Claustrophobia™

Furor Sanguinis

A game by CROC



Rules

Kartikeya

Journal of a Prisoner
Second day

Here, I no longer have a name.
Sometimes skulls fall from the ceiling of my cell. This rain of bones marks the passage of days and nights. Twice already I have suffered through such a torrent of human remains, some which are human no longer, along with those remains that have never been human. And my mentor's voice haunts me, "But what will you achieve in Hell?"

Fourth day

"Discover what the Lord has hidden from mortals."
"Arrogance."
My jailor bought me from the people I had hired to lead me to New-Jerusalem. The passage fee was steep, and they made a nice profit from the young, oblivious scholar I had been. The abomination has given me enough supplies to keep a journal. It's tall and moves in complete silence with its eyes closed and its nostrils flaring. Its claws barely scrape the rough stone walls. Despite all of this, what I find most repugnant about it, and what obsesses me, is the sound of its voice.
"Soon. Be patient. Soon we will emerge."
It has the tongue and the gaze of a man. Today, it left its lair, under the city. I hide broken bone shards under my torn robe.

Eighth day

It has a name. It whispered its name to me when it returned: Kartikeya. Yes, it confessed to once having been a mortal creature. A fragile being. Before Hell had changed it.
"Because we, the Lost, cannot change Hell and yet we need to survive. A man I was, then Damned I was. Now, I evolve. I've spoken with philosophers and alchemists. I've tortured theologians and heretical popes. I've finally found an answer."
I believed it weak; the wounds from its earlier expeditions marred its hide. When I brandished my bone crucifix, a smile disfigured its face. My jailor caressed the improvised cross. A downpour of skulls interrupted our moment of conversation.
"What I desire above all things," it revealed to me, "is to free my soul. You see, redemption and salvation, they're chains. What I want, in the end, is to be the equal of Azrael, or –why not?–the Light Bringer himself. My instinct will guide me but I still have a long journey ahead. Thankfully I have excellent ways to distract my enemies."
The creature authorized me to put its words to paper before we left its lair.

This Claustrophobia expansion offers you a new creature which will allow you to discover and play many new scenarios. In each of them, one player will take on the role of Kartikeya, a monstrous squamata opposed to both human and demonic forces.

Generally, in a game featuring Kartikeya, one of the players will control only that creature, as it, by itself, has the fighting power of many human warriors.

The squamata player's turn will alternate with that of their opponent (demonic or human, depending on the situation). This turn has two distinct phases: the instinct phase (corresponding to the human player's initiative phase, or the demon player's threat phase) and the action phase (similar to the phase of the same name of the opponents).

Contents

- 1 Kartikeya miniature
- 1 Squamata board
- 5 Squamata dice
- 1 rules and scenario booklet
- 13 wound tokens
- 16 deadly destiny tokens
- 10 event tokens
- 3 troglodyte nest tokens
- 7 Squamata tiles



Instinct Phase

The squamata player will determine Kartikeya's stats. To do that, the player rolls 4 squamata dice and places them on the spaces of their choice on the squamata board. The placement of these dice will determine Kartikeya's stats until the beginning of the next instinct phase. One restriction: a destroyed part of the body can no longer receive any dice (see below).

Damage and Wounds

Over the course of the game, Kartikeya will suffer damage like any other warrior. For each hit suffered, you'll have to place a wound token on the space of your choice on the squamata board.

A part of the body that has as many wounds as its resistance score is considered to be destroyed and can no longer be healed (and can no longer receive wound tokens).

A destroyed part of the body can receive no 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.

Action Phase of the Squamata Player

- Kartikeya will move, explore the tunnels, and face his opponents, whether they are human or demonic.
- The monster moves and acts like any other warrior, by using the values and talents chosen during the instinct phase.
- He can explore just like the human player's warriors.
- There exists one important difference when compared to Claustrophobia's other warriors.

Multiple Combats: Kartikeya can choose to split his attacks between multiple opponents and/or multiple times during his movement. Set aside as many dice as the CBT value of the squamata 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 he is not human, or a troglodyte, or a demon.

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 will have to remove from the advantage cards deck the following cards: *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 table specific to the scenario played. The demon player cannot trigger more than one event per turn. Each event can only be used once per game (see also the "Sacrificial Altar" tile).

Flip the event tokens face-down 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.



Event token


Deadly Destiny token





Place two dice in this space. Roll an extra squamata die during the next instinct phase.

Place two even dice in this space. Kartikeya is frantic until the beginning of the next instinct phase.

Place an odd die in this space. Kartikeya is impressive until the beginning of the next instinct phase.

Resistance

Place a die of value 1 or 2 in this space. Remove a wound token from a part of Kartikeya's body which has not yet been destroyed.

The total value of all dice placed in this space must be equal to 9. Kartikeya is elusive until the beginning of the next instinct phase.

Resistance



Basic Characteristics

Place at least one die in this space.
The value of the first die placed in this space modifies Kartikeya's stats until the beginning of the next instinct phase.

