

Demonic Trinity

BY THIERRY VAREILLAUD

We 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

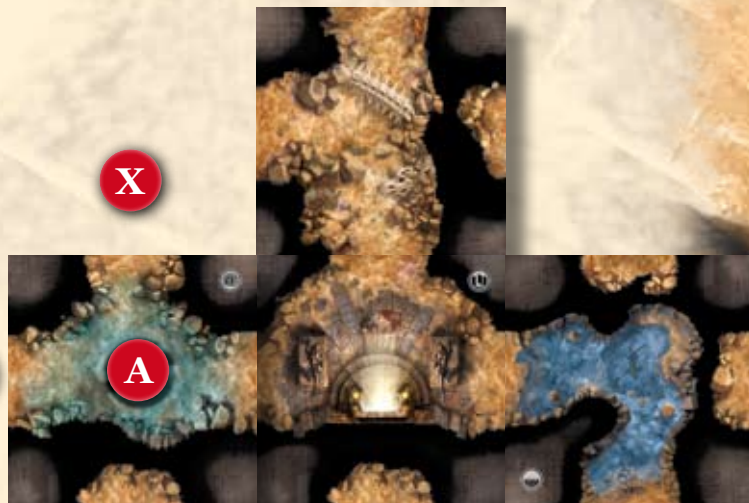
To win, the Human player must place a protective seal on each of the 3 sources of evil. They are represented by the Demonic Mechanism Tiles. Note that these tiles lose their usual special effect.

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.