

# 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.

