



# THE ESOTERIC ORDER OF GAMERS

## WWW.ORDEROFGAMERS.COM

High quality materials for the dedicated devotee of immersive, thematic tabletop games.  
Game rules summaries, foamcore box plans, articles, interviews, reviews, videos, tutorials, forums – and lots more.

# v4

Sep 2015



Game: **CLAUSTROPHOBIA**

Publisher: **Asmodee (2009)**

Page 1: **Rules summary**

Page 2: **Player reference x2**

Page 4: **Player reference *De Profundis* front and back**

Page 5: **Player reference *Furor Sanguinis* front and back**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

## SETUP

Choose a scenario and follow its setup instructions. Shuffle the **Event** card and **Advantage** card decks and place them facedown on the table.

## PLAYING THE GAME

Each game is divided into a series of **rounds**, each of which is divided into 4 **phases** to be carried out in order.

### 1. INITIATIVE PHASE

The Human player rolls as many 6-sided **Action Dice** as he has active warriors. Then select a die for each warrior and place it on that warrior's **Reference card**, thus selecting which **Line of Action** (and which statistics) will be used by that warrior until the beginning of the next Initiative Phase.

The **Redeemer** usually has 2 **Gifts** (see the scenario), which can be added to some of the Lines of Action on his reference card.

#### Exhausted Warriors

If a warrior receives a die score that matches a *cancelled* Line of Action, he is **Exhausted**: he will not be able to act normally during the following Action phase and will have a **DEF of 3** and a **MVT and CBT of 0** until the next Initiative Phase. He no longer has any Talents and does not benefit from any of the advantages linked to his Objects (excepting the *Scepter of Command*). He can still be affected by stat bonuses that come from special rules or Advantage cards.

If the Redeemer is Exhausted and the canceled Line of Action is one that triggers one of his Gifts, that Gift is no longer usable.

#### Healing

Certain cards can **heal** a previously canceled Line of Action; remove the corresponding Damage token. If the line that has just been healed is the line designated by the warrior's Action Die in the Initiative phase, he is no longer *Exhausted* and can act normally.

### 2. HUMAN PLAYER ACTION PHASE

The Human player must activate his warriors one at a time. Each warrior must finish his activation before the next warrior can be activated.

During his activation, a warrior can either **move** first and then **engage in combat**, or engage in combat first, then move.

Neither movement nor combat are required. A warrior cannot begin to move, engage in combat, and then finish his movement.

#### Advantage Cards

Each scenario description grants the Human player the use of a number of Advantage cards. These can be used at the time stated in their description, and must then be discarded. The Human player can't draw any more Advantage cards once the game has begun.

#### Objects

Some warriors can carry and use Objects that improve their statistics or give them special abilities. Warriors cannot exchange objects, put them down, pick them up, or destroy them in any way. Objects are removed from play only when their owner is killed or leaves the game.

# Claustrophobia

### 3. THREAT PHASE

The Demon player rolls 3 6-sided **Dice of Destiny** and positions them in the **Destiny square(s)** of his choice, following any restrictions that may apply, then immediately applies the relevant effects to the chosen Destiny squares.

If a tile or a card allows him to roll a greater number of Dice, then he can place them all on his Board of Destiny.

Abilities printed in **red** can only be selected once per Threat Phase.

The Demon player can then send his warriors into the game. Each Troglodyte costs 1 **Threat Point** (TP). The Demon player can also send in a Demon by paying 5 TP.

These can be placed on one or several tiles, but the **Tunnel Size Rule** and the following restrictions apply:

The tile must have at least one **unexplored** opening.

An opening is considered *unexplored* if it leads to a part of the catacombs that is not yet represented by a tile.

The tile must be empty of Human warriors.

Warriors that are sent into play during the Threat phase can act normally during the following Action phase.

#### Event Cards

The Dark Destiny result of the Board of Destiny allows the Demon player to draw an **Event card**. This can be kept in his hand or used at the time indicated in its description (and must then be discarded).

The Demon player can keep as many Event cards in his hand as desired.

### 4. DEMON PLAYER ACTION PHASE

The Demon player's Action phase is identical to the Human player's Action phase except **the Demon player's warriors can never explore any openings**.

## MOVEMENT

Movement is always optional. Every time a warrior moves, he can spend all or part of his **MVT** score.