Value 1 or 2: DEF 3+, CBT 5.

Value 3 or 4: DEF 4+, CBT 3.

Value 5 or 6: DEF 5+, CBT 1.

Each extra die placed in this space grants him +1 CBT until the beginning of the next instinct phase.

Resistance

Place a die in this space.
Kartikeya gains +1 MVT until the beginning of the next instinct phase.

Resistance

The Scent of Prey

By CROC

Kartikeya haunts the abyss of New-Jerusalem seeking a power no Squamata has ever eld - that of demons themselves. Even better, the Lost wishes to elevate its soul, forged in the harshness of the infernal circles, to the top of the food chain. It covets the wisdom and the power of the fallen angels.

To that end, it ceaselessly tracks the Butchers of the Damned in order to devour their flesh, their spirits, and their essence. Guided by its flair, the terrible Squamata is pursuing its new prey – the one called the Crushing Demon.

Squamata Player's Forces

The Squamata player has Kartikeya equipped with the following Squamata tiles: *Steel Blades*, *Reptilian Reflexes*, and *Reptilian Resistance*.

Demon Player's Forces

The Demon player begins the game with 4 TP. During the scenario, they can bring no demons into play (however, see "The Demon's Lair").

Scenario Setup

Set aside the following tiles: Exit and Pentacle Room. The other tiles are shuffled and form a draw pile. The Exit tile is placed in the middle of the table. Kartikeya is placed on it.

Victory Conditions

The Squamata player wins the game if they kill the Crushing Demon. Any other result is a victory for the Demon player.

Special Rules

The Smell of Fear

Kartikeya seeks and often finds its prey thanks to its extremely well developed sense of smell. This works the same way as the Breath of Fresh Air rule from the "The Survivors" scenario (see p.16 from the base set's rules) with one difference: when the 10 side is up, the next tile isn't the Exit tile, but the Pentacle Room.

The Demon's Lair

Place the Crushing Demon on the Pentacle Room when it is revealed.



Deadly Destiny Event Table

1 – Slippery soil (2)
Kartikeya suffers a **-2 MVT** penalty during its next action phase.

2 – Sprained ankle (2)
Kartikeya immediately suffers a wound to the legs and suffers a **-1 MVT** penalty during its next action phase.

3 – Monstrous claws (3)
The Crushing Demon gains a **+2 CBT** bonus until the end of the game.

4 – Poisoned bite (5)
Until the end of the game, the Crushing Demon causes 2 Wounds whenever it lands a hit.

5 – Impressive girth (3)
The Crushing Demon gains a +5 bonus to its Health statistic until the end of the game.

6 – Thick skin (5)
The Crushing Demon gains a **+1 DEF** bonus until the end of the game.

7 – Not dead yet (2)
The Crushing Demon heals 5 health points. This cannot bring the Demon's current total above its health statistic.

8 – Still not dead yet (2)
The Crushing Demon heals 5 health points. This cannot bring the Demon's current total above its health statistic.

The faithful slave must learn to love his leash

By CROC

The Lost isn't stupid, an idiot Lemure to be silenced with a clawed backhand. Nonetheless, despite its stealth and its carefulness, it's being tracked in turn. Decades of miserable existence have taught it that when it comes to hunting, no one should hunt alone. It has readied its pack and intends to sacrifice them in order to survive.

Accompanied by mortal slaves, held at the end of chains, Kartikeya must cleave its way through infernal ranks.

Squamata Player's Forces

The Squamata player has the following models: Kartikeya (equipped with the *Reptilian Reflexes* and *Reptilian Resistance* Squamata tiles), and two human slaves (used the Condemned Blade-For-Hire models).

Demon Player's Forces

The Demon player begins the game with 4 TP. During the game, they will be able to bring into play up to 2 Demons of Combat (but never at the same time).

Scenario Setup

Set aside the Exit and the Pentacle Room tiles. Form a face-down stack composed of 10 randomly-drawn tiles. Make a second face-down stack composed of 3 randomly-drawn tiles and the Exit tile (shuffle these 4 tiles).
Place the first stack atop the second one. The final result will be a deck of 14 tiles, with the Exit tile being among the last 4. The Pentacle Room tile is placed in the middle of the table. All Squamata warriors are placed on it.

Victory Conditions

The Squamata player wins the game if they manage to get Kartikeya onto the Exit tile. The Demon player wins with any other result.

Special Rules

The Human Slaves

Each human slave has the following characteristics: MVT 2, CBT 1, DEF 4, Health 3. These warriors activate during the Squamata player's action phase.
Kartikeya has them bound with long chains. If, at the end of the Squamata player's action phase, a human slave is more than one tile away from Kartikeya, the chain breaks and the slave escapes (it is removed from the game).

A Few Resources

The Cache tiles represent the remains of past human expeditions. Place a threat token on each tile of that type. Any slave ending their activation on such a tile can discard that token to heal 1 health point.

Deadly Destiny Event Table

1 – Slippery Soil (2)
Kartikeya suffers a **-2 MVT** penalty during its next action phase.

