss or a Grenade are not taken into account and are removed from the board). A corpse is not counted as a warrior.



To gather a troglodyte corpse, a Human warrior must begin its activation on a tile containing one. The tile must not contain any living demonic warrior. A warrior can gather multiple corpses on a single activation.



SPECIAL RULES



WE MUST ESCAPE

The two sides can both explore.

The Human player will be the one orienting the tiles revealed by the Demon player.

During exploration, the placement of T-shaped tiles (those with 3 openings) is subject to a special rule: they must always be placed with an opening oriented towards the tile where the warrior exploring it is moving from, and one opening towards the opposing side (towards the Lair tile for the Human player or towards the Exit tile for the Demon player).

If a dead-end tile is drawn during exploration that would close the last opening and isolate a side, that tile is discarded and a new tile is drawn.



IN LIMITED NUMBERS

The "5" result of the Trapped corridor tile has no effect.

When the Demon player plays the Tough Troglodyte card, a new troglodyte isn't put into play, but one already in play is chosen, which will become tough.

There can never be more than 11 troglodytes present in this scenario. Dead or escaped (see below) troglodytes are not returned to the supply.

The Nurse cannot use the Demonic Well tile.



ANOTHER DIMENSION

When a warrior enters a Demonic Mechanism tile on which there is a magic portal token, the Demon player gets the token and places it on their Board of Destiny.

On their turn, the Demon player can spend 4 TP to place a magic portal token from their Board of Destiny and place it on a tile of their choice (with the exception of the Demonic Mechanism tiles).

All warriors can use the magic portals (cost: 1 MVT) and choose as a destination any other tile on which a magic portal token is found.

Once put into play by the Demon player, a magic portal token cannot be moved or removed from the game.



THEY'RE ESCAPING!

In this scenario, the Demonic Mechanism tiles do not have their normal ability. They are gates to demonic dimensions only useable by troglodytes. The Demon player can use them to have troglodytes escape. To do so, the troglodyte must spend 1 MVT when it is on a Demonic Mechanism tile. The Impressive talent does not prevent this movement. The troglodyte model is removed from the game.

These gates being unstable, the Demon player cannot place on them a hole in the ground token or a teleportation icon.



NOTHING TO GAIN

The Stash tiles have no effect.





The Demon's Soul

By CROC

To kill an immortal demon. Now that was a suicide mission like he preferred. He believed in God and his men in their lucky star. Some even worshiped primitive deities. Normally, he loathed them, but at this moment, he thought he could use all the supernatural help he could get. More importantly, his research had borne fruit: Adramak was immortal because his soul was protected in a secret place. At least, it had been secret up until the point where his henchmen had revealed his terrible weakness when questioned. Come my brothers, for God, for New Jerusalem and for your freedom!



HUMAN PLAYER'S FORCES

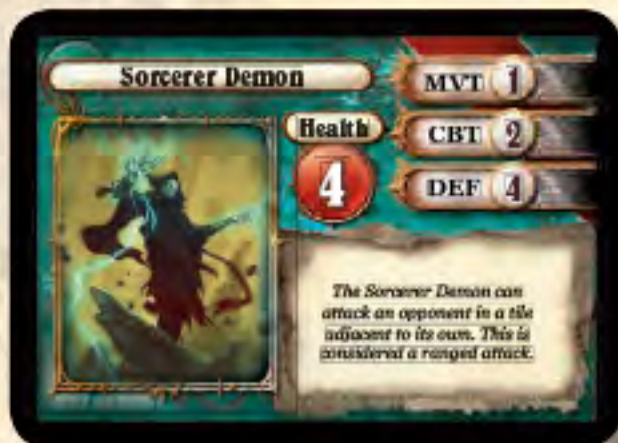
The Human player will be using the following warriors:

- The Redeemer with a Blunderbuss (with the Gifts Aura of Courage and Gather Round!);
- A Condemned Blade for Hire equipped with a Necklace of Ears;
- A Condemned Blade for Hire equipped with a Belt of Explosives;
- A Condemned Brute equipped with a Last Chance Potion;
- Two Advantage cards (randomly drawn).



DEMON PLAYER'S FORCES

The Demon player begins the game with 4 TP. During the scenario, the Demon player cannot bring any Demons into play.



SCENARIO Set-Up

Remove from the game the following tiles: Stash, Exit and Pentacle Room. The other tiles are shuffled and form a draw pile. The Exit tile is placed in the center of the table. All Human warriors are placed on it.



CONDITIONS OF VICTORY

The human player wins the game if they kill the Sorcerer Demon. Any other result is a victory for the Demon player.



SPECIAL RULES



DETECTION OF EVIL

The Human warriors use an artifact which allows them to locate their target. This artifact follows the same rules as the Breath of Fresh Air from the "The Survivors" scenario (see page 16 of the basic rulebook) with one exception: when the 6-side is visible, the next tile to be revealed won't be the Exit tile, but the Pentacle Room tile.



A REAL MAZE

There must always be at least two unexplored openings on the board. If a tile's placement would cause it to be otherwise, discard it and draw another.



THE DEMON'S LAIR

Place the Sorcerer Demon on the Pentacle Room tile when it is revealed. As long as the demon's soul has not been destroyed, it cannot suffer any damage and it is Elusive.



THE SECRET STASH

At the moment when the Pentacle Room is put into play, the Demon player also places a Stash tile face up so that it is connected to the game board. The Demon's soul is on the Stash tile. At the end of its activation, a Human warrior can destroy the demon's soul if it is on the Stash tile and the tile contains none of the Demon player's warriors. A Belt of Explosives that goes off on that tile also destroys the Demon's soul. The Demon can never enter the tile containing his soul.





Animal Experimentation

By Thierry Varellaud

Our theologian brothers have examined, from among ancient and profane texts, what appears to be the formula for a potion which will allow us to get rid of the sacrilegious vermin infesting our underground. The strength of this formula will allow us to infect the very source of these demonic creatures by infecting their impious lairs with the most terrible of diseases! But before we do that we must harvest from the very heart of one of these lairs a newborn specimen of one of these foul creatures! We have to this end a special cage and directions to the presumed location of one of the lair of these monsters! Come back alive with the creature and the Lord will reward you!