Leaving a tile to move to the next tile connected by an opening costs 1MVT, with the following restrictions:

**Tunnel Size Rule:** a tile cannot contain more than 3 warriors from each side.

**Blocking Rule:** a warrior can only leave a tile containing enemy units if there are at least as many warriors from his side as there are enemies.

## EXPLORING

During his movement, a human warrior can spend 1MVT to explore a nearby opening and therefore reveal a new tile. While doing so, they must apply the Blocking Rule.

The Human player draws the first tile from the stack and gives it to the Demon player.

The Demon player places the new tile in contact with the explored opening, any way they like, as long as the new tile is accessible to the warrior exploring it.

The Human player then places his warrior on the new tile. Any effects the tile may have are triggered.

The Human warrior may continue to move if they still have any remaining MVT score.

#### Dead Ends

If, after exploring an opening, the board is left with no more unexplored openings, the last tile to have been placed is discarded and a new tile is drawn, and so on until an unexplored opening appears.

## COMBAT

When a warrior engages in **combat**, follow this procedure:

The player controlling the warrior that initiated the attack must choose which of the enemies on the same tile they are going to **target**. Note that all Troglodytes present on the same tile count as a single target.

Roll a number of **Combat Dice** equal to the warrior's **CBT** score. Each die with a score higher than or equal to the selected target's **DEF** score is counted as a hit.

**No matter what bonuses they have received, a warrior's DEF score can never be higher than 6.**

The player that controls the hit warrior(s) then resolves the hits:

**Troglodytes:** a single hit is enough to kill a Troglodyte; remove the miniature from the game. If several hits are achieved, a Troglodyte is killed for each one.

**Demons:** place a Wound token on the Demon's Reference card for each hit. When the number of Wound tokens is equal to or greater than its Health score, the Demon is removed from the game.

**Human Warriors:** each hit requires the Human player to select a Line of Action which will then be *cancelled*. Place a marker in the relevant Damage square. Once all 6 Lines of Action have been canceled, the warrior is dead and the miniature is removed from the game.

#### Damage Effects

If a canceled Line of Action matches the Action Die that the warrior was given during the Initiative phase, they are not yet considered to be *Exhausted*.

A warrior is only *Exhausted* if they are given an Action Die that matches a previously canceled Line of Action during the Initiative phase.

#### Ranged Combat

Some weapons allow warriors to attack one or more targets on an adjacent tile. For such an attack to be possible, the attacker's tile and the target's tile must be connected by an opening.

## TALENTS

Some warriors have **Talents** which give them extra abilities during the game. **A Human warrior cannot use any Talent while they are Exhausted.**

#### Elusive

The warrior can move without taking into account the number of enemy warriors (*ie.* he is not affected by the Blocking Rule).

#### Frantic

The warrior can re-roll each Combat die once if it did not hit.

#### Bodyguard

Every time an allied warrior on the same tile is hit by an attack, a warrior with this Talent can choose to suffer all or some of the effects of that hit in his place.

#### Impressive

The warrior can prevent one or more enemies from leaving the tile that they are currently on (except for the *Hole in the Ground* tile). If an *Elusive* warrior is on the same tile as one or more *Impressive* enemies, the Talents cancel each other out and the normal Blocking Rule applies to all.

#### Blessed

This warrior can, during the Initiative phase, after the Action Dice have been applied, provide support to another warrior of his choice.

The chosen warrior can choose either a bonus of +1 MVT or +2 CBT until the end of the following Action phase. Place the **Blessing token**, showing the appropriate side, on the relevant warrior's card stand.

If the Line of Action that the warrior was using is canceled, it is immediately healed. **This talent can only be used once per scenario.** Discard the Blessing token at the end of the Action phase during which the Talent was used.

## HANDICAPS

**Human Player (simpler game for the Demon player):**

Remove these 3 cards from the Event deck: 1 *Lost* and 2 *Panic!* cards. The Demon player begins the game with 3 extra TP.

**Demon Player (simpler game for the Human player):**

The Human player draws one extra Advantage card, and can choose one extra Gift for the Redeemer.