2 – Sprained Ankle (2)
Kartikeya immediately suffers a wound on its legs and suffers a **-1 MVT** penalty during its next action phase.

3 – Terrified (2)
The Demon player moves a slave to an adjacent tile linked by an exit without taking into account the blocking rule.

4 – Ferocious (2)
During your next action phase, troglodytes gain a **+1 CBT** bonus.

5 – Crawling Worms (2)
Each slave suffers 1 point of damage.



Maternal Instinct

By Philippe Villé

Kartikeya is jealous of a specific power--creation--in the realm of the great infernal powers. To claim this realm would be a crucial step in its quest for evolution and liberation.

In the deepest reaches of the innards of New-Jerusalem lies an odious creature, said to be an ancient pope bound for Hell, whose sins earned him the torment of procreation: he endlessly births troglodytes in atrocious suffering. After many centuries of that punishment, the Birthing Demon has learned to love its progeny.

Kartikeya now enters deeper into the Birthing Demon's lair, confident…

Squamata Player's Forces

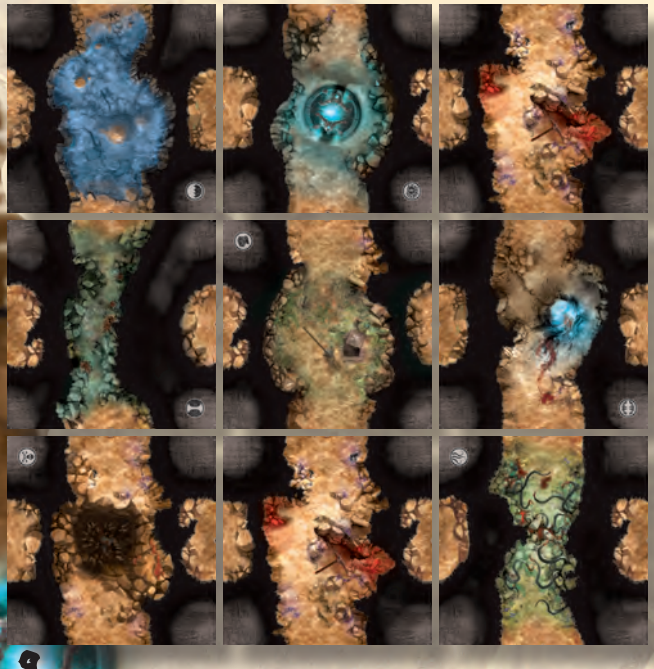
The Squamata player has the following models: Kartikeya, equipped with the *Berserk*, *Reptilian Reflexes*, and *Reptilian Resistance* Squamata tiles.

Demon Player's Forces

The Demon player begins the game with 4 TP. During the scenario they can bring into play one Birthing Demon by following the scenario's special conditions (see Protective Instinct).

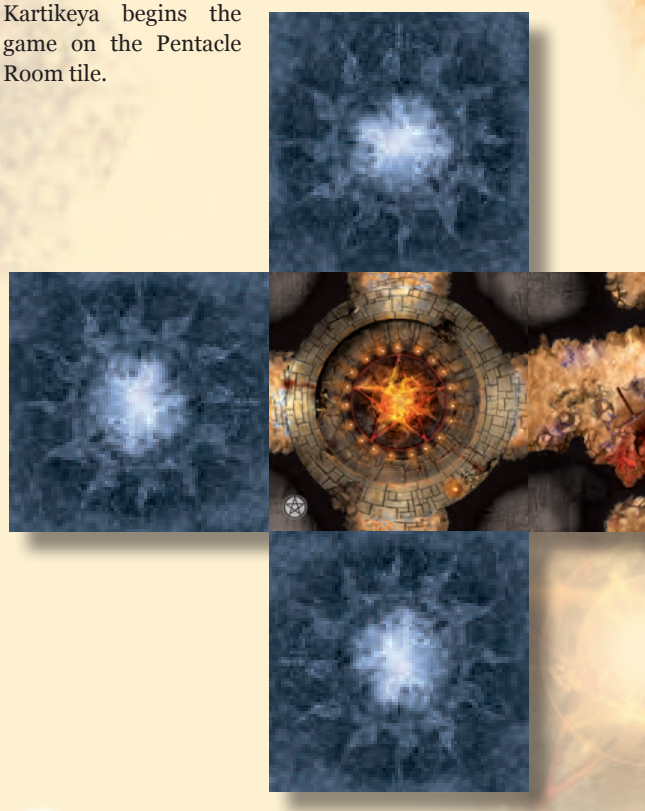
Scenario Setup

Before the beginning of the game, the Demon player randomly forms 3 stacks of 3 tiles each with the 9 tiles listed below.



Then, the Demon player adds under each stack one of the following tiles: 2 Dead-End tiles, and 1 Sacrificial Altar tile.
Finally, create the board shown below by placing the 3 stacks of 4 face-down tiles in the indicated spaces.

Kartikeya begins the game on the Pentacle Room tile.