HUMAN PLAYER'S FORCES

The Human player will use the following warriors:

- The Redeemer (with the Gift Smite the Evil Ones);
- Two Condemned Brutes;
- One Condemned Blade for Hire;
- Two Object cards chosen by the Human player;
- Two Advantage cards (randomly drawn).



DEMON PLAYER'S FORCES

The Demon player begins the game with 4 TP. During the game, the Demon player can bring into play up to 2 Demons of Destruction (but never both at the same time).



SCENARIO SET-UP

Remove from the pile the 2 Lair tiles, the Exit tile and the Pentacle Room tile. The Pentacle Room tile is placed in the middle of the table. All Human warriors are placed on it. One of the warriors must carry the cage (place the corresponding token on that warrior's base). As long as the cage is empty, it does not hinder the warrior carrying it in any way.



CONDITIONS OF VICTORY

The Human player wins if a Human warrior carrying the cage containing the baby troglodyte reaches the Exit tile. Any other result is a victory for the Demon player.



SPECIAL RULES

FINDING THE LAIR AND THE EXIT

In order to find the lair to capture a baby, the Human warriors must follow the instructions given by the Redeemer. This search follows the same rules as the "A Breath of Fresh Air" from the "The Survivors" scenario (see p.16 of the basic game's rulebook). When side 4 is visible, the next tile to be revealed will be the 4-openings Lair tile which was set aside at the beginning of the game. Once the lair is placed, the Demon player places the die (5-side face-up) in front of one

of the unexplored openings of that tile, to indicate the direction of the exit. When the die shows 8, the next tile to be placed will be the Exit tile.

NOTHING LOST

When a Stash tile is discovered, the Human player draws one Advantage card.

CAPTURING A BABY

As soon as the Human warrior carrying the cage enters the Lair, he captures a young troglodyte and ends his movement. Place a troglodyte baby token on the cage token. The troglodyte baby isn't counted among the number of creatures present on a tile for purposes of the Blocking and Tunnel Size rules, even if it escapes. The Human warrior carrying the cage containing the baby cannot have a movement above 1 MVT. If that warrior ends his movement on a tile containing another Human warrior, it can hand the cage over. If the new warrior hasn't moved yet, it can (with a limit of 1 MVT). Only one troglodyte baby can be captured at a time. If the Human warrior carrying the cage dies, the cage remains on the ground (the baby doesn't necessarily escape, see below), and can be recaptured by another Human warrior immediately or at any other moment, at the discretion of the Human player.

BABY BREAKS-OUT

As soon as the baby troglodyte leaves the Lair tile, all other troglodytes become Frantic, hearing the call of their captured progeny. They stop being Frantic if the baby escapes and/or if it returns to the lair. The troglodyte baby can attempt to break out at the end of each threat phase in which it no longer is in the lair. The Demon player rolls a die. If the result is equal or greater than 5, the baby escapes. The result of the die roll is modified as follows:

The tile on which the captured baby is contains no demonic warriors: a break-out is impossible.

For each Human warrior present: -1

For each adult troglodyte or Hellhound present: +1

For each Demon present: +2



If the baby escapes, it moves one tile per action phase of the Demon player in the direction of the Lair tile. It never fights, cannot be attacked and cannot die. If it reaches the Lair tile, it remains there until it is captured again or until the last Human warrior is killed.

RECOVERING THE BABY

The troglodyte baby can be recaptured after its break-out at the end of each Human action phase. The Human warrior holding the cage must be on the same tile as the baby. The Human player rolls a die. If the result is equal or higher than 5, the baby is captured. The result of the die roll is modified as follows:

The tile on which the escaped baby is contains no demonic warriors: automatic capture.

For each Human warrior present: +1

For each troglodyte or Hellhound present: -1

For each Demon present: -2



The Hunt's Afoot

By Guillaume Gigeux

To gain a vital advantage over the demonic forces, the humans have created a special artifact: the Saint Naos Force Condenser, a mix of optics, mechanics and faith, and although completely experimental, its presence could considerably strengthen human ranks.

However, the troglodytes, in a rare show of daring, have stolen this artifact. It is composed of three parts stored in crates.

A team of warriors was immediately dispatched to chase down the thieves!

Arriving under New Jerusalem, the warriors realize that the demons are well organized and barely have enough time to dive for cover before the entrance collapses 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.

This scenario can be played on its own or with its direct sequel: The Forge.



HUMAN PLAYER'S FORCES

The Human player will be using the following warriors:

- The Redeemer (with two gifts chosen from among the following: Smite the Evil Ones, Aura of Courage, Aura of Protection, Healing Ritual, Aura of Consecration and Aura of Blessing);
- Two Condemned Blades for Hire each with a Blunderbuss;
- One Condemned Brute equipped with a Necklace of Ears;
- One Sicaria (with the Quick and Resilient skills);
- Three Advantage cards (drawn randomly).

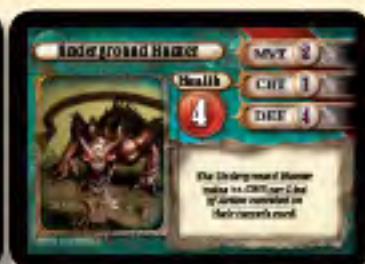


DEMON PLAYER'S FORCES

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, following the instructions contained in the Scenario Set-Up section.

The Demon player begins the game with no TP.

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



SCENARIO SET-UP

Set up the board as illustrated below.

On each of the tiles indicated below, place 2 troglodytes (one of which must be holding a Treasure token).

On the remaining tile, place all Human warriors. They each start with an action die at value 6. This die will be re-rolled as usual during the first Initiative Phase.

