

DELIVER US FROM EVIL

BY PHILIPPE VILLÉ

The 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!"*

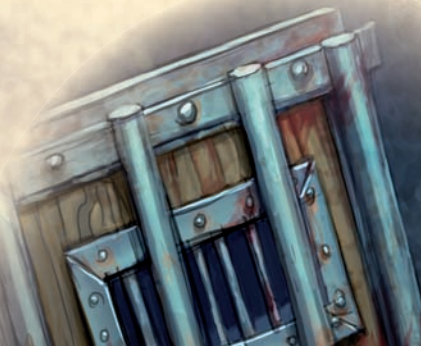
"I'll do so, mister Valombre! I can tell you with certainty that in this very room, evil plotters are putting in motion dark plans, the final goal of which is the enslavement of humanity!"

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.