Victory Conditions

The Demon player wins by killing Kartikeya. The Squamata player wins by killing the Birthing Demon.

Special Rules

Dead In Ovum

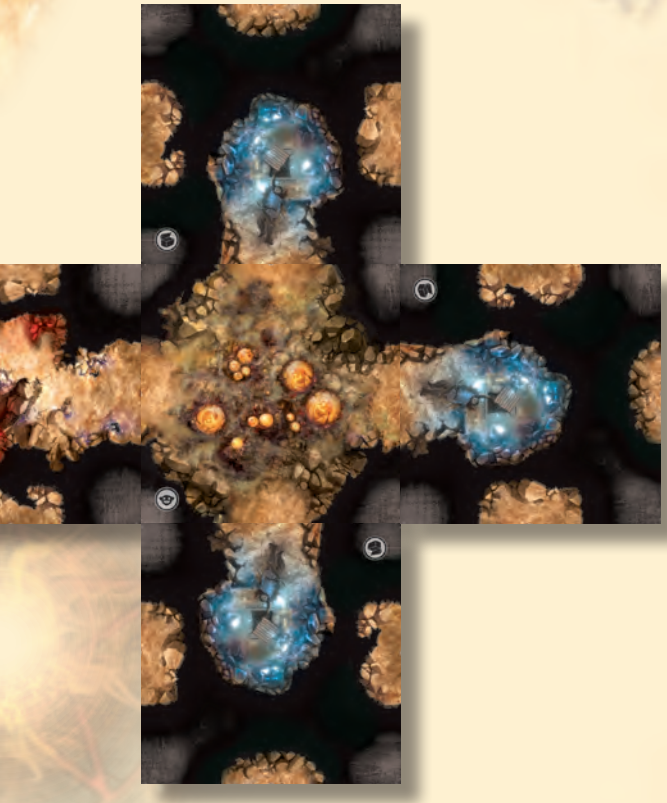


The 2 Dead-End tiles placed in the 3 stack of tiles each shelter a troglodyte nest.
A troglodyte nest is represented by a token with an "intact" side and a "destroyed" side, and has the following characteristics:
DEF 3, Health 4.

A troglodyte nest can be attacked. For combat, it's considered to be both an opponent and a target. However, the troglodyte nest doesn't count as a warrior belonging to the Demon player when it comes to applying the blocking and corridor size rules.

Raving Mad

By reaching the Sacrificial Altar tile, Kartikeya realizes that it went down the wrong path and that its instinct betrayed it. It then becomes raving mad, and the Berserk tile now works as follows: Kartikeya gains a +1 CBT bonus for each part of its body with at least 1 wound.



Protective Instinct

When Kartikeya destroys the last troglodyte nest, a Birthing Demon, drunk with vengeance, comes out of its lair to flay the squamata alive.

As soon as the second troglodyte nest is destroyed, immediately place the Birthing Demon on the Lair tile. From that moment on, the Demon player can no longer use the Deadly Destiny Event Table.



If at least one troglodyte was placed this way, the Birthing Demon suffers a -1 DEF penalty until the beginning of the next threat phase.

Deadly Destiny Event Table

1 – Surprise Attack (2)

During this Threat Phase, you benefit from the Burrowing Monsters and The Taste of Blood skills.

2 – Ferocious (2)

For your next action phase, troglodytes gain a **+1 CBT** bonus.

3 – Plant Growth (3)

Choose a tile. For the Demon player's next action phase, consider this tile to have the Hungry Tunnels effects

4 – Revenge (2)

For the Squamata player's next action phase, each troglodyte eliminated by Kartikeya makes an attack against it before being removed from the game.

5 – Fatigue (3)

The Demon player chooses one of Kartikeya's tiles (except for Berserk) and removes it from the game.

6 – Déjà vu (3)

The Demon player turns a Deadly Destiny token face-up.

7 – Deep Wound (2)

Kartikeya will not be able to use its Regeneration ability on its next turn.

8 – Pernicious Attack (2)

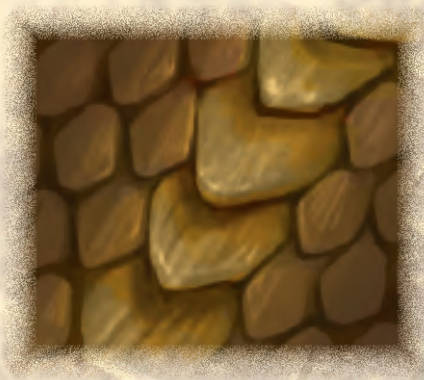
Kartikeya suffers a **-1 DEF** penalty until the beginning of its next activation.

9 – The Calm Before the Storm (2)

During the next Threat Phase, the Demon player rolls two extra dice.

10 – Shockwave (1)

The Demon player moves Kartikeya to an adjacent tile linked by an exit, without taking into account the blocking rule.



Cooperation

By Philippe Villé

The Lost is headed to its next prey: an unholy place, which, according to rumor, begets demons! There, reasons Kartikeya, lies an immense power, the consumption of which would elevate its soul even more.