Remove from the game the following tiles: Hole in the Ground (3), Lair (2), Pentacle Room, Tomb, Exit, as well as the dead-end tiles (except for the 3 Stash tiles).

Set up a first draw pile made up of 2 randomly-drawn tiles, the Exit tile and a Lair tile with 4 openings.



Then set up a second draw pile made up of 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.

Remove from the game the Cave-In event cards.

The Demon player begins the game.



CONDITIONS OF VICTORY

The Human player wins the game the instant two or more parts of the artifact are on the Exit tile. Any other result is a victory for the Demon player.



SPECIAL RULES

HURRIED

The Demon and Human players can each explore in turn and it's their opponent who draws and orients the tile.

THE ARTIFACT

The Treasure tokens represent parts of the artifact.

Demons and Hellhounds cannot carry Treasure tokens.

The troglodytes can each carry one Treasure token. However, they cannot use Hole in the Ground tokens or tiles while carrying the token (they are too heavily burdened).

Humans can carry one or two Treasure tokens (a Human carrying two Treasure tokens cannot fight).

To take possession of a Treasure token, a warrior must kill its current bearer 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 ground.

If a warrior carrying a Treasure token dies for any other reason than hand-to-hand combat, then its token is placed on the ground.

Taking possession of a Treasure token placed on the ground replaces a warrior's attack.

Instead of attacking, a Human warrior can pass a Treasure token it carries to another Human warrior on the same tile as itself (the troglodytes are too greedy to do such a thing).

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 PERISH

The troglodytes who are on the same tile as a troglodyte carrying a Treasure token must always be eliminated before the troglodyte with the Treasure token.

MANY SHADES OF GRAY

The effect of the Stash tiles depend on who the first warrior to reach them is. If it's a Human warrior, the Human player draws an Advantage Card. If the warrior belongs to the Demon player, then that player draws an Event card.

WINDS OF HELL

Revealing the Pentacle Room tile causes the Winds of Hell to blow. Any warrior who begins its activation on this tile gains +1 MVT until the beginning of its next turn. Moreover, if it's a troglodyte or a Hellhound, it also gets +1 DEF until the beginning of its next turn. If it's a Human, the stench of Hell gives it a -1 DEF penalty (to a minimum of 3 DEF) until the beginning of its next turn. Mark the model with a token from the reserve to remember. Troglodytes who are benefiting from this bonus must be targeted separately from normal troglodytes.

YOU SHALL NOT PASS!

Once per game, at any point during their action phase, the Demon player can sacrifice its Demon of Combat to cause a cave-in on its tile. Place a cave-in token on the tile. It becomes inaccessible. All troglodytes present on it are removed from the board. Hellhounds and Humans on that tile suffer a hit and are randomly placed on an adjacent tile linked by an opening with the caved-in tile.

A Treasure token being carried by a troglodyte or on the ground is placed under the cave-in token.

The openings in contact with the tile thus destroyed cannot be used to bring in warriors.

Clearing out the cave-in requires a combat action which can only be undertaken by a warrior whose CBT is at least equal to 3 and who is on an adjacent tile with a common opening. Remove the token once the cave-in is cleared.





The Forge

By Guillaume Gigeux

"A new failure would be intolerable. The fabulous machine which was to be used by the human armies should under no circumstances be turned against us!"

These words echoed in the head of each warrior as they descended beneath New Jerusalem.

Far away, in the depths of the dark meanders, a discomfart chant could be heard... A chant made of squeaks, guttural orders and beaten metal. Further in, in a chaotic dance punctuated with yelps and whip cracks, the troglodytes were working around dented wheels, decanting vials, giant optical lenses...

Slowly, things were taking shape!

This scenario follows "The Hunt's Afoot". We will finally learn what the troglodytes wanted to do with the Saint Naos Force Condenser.



HUMAN PLAYER'S FORCES

The Human player will be using the following warriors:

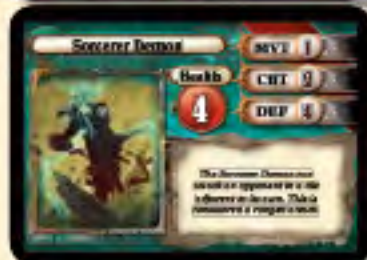
- The Redeemer with one choice of the following sets of Gifts: Smite the Evil Ones and Aura of Protection (We'll pass!); Aura of Anger and Aura of Precognition (Charge!); Slay Evil and Aura of Healing (Follow me!).
- One Sicaria with a choice of the following sets of skills: Tough and Tactician (We'll pass!); Brutal and Weapon Master (Charge!); Quick and Resilient (Follow Me!).
- One Condemned Blade for Hire equipped with a Blunderbuss;
- One Condemned Brute equipped with a Belt of Explosives;
- One Condemned Brute equipped with a Blessed Hammer;
- One Advantage card (randomly drawn).

The Redeemer and the Sicaria can choose Gifts/skill sets with different keywords (We'll pass!/Charge!/Follow me!).



DEMON PLAYER'S FORCES

The Demon player begins the game with 2 TP and one randomly-drawn Event card.



During the game, the Demon player can bring into play 1 Underground Hunter (see basic game) and 1 Sorcerer Demon (but never both at the same time).



SCENARIO Set-Up

Remove from the game the Pentacle Room tile, the Exit tile and the T-shaped Hungry Tunnel.



Place the Human warriors on the Exit tile.
Place the 10-sided die on the 1 side near the Exit tile.



CONDITIONS OF VICTORY

The Human player wins the game if they manage to destroy the Saint Naos Force Condenser. Any other result is a victory for the Demon player.



SPECIAL RULES

DEAFENING NOISES

Use the "A Breath of Fresh Air" rule from the "The Survivors" scenario (see p.16 of the basic game's rulebook). When side 8 is visible, the next tile will be the T-shaped Hungry Tunnel. Place the Pentacle Room tile in its prolongation.



THEY WILL NEED IT NO MORE

Each time a Stash tile is placed onto the table, the Human player draws one Advantage card.

KLANG! KLONG! CONSTRUCTION!