## EXPERIENCED PLAYERS

During setup, hold a **reverse auction**, with a starting price of 21 points. The next player to bid must always bid a lower value. The player to bid the lowest value wins the auction, plays the Humans and must assemble a team with the value equal to his winning bid. Costs are as follows:

**Redeemer** (maximum 1): free and mandatory;

**Gifts** (maximum 4): 2 points per Gift;

**Condemned Brute** or **Blade for Hire** (maximum 2 of each): 3 points per warrior;

**Objects** 2 points per card (chosen from all available cards); **Advantage cards** 1 point per card (drawn randomly from the deck of all available cards).

Objects must be given out to the warriors before the game begins. The human player must apply the restrictions stated on each Object's card.



# Claustrophobia

## 1. INITIATIVE PHASE

**Human player** rolls as many d6 **Action Dice** as he has active warriors. Select each warrior's **Line of Action**.

A warrior with a die score matching a *cancelled* LoFA is **Exhausted** for the round: **DEF of 3** and **MVT and CBT of 0**; no Talents and no benefit from advantages linked to his Objects (except the *Scepter of Command*).

If a **Redeemer's** canceled LoFA triggers one of his Gifts, that Gift is no longer usable.

## 2. HUMAN PLAYER ACTION PHASE

**Human player** activates his warriors one at a time: **move** then **fight**, or fight then move.

**Advantage cards** are discarded once used. **Objects** cannot be put down, picked up, or destroyed.

## 3. THREAT PHASE

**Demon player** rolls **3** d6 **Dice of Destiny**, places them in the **Destiny square(s)** of choice, then applies the effects. Abilities in **red** can only be selected once per Threat Phase.

Then send warriors into the game. Each Troglodyte costs **1 Threat Point (TP)**; each Demon costs **5 TP**. A tile cannot contain more than **3** warriors from each side; must have at least one **unexplored** opening; and be empty of Humans.

**Event Cards** can be kept in hand (as many as desired) or used at the time described, and then discarded.

## 4. DEMON PLAYER ACTION PHASE

The Demon player's warriors can never explore any openings.

## TALENTS

**A Human warrior cannot use any Talent while Exhausted.**

**Elusive** Not affected by the *Blocking Rule*.

**Frantic** Can re-roll each Combat die once if it did not hit.

**Bodyguard** May suffer all or some of the effects of a hit on an allied warrior on the same tile (instead of the warrior).

**Impressive** Can prevent one or more enemies from leaving the tile they are on (except for *Hole in the Ground* tile). On the same tile as *Elusive* enemies, the talents cancel out.

**Blessed** After Action Dice have been applied, can support another warrior of choice: a bonus of either +1 MVT or +2 CBT until the end of the following Action phase. If the LoFA the warrior was using is canceled, it is immediately healed. **This talent can only be used once per scenario.**

## SPECIAL TILES



### Booby-Trapped Tunnel

The first time a human warrior enters this tile, the Demon player rolls a die:

- Nothing happens
- 2-3 The warrior suffers 1 hit.
- The warrior immediately ends his move.
- 5 Place a Troglodyte on this tile.
- 6 The warrior suffers 2 hits.



### Demonic Mechanism

In the next Threat phase, the Demon player rolls one extra Die of Destiny. This is only triggered the first time a Human warrior enters this tile.



### Exit

This tile can hold 5 warriors per side instead of the usual 3.



### Flooded Tunnel

A warrior entering this tile must immediately end his movement. Leaving this tile cost a warrior his full MVT potential.



### Hole in the Ground

When played, the Demon player must place a **Hole marker** on another tile already in play.

Troglodytes can spend 1MVT to move between a tile with a Hole to another tile that has a Hole.

This is a movement, but the *Blocking Rule* and the *Impressive* Talent have no effect on it.



### Hungry Tunnels

Each time a warrior standing on this tile is hit *in combat*, the effects of that hit are **doubled**. This does not apply to the effects of a Grenade.



### Lair

The Demon player can always make Troglodytes appear on this tile.



### Pentacle Room

This tile can hold 5 warriors per side instead of the usual 3.



### Stash

Effects depend on the scenario. If nothing is specified, the tile has no effect.



### Tight Tunnel

This tile can only hold one warrior from each side instead of the usual 3.

# Claustrophobia

## 1. INITIATIVE PHASE

**Human player** rolls as many d6 **Action Dice** as he has active warriors. Select each warrior's **Line of Action**.

A warrior with a die score matching a *cancelled* LoFA is **Exhausted** for the round: **DEF of 3** and **MVT and CBT of 0**; no Talents and no benefit from advantages linked to his Objects (except the *Scepter of Command*).