Not only is this place not a myth, but the Squamata is not the only one to have heard of it. Mortals, led by an experienced Redeemer, are headed to that infernal crucible. The area exudes an ancient curse; the expedition could be cut short for all sides involved – unless they come to an agreement and present a unified front.

Squamata Player's Forces

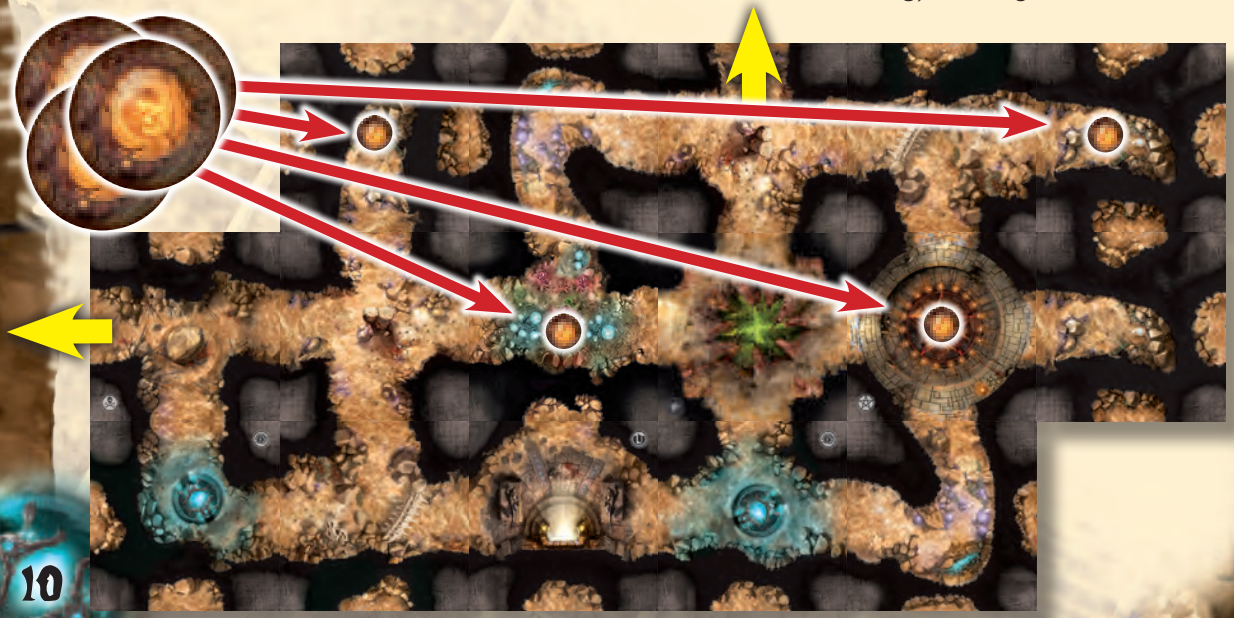
The Squamata player has the following warriors:
Kartikeya equipped with the *War Cry*, *Reptilian Reflexes*, and *Reptilian Resistance* Squamata tiles;
Two Condemned Blades-for-Hire each equipped with a *Blunderbuss*;
The Redeemer (with the gifts *Aura of Courage* and *Aura of Healing*);
The Squamata player secretly chooses one of the following two advantage cards: *Grenade* or *Bottle of Schnapps*. This card can only be played by a human warrior.

Demon Player's Forces

The Demon player begins the game with 4 TP. They will only be able to bring one demon into play, following the Demon Generator rules (see below).

Scenario Setup

Create the board shown below. Place the four troglodyte nests in the indicated spaces..



Kartikeya and the human warriors are placed on the Exit tile.
One troglodyte is placed on each tile bearing a troglodyte nest token (intact side up).

Victory Conditions

The Squamata player wins if they kill the Demon.
The Demon player wins if they kill all human warriors and Kartikeya.

Special Rules

Game Overview

The turns are divided as follows:
• Instinct Phase
• Kartikeya's Action Phase (Squamata Player)
• Initiative Phase
• Humans' Action Phase (Squamata Player)
• Threat Phase
Demon Player's Action Phase

If Kartikeya is eliminated, remove the Instinct and Action phase of the Squamata player. If all human warriors are eliminated, remove the Initiative and Action phase of the humans.

Cordial Alliance

The War Cry doesn't effect human warriors. Moreover, humans and the squamata belong to the same side for the application of the blocking and corridor size rules.

Immunity

The troglodytes are immune to the effects of the Devouring Pit.

Troglodyte Nests

A troglodyte nest is represented by a token with an "intact" and a "destroyed" side, and has the following characteristics: **DEF 3, Health 5**.