The Pentacle Room is the receptacle of the Saint Naos Force Condenser. It is in play from the beginning of the game, the Demon player can thus use it to bring into play their Demons, Hellhounds and troglodytes, although the latter cannot move as long as the Pentacle Room isn't linked to the rest of the board by the T-Shaped Hungry Tunnel.

No Demonic warrior can be placed on the T-shaped Hungry Tunnel for as long as it is not linked to the rest of the board.

The perverted artifact, instead of concentrating faith, now concentrates human pain into energy. To build it, the following procedure must be followed.

The moment a wound is inflicted on a Human warrior, no matter where that wound came from, the Demon player adds as many TP (from the reserve) to the pentacle as there are troglodytes on that tile (these troglodytes must not have moved or fought this turn).

The Sorcerer Demon, when activated on the Pentacle Room tile, can begin to build the artifact. It cannot fight as part of the same activation. It can use up to 6 TP present on the pentacle:

5 TP: DEF +1 for the artifact (it begins with a DEF of 1 and cannot go over 4).

3 TP: health +1 for the artifact (it begins with 1 health and cannot go over 5).

Keep track of the health with wound tokens and DEF with treasure tokens.

PLING! PLONG! DESTRUCTION!

The artifact can be attacked and must be targeted separately from other demonic warriors. The grenade works normally. The Blessed Hammer causes 2 wounds per hit. The Belt of Explosive allows to roll 3 combat dice against the artifact (the failures are re-rolled as in the case of a Frantic warrior) and other warriors are affected normally. If the artifact's health is reduced to 0, the Human player wins the game.

ZLING! ZLONG! ACTIVATION!

The Saint Naos Force Condenser being active, the jumble of magic and primitive optical technology begins to vibrate and throw sparks. These rays focus an astonishing amount of force on the target.

At the beginning of each threat phase, the Demon player rolls a 6-sided die.

- 1-2: the ray hits a random Human warrior on the board.
- 3-6: the ray hits a random Demonic warrior on the board.
- 7+: the ray hits a Demonic warrior of the Demon player's choice.

Before rolling the die, the Demon warrior can spend as many TP as they want to add +1 per point spent to the result of the die.

The warrior hit by the ray gains +2 CBT and +1 DEF. A troglodyte thus hit must be targeted independently.

As soon as the ray targets a different warrior, the previous target recovers its normal characteristics.





Les reliques

By Philippe Masson

Brother Paulus cautiously leaned towards the mummified remains littering the floor. A metallic object contrasting with the parchment-like skin caught the light of the lantern he held at arm's reach. A crucifix! What could the remains of a Christian be doing lost in these dark subterranean tunnels?... The brother felt perturbed... These remains seemed old. Too old for a city as recent as New Jerusalem. From when were these mummies dated? How had these remains ended up in these sinister catacombs, with such a baleful atmosphere?... Did the demonic creatures infesting these warrens defile graves at the surface? So many questions which would remain unanswered for the moment.

For now, as the man of Faith and action that he was, Brother Paulus had no doubt on the conduct to follow: there would be no question of leaving these unfortunates here, their remains had to be brought back to the surface at any cost in order to give them a proper Christian burial.

As they were in the middle of one of their numerous missions to clean the tunnels beneath the city, the Redeemer and his Condemned discovered that the dark warrens they were exploring sheltered mummified human corpses identified as being of the same religious denomination as the Redeemer, who decided that the relics had to be brought back to the surface to receive proper Christian burial rites.

This scenario can be played alone or with its direct sequel: "Sisters in Arms".



HUMAN PLAYER'S FORCES

The Human player will use the following warriors:

- The Redeemer with a Blessed Hammer (with the Gifts Aura of Protection, Healing Ritual and Aura of Precognition);
- A Condemned Brute with a Shield of Steel;
- A Condemned Blade for Hire with a Blunderbuss;
- A Sicaria with a Necklace of Ears (with the Tactician skill).



DEMON PLAYER'S FORCES

The Demon player begins the game with 4 TP. During the game, the Demon player can bring into play up to 2 Demons of Destruction (but never both at the same time).



SCENARIO SET-UP

Remove from the game the Exit tile, Tomb tile, Pentacle tile and the 7 dead-end tiles (including the Stash tiles).

Create one face-down pile containing one Stash tile (drawn randomly from among the 4), the Exit tile and 2 randomly-drawn tiles from the tile pile. Shuffle this pile.

Create a second face-down pile containing the 3 remaining Stash tiles as well as 5 tiles randomly drawn from the tile pile. Shuffle this new pile and place it on top of the first.

The pile thus formed contains 12 tiles, one Stash tile and the Exit tile being among the last four.

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



CONDITIONS OF VICTORY

The Human player wins the game if they manage to bring at least two relics out. The Human player manages a draw if they can bring out only one relic. Any other result is a victory for the Demon player.



SPECIAL RULES

● DON'T DO THAT!

The mummified relics are parched and particularly flammable. In order to not take any risk, the Redeemer has forbidden the use of lamp oil.

Remove from the card pile the following advantage cards: Oil for your Lamp.

● THE RELICS

Each time a Stash tile is discovered, a relic (represented by a Treasure token) is placed on that tile. The Human warrior who performed the exploration of that tile can decide to pick it up immediately and, if they do so, the Human player draws an Advantage card.

During a later turn, a Human warrior can pick up or drop a relic on the ground at the beginning of its activation.

A Condemned can only carry one relic (see *This Thing's Heavy* below).

The Redeemer can carry two relics (see *My Faith Supports Me* below).

The troglodytes and Hellhounds completely ignore the relics.

The Demon of Destruction can destroy the relics (see *Destructive Rage* below).

● THIS THING'S HEAVY

A Human warrior who picks up a relic loses the use of any carried Object (except the necklace of ears) for the remainder of the game: discard the corresponding card. Exception: see *My Faith Supports Me* below.

A warrior who carries a relic has its MVT value maxed out at 1. Only the Blessed ability could allow the warrior to go beyond that limit.