If a **Redeemer's** canceled LoFA triggers one of his Gifts, that Gift is no longer usable.

## 2. HUMAN PLAYER ACTION PHASE

**Human player** activates his warriors one at a time: **move** then **fight**, or fight then move.

**Advantage cards** are discarded once used. **Objects** cannot be put down, picked up, or destroyed.

## 3. THREAT PHASE

**Demon player** rolls **3** d6 **Dice of Destiny**, places them in the **Destiny square(s)** of choice, then applies the effects. Abilities in **red** can only be selected once per Threat Phase.

Then send warriors into the game. Each Troglodyte costs **1 Threat Point (TP)**; each Demon costs **5 TP**. A tile cannot contain more than **3** warriors from each side; must have at least one **unexplored** opening; and be empty of Humans.

**Event Cards** can be kept in hand (as many as desired) or used at the time described, and then discarded.

## 4. DEMON PLAYER ACTION PHASE

The Demon player's warriors can never explore any openings.

## TALENTS

**A Human warrior cannot use any Talent while Exhausted.**

**Elusive** Not affected by the *Blocking Rule*.

**Frantic** Can re-roll each Combat die once if it did not hit.

**Bodyguard** May suffer all or some of the effects of a hit on an allied warrior on the same tile (instead of the warrior).

**Impressive** Can prevent one or more enemies from leaving the tile they are on (except for *Hole in the Ground* tile). On the same tile as *Elusive* enemies, the talents cancel out.

**Blessed** After Action Dice have been applied, can support another warrior of choice: a bonus of either +1 MVT or +2 CBT until the end of the following Action phase. If the LoFA the warrior was using is canceled, it is immediately healed. **This talent can only be used once per scenario.**

## SPECIAL TILES



### Booby-Trapped Tunnel

The first time a human warrior enters this tile, the Demon player rolls a die:

- Nothing happens
- 2-3 The warrior suffers 1 hit.
- The warrior immediately ends his move.
- 5 Place a Troglodyte on this tile.
- 6 The warrior suffers 2 hits.



### Demonic Mechanism

In the next Threat phase, the Demon player rolls one extra Die of Destiny. This is only triggered the first time a Human warrior enters this tile.



### Exit

This tile can hold 5 warriors per side instead of the usual 3.



### Flooded Tunnel

A warrior entering this tile must immediately end his movement. Leaving this tile cost a warrior his full MVT potential.



### Hole in the Ground

When played, the Demon player must place a **Hole marker** on another tile already in play.

Troglodytes can spend 1MVT to move between a tile with a Hole to another tile that has a Hole.

This is a movement, but the *Blocking Rule* and the *Impressive* Talent have no effect on it.



### Hungry Tunnels

Each time a warrior standing on this tile is hit *in combat*, the effects of that hit are **doubled**. This does not apply to the effects of a Grenade.



### Lair

The Demon player can always make Troglodytes appear on this tile.



### Pentacle Room

This tile can hold 5 warriors per side instead of the usual 3.



### Stash

Effects depend on the scenario. If nothing is specified, the tile has no effect.



### Tight Tunnel

This tile can only hold one warrior from each side instead of the usual 3.

# Claustrophobia

## DE PROFUNDIS

### SETUP

When playing a scenario from this expansion:

- shuffle the new tiles with the tiles from the base set.
- shuffle the new Event cards into the Event deck and the new Object cards into the Object deck.
- use the new Gifts of the Redeemer.

When playing a scenario from either expansion:

- shuffle the new Advantage cards into the Advantage deck.

### DEMON PLAYER EVENT CARDS

When the new Event cards are added to the Event deck, the Demon player's hand is limited to 3 cards.

If the Demon player draws cards and has more than 3, he must discard down to 3 before being able to draw one.

### HELLHOUNDS

In all *De Profundis* scenarios, the Demon player can bring **Hellhounds** into play (unless otherwise stated).

**Bringing a Hellhound into play costs 3 TP.** A maximum of 2 Hellhounds may be brought into play (in the entire game).

On the turn of its arrival, place a free die on the Hellhound's reference card showing the side of your choice. This is not a Die of Destiny and is discarded at the beginning of your next Threat phase.

Hellhounds are neither troglodytes nor Demons.

They can benefit from the *Burrowing Monsters* and *A Taste for Blood* Destiny squares.