During the game, the Demon player can only bring troglodytes into play from an intact troglodyte nest token. The Demon player can always bring troglodytes into play on a tile containing an intact troglodyte nest.
A troglodyte nest can be attacked by a human or squamata warrior. For combat or the use of an item, a troglodyte nest is considered both as an opponent and a target. However, the troglodyte nest doesn't count as a Demon player's warrior when applying the blocking and corridor size rules.
When a troglodyte nest loses its last health point, flip the troglodyte nest token to its "destroyed" side.
If, at any point in the game, all troglodyte nests are destroyed, the Demon appears.

Soul Gauge

When a troglodyte leaves the game board through one of the board's two exits (indicated by arrows on the map), its corpse is crushed and what it uses as a soul is sucked up by a diabolical machine known as the Demon Generator. This is buried deep under the Pentacle Room. Each time a troglodyte leaves the board via one of the exits, the soul gauge increases by 1 point (starting value: 0). The value reached by the soul gauge is indicated using the D10.

Demon Generator

The soul gauge's level determines the type of Demon which can be summoned.

The Demon appears in one of the following three situations:

1. As soon as all 4 nests are destroyed, the Demon appears during the next threat phase.
2. When the soul gauge reaches 8 (or more), the Demon appears during the next threat phase.
3. At the Demon player's choice, during any threat phase.

In all cases, the Demon player must place the Demon matching the current value of the soul gauge (see below) in the Pentacle Room (by possibly destroying a troglodyte if that tile already had 5).

Mutual Hatred

On their activation, the Demon and Kartikeya must move (if possible) towards one another by the shortest path.

The More We Are

This scenario can easily be played with three players. In that case, two of the players are allies against the Demon player. One of these two players controls Kartikeya while the other controls the three human warriors.

Deadly Destiny Event Table

1 – Full Speed (3)
During their next action phase, troglodytes gain a **+1 MVT** bonus.

2 – Ferocious (2)
During their next action phase, troglodytes gain a **+1 CBT** bonus.

3 – Robust Nests (2)
During your next action phase, the troglodyte nests gain a **+1 DEF** bonus.

4 – The Calm Before the Storm (2)
During the next threat phase, the Demon player rolls 2 extra dice.

5 – Supercharge (2)
The soul gauge increases by 1 point.

6 – New Nests (3)
Flip two destroyed nests to their "intact" side.

7 – Flee (2)
During your next action phase, troglodytes are **elusive**.

8 – Invasion (2)
Place up to 4 troglodytes into play (for free) on one or more tiles containing an intact troglodyte nest.

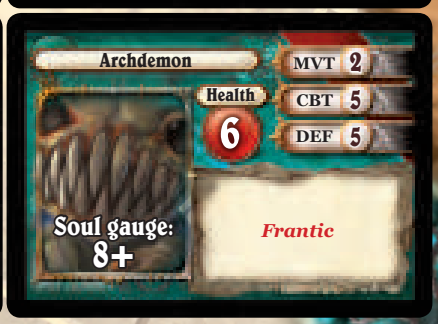
9 – Mutation (3)
Choose a troglodyte in play. It now has the following characteristics: MVT 2, CBT 3, DEF 4, Health 4.

10 – Extra Supercharge (2)
Each demonic mechanism tile which contains at least one troglodyte increases the soul gauge by 1 point.









Shared Destinies

By Philippe Masson

The alliance was doomed to fail.
Kartikeya has learned that at the heart of a maze are antique weapons, whose origins date back to the time of Solomon. It seems that their blades are sharp enough to harvest the essence of higher beings – and devour whole.

The Lost is in that maze, which is used as a sewer by the inhabitants of New-Jerusalem, when a group of mortals seeking the remains of a lost expedition bursts in.
IThe prize will go to whoever leaves this tomb first.

Squamata Player's Forces

The Squamata player has the following warriors:
Kartikeya, equipped with the *War Cry*, *Consumption*, *Reptilian Reflexes*, and *Reptilian Resistance* Squamata Tiles.
Moreover, during the game, Kartikeya will have the chance to gain the Steel Blades tile.

Human Player's Forces

The Human player will have the following warriors:



- The Redeemer equipped with the *Scepter of Command* (with the gifts *Smite the Evil Ones* and *Aura of Courage*);



- Two Condemned Brutes, one of which is equipped with a *Steel Shield*;