● MY FAITH SUPPORTS ME

The Redeemer gains +1 CBT when he carries a relic. He can

keep his Blessed Hammer and use it.

The Redeemer can carry up to two relics at the same time, but if he does so, he then loses his Blessed Hammer (the card is discarded) and his CBT value becomes 0 (with no possible way of being increased in any way).

If the Redeemer becomes Exhausted while carrying a relic, his MVT value becomes 1. If he was carrying two relics, he drops one to the ground and his MVT value becomes 1.

FOLLOW ME!

A Condemned warrior carrying a relic must, if possible, be on the same tile or a tile adjacent to the Redeemer's at the end of its movement.

If at the beginning of its activation a Condemned warrior carrying a relic is more than one tile away from the Redeemer, that condemned must, if possible, move closer to the Redeemer. If it is impossible for it to get closer, then it does not move.

If the Redeemer is killed while many condemned still carrying relics remain in play, the first Human warrior activated can move freely and replaces the Redeemer for the application of the Follow Me! special rule.

DESTRUCTIVE RAGE

When the Demon of Destruction kills a Human warrior carrying a relic, that relic is destroyed, and the token representing it is removed from the game board.

If the Demon of Destruction ends its activation on a tile with no Human warrior on which a relic token is left on the floor, that relic is immediately destroyed.

TURN AROUND!

During the exploration of the last free opening on the board, if a tile ending in a dead-end (Stash included) is drawn, it is discarded and replaced with the following tile in the draw. The relic it might have held immediately gets picked up by the warrior performing the exploration, unless that warrior is already carrying a relic (two for the Redeemer), in which case the relic is placed on the ground of the newly explored tile.

UN DERNIER EFFORT

A Human warrior who is on the Exit tile must spend 1 MVT to leave the tunnels and for the relic they carry to be counted for the victory conditions.





Sisters in Arms

By Philippe Masson

She cautiously climbed down the steps made slick by humidity. Her sharp gaze and her dilated pupils were now used to the ambient darkness. Angela was looking over the walls of the dark tunnel through which she preceded her comrades.

She was coming here alone for the second time, only she knew the dangers hidden in these depths, horrors with claws sharp like razors which could leap for your head and slice open your throat in a second. Angela tightened her hold on her swords' grip and continued her progression. Tonight her destiny would play out, her life would change: riches or death!

Everything had started a few weeks ago, during that expedition under the supervision of the Redeemer, when they had found the corpses of the mercenaries. Obsessed as he was by the idea of bringing back the corpses to the surface, he hadn't noticed the badges on the uniforms: all those bodies were those of men who were members of the Schwarze Brüderlichkeit, an ancient mercenary company whose members had converted themselves into tomb robbers. The Redeemer hadn't paid attention to the signs traced with chalk on the walls, either. Signs which could tell much to someone who knew how to decipher them: these men had died very close to their objective, a tomb which was probably filled with riches.

Evading the Redeemer's surveillance hadn't been too difficult, as he was starting to trust her. It didn't take her long to find her old sister in arms, Ruth, in town afterward. Ruth had been seduced by Angela's plan: go back into the catacombs and, thanks to the landmarks memorized by Angela, find the tomb and the treasures it certainly hid. As hardened as they might be, the two former mercenaries had felt it necessary to hire the services of Hans and Luigi for this expedition, two

ruffians. It would've been an exaggeration to say the Sicaria felt they could trust them; but at least they could reasonably hope they'd watch their backs without trying to knife them from behind.

This scenario can be played alone or following "The Relics".



HUMAN PLAYER'S FORCES

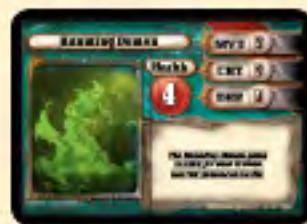
The Human player will use the following warriors:

- Sicaria Angela with a Necklace of Ears (with the Tactician skill);
- Sicaria Ruth (with the Brutal, Weapon Master and Resilient skills);
- A Condemned Brute with a Shield of Steel and a Medalion of Rage;
- A Condemned Blade for Hire with a Blunderbuss and a Reinforced Leather Armor;
- One Flask of Schnapps Advantage card;
- Two other Advantage cards (drawn randomly).

If the Human player plays this scenario after "The Relics", they draw as many Advantage cards as relics brought out during that scenario.



DEMON PLAYER'S FORCES



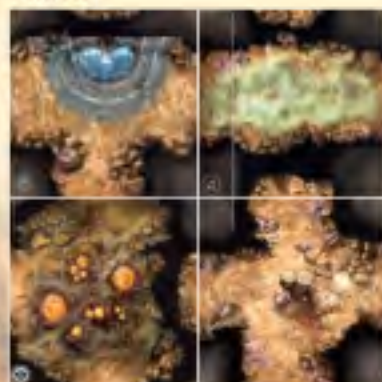
The Demon player begins the game with 4 TP. During the game, they can bring into play up to 2 Haunting Demons (but never both at the same time) for a variable cost (see below).

A	B	C	D
☁	☁	☁	☁
☁	☁	☁	☁
☁	☁	☁	☁
☁	☁	☁	☁
☁	☁	☁	☁
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☁	☁	☁	☁

**SCENARIO Set-Up**

This scenario uses a game board partially defined in advance before the beginning of the game. Place the Exit and Tomb tiles five tiles away from one another (see Illustration). Place the four treasure tokens and a 6-sided die (on the 6 side) on the Tomb tile (it's the Haunting die).

The board is split into four distinctive zones: A, B, C and D. Before the beginning of the game, set up 4 tile piles corresponding to the four zones of the board. Once the tiles of each pile are chosen, they are shuffled face-down and each of them is placed next to the game board next to its respective zone.

Pile A:**Pile B:****Pile C:****Pile D:**

Remove from the Event card pile the following cards: Crisis of Faith. The Human warriors begin the game on the Exit tile.