Each must be targeted independently and they have a Health of 3.

Each Hellhound may be given a Die of Destiny during the Threat phase; the die returns with the other dice in each Threat phase. If they do not get one, they behave instinctively.

### THE SICARIA

The **Sicaria** are considered Condemned warriors.

Skills are given to each Sicaria at the start of the game in the same way Gifts are given to the Redeemer. If there are multiple Sicaria, they cannot have the same skills.

Skill effects are permanent unless otherwise indicated.

### SPECIAL TILES



#### Demonic Well

The Demon player can always bring into play a Demon or a Hellhound on this tile.

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 2 **Miraculous Water tokens** on it.

At the beginning of an Initiative phase (before rolling the dice), the Human player can discard 1 or 2 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 enter this tile.

On 5+, that warrior suffers a hit.



#### Tomb

The first time a Human warrior enters this tile, they search the grave looking for treasure.

Randomly draw 1 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.

# Claustrophobia

## ALL SPECIAL TILES



#### Booby-Trapped Tunnel

The first time a human warrior enters this tile, the Demon player rolls a die:

- 1 Nothing happens
- 2-3 The warrior suffers 1 hit.
- 4 The warrior immediately ends his move.
- 5 Place a Troglodyte on this tile.
- 6 The warrior suffers 2 hits.



#### Demonic Mechanism

In the next Threat phase, the Demon player rolls one extra Die of Destiny. This is only triggered the first time a Human warrior enters this tile.



#### Demonic Well

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



#### Exit

This tile can hold 5 warriors per side instead of the usual 3.



#### Flooded Tunnel

A warrior entering this tile must immediately end his movement. Leaving this tile cost a warrior his full MVT potential.



#### Fog

Any warrior on this tile has a DEF of 6.



#### Healing Fountain

When this tile enters play, place 2 **Miraculous Water tokens** on it.

At the beginning of an Initiative phase (before rolling the dice), the Human player can discard 1 or 2 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).



#### Hole in the Ground

When played, the Demon player must place a **Hole marker** on another tile already in play.

Troglodytes can spend 1MVT to move between a tile with a Hole to another tile that has a Hole.

This is a movement, but the *Blocking Rule* and the *Impressive Talent* have no effect on it.



#### Hungry Tunnels

Each time a warrior standing on this tile is hit *in combat*, the effects of that hit are **doubled**.

This does not apply to the effects of a Grenade.



#### Lair

The Demon player can always make Troglodytes appear on this tile.



#### Large Room

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



#### Pentacle Room

This tile can hold 5 warriors per side instead of the usual 3.



#### Sanctified Zone

Roll a die each time one of the Demon player's warriors enter this tile.

On 5+, that warrior suffers a hit.



#### Stash

Effects depend on the scenario. If nothing is specified, the tile has no effect.



#### Tight Tunnel

This tile can only hold one warrior from each side instead of the usual 3.



#### Tomb

The first time a Human warrior enters this tile, they search the grave looking for treasure.

Randomly draw 1 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.

# Claustrophobia

## FUROR SANGUINIS

One player takes on the role of **Kartikeya**, a monstrous Squamata opposed to both Human and Demonic forces.

The Squamata player's turn alternates with that of their opponent (Demonic or Human). This turn has 2 phases: the **Instinct phase** (corresponding to the Human player's initiative phase, or the Demon player's threat phase) and the **Action phase**.

### 1. INSTINCT PHASE

Determine Kartikeya's stats until the beginning of the next Instinct phase.

Roll 4 **Squamata dice** and place them on the spaces of your choice on the Squamata board.

A destroyed part of the body can no longer receive any dice.

### 2. ACTION PHASE

Kartikeya moves and explores like any other warrior, by using the values and talents chosen during the Instinct phase.

**Kartikeya can choose to split his attacks** between multiple opponents and/or multiple times during his movement. Set aside as many dice as its CBT value in order to keep track of the available attacks. Before, during, and/or after his movement, Kartikeya can choose to initiate combat against one or more foes. Each die that was set aside can be used only once.

Kartikeya is a warrior but not a Human, Troglodyte, or Demon.

### DAMAGE & WOUNDS

For each hit that Kartikeya suffers, place a **wound token** on the space of your choice on the Squamata board.

