

RESCUE

BY THIERRY VAREILLAUD

God 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 another wound, the flask loses its healing power. The flask cannot heal condemned warriors.