**CONDITIONS OF VICTORY**

The player with the most points at the end of the game is the winner.

The Demon player scores 1 point for each Condemned Brute or Blade for Hire killed, and 2 points for each Sicaria killed.

The Human player scores 1 point for every warrior who has managed to leave the tunnels alive, and 2 points for each treasure token brought out.

A Human warrior on the Exit tile can leave the board for good at the end of its activation.

The Human player automatically loses the game if any warrior exits before the Humans have picked up a treasure token.

**SPECIAL RULES****EXPLORATION**

The new tile is drawn from the pile corresponding to its zone. If the corresponding pile is empty, no exploration is possible.

**DIRECTION SENSE**

Angela has memorized landmarks during her last mission in the area. Thus, when a newly revealed tile is in a straight line between the Exit and Tomb tiles, it's the Demon player who orients it, but in every other case, the Human player who orients the tile.

The tile in the section D adjacent to the Tomb tile must be oriented in order to allow access to the Tomb.

In case the Lost or Map of the Sewers cards are used, if there are less than three tiles in the pile in which the player must draw, then only the remaining tiles are drawn. The Direction Sense special rule takes precedence over the text of the Lost card.

**TREASURES**

The Tomb tile does not have its usual special rule.

To search the Tomb tile and pick up a treasure token, a Human warrior must sacrifice its combat action. The Human player can then pick up a treasure token and randomly draw either an Advantage card or an unused Object card (if this object cannot be used by that warrior, then discard it and draw an Advantage card).

Each Human warrior can only carry a single treasure token. If the warrior carrying it is killed, the treasure token is left on the tile on which that warrior died.

A warrior can drop a treasure token on the ground or pick one up at the end of its activation.

Demonic warriors ignore treasure tokens.

**THE HAUNTING DEMON**

This Demon can only appear on the Tomb tile. It can always appear there, even without an unexplored opening and in the presence of Human warriors (and without having recourse to the "A Taste for Blood" or "Burrowing Monsters" Destiny squares).

At the beginning of the Demon player's turn, reduce the value on the haunting die by 1 point for each Human warrior present on the Tomb tile.

When the Demon player wishes to bring the haunting demon into play, its TP cost is equal to the score shown by the haunting die (minimum 1).

At the end of the Demon player's turn, if the haunting demon isn't on the Tomb tile, it suffers an automatic wound for every tile in the distance separating it from the Tomb tile.

When the haunting demon is killed, the haunting die is reset to its 6 side.



Dédale

Par Ludovic Rivoal

Stunned, the Redeemer found himself on the floor. The explosion had thrown him violently to the ground. He tried to stand and felt blood running down his forehead. The dust floating in the corridor's air made him cough. His face contorted in pain, he managed to stand. Around him, everything was chaos, the whole ceiling having collapsed onto the group. The two companions following him were already up, standing against the wall. They didn't seem to have been hurt.

The last few hours flowed back in his mind. He remembered the Council of New Jerusalem alerting him of the appearance of a new Hellmouth. According to ancient texts, it was going to expel a tidal wave of creatures ready to fall upon the world. He remembered his descent into the catacombs, its long empty corridors which seemed to have been abandoned, the search for the temple containing the artifact which would seal this infernal well. He remembered the Sicaria who, upon opening the walk, had shouted that the corridor was trapped.

Immediately thereafter, he remembered having hit the ground, an explosion, and then nothing.

The Sicaria had probably saved him.

In front of him, the cave-in blocked the tunnel. He was relieved to hear the Sicaria on the other side. They also seemed unhurt. Even though he could communicate with them through the cracks of the cave-in, it would be impossible for them to clear a path with their bare hands. One of the Condemned who had been keeping watch on the path they had taken here warned that a wall had come up from the ground, cutting off their escape route.

Through the suspended dust forming a true wall of smoke, they heard with fright the screams and howls of many creatures getting closer. The trap had closed on them...

The Redeemer quickly came to a decision. He ordered the Sicaria to continue the mission then turned to his two companions. Weapons in hand, they would force their way back to the surface, and any troglodyte that would try to stop them would pay with its life.



HUMAN PLAYER'S FORCES

The Human player will use the following warriors:

- The Redeemer with a Reinforced Leather Armor and a Scepter of Command (with the Gifts Healing Ritual and Aura of Blessing);
- One Condemned Brute;
- One Condemned Blade for Hire with a Belt of Explosives;
- One Sicaria (with the Tactician skill);
- One Sicaria (with the Brutal skill).



DEMON PLAYER'S FORCES

The Demon player begins the game with 6 TP. During this scenario, the Demon player can bring into play 1 Bloating Demon for 1 TP. This Demon can enter via an available opening or through a Lair tile under the same conditions as the troglodytes.

There are no limits to the number of Bloating Demons which can come into play during the game, so long as there is only one in play at any time.



SCENARIO SET-UP

Remove from the game the Lost event card.

Set up the board as shown on page 19.

The two Sicaria are placed on tile X. The other warriors are placed on tile Y.

A troglodyte is placed on each Demonic Mechanism tile.

Place a moving wall token on each tile marked with a triangle so that the left opening is closed.



CONDITIONS OF VICTORY

The Human player wins the game if the two Sicaria manage to reach the Tomb tile or if the Redeemer manages to reach the Exit tile.

The Demon player wins the game if they manage to eliminate at least one Sicaria and the Redeemer.



SPECIAL RULES

MOVING WALLS

In this scenario, the Demonic Mechanisms do not have their normal special effect.

The two tiles marked with a colored triangle have mobile walls. The movement of these walls is controlled by the Demonic Mechanism tile of the corresponding color.

As long as there is at least one remaining troglodyte alive on a Demonic Mechanism tile, the left opening is blocked, forcing warriors to use the right opening.

When there are no troglodytes on a Demonic Mechanism tile, the moving wall token is placed on the right opening, blocking it and freeing the left opening.

When a troglodyte returns to a Demonic Mechanism tile, the moving wall token is once again placed on the left opening.