A part of the body with as many wounds as its **resistance** score is destroyed, can no longer be healed (and can no longer receive wound tokens), and cannot receive dice during the instinct phase. A Squamata tile located on a destroyed part of the body can no longer be used.

If all parts of Kartikeya's body are destroyed, he dies.

### OTHER RULES

**Trapped Corridor** Kartikeya is affected normally by the *Trapped Corridor* tile.

**Trap Space on the Destiny Board** In a scenario in which Kartikeya is present, use the following text: *An enemy warrior of your choice suffers a hit. The Squamata player chooses where the wound is placed if Kartikeya is targeted.*

**Advantage Cards** During a game against Kartikeya, the Human player removes these cards from the Advantage deck: *Oil For Your Lamp* (x2), *Our Faith Will Protect Us* (x2).

**Event Cards** During a game with Kartikeya, the Demon player can draw no Event cards.

**Deadly Destiny** Instead of drawing Event cards from that space of the destiny board, the Demon player gains 1 point of **Deadly Destiny**, which they can use on the scenario specific table. You cannot trigger more than 1 event per turn, and each event can only be used once per game.

Flip the event tokens facedown when they are used to remember that a specific event has already been triggered. Unless otherwise indicated, these events are triggered during the Threat phase.

### SQUAMATA TILES



#### War Cry (linked to head)

During the Instinct phase, you can place 1 die on this tile. If you do so, immediately move an opposing warrior (other than a Demon or the Redeemer) to an adjacent tile linked by an exit without taking into account the blocking rule.



#### Consumption (linked to head)

Each time Kartikeya kills an opponent, remove a wound token from a part of his body that has not yet been destroyed.



#### Beserk (linked to head)

Kartikeya gains +1 CBT for each part of his body containing at least 2 wounds.



#### Steel Blades (linked to arms)

Kartikeya gains +2 CBT.



#### Heavy Armor

You can place up to 3 wound tokens on this card. When this card has received 3 wound tokens, it is removed from the game.



#### Reptilian Reflexes

Trigger this ability during an Instinct phase. Once during the game, Kartikeya can decide to have a MVT of 3 (this value cannot be increased, but it can potentially be reduced) during the following action phase.

Remove this tile from the game after it has been used.

# Claustrophobia

## ALL SPECIAL TILES



#### Booby-Trapped Tunnel

The first time a Human warrior enters this tile, the Demon player rolls a die:

- Nothing happens
- 3 The warrior suffers 1 hit.
- 4 The warrior immediately ends his move.
- 5 Place a Troglodyte on this tile.
- 6 The warrior suffers 2 hits.



#### Demonic Mechanism

In the next Threat phase, the Demon player rolls one extra Die of Destiny. This is only triggered the first time a Human warrior enters this tile.



#### Demonic Well

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



#### Devouring Pit

This tile can hold 5 warriors per side instead of 3. Roll a die for each warrior on this tile at the beginning of the Threat, Initiative, and Instinct phases. On a 4+, that warrior suffers a hit.



#### Exit

This tile can hold 5 warriors per side instead of the usual 3.



#### Flooded Tunnel

A warrior entering this tile must immediately end his movement. Leaving this tile cost a warrior his full MVT potential.



#### Fog

Any warrior on this tile has a DEF of 6.



#### Healing Fountain

When this tile enters play, place 2 **Miraculous Water tokens** on it.

At the beginning of an Initiative phase (before rolling the dice), the Human player can discard 1 or 2 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).



#### Hole in the Ground

When played, the Demon player must place a **Hole marker** on another tile already in play.



#### Hungry Tunnels

Each time a warrior standing on this tile is hit *in combat*, the effects of that hit are **doubled**. This does not apply to the effects of a Grenade.



#### Lair

The Demon player can always make Troglodytes appear on this tile.



#### Large Room

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



#### Pentacle Room

This tile can hold 5 warriors per side instead of the usual 3.



#### Phosphorescent Mushrooms

The DEF of any warrior on this tile can never be higher than 3.



#### Sacrificial Altar

The first time a Demon player's warrior reaches this tile, the Demon player flips one of their event tokens faceup.



#### Sanctified Zone

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



#### Stash

Effects depend on the scenario. If nothing is specified, the tile has no effect.



#### Tight Tunnel

This tile can only hold one warrior from each side instead of the usual 3.



#### Tomb

The first time a Human warrior enters this tile, they search the grave looking for treasure.

Randomly draw 1 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.