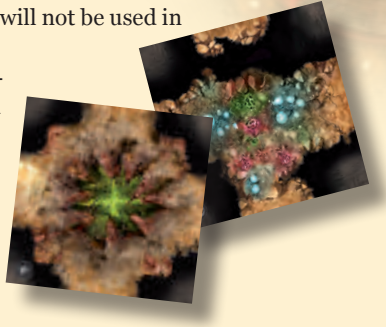


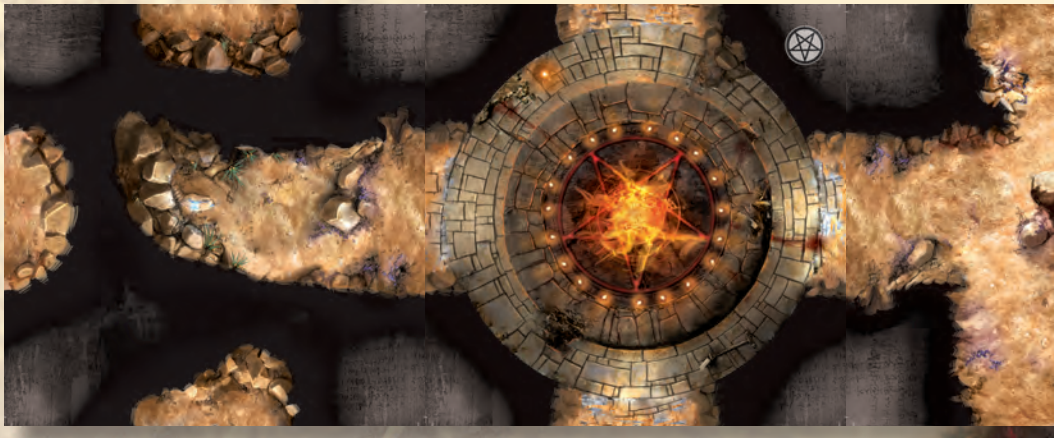
- One Condemned Blade-for-Hire, equipped with a *Blunderbuss*.

Scenario Setup

Place the five starting tiles as shown below:

Remove the following tiles: the Exit, the three Dead-Ends containing a cache, as well as all the Narrow Corridor tiles (the latter will not be used in this scenario).
Also set aside the Glowing Mushrooms and Devouring Pit tiles (the Sacrificial Altar will not be used).





Create the first face-down stack containing the Exit tile and three randomly drawn tiles. Shuffle this stack.
Create a second face-down stack containing two Dead-End tiles with cache, as well as three randomly drawn tiles. Shuffle this stack and then place it on the first stack.
Create a third face-down stack containing the remaining Dead-End tile with cache, the Glowing Mushrooms, and the Devouring Pit tiles, as well as four randomly drawn tiles. Shuffle this stack and place it on top of the others.
The deck will contain sixteen tiles, with the Exit tile being among the last four.

The Human models begin the game on the Pentacle Room tile.
Kartikeya begins the game on the lair tile which is the furthest away from the Pentacle Room tile.
Kartikeya will play first in this scenario.

Victory Conditions

The Human player wins if, after having recovered the three bodies, they manage to get at least two warriors out (see the "We're Awaiting Orders" special rule) before Kartikeya leaves the board.
The Squamata player wins if, after having recovered the Steel Blades, they manage to get Kartikeya out. To do so, it must be on the Exit tile at the end of its activation before the Humans recover three bodies and two warriors leave the board.

Special Rules

Exploration
The models from both sides have the chance to explore according to the normal rules. When a player draws a new tile due to an exploration, it's their opponent who chooses its orientation.

Disoriented
Kartikeya can make no attacks on the game's first turn.

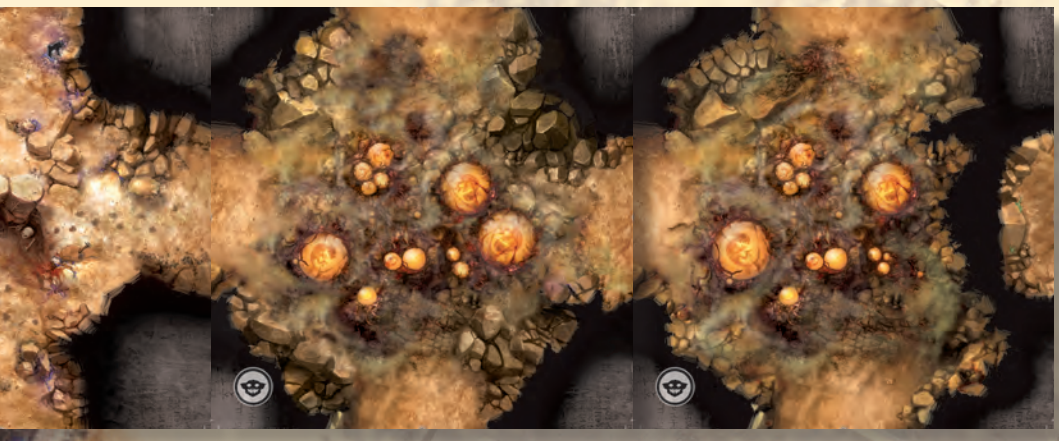
They're Mine!
Kartikeya recovers the Steel Blades and becomes equipped with the corresponding tile if it ends its activation on the Glowing Mushrooms tile. The Human models ignore the Steel Blades.

Honor Our Dead
When a Human model enters a Dead-End with a cache tile for the first time, place a threat token on that tile to indicate that the body which was on it has been recovered. Kartikeya ignores the bodies.

Let's Not Let Anything Go To Waste
Each time a Human warrior enters a Dead-End with cache tile for the first time (including the one which doesn't contain a body), the Human player can draw an advantage card.

We're Awaiting Orders
A Human warrior which is on the Exit tile can decide to leave the board at the end of its activation. It is counted towards the victory conditions only if the Human player has already recovered the three bodies.