INNUMERABLE

At the beginning of each threat phase, place a troglodyte on each Demonic Mechanism tile if there is still space (per the Tunnel Size rule) and if the Demon player wishes to do so.

NOTHING TO GAIN

The Stash and Tomb tiles have no effect.







Demands

By Philippe Villé

They had been exploring this sector for a few days already, with their sole mission the eradication of any impious presence. However, the mood among the group was far from pleasant, as fatigue and stress had strongly weakened their bodies and minds. A wind of revolt was blowing among the condemned, to the point where Brother Paulus wasn't surprised when one of them called him out.

- I've had it up to here, Brother Paulus! My buddies and I risk our necks with each descent and all that for nothing!

- You knew the risks you were taking when you agreed to this mission.

- Agreed? We weren't really given a choice...

- You should bless the Council for giving you the chance to redeem your past mistakes by undertaking a sacred task. Without this, your souls would already be burning in Hell!

- I'm already in Hell! At least toss us a bone, something to help our morale. If we could at least bring back a bit of gold or a few knickknacks to resell on the surface, we could have some coin to buy some comfort in the arms of a large-breasted strumpet or a nice big feast with flowing booze.

- If the Council were to ever hear even part of what you just demanded, the headman would take the heads off of your miserable sinners' bodies upon our return.

- In that case, what's the point in living such a dog's life, death would be much nicer.

Brother Paulus was set aback by this response and felt that he had to cut some slack if he wanted to accomplish the mission given by the Council.

- I will let you explore the Eastern zone, and you can loot whatever you want, as long as it is not sacred. However, do not forget the reason for our presence here. The Council has tasked us with eliminating as many infernal creatures as we can and it is imperative that we stop their migration into the Western sector.

- God bless you Brother Paulus! Count on us! The hunt is on!



HUMAN PLAYER'S FORCES

The Human player will use the following warriors:

- The Redeemer (with the gifts Aura of Anger and Aura of Blessing);
- One Sicaria (with the Resilient skill);
- One Sicaria (with the Tactician skill);
- One Condemned Brute with either a Medallion of Rage, or a Shield of Steel (Human player's choice);
- One Advantage card (randomly drawn). If the player draws a Map of the Sewers card, it must be discarded and a new Advantage card must be drawn.



DEMON PLAYER'S FORCES

The Demon player begins the game with 4 TP. During the game, they can bring into play up to 2 Searching Demons (but never two at the same time).



SCENARIO Set-Up

Set up the board as shown on page 21.

The treasure zone must be set up by the Demon player: the three tiles (two Stash tiles and the Tomb) must be placed where they wish in the treasure zone.

The danger zone is then set up by the Human player: the three tiles (one straight Sanctified Zone, one Straight Flooded Tunnel and one Straight Hungry Tunnel) must be placed face up where they wish in the danger zone.

The Demons' exit zone is finally set up by the Human player: the three tiles (the Exit tile and two dead-ends) must be placed face down where they wish in the demons' exit zone.

The Humans are placed in the danger zone (at the Human player's convenience).



CONDITIONS OF VICTORY

The player with the most victory points at the end of the game is the winner. Any other result is a draw.

The Human player gets 2 points for each Demon slain, 1 point per Hellhound and 1 point for each complete group of 6 troglodytes killed.

The Human player gets 1 point per Stash tile revealed and 2 points for the Tomb.

If there remains at least 1 miraculous water token at the end of the game, the Human player gets 1 point.

Getting a (non tough) troglodyte out of the tunnels is worth 3 points for the Demon player (once per game).

Getting a demon out of the tunnels nets 3 points for the Demon player (once per game).

Each human warrior killed earns 1 point for the Demon player.



SPECIAL RULES

LIMITED TIME

The game lasts 7 turns.

ENCLOSED AREA

No tile has an unexplored opening with regards to the rules for the troglodytes, Hellhounds and Demons entering play. The Demons and the Hellhounds can only enter play on the Demonic Well tile. The troglodytes can enter play on the Lair tiles or by using the "Burrowing Monsters" Destiny square.

HEAD HUNTERS

Draw an Advantage card when you kill a Demon or when you reveal a Stash tile.

EXIT FOR THE DEMON PLAYER

Only the Demon player is allowed to explore the tiles of the demons' exit zone. The Demon player can only do so with a troglodyte or a Demon. A (non tough) troglodyte or a Demon can leave the game at the end of its activation if it is on the Exit tile.



Hole Token linked to the Hole in the Ground Tile

Danger Zone

Exit Zone



The Demonic Well

By Ludovic Rivoal

Hidden in darkness, the two warriors silently observed the temple. They mainly watched the terrible guardian which forbade access to it. In front of the building's entrance, a monstrous three-headed war hound remained unmoving. As though transfixed, it reminded them of the pagan statues raised in glory to ancient demons.

One of its heads sniffed the air as the two others looked around, their gaze seemingly able to pierce the shadows thrown across the cavern by the temple's braziers.

It would be impossible to face this creature with only the two of them and the human warriors absolutely needed to gain the artifact stored in the temple. Silia signed to her companion that she had to return to the surface to get reinforcements.

By observing her sister in arms discreetly move away, she took in her hand the necklace suspended around her neck, hoping it would be powerful enough to protect her until the arrival of the Redeemer.

From afar, a long howl coming from the depths echoed: a new beast had just pulled itself from the well.

Repressing a shiver of anguish, she closed her fist, tightening her grip on the necklace. She had to hold...



HUMAN PLAYER'S FORCES

The Human player will use the following warriors:

- The Redeemer with a Reinforced Leather Armor (with the Gift Slay Evil);
- A Condemned Brute with a Medallion of Rage;
- A Condemned Blade for Hire with a Belt of Explosives;
- One Sicaria with a Necklace of Ears (with the Resilient skill);
- One Sicaria (with the Brutal skill);
- One Advantage card (drawn randomly).



DEMON PLAYER'S FORCES

The Demon player begins the game with 4 TP. During the scenario, the Demon player cannot bring into play any Demon or Hellhounds by spending TP.



SCENARIO Set-Up

Set up the board as shown below.



The Demon player secretly (out of sight from the Human player) places one of each of the following tiles face-down on the question marks indicated on the map:



Demonic Well, Straight Flooded Corridor, Straight Trapped Corridor.

Remove from the appropriate card piles the "Lost" and "Map of the Sewers" cards.

All Human warriors are placed on the Exit tile except for the Sicaria equipped with the Necklace of Ears, who is placed on the Sanctified Zone tile.

Two troglodytes and a Hellhound model representing the Cerberus are placed on the Tomb tile.



CONDITIONS OF VICTORY

The Human player wins the game if they manage to recover the Sacred Vase in the Tomb tile, fill it at the Healing Fountain tile, and, finally, pour out its contents on the Demonic Well tile. The Demon player wins by killing all Human warriors.



SPECIAL RULES



THE GUARDIANS

The Cerberus and the troglodytes accompanying it guard the artifact and will not be able to move during the game. No Hellhound can enter the Tomb tile for as long as Cerberus is alive.



LET'S NOT WASTE TIME

No exploration can be made in this scenario. Only the Human player can reveal the tiles placed face-down during the board's creation (as in a normal exploration).

THE SACRED VASE

The Sacred Vase is found in the Tomb tile (which doesn't have its normal special ability). It is represented by a Treasure token (empty face up). It is automatically picked up by a Human warrior (of the Human player's choice) present on the tile upon the death of the Cerberus. The warrior carrying the Vase suffers a -1 MVT penalty.

If the warrior carrying the Vase is killed, the Treasure token is left on the tile where the warrior died and can automatically be picked up by a non-Exhausted Human warrior moving through the tile or who is already on it.

The vase must be filled with one of the two miraculous water tokens from the Healing Fountain tile (turn the treasure token over and discard the miraculous water token). The warrior carrying the vase can fill it during an initiative phase if it is on the proper tile.

As soon as the warrior carrying the full vase reaches the Demonic Well tile, the Human player wins the game.

THE DEMONIC WELL

Every fifth turn of the Demon player (turn 5, 10, etc.), a Hellhound is placed for free, during the threat phase, on the Sanctified Zone tile (marked with a star). Use the 10-sided die to count the turns. There can never be more than 2 hounds in play at any one time (the Cerberus counts as a Hellhound in regards to this rule). If there are already 2 hounds in play or if the Sanctified Zone tile already contains the maximum number of demonic warriors, leave the die on the 5-side and, as soon as a hound is killed, its replacement enters play for free during the next threat phase. The countdown resumes at that point.

When the Demonic Well tile is revealed, the hounds are brought into play for free on that tile, instead of on the Sanctified Zone tile.

In this scenario, the Demon player can bring an unlimited number of Hellhounds into play.



DESCRIPTION OF THE TILES

DEMONIC WELL

The Demon player can always bring into play a Demon or a Hellhound on this tile. If they do so, the cost of the Demon is reduced by 1 TP.

FOG

Any warrior on this tile has a DEF of 6.

HEALING FOUNTAIN

When this tile enters play, place two miraculous water tokens on it. At the beginning of an Initiative Phase (before rolling the dice) the Human player can discard one or two of these tokens to heal as many Lines of Action of their choice from a warrior on this tile. Remove the corresponding damage token(s).

LARGE ROOM

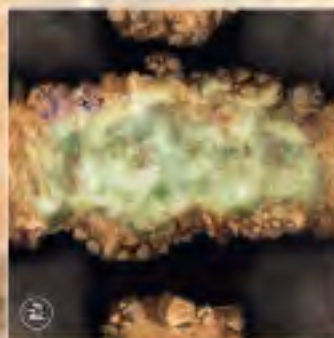
This room can hold 5 warriors per side instead of 3.

SANCTIFIED ZONE

Roll a die each time one of the Demon player's warriors who enter this tile. On a result of 5 or more, that warrior suffers a hit.

TOMB

The first time a Human warrior enters this tile, they search the grave looking for some sort of treasure. Randomly draw one Object card from among those not used by the scenario and equip the warrior with it. If the warrior cannot be equipped with it, draw an Advantage card instead.



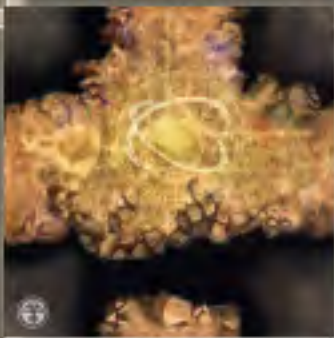
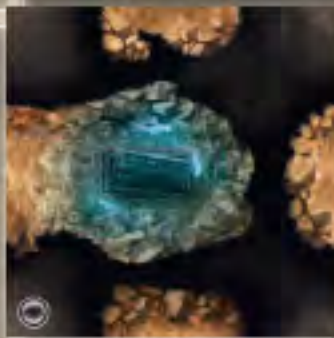
Survival Instinct



Cave-in



Teleport Icon



Under the Sign of Satan



Searching Demon

CRÉDITS

GAME CREATED BY
INTRODUCTION NOVEL
SCENARIOS

SCENARIO PLAYTESTING & BALANCING
PROOFREADING
COVER

GRAPHIC DESIGN
ART

HELLHOUND FIGURE
ORIGINAL SECARIA FIGURE

CHANGES TO THE SECARIA FOR THE EXPANSION
MASTER PAINTER
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JÉRÔME OTREMBA.
ERIC HARLAUX
ERIC FRANKLIN

CROC WOULD LIKE TO THANK THOMAS DAVID, JACQUES-ALEXANDRE GILLOU, GREGORY PICARD, AND BERTRAND BENOÏT, WITHOUT WHOM *HILL DORADO* (AND BY EXTENSION *CLAUSTROPHOBIA*) WOULD NOT HAVE BEEN POSSIBLE.

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