Survival Instinct

By Philippe Masson

The Lost's quest is reaching its end. It has absorbed enough profane creatures and phenomena to claim to be the equal of the fallen angels. If only it could escape the Demons who have started chasing it in the tunnels beneath New-Jerusalem, return to its lair to finish its metamorphosis and tear itself away from the weaknesses of the flesh, Kartikeya would completely absorb the gifts of the Fallen. Its survival and freedom are within reach of its claws and fangs, there, just around the corner, far from the infernal howls.

Squamata Player's Forces

The Squamata player has the following models: Kartikeya, equipped with the *Heavy Armor*, *Steel Blades*, *Reptilian Reflexes*, and *Reptilian Resistance* Squamata tiles.



Demon Player's Forces

The Demon player begins the game with 4 TP. During the game, they will be able to bring into play up to 2 Demons of Combat (but never at the same time).

Scenario Setup

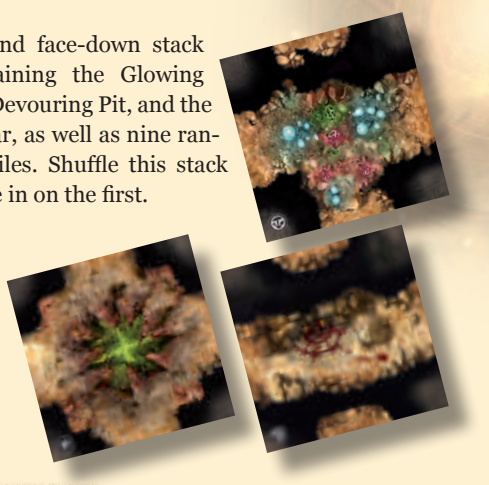
Set aside the following tiles: Exit, Petacle Room, and the Narrow Corridor tile.



Place the Pentacle Room tile in the middle of the play area.

Create one first face-down stack of tiles containing the Narrow Corridor and three randomly chosen tiles. Shuffle this stack.

Create a second face-down stack of tiles containing the Glowing Mushrooms, Devouring Pit, and the Sacrificial Altar, as well as nine randomly draw tiles. Shuffle this stack and then place in on the first.





The deck thus made will contain sixteen tiles, the Narrow Corridor tile being among one of the last four.

Kartikeya begins the game on the Pentacle Room tile. Kartikeya plays first in this scenario.

Victory Conditions

The Squamata player wins if Kartikeya manages to reach the Narrow Corridor tile.
The Demon player wins if they manage to eliminate Kartikeya.

Deadly Destiny Event Table

1 – Skilled Warrior (2)
The Demon player chooses the location of the hits made against Kartikeya on an attack roll. This event is triggered after the attack dice have been rolled.

2 – Slippery Soil (2)
Kartikeya suffers a **-2 MVT** penalty on its next action phase.

3 – Corrosion (4)
One of Kartikeya's equipment tiles is destroyed (Heavy Armor or Steel Blades, at the Demon player's choice). Remove the corresponding Squamata tile from the game.

4 – Poisoned Claws (1)
Kartikeya will not be able to use its Regeneration skill on its next turn.

5 – Sprained Ankle (2)
Kartikeya suffers a wound to the legs and suffers a **-1 MVT** penalty for its next action phase.

6 – Demonic Inspiration (2)
During its next action phase, one Demon in play will gain both a **+1 CBT** bonus and the **Frantic** skill.

7 – Enraged Troglodyte (1)
During its next action phase, one troglodyte in play will gain both a **+1 CBT** bonus and the **Frantic** skill (the specific troglodyte will be chosen during the Demon player's action phase).



Squamata Tiles

Some scenarios allow Kartikeya to equip gear and special talents. A squamata tile linked to a part of the body can no longer be used if that body part is destroyed.

War Cry Linked to the 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 the head



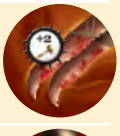
Each time Kartikeya kills an opponent, remove a wound token from a part of his body that has not yet been destroyed.

Berserk Linked to the head



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

Steel blades Linked to the 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.

Reptilian resistance



Trigger this ability during an instinct phase. Once during the game, Kartikeya can decide to have a DEF of 6 until the beginning of the next instinct phase.
Remove this tile from the game after it's been used.

New Room Tiles (1 of each)

Phosphorescent mushrooms



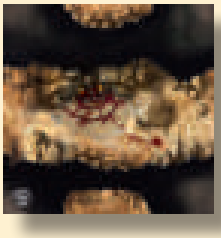
The DEF of any warrior on this tile can never be higher than 3.

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 result of 4 or greater, that warrior suffers a hit.

Sacrificial altar



The first time a demon player's warrior reaches this tile, the demon player flips one of their event tokens face-up.

Credits

Game created by	CROC.
Introductory novels	Thomas Hervet.
Scenarios	Philippe Masson, Philippe Villé, CROC.
Corrections	Adeline Dumas.
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Original sculpture	Jacques-Alexandre Gillois.

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